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v1.1

GROUP	LIVE ORDNANCE	PICTURE	ID	kg	lb	Wrhd kg	Wrhd lb	HUD MODE	DESCRIPTION
Unguided Bomb	Mk-82 - 500lb GP Bomb LD		Mk-82	228	502,65	72	158,73	CCIP / CCRP	Free fall bomb intended for area effects and Light to Medium armored targets and bunkers, requires Visual on Target at release.
	Mk-82 AIR Ballute - 500lb GP Bomb HD		Mk-82AIR	242	533,52	72	158,73	CCIP / CCRP	Free fall bomb intended for area effects and Light to Medium armored targets, requires Visual on Target at release. After release, it deploys a retarding parachute, which delays the bomb impact and allows the pilot for a lower height release providing more time for the escape manoeuvre.
	Mk-84 - 2000lb GP Bomb LD		Mk-84	908	2001,80	340	749,57	CCIP / CCRP	Free fall bomb intended for area effects and Medium to Heavy armored targets and bunkers, requires Visual on Target at release.
JDAM GPS Guided Bomb (Joint Direct Attack Munition)	GBU-38(V)1/B - JDAM, 500lb GPS Guided Bomb		GBU-38(V)1/B	253,1	557,99	72	158,73	CCRP	It is an Mk-82 equipped with a GPS guidance kit, which allows releasing without Visual on Target by designating beforehand the coordinates on which it should impact. Precision area of impact is only of a few meters. Target should be stationary, as it cannot be dynamically modified after release from the aircraft.
	GBU-31(V)1/B - JDAM, 2000lb GPS Guided Bomb		GBU-31(V)1/B	925	2039,28	340	749,57	CCRP	It is an Mk-84 equipped with a GPS guidance kit, which allows releasing without Visual on Target by designating beforehand the coordinates on which it should impact. Precision area of impact is only of a few meters. Target should be stationary, as it cannot be dynamically modified after release from the aircraft.
	GBU-31(V)3/B - JDAM, 2000lb GPS Guided Penetrator Bomb		GBU-31(V)3/B	961	2118,64	349,6	770,74	CCRP	It is a BLU-109/B hardened penetration bomb equipped with a GPS guidance kit, which allows releasing without Visual on Target by designating beforehand the coordinates on which it should impact. It is intended to penetrate concrete shelters of up to 4-ft of reinforced concrete and bunkers before exploding, by using a delayed-action tail-fuze. Target should be stationary, as it cannot be dynamically modified after release from the aircraft.
Laser Guided Bomb	GBU-12 - 500lb Laser Guided Bomb		GBU-12	277	610,68	72	158,73	CCIP / CCRP	It is an Mk-82 equipped with a Laser guidance kit. It will follow the laser pointer that matches the predefined code, which could come from the same aircraft, another aircraft or from troops on the ground. It requires Visual on Target to be able to follow the laser pointer. It can hit moving targets as long as the laser pointer follows it.
	GBU-10 - 2000lb Laser Guided Bomb		GBU-10	959	2114,23	340	749,57	CCIP / CCRP	It is an Mk-84 equipped with a Laser guidance kit. It will follow the laser pointer that matches the predefined code, which could come from the same aircraft, another aircraft or from troops on the ground. It requires Visual on Target to be able to follow the laser pointer. It can hit moving targets as long as the laser pointer follows it.
Laser & GPS Guided Bomb	GBU-54(V)1/B - LJDAM, 500lb Laser & GPS Guided Bomb LD		GBU-54(V)1/B	253,1	557,99	72	158,73	CCRP	It is an Mk-82 equipped with both a Laser and a GPS guidance kit. It will follow the laser pointer that matches the predefined code, which could come from the same aircraft, another aircraft or from troops on the ground, and continually updates it GPS target coordinates. If laser tracking suddenly stops, it will follow the last coordinates that were tracked.
Unguided Cluster Bomb	CBU-87 - 202 x CEM Cluster Bomb		CBU-87	420	925,94	0,287	0,63	CCIP / CCRP	An SUU-65B canister with 202 submunitions BLU-97B Combined Effects Bomb sprayed over an area, designed to be used against soft armored targets and infantry. The submunitions consist of a shaped charge, a scored steel fragmentation case and a zirconium ring for incendiary effects. Area of effect can be defined to concentrate or dissipate the effect over a bigger or smaller area. It is unguided, so requires Visual on Target at release.
	CBU-97 - 10 x SFW Cluster Bomb		CBU-97	420	925,94	4,6	10,14	CCIP / CCRP	An SUU-66/B canister with 10 submunitions BLU-108sprayed over an area. Each contains four hockey-puck-shaped Laser and IR sensor-fused projectiles called Skeets. These detect target vehicles, such as tanks, armored personnel carriers, trucks and other support vehicles, and fire an explosively-formed penetrator downwards at them. It is unguided, so requires Visual on Target at release.
WCMD Guided Cluster Bomb (Wind Corrected Munition Dispenser)	CBU-103 - 202 x CEM, CBU with WCMD		CBU-103	420	925,94	0,287	0,63	CCRP	It is a CBU-87 equipped with a Wind Corrected Munition Dispenser (WCMD) kit, which provides an inexpensive means to deliver the munition accurately by using and Inertial Navigation System (INS) instead of a GPS kit.
	CBU-105 - 10 x SFW, CBU with WCMD		CBU-105	420	925,94	4,6	10,14	CCRP	It is a CBU-97 equipped with a Wind Corrected Munition Dispenser (WCMD) kit, which provides an inexpensive means to deliver the munition accurately by using and Inertial Navigation System (INS) instead of a GPS kit.
Infrared Guided Missile	AGM-65D - Maverick D (IIR ASM)		AGM-65D	218	480,61	15,6	34,39	CCIP	A precision guided fire-and-forget air-to-ground missile intended for use with high priority targets and Light to Medium armored targets with a standoff distance of 4nm to 8nm, equipped with an Infrared seeker. The AGM-65D cannot lock on "Force Correlate Tracking", it only works with "Centroid Tracking".
	AGM-65G - Maverick G (IIR ASM - Lg Whd)		AGM-65G	301	663,59	90	198,42	CCIP	A precision guided fire-and-forget air-to-ground missile intended for use with high priority targets, Heavy armored targets and buildings/bunkers with a standoff distance of 4nm to 8nm, equipped with an Infrared seeker. The AGM-65G cannot lock on "Force Correlate Tracking", it only works with "Centroid Tracking". This is the heavier version of the AGM-65D.
Laser Guided Missile	AGM-65E2/L - Maverick E2/L (Laser Guided ASM)		AGM-65E2/L	292	643,75	90	198,42	CCIP	A precision guided air-to-ground missile intended for use with high priority targets, Heavy armored targets and buildings/bunkers with a standoff distance of 4nm to 8nm, equipped with a Laser seeker. Being Laser guided, it is not a fire-and-forget weapon.
Electro-Optical Guided Missile	AGM-65H - Maverick H (CCD Imp ASM)		AGM-65H	208	458,56	39	85,98	CCIP	A precision guided fire-and-forget air-to-ground missile intended for use with high priority targets and Light to Medium armored targets with a standoff distance of 4nm to 8nm, equipped with a CCD (Television) seeker. The AGM-65H can lock on both "Force Correlate Tracking", and "Centroid Tracking".
	AGM-65K - Maverick K (CCD Imp ASM)		AGM-65K	298	656,98	90	198,42	CCIP	A precision guided fire-and-forget air-to-ground missile intended for use with high priority targets, Heavy armored targets and buildings/bunkers with a standoff distance of 4nm to 8nm, equipped with a CCD (Television) seeker. The AGM-65K can lock on both "Force Correlate Tracking", and "Centroid Tracking". This is the heavier version of the AGM-65H.
Unguided Rocket Hydra 70	Hydra, UnGd Rkts Mk5, HEAT		Mk5 HEAT	8,71	19,20	0,91	2,01	CCIP / CCRP	This unguided rocket has a High Explosive Anti Tank warhead and a range of around 5nm. It is an area weapon intended to saturate a zone. It is intended to be used against light armored targets, with a secondary effect on infantry.
	Hydra, UnGd Rkts M151, HE		M151 HE	10,4	22,93	1,04	2,29	CCIP / CCRP	This unguided rocket has a High Explosive fragmentation warhead and a range of around 5nm. It is an area weapon intended to saturate a zone. It is intended to be used against unarmored targets and infantry.
	Hydra, UnGd Rkts M156, Wht Phos		M156 SM	10,58	23,32	1,752	3,86	CCIP / CCRP	This unguided rocket has a White Phosphorus warhead and a range of around 5nm. It is an area weapon intended to mark objectives and provide smoke cover for infantry.
	Hydra, UnGd Rkts M257, Para Illum		M257 IL	11,2	24,69	5	11,02	CCRP	This unguided rocket launch a Parachute-retarded illumination flare. It has a burn time of around 100 sec, with a descent rate of around 15 ft/sec, so it will provide a total descent burning height of around 1500ft.
Laser Guided Rocket Hydra 70	Hydra, Laser Guided Rkts M151, HE APKWS		APKWS M151 HE	15	33,07	1,04	2,29	CCIP	This Laser guided rocket has a High Explosive fragmentation warhead and a range of around 5nm. It is intended to be used against unarmored targets and infantry.Only used with LAU-131.
	Hydra, Laser Guided Rkts M282, MPP APKWS		APKWS M282 MPP	15	33,07	0,44	0,97	CCIP	This Laser guided rocket has a Multi Purpose Penetrator warhead and a range of around 5nm. It is intended to be used against unarmored targets and infantry.Only used with LAU-131.
Infrared Guided Air to Air Missile	AIM-9L Sidewinder IR AAM		AIM-9L	85,73	189,00	11	24,25	AA	Infrared guided short range air-to-air missile intended to target airborne targets. The A-10C don't have a radar, so targets have to be visually acquired. Boresight the depressible pipper at -45° to match the TGP in AA mode.
	AIM-9M Sidewinder IR AAM		AIM-9M	85,73	189,00	11	24,25	AA	Infrared guided short range air-to-air missile intended to target airborne targets. The A-10C don't have a radar, so targets have to be visually acquired. Boresight the depressible pipper at -45° to match the TGP in AA mode.
Illumination Flare	LUU-2 - Target Marker Flares		LUU-2/B	13,6	29,98	N/A	N/A	CCRP	Parachute-retarded illumination flare. It has a burn time of around 4 min, with a descent rate of around 8 ft/sec, so it will provide a total descent burning height of around 2000ft. Launch recommended between 1000ft and 5000ft AGL.
Smoke generator	Smokewinder		AIM-9S	92,1	203,05	N/A	N/A	AA	Smoke generator for air demonstration and exhibition purposes. Can generate smoke in the colours Blue, Green, Orange, Red, White and Yellow.
Cannon (1150 rounds)	GAU-8/A Avenger		GAU-8	0,70	1,54	0,36	0,79	GUN	A powerful extremely accurate 30mm 7-barrel hydraulic powered rotary cannon. The standard CM (Combat Mix) load uses a five-to-one mix of AP (Armor Piercing, depleted uranium core) and HE (High Explosive) rounds, but it can also load only HE or TP (Target Practice) rounds. It has a fire rate of 3,900 rounds per minute (65 rounds per second). Used against Light to Medium armored targets and infantry. HE and AP round mass: 0.70kg, TP round mass: 0.36kg.

GROUP	PODS AND LAUNCHERS	PICTURE	ID	kg	lb	Payload kg	Payload lb	HUD MODE	DESCRIPTION		
Fuel Tank	Fuel tank FT600		FT600	110	242,51	1815	4001,39	N/A	External tank of 600 gallons of fuel, unarmored and no self-sealing capability. Only for ferry missions and never flown within combat.		
Travel Pod	MXU-648 Travel Pod		MXU-648	300	661,39				This pod generally contains such items as intake covers, wheel chocks, and pin flags. Only for ferry missions. No function and only used for simulation purposes.		
TGP (Targeting pod)	AN/AAQ-28 LITENING - Targeting Pod		AN/AAQ-28 LITENING	208	458,56				Daytime Charged Coupled Device (CCD) TV camera and Forward Looking Infrared (FLIR) camera. It has a Laser designation/ranging system and an Infrared pointing device. Can also detect laser illumination and track it in the Laser Spot Search and Laser Spot Track (LSS/LST) modes. Air to Ground Mode and Air to Air Mode		
ECM (Electronic Counter Measure pod)	ALQ-131 - ECM Pod		ALQ-131	305	672,41				Protects against radio frequency threats by selectively directing high power jamming against multiple emitters. All three jammers behave the same in this simulation.		
	ALQ-184 - ECM Pod		ALQ-184	215	473,99				Protects against radio frequency threats by selectively directing high power jamming against multiple emitters. All three jammers behave the same in this simulation.		
	ALQ-184 Long - ECM Pod		ALQ-184 Long	286	630,52				Protects against radio frequency threats by selectively directing high power jamming against multiple emitters. All three jammers behave the same in this simulation.		
Illumination Flare Launcher	SUU-25 x 8		SUU-25	118	260,15				Flare launcher that drops LUU-2/B parachute-retarded flares.		
Rocket Launcher	LAU-68 pod		LAU-68	41	90,39				Rocket launcher that carries 7x Hydra 70 unguided rockets. Primarily used by the U.S. Navy.		
	LAU-131 pod		LAU-131	30,17	66,51				Rocket launcher that carries 7x Hydra 70 unguided rockets. Primarily used by the U.S. Air Force.		
AGM Missile Launcher	LAU-88		LAU-88	211	465,18				Missile launcher that carries 1x, 2x, or 3x AGM-65D or AGM-65H missiles.		
	LAU-117		LAU-117	59	130,07				Missile launcher that carries 1x of any AGM-65 missile.		
AIM-9 Dual Rail Launcher	LAU-105		LAU-105	206	454,15				Missile launcher that carries 1x or 2x AIM-9 missiles.		
Single Ejector / Rack (SER)	Single Ejector Rack (SER)		Fix mounted	N/A	N/A				The standard mounting for weapons, launchers and pods.		
Triple Ejector / Rack (TER)	BRU-42 - Triple Ejector Rack (TER)		BRU-42	56,25	124,01				A mounting that allows to mount 1x, 2x or 3x bombs or rocket launchers on some of the aircraft stations.		
GROUP	INERT AND TRAINING ORDNANCE	PICTURE	ID	kg	lb	Wrhd kg	Wrhd lb	HUD MODE	DESCRIPTION		
Training ACMI	AN/ASQ-T50 TCTS Pod - ACMI Pod		AN/ASQ-T50	62,6	138,01			N/A	This Air Combat Maneuvering Instrumentation device allows the simulation of combat between friendly units and logs flight data in a similar manner as does the software Tacview, but in real life. No function in this simulation, only cosmetic.		
Training Unguided Bomb	BDU-50LD - 500lb Inert Practice Bomb LD		BDU-50LD	232	511,47			CCIP / CCRP	Low drag training version of the Mk-82 with an inert warhead.		
	BDU-50HD - 500lb Inert Practice Bomb HD		BDU-50HD	232	511,47			CCIP / CCRP	High drag training version of the Mk-82AIR with an inert warhead.		
	BDU-33 - 25lb Practice Bombs LD		BDU-33	11	24,25			CCIP / CCRP	A miniaturized training inert bomb that mimics the ballistics of the low drag Mk-82. It contains a small smoke charge to help in round spotting.		
Training Laser Guided Bomb	BDU-50LGB - 500lb Laser Guided Inert Practice Bomb LD		BDU-50LGB	280	617,29			CCIP / CCRP	Training version of the GBU-12 with an inert warhead.		
Training Infrared Guided Missile	TGM-65D - Trg Round for Mav D (IIR)		TGM-65D	218	480,61			CCIP	Training version of AGM-65D with inert rocket motor and warhead.		
	TGM-65G - Trg Round for Mav G (IIR)		TGM-65G	301	663,59			CCIP	Training version of AGM-65G with inert rocket motor and warhead.		
Training Electro-Optical Guided Missile	CATM-65K - Captive Trg Round for Mav K (CCD)		CATM-65K	297	654,77			CCIP	Training version of AGM-65K with inert rocket motor and warhead.		
	TGM-65H - Trg Round for Mav H (CCD)		TGM-65H	208	458,56			CCIP	Training version of AGM-65H with inert rocket motor and warhead.		
Training Infrared Guided Air to Air Missile	Captive AIM-9M for ACM		CAP-9	84,82	187,00			AA	Training version of the AIM-9 with an inert rocket and warhead.		
Training Unguided Rockets Hydra 70	Hydra, UnGd Rkts M274, Practice Smk		M274 SM	10,4	22,93	1,68	3,70	CCIP / CCRP	This unguided training rocket has a smoke marker and a range of around 5nm.		
	Hydra, UnGd Rkts Mk1, Practice		Mk1 PRAC	9,11	20,08	2,94	6,48	CCIP / CCRP	This unguided training rocket as an inert charge and a range of around 5nm.		
	Hydra, UnGd Rkts Mk61, Practice		Mk61 PRAC	9,11	20,08	1,68	3,70	CCIP / CCRP	This unguided training rocket has a smoke marker and a range of around 5nm.		
	Hydra, UnGd Rkts WTU-1/B, Practice		WTU-1/B PRAC	9,11	20,08	1,68	3,70	CCIP / CCRP	This unguided training rocket as an inert charge and a range of around 5nm.		
GROUP	FUZES	PICTURE	ID							HUD MODE	DESCRIPTION
Inert	Plugged		Nose / Tail								Can be "Long Conical", "Short Conical" and "MXU-735". It is just a plug to cover the hole left when not using a fuze.
Mechanical, Vane-Armed, Impact	M904E4		Nose								Standard DCS fuze. Sets up "Arm Delay" (2 - 18 sec) and "Function Delay" (0 - 0.25 sec).
Electronic, Radar-Ranging, Proximity	DSU-33		Nose								Airburst fuze. Sets up "Airburst Altitude" (20ft).
Impact-Inertia	M905		Tail								Standard DCS fuze. Sets up the "Arm Delay" (4 - 20 sec) and "Function Delay" (0 - 0.25 sec). Often used with the M904E4.
Electronic	FMU-139		Tail								Electromechanical fuze, an upgrade from the standard M905. Sets up the "Arm Delay" (4 - 20 sec) and "Function Delay" (0 - 0.06 sec).
Electro-Mechanical	FMU-143		Tail								Penetrator fuze. Sets up the "Arm Delay" (4 - 20 sec) and "Function Delay" (0 - 0.25 sec).
Electronic, Programmable	FMU-152		Tail								Joint Programmable Fuze (JPF). It can be set up airborne. Sets up the "Arm Delay" (4 - 21 sec) and "Function Delay" (0 sec - 24 h).
Electronic	Integral Fuze + FZU39N		Nose								CBU-97 fuze can set up "Airburst Delay" (0.63 - 4.15 sec) and "Airburst Altitude" (300 - 3000 ft). CBU-87 can set up too "Spin Rate" (0 - 2500 rpm).