

HOW TO FIRE GUV GUN PODS – 9-A-624/622 MACHINEGUN

- 1) Turn ON weapon system breakers
- 2) Turn ON Master Arm on roof panel
- 3) Set Payload Management Selector to ГУВ (GUV)
- 4) Select desired firing mode (burst firing mode ON or OFF) and burst fire length if burst firing mode is selected.
- 5) Select desired GUV gun mode
 - 800 for grenade launchers
- 6) Select GUV 800 switch (UP)
- 7) Turn Main Weapons Power ON (UP)
- 8) Press “Weapon Release” button.

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- 4) Select desired firing mode (burst firing mode ON or OFF) and burst fire length if burst firing mode is selected.
- 5)
 - A) Select desired GUV gun mode
 - 800/624 for 12.7 mm guns
 - 622 for 7.62 mm guns
 - B) If 12.7 mm guns are selected, press reload keys for left and/or right pods (can be set to I, II or III, it doesn't matter).
- 6) Select GUV 624/622+800 switch (DOWN)
- 7) Turn Main Weapons Power ON (UP)
- 8) Press “Weapon Release” button.

HOW TO FIRE ROCKETS

- 1) Turn ON weapon system breakers
- 2) Turn ON Master Arm on roof panel
- 3) Select desired Rocket Burst Quantity
- 4) Select rocket pod stations (ABT = AUTO)
- 5) Select ROCKET (PC) firing mode (DOWN)
- 6) Press PUS Fire Control Power Switch for 1-2 seconds
- 7) Turn Main Weapons Power Switch ON (UP)
- 8) Press “Weapon Release” button.

HOW TO DROP BOMBS (B/G/G/G/G/B Configuration)

- 1) Turn ON weapon system breakers
- 2) Turn ON Master Arm on roof panel
- 3) Set ESRB control box to OFF (LEFT)
- 4) Select bomb station release by right clicking on the ESRB selector and choosing “I” for single bomb drop. Mode “I” will drop a single bomb from the default bomb drop sequence.
- 5) Set ESRB control box to ON (RIGHT).
- 6) Select payload profile II
- 7) Turn Main Weapons Power ON
- 8) Bomb arming switch ON (UP).
- 9) Drop bombs using the “Release Bomb” switch (do not confuse with “Weapons Release”).

DROP SEQUENCE:
6-1-5-2-4-3

GUV/UPK Pod:

800: 30mm Grenade Launcher
UPK-23-250: 23mm
624: 12.7mm
622: 7.62mm

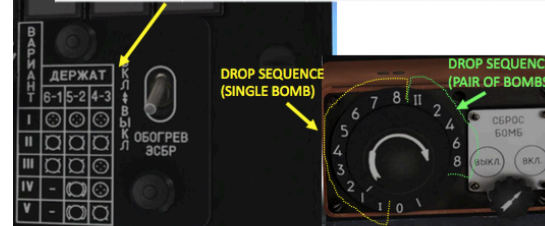
Rocket Pod:

S-8KOM: HEAT Rounds (Lgt-Med Armor)
S-8OFP2: FAE Rounds (Anti-Personnel)
S-8OM: Illumination Rounds
S-8TsM: Target Designation Rounds

Bombs:

FAB (Free-falling High-Explosive Bomb)
SAB (Illumination Bomb) (IR Missile Decoy)

Profile Loadouts Table						
Profile # / Station	6	5	4	3	2	1
I	Rocket	Rocket	Rocket	Rocket	Rocket	Rocket
II	Bomb	Bomb	Bomb	Bomb	Bomb	Bomb
III	Bomb	Bomb	Rocket	Rocket	Bomb	Bomb
IV		Bomb	Rocket	Rocket	Bomb	
V		Bomb	Bomb	Bomb	Bomb	



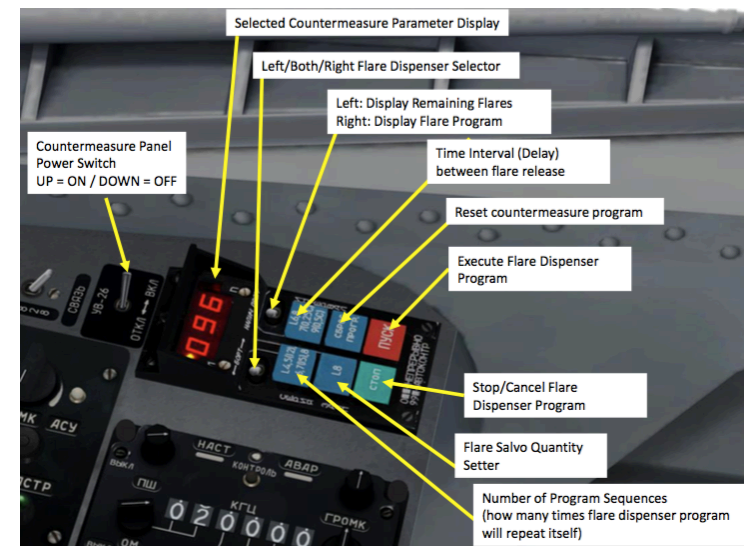
I. All rockets: all bomb release circuits are energized, however no bombs (or any other stores) will actually release when any of the three bomb release triggers are pressed (two KSB-49 remote triggers or the OPB-1R optical bombing sight trigger).

II. All bombs: pressing any bomb release trigger will sequentially release all stores from all stations starting with station 6 with the first press of the release trigger.

III. 4 bombs + 2 rocket launchers: pressing any bomb release trigger will sequentially release any stores from stations 6-1-5-2 starting with the first press of the release trigger.

IV. 2 heavy bombs + 2 rocket launchers: pressing any bomb release trigger sequentially release any stores from stations 5-2 starting with the first press of the release trigger.

V. 2 heavy bombs + 2 standard bombs: pressing any bomb release trigger will sequentially release any stores from stations 5-2-4-3 starting with the first press of the release trigger.



Cargo Units:

Troops:

Manpad: Unit with 2x Igla

Vehicles:

Strela-1: Mobile AA
BTR-D: Tracked APC
BRDM-2: Wheeled APC
SKP-11: JTAC
2811: Mortar
SPH 2S19: Track Howitzer

Jettison:

-The pilot's emergency jettison switch released stores loaded on ALL the weapon stations.
-The copilot's emergency jettison switch releases stores according to the selected payload profile set on the copilot's weapons configuration panel
EX: if profile I is set on the weapons configuration panel, an emergency jettison attempt by the copilot will not release any stores, because profile I corresponds to a rocket pod configuration on all weapon stations. To release any stores by the copilot's emergency jettison switch, the payload profile selector must be set to profile II.