

F-16 C/D

Block 52

Weapons Check-lists

**Not suited for Real Operations
For FALCON 4.0 SuperPAK Use Only**

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FOREWORD

This Booklet is only intended to give you an idea on how to release weapon with SP2. By no means is it the only method or the best one. Use this booklet as a basis to build your own procedure.

MFD SLOTS SELECTIONNote:

Each MFD has 3 Available SLOTS per Master Mode. According to your mission, the default MFD slots may be changed. It is advised to set your required MFD slots during your pre-flight checklists (while waiting for the INS to align).

1. Select the required Master Mode
2. Select the required MFD
3. Select the required MFD page you want to change
4. Depress the highlighted OSB button
5. Select the New SLOT you want to be displayed by depressing the corresponding OSB button.
6. Repeat for the 2 other MFD slots and for the other MFD if required
7. Repeat for other Master Modes if required.

Note:

The MFD slots can be saved in the cockpit config. So that each time you enter the cockpit, the MFD slots default to your saved config. To do that just hit **ALT+C** then **S** after having set your requested MFD slots.

Example of MFD SLOTS Configuration:**NAV:**

FCR – RWR – TFR HSD – SMS – TEST

AA:

FCR – MENU – TFR HSD – SMS – RWR

AG:

FCR – TGP – TFR SMS – WPN – FLIR

AGM-65 B/D/G MAVERICK - SLAVE MODENote:

For a Maverick launch, you need the following MFD slots:
FCR – SMS – WPN at minimum in your MFD SLOTS config

First missile

- | | | |
|------------------|---------------------------|---------|
| 1. Master ARM | SET ARM | (SHF m) |
| 2. Master Mode | SET A-G | |
| 3. MFD Slot | Check Correct | |
| 4. SMS | Select AGM-65 | |
| 5. SMS | Power Up Missile | (OSB 7) |
| 6. AG RADAR Mode | AS Required | |
| 7. AG RADAR | Designate Target | (TMS) |
| 8. Missile | Uncage | (U) |
| 9. MFD | Select WPN SLOT | (DMS) |
| 10. Weapon | Ground designate and LOCK | |
| 11. Weapon | Confirm In Range | |
| 12. Weapon | Pickle | |

Second missile

- | | | |
|----------------|---------------------------|---------|
| 13. SMS | Select next AGM-65 | |
| 14. Missile | Uncage | (U) |
| 15. MFD | Select WPN SLOT | (DMS) |
| 16. Weapon | Ground designate and LOCK | |
| 17. Weapon | Confirm In Range | |
| 18. Weapon | Pickle | |
| 19. Master ARM | SET SAFE | (CTL m) |

Note:

The WPN MFD slot is where the camera in the nose of the missile shows you what it sees. It's activated by **UNCAGING** the missile (removing protecting lens cover)

LASER GUIDED BOMBS – MANUAL LASING

For a LGB release, you need the following MFD slots:
TGP– SMS – FLIR – FCR in your MFD SLOTS config

Note:

In Manual LASING, the pilot has to fire the LASER manually. This is done by holding down the trigger detent. The laser fire is confirmed by the flashing L in the FLIR MFD. If Manual LASING was started – the AUTO LASING is overridden. Manual LASING needs to be performed until weapon impact.

- | | | |
|-------------------|---|---------|
| 1. Master ARM | SET ARM | (SHF m) |
| 2. Master Mode | SET A-G | |
| 3. MFD Slot | Check Correct | |
| 4. SMS | Select GBU to be released
(note station number) | |
| 5. LASER ARM | SET ARM | (ALT I) |
| 6. AG RADAR Mode | SET As Required | |
| 7. AG RADAR | Designate Target | (TMS) |
| 8. MFD | Select TGP Slot
(Confirm Hardpoint number) | |
| 9. FLIR | Slew and LOCK target in POINT (TMS)
(Lock is not mandatory – maintaining the cursor over the target is enough) | |
| 10. Weapon CUE | Pickle and HOLD (CCRP) | |
| 11. Active LASING | Active Lase Target until impact with First trigger detent. (Press and Hold CTL /) | |
| | Confirm LASING with flashing L | |
| 12. LASER ARM | SAFE (after impact) | (ALT I) |
| 13. Master ARM | SET SAFE | (CTL m) |

LASER GUIDED BOMBS – AUTO LASING

Note:

AUTO lasing mode will lase target after bomb release according to the Laser Timer set in the LASER DED page. If you set 10 sec in the LASER Timer the LASER will fire 10 seconds BEFORE bomb Impact. When the LASER fire, a flashing L is displayed on the FLIR MFD.

- | | | |
|----------------------|---|---------|
| 1. Master ARM | SET ARM | (SHF m) |
| 2. Master Mode | SET A-G | |
| 3. MFD Slot | Check Correct | |
| 4. SMS | Select GBU to be released
(note station number) | |
| 5. LASER ARM | SET ARM | (ALT I) |
| 6. LASER TIMER | Check Timer ACTIVE Access DED
LASER page (LIST/MISC/LASER) and
check that the timer is different than "0" | |
| 7. AG RADAR Mode | SET As Required | |
| 8. AG RADAR | Designate Target | (TMS) |
| 9. MFD | Select TGP Slot
(Confirm Hardpoint number) | |
| 10. FLIR | Slew and LOCK target in POINT (TMS)
(Lock is not mandatory – maintaining the cursor over the target is enough) | |
| 11. Weapon CUE | Pickle and HOLD (CCRP) till bomb release | |
| 12. Weapon in flight | Check that L starts flashing as soon as the impact timer meets the Laser timer value. | |
| 13. LASER ARM | SAFE (after impact) | (ALT I) |
| 14. Master ARM | SET SAFE | (CTL m) |

Note:

DO NOT modify any settings after bomb release or the AUTO LASING will not work!

ARMING DELAYS

Note:

Arming DELAYS are set in the CNTL page (Access via the SMS page).
For SP2 C3, C4, and LADD are not implemented. Use C2 for CBUs (burst altitude setting) and C1 for all the other weapons (dumb bombs and GBUs).



To set an ARMING DELAY:

1. From the SMS page, select the OSB labelled CNTL.
2. The highlighted mode is the active mode.
3. The highlighted AD is dependant on the NOSE/TAIL/NSTL setting in the SMS page
4. Depress the OSB next to the mode to change (C1 or C2)
5. Use the labelled OSB to enter a new AD value
6. Hit the OSB labelled ENT to confirm entry.
7. Hit the OSB labelled RTN to return to the CNTL page.
8. Repeat process for AD2 if you are in C1 mode.
9. If you are in C2 mode, use labelled OSB to enter a new burst altitude value.
10. Confirm by hitting the OSB labelled ENT to confirm
11. Depress the OSB labelled CNTL to get back to SMS page.

ARMING DELAYS (Continued)

To set a RELease ANGLE:

The Release Angle is used ONLY for DTOS delivery. The set angle is the climb up angle the aircraft has to fly during bomb release to successfully hit the target.

1. From the SMS page, select the OSB labelled CNTL.
2. Depress OSB 10 to access the REL ANG page
3. Use the labelled OSB to enter a new angle value
4. Hit the OSB labelled ENT to confirm entry.
5. Hit the OSB labelled RTN to return to the CNTL page
6. Depress the OSB labelled CNTL to get back to SMS page.
7. Fly at that angle during bomb release to ensure that the bomb hit the target

NOSE / TAIL / NSTL Selection:

1. By Selecting NOSE the value in AD1 will be active (C1)
2. By selecting TAIL the value in AD2 will be active (C1)
3. By Selecting NSTL – Both Detonators are selected.

Select NSTL when using C2 in CNTL page
Use NOSE or TAIL with C1 in CNTL page according to the inserted values in AD1 and AD2.

CBUs RELEASE - CCRP

- | | | |
|------------------|-------------------------------|---------|
| 1. Master ARM | SET ARM | (SHF m) |
| 2. Master Mode | SET A-G | |
| 3. Release mode | SET CCRP | |
| 4. SMS | Select CBU to be released | |
| | SET Weapons (RIPPLE – INTVL) | |
| | Select NOSE / TAIL / NSTL | |
| 5. Arming | SET AD to C2 in CTNL Page and | |
| | enter required AD values | |
| 6. BURST ALT | SET BA in CTNL Page | |
| 7. ALT CHECK | Check release ALT>BA>FRAG | |
| 8. AG RADAR MODE | Set AS REQUIRED | |
| 9. AG RADAR | Designate Target | |
| 10. Weapon CUE | Pickle and HOLD (CCRP) | |
| 11. Bomb release | Call BOMBS AWAY | |
| 12. Master ARM | SET SAFE (after release) | (CTL m) |

Note:

The GP bomb release procedure is the same except that you select C1 as AD from the CTNL page. No BA value can be entered – but a second AD2 can.

Note2:

Be aware of Bomb FRAG Pattern – Stay on the safe altitude side. Check wingmen separation for deconfliction

Note3

If target area is defended by SHORAD (AAA or Manpads)
Stay above 14000ft – USE A-LOW setting of 16000ft and
level off before 14000ft

CBUs RELEASE - CCIP

- | | | |
|------------------|-------------------------------|---------|
| 1. Master ARM | SET ARM | (SHF m) |
| 2. Master Mode | SET A-G | |
| 3. Release mode | SET CCIP | |
| 4. SMS | Select CBU to be released | |
| | SET Weapons (RIPPLE – INTVL) | |
| | Select NOSE / TAIL / NSTL | |
| 5. Arming | SET AD to C2 in CTNL Page and | |
| | enter required AD values | |
| 6. BURST ALT | SET BA in CTNL Page | |
| 7. ALT CHECK | Check release ALT>BA>FRAG | |
| 8. TARGET | AQUIRE visually | |
| 9. ROLL IN | Place Piper before Target | |
| 10. Bomb release | Call BOMBS AWAY | |
| 11. TARGET AREA | EGRESS | |
| 12. Master ARM | SET SAFE | (CTL m) |

Note:

The GP bomb release procedure is the same except that you select C1 as AD from the CTNL page. No BA value can be entered – but a second AD2 can.

Note2:

Be aware of Bomb FRAG Pattern – Stay on the safe altitude side. Check wingmen separation for deconfliction

Note3

If target area is defended by SHORAD (AAA or Manpads)
Stay above 14000ft – USE A-LOW setting of 16000ft and
level off before 14000ft

GP BOMB RELEASE - DTOS**IP – Low Level**

1. RADAR
2. Master ARM
3. Master Mode
4. Release mode
4. SMS

Setting Up

CHECK STDBY - EMCON
 SET ARM (SHF m)
 SET A-G
 SET DTOS
 Select weapon to be released
 SET weapons (RIPPLE – INTVL)
 (be sure to release multiple bombs)
 Select NOSE / TAIL / NSTL
 SET AD to C2 in CTNL Page and
 enter required AD values
 SET BA in CTNL Page if required
 SET REL ANG in CTNL Page – 30°

5. Arming

6. BURST ALT
7. Release Angle

10NM from Target

8. Altitude
9. Speed
10. HUD TD Box
11. HUD TD Box
12. Altitude
13. Speed
14. CCRP Steering Line

Acquiring Target

Pop to 1500ft
 Reduce to 300-350Kts MAX
 Place ON TARGET and designate
 Refine with TMS if necessary
 Drop to 300 ft
 Accelerate to 450 Kts
 Align with FPM

DTOS

15. First solution CUE
16. G-Forces.
17. PICKLE
18. Climb angle
19. 2nd solution CUE
20. After bomb release
21. Master ARM

POP UP Manoeuvre

Start climbing
 Do not climb before seeing the 1st
 solution Cue
 MAX 3.5G
 DEPRESS and HOLD
 Set REL ANG – 30°
 Bomb release
 Execute dive turn to EGRESS
 Set SAFE (CTL m)

Note:

Dive-Toss is a Low Altitude mode. It's very useful when flying NOE during INGRESS. A POP-UP manoeuvre is mandatory and is the weak point of the delivery. The method is not very precise – Best results are obtained when saturating the area with weapons.

GP BOMB RELEASE – MANUAL BOMBING MODENote:

Manual Bombing Mode is a backup mode. Use it when FCR or HUD are damaged.

- | | |
|-----------------|---|
| 1. Master ARM | SET ARM (SHF m) |
| 2. Master Mode | SET A-G |
| 3. Release mode | SET MAN (OSB2 then OSB16) |
| 4. SMS | Select weapon to be released
SET weapons (RIPPLE – INTVL)
Select NOSE / TAIL / NSTL |
| 5. ARMING DELAY | SET AD to C2 in CTNL Page and
enter required AD values |
| 6. BURST ALT | SET BA in CTNL page if required |
| 7. ALT CHECK | Check release ALT>BA>FRAG |
| 8. RETICLE | Toggle to PRI (SHF CTL m)
Adjust MILS Up (CTL])
(see next table) Down (CTL [) |
| 8. TARGET | AQUIRE visually |
| 9. ROLL IN | Position Piper |
| 10. Master ARM | SET SAFE (CTL m) |

Note:

In Manual bombing, Pilot has to account for all parameters that the FCR usually provides. Think WWII era when you use this mode.