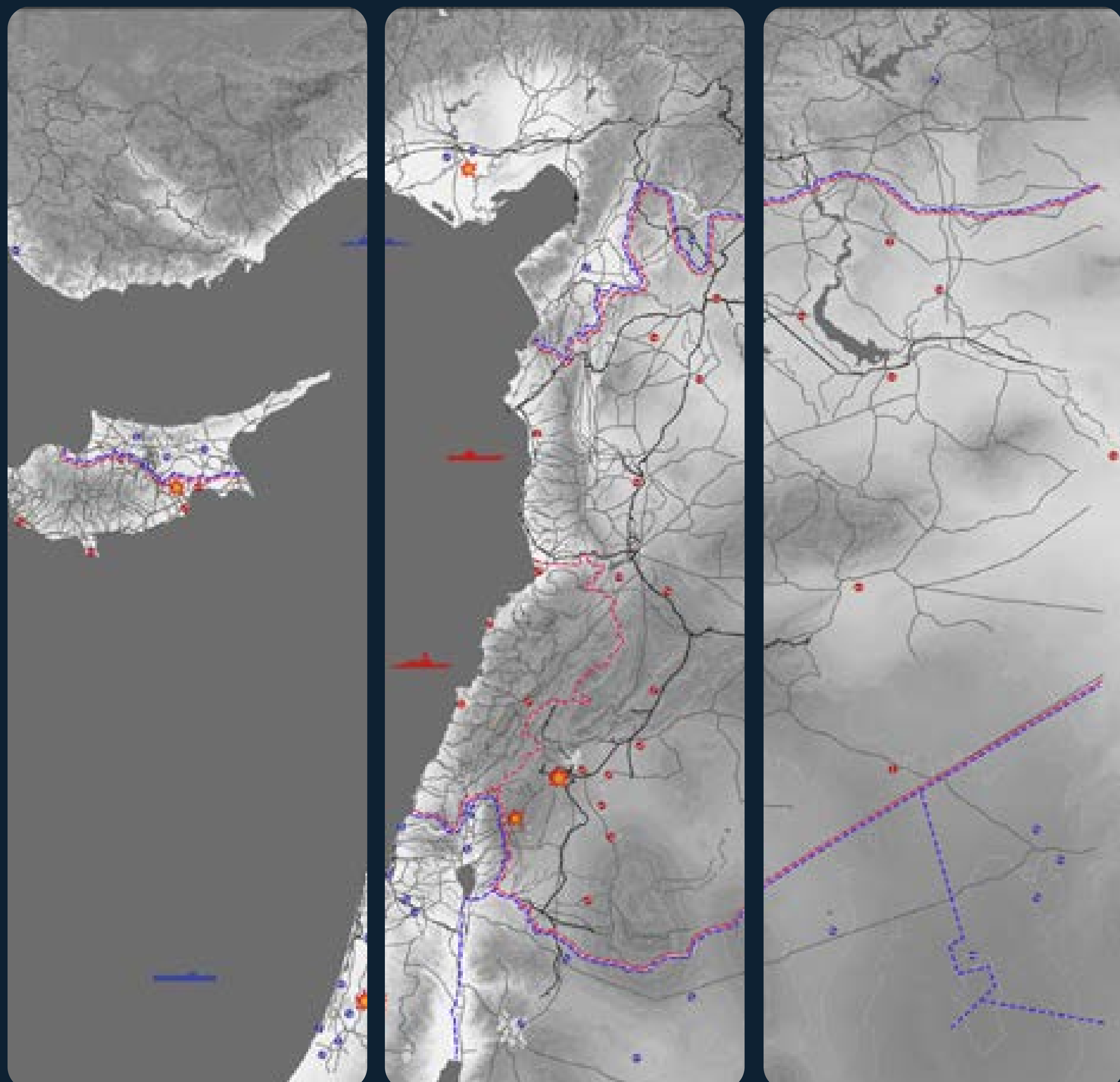
DYNAMIC CAMPAIGN



Standard Operating Procedures

DYNAMIC CAMPAIGN

SALT TALKS CONTINUE | CHINESE TANKER SUNK | TENSIONS RISING

SYRIA NEWS

SALT TALKS CONTINUE

President George W. Bush and Head of State Vladimir Putin resumed negotiations over a new Strategic Arms Limitation Treaty (SALT). The proposed agreement aims to phase out aging weapons systems from both nations' arsenals. However, critics argue that replacing old weapons with advanced systems may only deepen the conflict. With tensions across multiple regions still simmering, the outcome of these discussions could have far-reaching consequences for global stability and military posturing in theaters such as the Middle East

Introduction

It has been three years since hostilities erupted in Syria, plunging the region into all-out war. What began as a border dispute over the Golan Heights has now escalated into a large-scale conflict with no end in sight. The coalition of Syria, Lebanon, Russia, and China presses forward in an effort to reclaim lost ground, while Israel, Turkey, Jordan, and the United States commit forces to counter their advances and maintain regional dominance.

Fierce engagements rage across multiple fronts. Syrian and Lebanese forces, heavily supported by Russian airstrikes, continue to push into contested territories. Meanwhile, Turkish, Israeli, and American warplanes conduct long-range precision strikes on key Syrian infrastructure and supply lines.

Tensions are rising between Greece and Turkey, as Cyprus becomes another flashpoint in an already volatile region. Naval patrols have intensified, with reports of close encounters between Greek and Turkish warships, escalating the possibility of yet another military confrontation. Chinese and American naval assets have been detected maneuvering in the Mediterranean as well, adding further uncertainty to an already unstable situation.

Media reports indicate heavy casualties on both sides, with widespread urban destruction. Damascus remains under constant bombardment, while retaliatory missile strikes on Tel Aviv and Adana have forced civilians into underground shelters. With neither side willing to back down, military analysts predict a prolonged and costly conflict that is on the brink of World War III.

The situation remains critical across the battlefront. With supply chains stretched thin, and reinforcements being redeployed from all over the globe, the outcome of this conflict is far from certain. Commanders on all sides brace for the next phase of hostilities as the world watches the region teeter on the brink of an even greater crisis.

DYNAMIC CAMPAIGN

SALT TALKS CONTINUE | CHINESE TANKER SUNK | TENSIONS RISING

SYRIA NEWS

CHINESE TANKER SUNK

A spokesman for US naval forces announced today that a Chinese tanker attempting to breach a maritime blockade off the coast of Libanon was intercepted and destroyed. The vessel, believed to be delivering critical supplies, was sunk following a brief but decisive engagement. The ongoing success of US naval operations continues to play a pivotal role in shaping the course of the broader conflict. Early assumptions that naval forces would serve a limited function have now been decisively overturned by their growing strategic influence.

1. Structure
The Syrian Incident is a squad vs squad multiplayer campaign based on the ***Fowl-Dynamic Campaign System,*** featuring strategic command options for participating coalitions. It offers an immersive and realistic combat experience set within a complex geopolitical military scenario.

1.1. The Syrian Incident consists of multiple events (referred to as “days”) in which squads participate. Assuming the role of one side of the conflict throughout the campaign, expected to run for several months. Each day is conducted once a week, with missions lasting approximately five hours.

1.2. Each coalition includes 8+ DCS squadrons specializing in both air-to-air and air-to-ground operations.

1.3. The Syrian Incident will feature major scripted events, introduced when tactically appropriate to enhance immersion. The timing of these events will be determined collaboratively by both campaign moderators and commanders, primarily for balancing purposes.

1.4. The Syrian Incident is subject to future updates and expansions under the Fowl-Dynamic Campaign System.

2. Basic Rules
Each coalition must appoint two individuals to serve as Commanders (Generals). These appointments may be revised later in the campaign if the original Commanders (Generals) are unable to fulfill their duties.

2.1. The position should preferably be assigned to a high-ranking and responsible squad member, capable of strategic planning, coordinating ground and air assets, and managing the distribution of reinforcement resources.

2.2. Each week, the Generals make critical tactical decisions by planning and executing operations that can significantly alter the operational landscape in the following Syrian Incident day. Sound strategic judgment is essential to achieving combat success.

2.3. Each coalition may field a maximum of 25 participating pilots per mission day. Pilots are limited to one life per mission. A disconnect occurring after takeoff will be considered a loss of the aircraft. Reserve pilots may be used to replace those who have been eliminated.

2.4. Mission conditions, including weather effects, will change randomly each day of operations. Time will advance in six-hour increments per mission day.

DYNAMIC CAMPAIGN

SALT TALKS CONTINUE | CHINESE TANKER SUNK | TENSIONS RISING

SYRIA NEWS

TENSIONS RISING

Tel Aviv was hit by hypersonic missile strikes early this morning, marking a major escalation in the regional conflict. Israeli defenses were unable to intercept the high-speed weapons, which caused significant damage to military infrastructure and triggered widespread blackouts. The strike is the first confirmed use of hypersonic missiles in the region, raising global concerns of further escalation.

3. Unit Operations - Aircraft

BLUE		THREAT RANGE	RED	
F-18C	7000$	30km	5000₽	J-15A
F-15C	4000$	30km	4000₽	J-11A
F-16C	6000$	30km	6000₽	F-17
F-14B	4000$	30km	3500₽	F-14A
MIG-29G	2500$	20km	2500₽	MIG-29A
F-4E	2000$	20km	2000₽	F-4E
F1	1500$	20km	1500₽	F1
AJS-37	1500$	25km	1500₽	AJS-37
F-5E	1000$	15km	1000₽	MIG-21
F-86F	500$	10km	500₽	MIG-15
A-10C	3500$	25km	3500₽	Su-25T
A-10A	2500$	20km	2500₽	Su-25
BLUE CARGO			**RED CARGO**	
C101 (3)	1000$	15km	1000₽	(3) L39
BLUE ROTARY			**RED ROTARY**	
AH-64D	3500$	25km	3500₽	Ka-50
OH-58 (1)	2500$	15km	2500₽	(1) Mi-24
SA342 (1)	2000$	15km	2000₽	(1) SA342
CH-47(3)	2000$	10km	1500₽	(2) Mi-8
UH-1 (1)	1000$	10km	1000₽	(1) UH-1

3.1. Threat Mechanics

The yellow circle around Logistics Hub indicates the restricted zone where deployables cannot be placed while the base is threatened. Note: this circle appears on the F10 map when the base is actively under threat.

To prevent units from being placed unrealistically close to enemies, the threaten mechanic restricts deployables from being placed within a 10km radius of a "threatened" base. This is shown on the F10 map with a yellow circle. Bases become threatened when enemy units enter their specific threat range (detailed in 3.) and remain so until no enemies are within range for 5 minutes. This system gives players a clear visual indicator of contested areas.

DYNAMIC CAMPAIGN

3.2. Unit Operations - Ground

BLUE SAMs

Hawk (4)	2500$
Roland ADS (3)	2000$
Linebacker (3)	1500$
Avenger (3)	1500$

BLUE AAA

Gepard (3)	800$
Vulkan (3)	800$

BLUE GROUND

Merkava (4)	1100$
Bradley (3)	800$
Firtina (3)	600$
Ammo (2)	200$
MLRS (4)	4000$

BLUE EWR

AN/FPS-117 (3)	600$
Weapons/Fuel (1)	100$

RED PVO

3500₽	(4) SA-15 Tor
3000₽	(4) SA-11Buk
2500₽	(4) SA-6 Kub
2000₽	(3) SA-8 OSA
1500₽	(3) SA-13 Strela

RED AAA

1600₽	(3)Tunguska
800₽	(3) Shilka
300₽	(1) Zu-23

RED GROUND

900₽	(4) T-90M
800₽	(3) BMP-3
600₽	(3) Msta
200₽	(2) Ammo
4000₽	4) Scud-B

RED EWR

600₽	(3) 1L13
100₽	(1) Weapon/Fuel

3.3. Troops Squads

BLUE SQUADs

Squad (1)	250$
AT Squad (2)	300$
MortarSquad (2)	350$
Stinger Squad (2)	400$

RED SQUADs

250₽	(1) Squad
300₽	(2) AT Squad
350₽	(2) Mortar Squad
400₽	(2) Igla Squad

3.4. AWAC/Tanker/Drone-JTAC

BLUE AWAC/TANKER/JTAC

E-3C	10000$
E-2D	7000$
KC-135	9000$
S-3B	6000$
MQ-9	2500$

RED AWAC/TANKER/JTAC

10000₽	A-50
9000₽	IL-78M
2500₽	WingL oong-1

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DYNAMIC CAMPAIGN

4. Objectives

HUB	BASE	FOB	Obj UNITS
2 group AAA	2 group AAA	2 group AAA	*1 group AAA = 3x AAA*
2 group MBT	1 group Shorad	1 grup MBT	*1 group MBT = 5x MBT*
2 group Shorad	2 group MBT	1 grup Shorad	*1 group shorad = 2x Shorad*
1 group Medium Range SAM	2 group Medium Range SAM	1 group Logistics (2)	*1 grup Medium Range SAM*
1 group Long Range SAM	2 group Logistics (4)		*1 grup Long Range SAM*
2 group Logistics (4)			

4.1. HUB
Logistics HUBs supply BASEs and FOBs with fuel, ammunition and airframes. They are resupplied every two days based on the coalition's available budget, managed by the CA Commanders (Generals).

- NOTE: BASEs and FOBs located outside the support range of a HUB must be manually resupplied with aircraft, fuel, and munitions.

- NOTE: HUBs contain 5x times more fuel and ammunition than BASEs. As such, the loss of a HUB has a significant impact on a coalition's overall resource stockpiles.

- NOTE: The capture or loss of HUBs, BASEs, and FOBs will be visually represented on the map.

4.2. BASE
BASEs start with a set amount of resources determined by the CA Commanders (Generals) and are resupplied every two days via Hubs, based on the coalition's available budget.

4.3. FOB
FOBs start with a set amount of resources determined by the CA Commanders (Generals) and are resupplied via cargo airframes, based on the coalition's available budget.

4.4. Logistics Unit (Deployables)
Participants can deploy a variety of units through the radio menu. To access deployable units, navigate via Radio Menu: ***F10 Other >F1 Cargo >F7 Crates.*** Deployables are organized into categories within a menu. When selecting a unit/crate a number in parentheses e.g. ***Avenger (2)***, indicates how many crates are required to activate that specific unit.

Spawn your crate, and it will appear in front of your aircraft. Load Crate to pick it up through the radio menu, then fly to your chosen location. Once landed or hovering close to ground, Unload Crate through the radio menu. When the required number of crates is unloaded, select Unpack through the radio menu to construct the deployable.

Keep in mind that each crates has a cost and counts toward a global deployment limit. When that limit is reached, the oldest crate of that type will be automatically removed. Units that have been deployed persist indefinitely unless destroyed or replaced.

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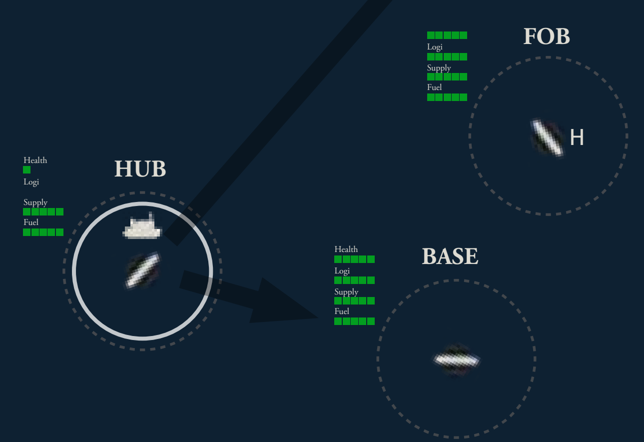
5. Objective Capture Mechanics & State

To capture objective, ***all logistics units must be destroyed***, a white circle will appear around the objective on the F10 map indicating that it is now capturable. Once the logistics units are eliminated, a transport helicopter can deploy troops to the objective in order to capture it.

NOTE: Defensive units, aside from the logistics targets, do not prevent an objective from being captured, once the logistics units are destroyed and troops are successfully deployed.



Each objective is monitored via four distinct health bars. Every segment represents 20% of the total health for that category.

Health
- Combined status of all defending units+logistics

Logi
- Status of logistical units+buildings

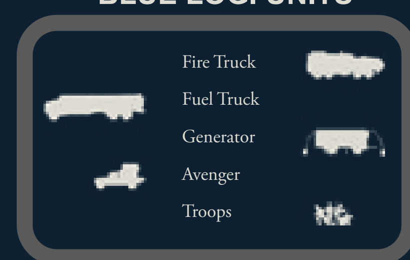
Supply
- The average % available in Weapon+Fuel

Fuel
- The % of remaining Fuel

*In this example, the Logistic Hub Airbase has 0% Logistics health and is now capturable. The presence of a white inner circle confirms this status. Note that a capturable base may still have active defending units, as demonstrated by the operational **TOR**.*

5.1. Logistics Units

BLUE LOGI UNITS



RED LOGI UNITS

DYNAMIC CAMPAIGN

6. Repairs

Repairs are directly linked to a ***base's logistics health***. Repair efficiency scales linearly. At 25% logistics health, repairs will proceed at 25% speed. Logistic health at 100% repair time is 1 hour.

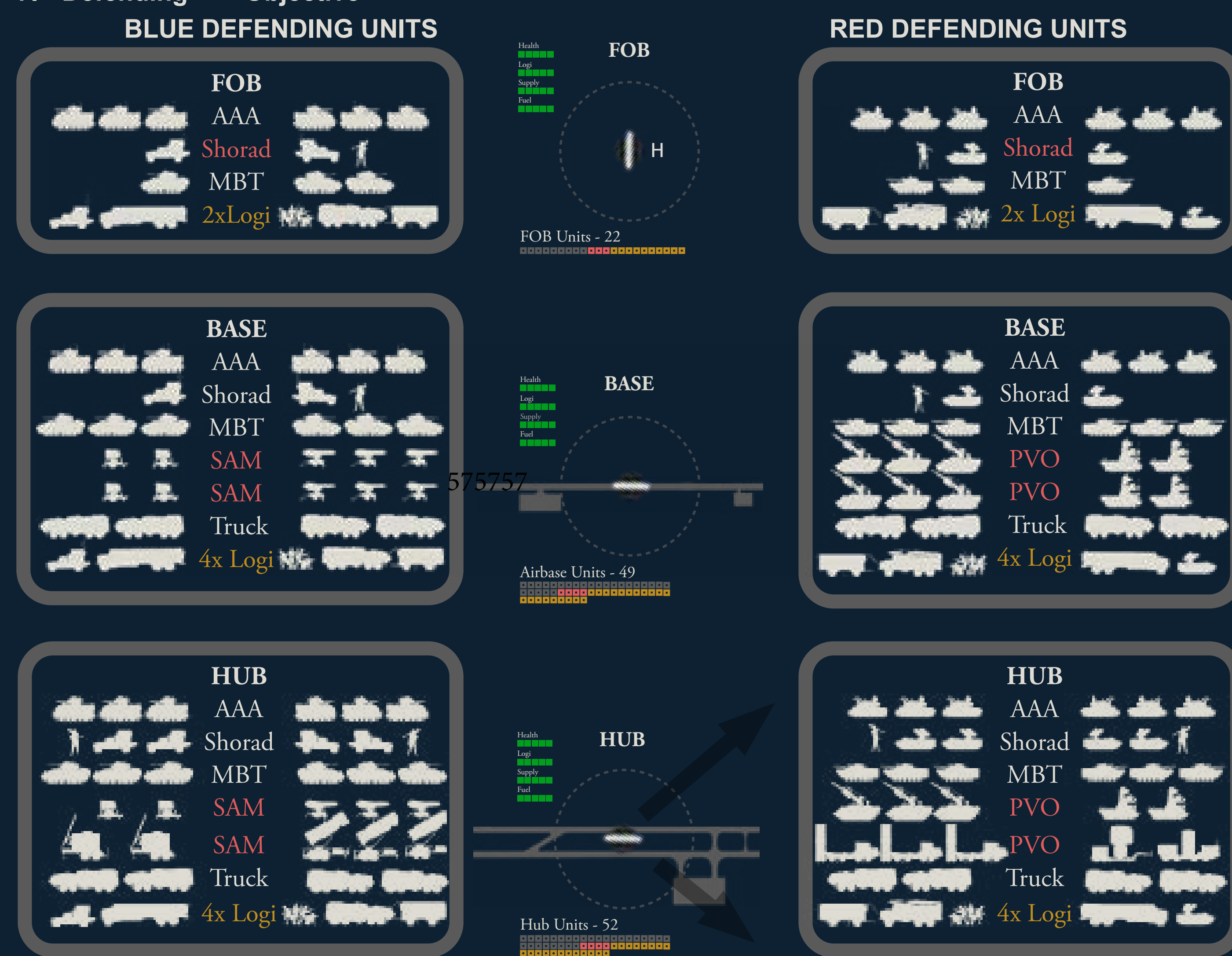
6.1. Repairs follow a set priority: **Logi > Services (FARP Trucks) > SR SAMs > AAA > Medium-Range SAMs > Long-Range SAMs.**

- NOTE:
- Airbases and Logistics Hubs have 2 groups of logistical units (detailed in 4.)*, requiring 4 repair crates for full restoration.*

- FOB have 1 group of logistical units, requiring 2 repair crates.

- Deploying troops at a neutral base is equivalent to 1 repair crate. For example, a Mi-8 carrying troops and a repair crate can fully restore a neutral FOB in one trip (detailed in 5.).

7. Defending - Objective



51ST MDT

DYNAMIC CAMPAIGN

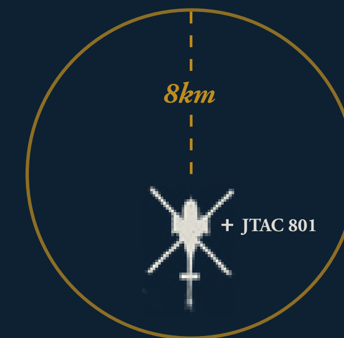
8. JTAC

The JTAC system greatly expands operational flexibility. To deploy a JTAC, you must drop any set of troops or certain armored units within *8km* of a target and ensure they have line of sight.

Once deployed, any qualifying unit automatically becomes a JTAC, marked on the map for your team with a numeric identifier (e.g., 801). To interact with a JTAC, use the ***Radio Menu: F10 Other > F2 JTAC.*** From there, you'll see a list of available JTACs by their identifier and can select the desired unit to access control options.

Transport pilots can load any unit qualified as a JTAC, enhancing ***aerial reconnaissance capabilities*** and providing a more effective method for detecting concealed enemy units within the operational area.

- NOTE: SAMs, AAAs, Stingers, Iglas, Artillery are not qualified as JTAC units!



F1 Status - Displays the general status overview, including the current target, JTAC position, line-of-sight information, laser status, and active filters.

F2 Auto Laser - Toggles the automatic laser on or off. This feature is enabled by default.

F3 Toggle IR Pointer - Activates the infrared laser pointer.

F4 Smoke Current Target - Deploys smoke near the current target. The smoke color corresponds to the coalition ***(e.g., red smoke marks a red coalition unit).***

F5 Shift - Disables auto-targeting and cycles to the next target in the priority list. Auto-targeting can be reenabled via F2.

F6 Filter - Opens a menu of filter options to refine what the JTAC can detect and engage.

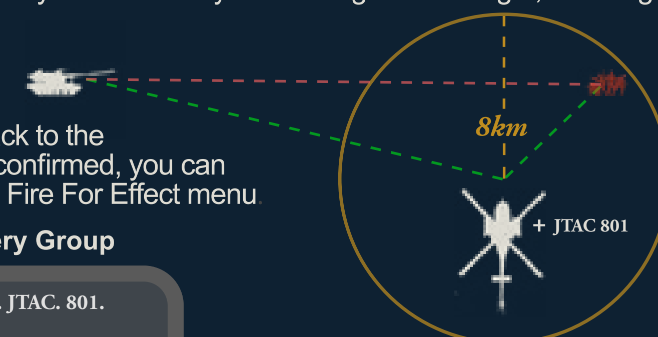
F7 Code - Allows the player to manually set the JTAC's laser code.

F8 Artillery - Enables the JTAC to assign fire missions to nearby artillery units. (detailed in 10.)

9. Artillery Fire Missions

JTAC within *8km of the designated target*, allow to relay target coordinates to friendly artillery and mortar squads. Opening the JTAC artillery menu will display available artillery units currently within range of the target, enabling coordinated indirect fire support.

The initial fire solution calculated by DCS may not be precise. To improve accuracy, you can refine the solution by reporting the results of test shots back to the JTAC. Once the adjustments are made and the target is confirmed, you can proceed to fire volleys of 5, 10, or 20 rounds using the F2 Fire For Effect menu.



JTAC Statys Meny Example

JTAC 801 status

position bearing 45 for 5.9km from Damaskus
Visual On: infantry AK,

autolase: false, ir pointer: false
filter: []

Artillery Group

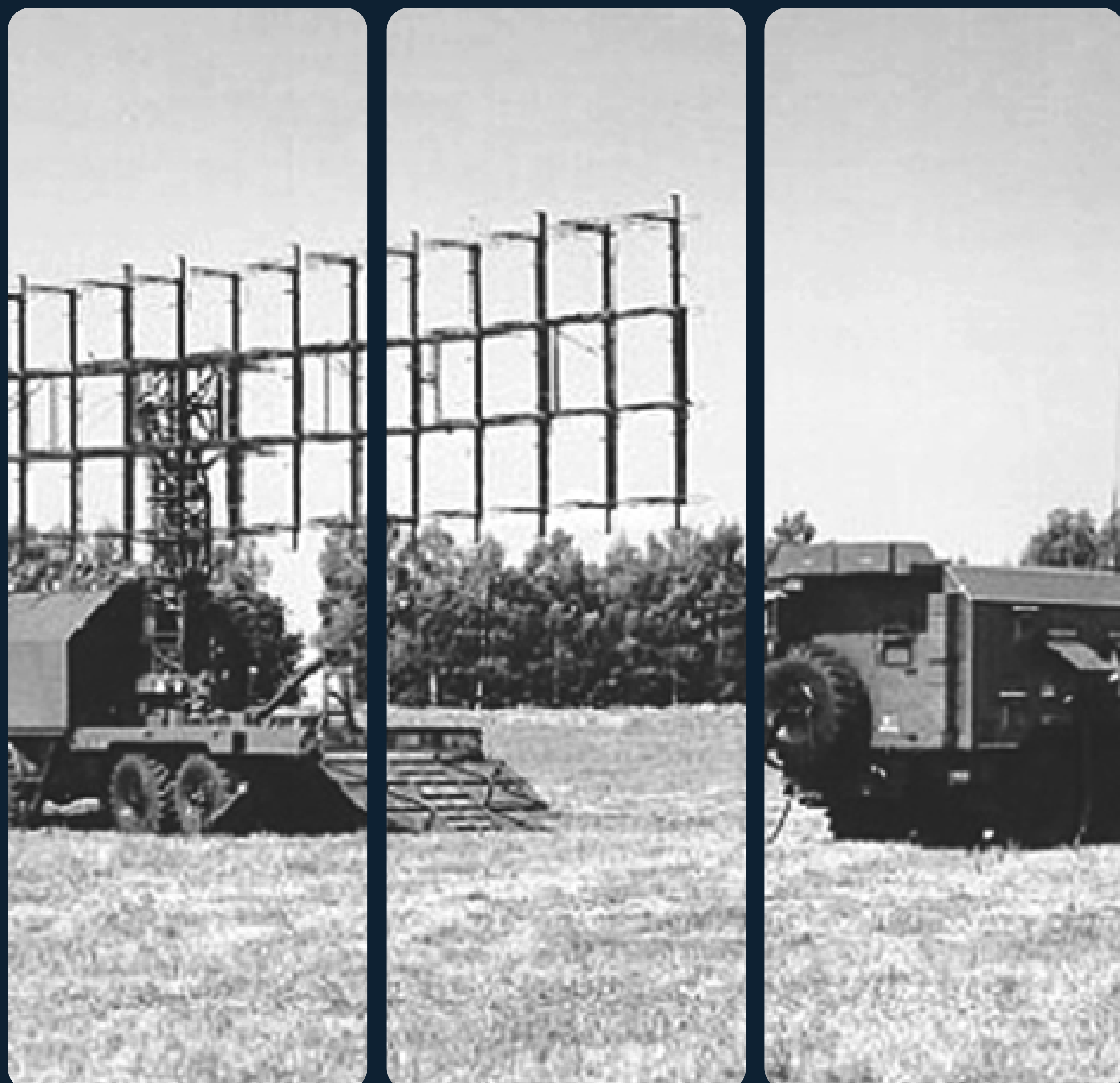
5. Main. Other. JTAC. 801. Artillery

F1. 801...
F2. 802...

F11. Previous Menu
F12. Exit

6. Main. Other. JTAC. 801. Artillery. 802
F1. Fire One
F2. Fire For Effect...
F3. Show Adjustment
F4. Report Short...
F5. Report Long...
F6. Report Left...
F7. Report Right...
F11. Previous Menu
F12. Exit

DYNAMIC CAMPAIGN



10. EWR System
The Early EWR system can be deployed anywhere on the map by transport aircraft using ***(3) crates***. Once deployed, the EWR automatically provides real-time information on detected enemy aircraft. Each contact entry includes ***bearing, range, aspect, altitude,*** and the ***time of last detection.***

The frequency of EWR updates is based on the proximity of enemy units. If all enemies are at a distance, reports are generated every ***60 seconds.*** If an enemy is ***merged***, updates occur every ***10 seconds.*** Friendly EWR reports are not displayed automatically but can be requested via the EWR menu.

NOTE:
- EWR reporting is enabled by default but can be toggled off.
- Update frequency is proximity-based.
- Friendly EWR reports are available on request.
- Aircraft types are not identified in EWR reports

11. Combined Arms
Base units and deployed units are controllable using Combined Arms, with a few exceptions:

NOTE:
- Logistics units are not controllable.
- Base units that leave the objective circle will be automatically returned to their original positions if the base is culled (no enemies are nearby).
- Units must be manually driven, they cannot be given move orders.

All unit positions ***persist indefinitely***. If you reposition a base's defenses for better coverage, that layout will remain for the duration of the day (as long as units stay within the objective circle). Deployable Combined Arms units, whether drivable or not, their map ***positions are permanent*** unless destroyed or redeployed.

Deployable CA units are always ***automatically marked*** on the F10 map. These markers include a ***reference number*** that matches the unit's ***ID in the JTAC and Artillery menus.***

12. Performance Unit Culling
Objectives that have no nearby enemies do not spawn any units except **FOB trucks (services)**. Defenses units will automatically spawn as enemies approach near **51km.**

Exampel
- A-10 flying at **445km/h** directly toward Damaskus will activate spawning units when the A-10 is **58km away**, since 1 minute later it will be within **51km of Damaskus.**

- F-15C flying at **1500km/h** directly toward Damaskus will activate spawning units when the F-15C is **76km away**, since 1 minute later it will be within **51km of Damaskus**.

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DYNAMIC CAMPAIGN

Weapons - RED
A2A and A2G weapons are classified by their guidance method and capabilities.

- A2A weapons fall into three main categories: IR, SARH, ARH.
- A2G weapons fall into three main categories: Unguided, Laser-Guided, Fire-and-Forget.

The cost of each weapon is determined by the complexity of its guidance system and its overall combat effectiveness. More sophisticated guidance and higher lethality drive the cost of the weapon.

13. A2A Weapons - RED

R-3S	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	50₽	8km/4.5nm	1962	REAR-IR	MIG-19/21, L-39C
R-3R	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	50₽	8km/4.5nm	1966	SARH	MIG-21
RS	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	30₽	5km/2.7nm	1965	SARH	MIG-21
R-55	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	30₽	5km/2.7nm	1957	BEAM	MIG-21
R-13	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
M	60₽	15km/8.1nm	1974	REAR-IR	MIG-21
M1	70₽	17km/9.2nm	1976	REAR-IR	MIG-21
R-60	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	70₽	10km/5.7nm	1974	REAR-IR	MIG-21
M	80₽	17km/9.2nm	1978	L-ALL-IR	MIG-21/29, Su-25, L39C, Mi-24
R-73	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	100₽	30km/16nm	1982	ALL-IR	MIG-21/29, Su-25/27/33, J-11/15, L39C
R-27	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
R	130₽	80km/43nm	1983	SARH	MIG-29, Su-27/33, J-11/15
ER	150₽	130km/70nm	1983	SARH	MIG-29, Su-27/33, J-11/15
T	130₽	70km/38nm	1983	SARH	MIG-29, Su-27/33, J-11/15
ET	150₽	120km/65nm	1983	SARH	MIG-29, Su-27/33, J-11/15
R-77	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	180₽	100km/54nm	1992	ARH	MIG-29S, J-11/15
PL-5	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	100₽	18km/10nm	1994	ALL-IR	JF-17/J-11/15
SD-10	**COST**	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
	200₽	100km/50nm	2005	ARH	JF-17/J-11/15
	COST	**MAX RNG**	**YR**	**ASP-TYPE**	**AIRFRAME**
IGLA	100₽	6km/3.2nm	1983	ALL-IR	KA--50(3)
ATAKA	70₽	7km/3.8nm	1980	ALL-Radio	Mi-24P

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14. A2G Weapons - Missiles RED

9M120	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
A	30₽	6km/3.2nm	1980	ARMOR	RADIO	Mi-24P
F	30₽	6km/3.2nm	1980	SOFT	RADIO	Mi-24P
9M121	**COST**	**MAX RNG**	**YR**	**TARGET**	**ATYPE**	**AIRFRAME**
VIKHR	40₽	12km/6.5nm	1990	ARMOR	LASER	Ka-50, Su-25T
Kh-25	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
ML	110₽	11km/6nm	1975	ARMOR	LASER	Su-25/T, Ka-50
MP	120₽	18km/10nm	1977	RADAR	RADIATION	Su-25T
MPU	130₽	30km/16nm	1979	RADAR	RADIATION	Su-25T
Kh-29	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
L	90₽	10km/5nm	1980	HARD	LASER	Su-25/T
T	100₽	12km/6nm	1980	HARD	EO TV	Su-25T
Kh-58	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
	500₽	250km/130nm	1982	RADAR	RADIATION	Su-25T
Kh-66	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
	30₽	10km/5.5nm	1968	HARD	BEAM	Mig-21
S-25	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
	20₽	7km/4nm	1980	HARD	LASER	Su-25/T
C-701	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
IR	140₽	15km/8nm	2004	ARMOR	INFRARED	JF-17
T	140₽	15km/8nm	2004	ARMOR	EO TV	JF-17
C-802	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
AK	1000₽	180km/97nm	1998	SHIP	ARH	JF-17
AKG	1000₽	180km/97nm	1998	HARD	IIR+MITL	JF-17
GB-6	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
A	400₽	78km/41nm	2006	SOFT	GPS+GLIDE	JF-17
HE	400₽	78km/41nm	2006	HARD	GPS+GLIDE	JF-17
SFW	400₽	78km/41nm	2006	ARMOR	GPS+GLIDE	JF-17
LD-10	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
	300₽	59km/32nm	2012	RADAR	RADIATION	JF-17
LS-6	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
100	500₽	92km/50nm	2006	SOFT	GPS+GLIDE	JF-17
250	500₽	92km/50nm	2006	SOFT	GPS+GLIDE	JF-17
500	500₽	92km/50nm	2006	HARD	GPS+GLIDE	JF-17

14.1. A2G Weapons - Rockets RED

BRM	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
1	150₽	LAU-68	16	HARD	LASER	90mm	JF-17
S-5	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
KO	32₽	UB-32A	32	HARD	HIGH	57mm	Su-25/T, Mi-24P, L-39C
M	32/16₽	UB-32A,UB-16M	32/16	SOFT	FRAG	57mm	MIG-19/21, Mi-24P
S-8	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
KOM	20/10₽	B-8MI, B-8V20A	20/10	HARD	HIGH	80mm	J-11/15, MIG-29, Su-25, Mi-8, Mi-24P, Ka-50
OFP2	20/10₽	B-8MI, B-8V20A	20/10	SOFT	FRAG	80mm	J-11/15, MIG-29, Su-25, Mi-8, Mi-24P, Ka-50
OM	10₽	B-8V20A	10	NIGHT	ILLUMINATE	80mm	Mi-8, Mi-24P, Ka-50
TsM	20/10₽	B-8MI, B-8V20A	20/10	MARKING	SMOKE	80mm	J-11/15, MIG-29, Su-25, Mi-8, Mi-24P, Ka-50
S-13	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
OF	10₽	B-13L	5	SOFT	FRAG	122mm	J-11/15, SU-25, Mi-24P, Ka-50
S-24	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
A	10₽		1	SOFT	HIGH	240mm	MIG-21
B	10₽		1	SOFT	HIGH	240mm	MIG-21/29,SU-25, Mi-24P
S-25	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
OFM	15₽		1	TANK	HIGH	340mm	J-11/15, Su-25/T,
UG	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
	10₽		1	TANK	HIGH	90mm	JF-17

DYNAMIC SYRIAN INCIDENT CAMPAIGN

14.2. A2G Weapons - Bombs RED

BETAB	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
500	10₽	1.1K lbs/477kg	BUNKER	PIERCING	J-11/15, MIG-21/29, Su-25/T
500Shp	10₽	1.1K lbs/477k	RUNWAY	PIERCING	J-11/15, MIG-21/29, Su-25/T
FAB	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
50	3₽	110lbs/50kg	SOFT	HIGH	MIG-19
100	3₽	220lbs/100kg	SOFT	HIGH	MIG-19/21, J-11, Su-25/T, L-39C,Mi-8/24P,
250	5₽	551lbs/250kg	LSTRUCTURE	HIGH	MIG-19/21/29, J-11/15, Su-25/T, L-39C,Mi-8/24P, Ka-50
250 M54	5₽	551lbs/250kg	LSTRUCTURE	HIGH	MIG-21
500 M62	10₽	1.1K lbs/500kg	MSTRUCTURE	HIGH	MIG-21/29J-11/15, Su-25/T, Mi-8/24P, Ka-50
KAB	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
500kr	100₽	1.1K lbs/520kg	MSTRUCTURE	TV GUIDED	Su-25T
KMGU	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
AO-2.5RT	15₽	96x5.5lbs	SOFT	FRAG	J-11/15, MiG-29, Ka-50, Mi-24P, Su-25
PTAB-2.5KO	15₽	96x2.5kg	MEDIUM	HEAT	J-11/15, MiG-29, Ka-50, Mi-24P, Su-25
LysB	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
	5$	176lbs/80kg	MARKING	ILLUMI-NATE	AJS37
M/71	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
HD	5$	276lbs/125kg	LSTRUCTURE	HIGH-DRAG	AJS37
LD	5$	276lbs/125kg	LARMOR	HIGH-DRAG	AJS37
OFAB	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
100	3₽	221lbs/100kg	SOFT	HIGH	L-39
RBK	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
PTAB-25KO	5₽	551lbs/250kg	MEDIUM	HIGH	J-11/J-15, MIG-21/29, Su-25/T
250AO-1Sch	5₽	551lbs/250kg	SOFT	HIGH	J-11/J-15, MIG-21/29, Su-25/T
500PTAB-1M	10₽	1.1K lbs/500kg	HEAVY	HEAT	J-11/J-15, MIG-21/29, Su-25/T
500PTAB-10.5	10₽	1.1K lbs/500kg	TANK	HEAT	J-11/J-15, MIG-21/29, Su-25/T
500OAB-2.5RT	10₽	1.1K lbs/500kg	SOFT	FRAG	J-11/J-15, MIG-21/29, Su-25/T
RN	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
24	-₽	1kt 250kg	LARGE	NUCLEAR	MIG-21
28	-₽	10kt 250kg	LARGE	NUCLEAR	MIG-21
SUU	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
25	10₽	110lbs/50kg	MARKING	ILLUMINATE	F-4E
TYPE-200	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
A	15₽	750lbs/340kg	RUNWAY	PARACHUTE	JF-17
GBU	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
8/10	200₽	2K lbs/907kg	HARD	LASER	JF-17
12	50₽	500lbs/227kg	MEDIUM	LASER	JF-17
16	100₽	1K lbs/454kg	HARD	LASER	JF-17

DYNAMIC CAMPAIGN

15. A2G Weapons - Pods RED

KG/SPJ 600	**COST** 500₽	**WEIGHT** 595lbs/267kg	**TARGET** ELECTRONICS	**TYPE** ECM	**AIRFRAME** JF-17
KMGU 2	**COST** 15₽	**WEIGHT** DEPENDANT	**TARGET** SOFT	**TYPE** SUBMUNITION	**AIRFRAME** MiG-29, Su-11/15, Su-25, Ka-50
KORD 25	**COST** 3₽	**WEIGHT** 209lbs/95kg	**TARGET** 12.7mm	**TYPE** GUN	**AIRFRAME** Mi-8
FANTAS-MAGORIA	**COST** 500₽	**WEIGHT** 662lbs/300kg	**TARGET** RADAR	**TYPE** RADIATION	**AIRFRAME** SU-25T
L005 SORBTSIYA	**COST** 500₽	**WEIGHT** 661lbs/300kg	**TARGET** ELECTRONICS	**TYPE** ECM	**AIRFRAME** J-11/15
MERCURY	**COST** 500₽	**WEIGHT** 1K lbs/475kg	**TARGET** TARGETING	**TYPE** LLTV	**AIRFRAME** Su-25T
MPS 410	**COST** 500₽	**WEIGHT** 871lbs/398kg	**TARGET** ELECTRONICS	**TYPE** ECM	**AIRFRAME** Su-25T
PK 3	**COST** 30₽	**WEIGHT** 480lbs/218kg	**TARGET** 3x7.62mm	**TYPE** GUN POD	**AIRFRAME** L-39
PKT	**COST** 10₽	**WEIGHT** 198lbs/90kg	**TARGET** 7.62mm	**TYPE** GUN	**AIRFRAME** Mi-8
SMOKE	**COST** 3₽	**WEIGHT** 1K lbs/465kg	**TARGET** MARKING	**TYPE** SMOKE	**AIRFRAME** Mi-8
SPPU 22-1	**COST** 30₽	**WEIGHT** 1.2Klbs/535kg	**TARGET** 23mm	**TYPE** GUN	**AIRFRAME** Su-25
SPRD 99	**COST** 3₽	**WEIGHT** 1.1Klbs/500kg	**TARGET** ROCKET	**TYPE** ASSIST	**AIRFRAME** MIG-21
SPS 141 141-100	**COST** 200₽ 200₽	**WEIGHT** 331Klbs/150kg 331Klbs/150kg	**TARGET** ELECTRONICS ELECTRONICS	**TYPE** ECM ECM	**AIRFRAME** Su-25 MIG-21
SUU 23	**COST** 30₽	**WEIGHT** 1.1Klbs/500kg	**TARGET** 20mm/1.2K	**TYPE** GUN	**AIRFRAME** MIG-21
DATA-L 2	**COST** 500₽	**WEIGHT** 651lbs/295kg	**TARGET** ELECTRONICS	**TY** ECM	**AIRFRAME** JF-17
WMD7 99	**COST** 500₽	**WEIGHT** 651lbs/295kg	**TARGET** TARGETING	**TYPE** IR/LASER	**AIRFRAME** JF-17

DYNAMIC CAMPAIGN

Weapons - BLUE

A2A and A2G weapons are classified by their guidance method and capabilities.

- A2A weapons fall into three main categories: IR, SARH, ARH.
- A2G weapons fall into three main categories: Unguided, Laser-Guided, Fire-and-Forget.

The cost of each weapon is determined by the complexity of its guidance system and its overall combat effectiveness. More sophisticated guidance and higher lethality drive the cost of the weapon.

16. A2A Weapons - BLUE

AIM-9	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
B	50$	4.6km/2.5nm	1956	REAR-IR	F-4E, F-5E, F-86F, F1, AJS-37
J	70$	18.5km/10nm	1975	L-ALL-IR	F4E, F1, F-15E
L	90$	18.5km/10nm	1977	ALL-IR	A-10A/C/CII, AV-8B, F-4E, F-14A/B, F-15C/E, F-16C, F/A-18C, AJS-37
M	100$	18.5km/10nm	1982	ALL-IR	A-10A/C/CII, AV-8B, F-4E, F-5E, F-14A/B, F-15C/E, F-16C, F/A-18C
P	60$	18.5km/10nm	1975	REAR-IR	A-10A/C/CII, AV-8B, F-4E, F-5E, F-15C/E, F-16C, F/A-18C, C-101CC
P3	80$	18.5km/10nm	1975	L-ALL-IR	F-16C, F1, AJS-37
P5	90$	18.5km/10nm	1975	ALL-IR	A-10A, F-5E, F-15C, F-16C
X	150$	37km/20nm	2003	ALL-IR	F-16C, F/A-18C

AIM-7	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
E	100$	45km/24nm	1970	ALL-SARH	F-4E, F-15C
F	120$	70km/38nm	1976	ALL-SARH	F4E, F-14A/B, F-15C/E, F/A-18C
M	130$	70km/38nm	1982	ALL-SARH	F4E, F-14A/B, F-15C/E, F/A-18C
MH	140$	70km/38nm	1985	ALL-SARH	F4E, F-14A/B, F-15C/E, F/A-18C
P	150$	70km/38nm	1987	ALL-SARH	F-14A/B, F/A-18C

AIM-54	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
A MK47	150$	222km/120nm	1974	ALL-ARH	F-14A/B
A MK60	160$	268km/145nm	1975	ALL-ARH	F-14A/B
C MK47	180$	241km/130nm	1986	ALL-ARH	F-14A/B

AIM-120	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
B	180$	75km/40nm	1994	ALL-ARH	F-15C/E, F-16C, F/A-18C
C	200$	111km/60nm	1996	ALL-ARH	F-15C/E, F-16C, F/A-18C

R-530	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
F EM	70$	20km/10.8nm	1962	SARH	F1
F IR	100$	20km/10.8nm	1962	L-ALL-IR	F1

R-550	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
1	70$	15km/8nm	1972	L-ALL-IR	F1
2	100$	15km/8nm	1986	ALL-IR	M2000, F1, C-101CC

S-530	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
F	90$	18km/10nm	1979	SARH	F1
D	130$	37km/20nm	1988	SARH	M2000

RB-24	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
	50$	18km/10nm	1956	REAR-IR	AJS-37
J	80$	18km/10nm	1975	L-ALL-IR	AJS-37

RB-74	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
	100$	18km/10nm	1977	ALL-IR	AJS-37

MISTRAL	COST	MAX RNG	YR	ASP-TYPE	AIRFRAME
	100$	7km/3.8nm	1988	ALL-IR	SA342 Gazelle

DYNAMIC CAMPAIGN

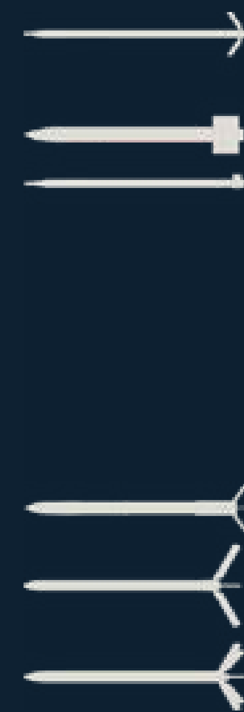
SYRIAN INCIDENT

16.1. A2G Weapons - Missiles BLUE

ADM-141	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
TALD	50$	150km/82nm	1990	DECOY	GLIDE	F-14A/B, F/A-18C
AGM-12	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
A	30$	19km/10nm	1970	HARD	MCLOS	F-4E
B	30$	19km/10nm	1970	HARD	MCLOS	F-4E
AGM-45	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
SHRIKE	80$	9km/16nm	1965	RADAR	RADIATION	F-4E
AGM-62	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
WALLEYE	100$	56km/30nm	1972	HARD	TV-GLIDE	F-4E, F/A-18C
AGM-65	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
A/B	90$	22km/12nm	1972	ARMOR	EO TV	F-4E
D	110$	22km/12nm	1975	ARMOR	IIR	A-10A/C, F-4E, F-16C
E	110$	22km/12nm	1975	HARD	LASER	F/A-18C
F	130$	22km/12nm	1975	HARD	IIR	F/A-18C
G	130$	22km/12nm	1975	HARD	IIR	A-10A/C/F-16C
H	130$	22km/12nm	1975	ARMOR	IIR	A-10A/C/F-16C
K	140$	22km/12nm	1986	HARD	EO TV	A-10A/C/F-16C
L	130$	22km/12nm	1986	HARD	LASER	A-10CII
AGM-84	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
D	800$	70nm/130km	1977	SHIP	RADAR+INS	F/A-18C
E	900$	70nm/130km	1990	SHIP/LAND	GPS+IIR+DL	F/A-18C
H	1000$	155nm/287km	2000	SHIP/LAND	GPS+IIR+ATA	F/A-18C
AGM-88	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
HARM	400$	150km/80nm	1983	RADAR	RADIATION	F/A-18C, F-16C
AGM-114	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
K	50$	9.5km/5.1nm	1993	ARMOR	LASER	AH-64D
L	60$	9.5km/5.1nm	1995	AEMOR	RADAR F&F	AH-64D
HOT	**COST**	**MAX RNG**	**YR**	**TARGET**	**ATYPE**	**AIRFRAME**
HOT3	30$	4km/2.2nm	1977	ARMOR	MCLOS	SA342 Gazelle
AGM-154	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
A	500$	130km/70nm	1998	SOFT	GPS+INS	F/A-18C, F-16C
B	500$	130km/70nm	1998	HARD	GPS+INS	F/A-18C
AGR-20	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
M151	150$	11km/6nm	2008	SOFT	LASER	A-10CII
M282	150$	11km/6nm	2008	L ARMOR	LASER	A-10CII
BK-90	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
MJ1	30$	10km/5.5nm	1990	SOFT	GLIDE+INS	AJS-37
MJ2	30$	10km/5.5nm	1990	ARMOR	GLIDE+INS	AJS-37
MJ1+2	30$	10km/5.5nm	1990	S+A	GLIDE+INS	AJS-37
SEA	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
EAGLE	900$	130km/70nm	1980	SHIP	RADAR+INS	C-101CC
RB-04	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
E	400$	32km/17nm	1975	SHIP	RADAR+INS	AJS37
RB-05	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
E	30$	9km/5nm	1972	HARD	MCLOS	AJS37
RB-05	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
F	700$	70km/37nm	1989	SHIP	RADAR+INS	AJS37
RB-75	**COST**	**MAX RNG**	**YR**	**TARGET**	**TYPE**	**AIRFRAME**
A	90$	22km/12nm	1970	ARMOR	EO TV	AJS37
B	110$	22km/12nm	1970	ARMOR	EO TV	AJS37
T	110$	22km/12nm	1970	FRAG	EO TV	AJS37

DYNAMIC CAMPAIGN

16.2. A2G Weapons - Rockets BLUE



FFAR	COST	LAUNCHER	QTY	TARGET	TYPE	SIZE	AIRFRAME
M156	19/7$	LAU-3, LAU-68	19/7	MARKING	PHOSPHOR	70mm	F-4E, F-5E
M257	19$	LAU-3	19	NIGHT	ILLUMINATE	70mm	F-5E
MK1	19/7$	LAU-3, LAU-68	19/7	SOFT	FRAG	70mm	F-4E
MK5	19/7$	LAU-3, LAU-68	19/7	HARD	HIGH	70mm	F-4E, F-5E
HVAR	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
	5$		2	SOFT	HIGH	127mm	F-86F
FFAR	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
M151	21/19$	BRU-42, LAU3/61,	21/19,	SOFT	HIGH	70mm	A-10C, F/A-18C, F-16C
	7/19/7$	LAU-68/131, M261, XM158	7/19/7	SOFT	HIGH	70mm	A-10C, F/A-18C, F-5E, C-101CC
M156	21/19/$	BRU-42, LAU3/61,	21/19/	MARKING	PHOSPHOR	70mm	A-10C, F-16C
	7/7$	LAU-68/131, XM158	7/7	MARKING	PHOSPHOR	70mm	A-10C, F-5E, C-101CC, UH-1H
M229	19$	M261	19	HARD	HIGH	70mm	AH-64D
M257	21/7$	BRU-42, LAU-68/131	21/7	NIGHT	ILLUMINATE	70mm	A-10C, A-10A, F-5E, C101CC
	19/7$	M261, XM158	19/7	NIGHT	ILLUMINATE	70mm	AH-64D, UH-1H
M274	21/7$	BRU-42, LAU-68/131	21/7	MARKING	P SMOKE	70mm	A-10C, A-10A, F-5E, C101CC
	19/7$	M261, XM158	19/7	MARKING	P SMOKE	70mm	AH-64D, UH-1H
M282	19$	M261	19	HARD	HIGH	70mm	AH-64D
MK1	21/7/$	BRU-42, LAU-68/131,	21/7/	SOFT	FRAG	70mm	A-10A/C/II, F-5E
	7$	XM158	7	SOFT	FRAG	70mm	UH-1H
MK5	21/19/$	BRU-42, LAU3/61,	21/19/	HARD	HIGH	70mm	A-10C/II, F-16C
	7/19/7$	LAU-68/131, M261, XM158	7/19/7	HARD	HIGH	70mm	A-10A/C/II, F-5E, F/A-18C, JF-17
MK61	21/19$	BRU-42, LAU3/61,	21/19	MARKING	SMOKE	70mm	F-16C,
	7$	LAU-68/131	7	MARKING	SMOKE	70mm	A-10A/C/II, F-5E
M/70B	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
AP	6$	ARAK	6	ARMOR	HIGH	135mm	AJS37
HE	6$	ARAK	6	SOFT	HIGH	135mm	AJS37
ZUNI	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
MK71	40$	LAU-10	4	HARD	HIGH	127mm	F-14A/B, F/A-18C,
MATRA	**COST**	**LAUNCHER**	**QTY**	**TARGET**	**TYPE**	**SIZE**	**AIRFRAME**
155	18/36$	TYPE 155	18,36	SOFT	ARMOR	68mm	F1
250	18/36$	TYPE 155	18,36	MARKING	SMOKE	68mm	F1
251	18/36$	TYPE 155	18,36	SOFT	HIGH	68mm	F1
252	18/36$	TYPE 155	18,36	PRACTICE	TRAINING	68mm	F1
253	18/36$	TYPE 155	18,36	TANK	HIGH	68mm	F1
254	18/36$	TYPE 155	18,36	MARKING	SMOKE	68mm	F1
256	18/36$	TYPE 155	18,36	SOFT	FRAG	68mm	F1
257	18/36$	TYPE 155	18,36	HARD	FRAG	68mm	F1
259E	18/36$	TYPE 155	18,36	NIGH	ILLUMINATE	68mm	F1

DYNAMIC CAMPAIGN

16.3. A2G Weapons - Bombs BLUE

GBU	COST	WEIGHT	TARGET	TYPE	AIRFRAME
8/10	200$	2K lbs/907kg	HARD	LASER	A-10C/II, F-4E, F-14A/B, F-16C, F/A-18C, F1
12	50$	500lbs/227kg	MEDIUM	LASER	A-10C/II, F-5E, F-14A/B, F-16C, F/A-18C, F1
15	100$	1K lbs/454kg	HARD	RADIO	F-4E
16	100$	1K lbs/454kg	HARD	LASER	F-14A/B, F/A-18C, F1, JF-17
24	200$	2K lbs/907kg	HARD	LASER	F-4E, F-14A/B, F-16C, F/A-18C
31(V)1/B	200$	2K lbs/907kg	HARD	INS	A-10C/II, F-16C, F/A-18C
31(V)2/B	200$	2K lbs/907kg	HARD	INS	F/A-18C
31(V)3/B	200$	2K lbs/907kg	HARD	INS	A-10C/II, F-16C, F/A-18C
31(V)4/B	200$	2K lbs/907kg	HARD	INS	F/A-18C
32(V)2/B	100$	1K lbs/454kg	MEDIUM	INS	F/A-18C
38	50$	500lbs/227kg	MEDIUM	INS	A-10C/II, F-16C, F/A-18C
54	50$	500lbs/227kg	MEDIUM	LASER	A-10CII
MATRA	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
M64	5$	500lbs/227kg	LT STRUCTURE	HIGH	F-86F
BIN	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
200	5$	500lbs/227kg	SOFT	INCENDIARY	C-101CC
BL755	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
	10$	1K lbs/454kg	HARD	ARMOR	C-101CC, MIG-21
BLG	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
66	10$	672lbs/305kg	SOFT	CLUSTER	C-101CC, F1
BLU	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
107	15$	750lbs/340kg	RUNWAY	PARACHUTE	F1
BR	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
250	5$	551lbs/250kg	LSTRUCTURE	PARACHUTE	F1
500	10$	1.1K lbs/500kg	MSTRUCTURE	FREE FALL	C-101CC, F1
CBU	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
52B	10$	785lbs/356kg	SOFT	HIGH	F-4E, F-5E
87 CEM	10$	950lbs, 431kg	SOFT	HIGH	A-10C/III, F-4E, F-16C
97 SFW	10$	1K lbs/454kg	ARMOR	HEAT	A-10C/III, F-4E, F-16C
99	5$	490lbs/222kg	HARD	HEAT	F/A-18C
100	5$	490lbs/222kg	HARD	HEAT	F/A-18C, JF-17
103	10$	950lbs/431kg	SOFT	INS+WIND C	A-10C/III, F-16C
105	10$	1K lbs/454kg	ARMOR	INS+WIND C	A-10C/III, F-16C
MK	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
20	3$	222lbs/101kg	ARMOR	CLUSTER	A-10A, F-14A/B, F/A-18C, JF-17
81	3$	250lbs/113kg	SOFT	HIGH	F-14A/B
81 LD	3$	250lbs/113kg	SOFT	HIGH	F-14A/B
82	5$	500lbs/227kg	LSTRUCTURE	HIGH	A-10A/C/II, C-101CC, F-5E, F-14A/B, F-16, F/A-18C, JF-17, F1
82 SE	5$	500lbs/227kg	LSTRUCTURE	HIGH	F-5E, F-14A/B, F-16, F/A-18C, JF-17
82 AIR	5$	500lbs/227kg	LSTRUCTURE	HIGH	A-10A/C/II, F-14A/B, F-16
82Y	5$	500lbs/227kg	LSTRUCTURE	HIGH	F/A-18C
83	10$	1K lbs/454kg	MSTRUCTURE	HIGH	F-5E, F-14A/B, F/A-18C, JF-17
84	20$	2K lbs/907kg	HSTRUCTURE	HIGH	A-10A/C/II, F-5E, F-16, F/A-18C, JF-17
SAMP	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
125	3$	257lbs/125kg	LSTRUCTURE	HIGH	F-1
250	5$	551lbs/250kg	LSTRUCTURE	HIGH	F-1
400	10$	882lbs/400kg	MSTRUCTURE	HIGH	F-1

DYNAMIC CAMPAIGN

17. A2G Weapons - Pods BLUE

ALQ	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
131	500$	672lbs/305kg	ELECTRONICS	ECM	A-10A/C, F-4E
184	500$	648lbs/249kg	ELECTRONICS	ECM	A-10A/C, F-16C
AN/AAQ	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
14LANTRIN	400$	754lbs/342kg	TARGETING	FLIR/LASER	F-14A/B
28LANTRIN	400$	458lbs/208kg	TARGETING	FLIR/LASER	A-10C, F-16C, F/A-18C
AN/ASQ	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
213HTS	500$	126lbs/57kg	RADAR	RADIATION	F-16C
228ATFLIR	500$	336lbs/152kg	TARGETING	FLIR/LASER	F/A-18C
AN/ASQ	**COST**	**WEIGHT**	**TARGET**	**TY**	**AIRFRAME**
23	300$	608lbs/276kg	TARGETING	TV	F-4E
AWW	**COST**	**WEIGHT**	**TARGET**	**TY**	**AIRFRAME**
13 DL	500$	752lbs/341kg	ELECTRONICS	ECM	F/A-18C
DATA-L	**COST**	**WEIGHT**	**TARGET**	**TY**	**AIRFRAME**
2	500$	651lbs/295kg	ELECTRONICS	ECM	JF-17
AN	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
M3	10$	608lbs/276kg	12mm/130	GUN POD	C-101CC
AKAN	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
30/55	10$	608lbs/276kg	30mm/150rounds	GUN POD	AJS37
DEFA	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
550	10$	452lbs/205kg	30mm/130	GUN POD	F1
553	10$	481lbs/218kg	30mm/130	GUN POD	C-101CC
GUV	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
AP-30	10₽	604bs/274lbs	30mm	GRENADE POD	Mi-8, Mi-24P
YakBGSHP	10₽	996lbs/452kg	2x7.62+1x12.7	GUN	Mi-8, Mi-24P
KB F/C	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
12	10$	653lbs/296kg	COUNTER	MEASURES	AJS37
M60	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
	3$	311lbs/141kg	7.62mm	GUN	UH-1H
SMOKE	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
	10$	441lbs/200kg	MARKING	SMOKE	A-10A/C, F-5E
M134	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
PAYLON	30$	322lbs/146kg	7.62mm	GUN	UH-1H
WINDOW	30$	595lbs/270kg	7.62mm	GUN	UH-1H
MXU	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
648	5$	662lbs/300kg	CARGO	POD	A-10C, F-5E, F-16
U22	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
	200$	767lbs/347kg	ELECTRONICS	ECM	AJS37
/A	500$	767lbs/347kg	ELINT	ECM	AJS37
WMD7	**COST**	**WEIGHT**	**TARGET**	**TYPE**	**AIRFRAME**
99	500$	651lbs/295kg	TARGETING	IR/LASER	JF-17