Weapons Pack

for
Strike Fighters: Project 1
Wings Over Vietnam
Wings Over Europe

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Overview

 This project is designed to provide a hassle free way of obtaining every 3rd party released weapon and gun. It will be updated after every aircraft release to include the newly created ordnance, gun types, and fuel tanks. All data is checked and verified by experts to provide the most realistic weapons effects and performance possible.

 The Weapons Pack is compatible with Strike Fighters: Project 1, Wings Over Vietnam, and Wings Over Europe.

 This version of the Weapons Pack has been re-designed with a far superior system for nation and date assignments than previous versions. Modified aircraft data must be used to take advantage of this. Instructions for installing this data and modifying aircraft that are not included are provided.

 Some other enhancements include functional targeting pods, guidance for laser, EO, IIR, and GPS guided bombs, better missile guidance, functional EO/IR guided missiles, and functional weapon availability dates.

 Effects created by Deuces or based on his work are included covering the range of weapons currently available. These include:

Bomb explosion effects of various sizes.
Cluster Bomb explosion effects.
Rocket Launcher effects.
Missile and Rocket motor effects.
Smoke trails.
White Phosphorus explosion effects.
Colored smoke effects for WP rockets.
Leaflet bomb effects.
Chaff and flare effects.
White Phosphorus smoke for Anti-radiation missiles.
Inert bomb and rocket effects.
Spotting charge effects for practice bombs.
Rocket sub-munition effects.
Illumination flare effects.
Napalm explosion effects.
FAE explosion effects.
Nuclear explosion effects (air burst and ground burst)
Flechette rocket effects.
Photoflash bomb effects.

Credits

 Keeping up with who did what weapon or effect has turned into an impossible task. The weapons are constantly revised with new 3D models and data, often by a combination of people, so here is a list of contributors in no particular order.

Sidewinder86
MoonJumper
The Wrench
Damwaar
Ajuandar
Zurawski
Madcaddie
Boopidoo
Flying Toaster
Oxitom
dwcace
Ajunaidr
Deuces
331KillerBee
Jet Z
Crab 02
WPNSSGT
SkippyBing
Tomcat
Capun
Kesselbrut
Charles
Wolf 257
BPAO
Geo
RussoUK
Marcello
Pasko
Sundowner
Monty CZ
Crisis
Zurawski
Armourdave
Rafael
Diego
Gramps
AmokFloo
cbheirro
Phlerp
Fox Monter
Cylix
Lawn-Dart
Howling1
USAFMTL
Bunyap
Thirdwire Productions

If I missed anybody at all let me know and I'll add the name ASAP!

Installation

 The Weapons Pack now uses an auto-installer to simplify the installation process. If you would still like to install the files manually you may install the files to the location of your choice and copy everything over.

 The following files are overwritten during installation. If you have made your own modifications, you may wish to back these up before installing.

missileobject.ini
bulletobject.ini
gundata.ini/gundata.dat
weapondata.ini/weapondata.dat
nations.ini
xxxx_data.ini (default aircraft)
xxxx_loadout.ini (default aircraft)

1. Download the file called WeaponsPack_03Jul06.exe to your computer.

2. Double click the file to run the installation program.

3. Be sure to install the files to the location Strike Fighters, Wings Over Vietnam, or Wings Over Europe is installed.

Add-on aircraft data:

Some older add-on aircraft may not have correct loadouts. Follow the instructions provided below to update the aircraft.

A web site has been set up to provide updated data for use with the weapons pack:

http://bunyap2w1.com/SFP1_Wiki/index.php?title=Aircraft_Data

Recommended Enhancements

A companion to the Weapons Pack called the Weapons Delivery Manual is available for download. It contains in depth procedures for using the weapons included with the weapons pack based on real world data.

Click here to visit the Weapons Delivery Manual web page:

An add-on terrain called the Bombing Range is available for download. This terrain, created by Deuces, provides an opportunity to practice weapons delivery techniques on a realistically laid out bombing and gunnery range.

Click here to visit the Bombing Range web page:
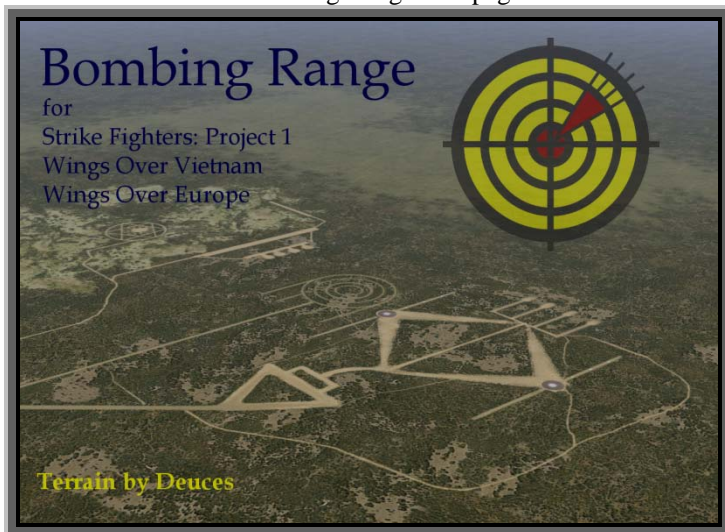
Modifying add-on aircraft for use with the Weapons Pack.

The weapons included with the Weapons Pack are now standardized in a way that allows very realistic loadouts across the lifetime of any aircraft from any nation. Many add-on aircraft will require an edit to one of the aircraft's files to take advantage of this new pack. Sone aircraft are already done for you. Others will require the edit. Trust me, it is very easy…

In a nutshell, you will open the aircraft's data.ini then update the nation assignment and weapon station attachment type.

Here is the process done step by step:

1. Open up your main Strike Fighters or Wings Over Vietnam folder. Then, open the Objects, and Aircraft folder. Inside, you will see folders containing the files that make the aircraft work.

2. Open the folder for the aircraft you wish to modify. Inside, you will find a file called "xxxx_data.ini"

3. Open the "xxxx_data.ini" with "notepad".

4. There are two places that will require changes. The first is the "NationName=" entry at the top of the file. It will look something like this:

[MissionData]
NationName=USAF
ServiceStartYear=1967
ServiceEndYear=1991
AircraftRole=FIGHTER
AircraftCapability=DAY_AND_NIGHT
Availability=VERY_COMMON
Exported=TRUE
ExportStartYear=1969
ExportAvailability=COMMON
PrimaryRoles=SWEEP,CAP,INTERCEPT,ESCORT,STRIKE,CAS,SEAD,ARMED_RECON,RECON
SecondaryRoles=ANTI_SHIP,FAC
NormalMissionRadius=579
MaxMissionRadius=989
Ceiling=17678.4
MinBaseSize=MEDIUM

You want the "NationName=" entry to match the nation the aircraft flies for. For example, if you want to fly the F-104G with West German weapons, you would change the "NationName=" to read "NationName=WGermany"

 The "Nation Name and Attachment Type" table provided below shows all nations that are supported at this time.

5. The second place requiring a change is the 'AttachmentType=" entries for the aircraft's weapon stations. These are found about ¾ of the way down in the file.

It will look something like this:

[LeftOuterWingStation]
SystemType=WEAPON_STATION
StationID=1
StationGroupID=1
StationType=EXTERNAL
AttachmentPosition=-3.47,0.37,-1.10
AttachmentAngles=0.0,-2.0,0.0
LoadLimit=1400
AllowedWeaponClass=BOMB,LGB,ARM,GP,IFP,FT,MER,RP
AttachmentType=USAF
ModelNodeName=wing_pylon_outer_left
PylonMass=86.18
PylonDragArea=0.02
LaunchRailNodeName=
MinExtentPosition=
MaxExtentPosition=
FuelTankName=Tank370_F4

 There will be one such entry for each weapon station and they each will need to be changed.

 Again, you want the "AttachmentType=" entry to match the nation the aircraft flies for. For example, if you want to fly the F-104G with West German weapons, you would change the "AttachmentType=" entry for each station to read "AttachmentType=W_GERMANY".

 Use the "Nation Name and Attachment Type" table below to pick the Attachment Type.

6. After that, save and exit.

That's all there is to it.

Nation Name and Attachment Type Table

Nation	NationName=	AttachmentType=	Current Weapons Pack status
United States Air Force	USAF	USAF	Complete.
United States Navy	USN	USN	Complete.
United States Marine Corps	USMC	USN	Complete.
United States Army Aviation	USA	WP	Just started…needs work.
Soviet Air Force	Soviet	SOVIET	Complete.
Royal Air Force	RAF	UK	Complete.
Royal Navy Fleet Air Arm	RoyalNavy	UK	Complete.
German Luftwaffe (West Germany)	WGermany	W_GERMANY	Modern weapons complete.
French Armee De L'Air	France	FRANCE	Complete
French Aeronautique Navale	FrenchNavy	FRANCE	Modern weapons complete.
Italian Air Force	Italy	ITALY	Needs work.
Royal Canadian Air Force	Canada	WP	Modern weapons complete.
Greek Hellenic Air Force	Greece	WP	None
Turkish Air Force	Turkey	WP	Complete.
Belgian Air Force	Belgium	WP	Complete.
Polish Air Force	Poland	WP	None
East German Air Force	EGermany	WP	None
Czech Air Force	Czechoslovakia	WP	None
Romanian Air Force	Romania	WP	None
Yugoslav Air Force	Yugoslavia	YUGOSLAVIA	Complete.
Swedish Flygvapnet	Sweden	SWEDEN	Modern weapons complete.
Finnish Air Force	Finland	WP	Modern weapons complete.
Chinese People's Liberation Army Air Force	China	CHINA	Missiles complete. Air-to-ground needs work.
Republic of China Air	Taiwan	TAIWAN	Modern weapons

Force			complete.
Japan Air Self-Defense Force	Japan	JAPAN	Modern weapons complete.
Vietnamese People's Air Force	NVietnam	WP	None.
South Vietnamese Air Force	SVietnam	WP	None.
Republic of Korea Air Force	SKorea	WP	None.
North Korea People's Air Force	NKorea	WP	None.
Israel Defense Force/Air Force	Israel	ISRAEL	Needs work.
Eqyptian Air Force	Egypt	WP	Modern weapons complete.
Syrian Air Force	Syria	WP	None.
Imperial Iranian Air Force	Iran	WP	Modern weapons complete.
Iraqi Air Force	Iraq	WP	Modern weapons complete.
Libyan Air Force	Libya	WP	None.
Pakistan Air Force	Pakistan	WP	Complete.
Indian Air Force	India	WP	Complete.
Royal Australian Air Force	Australia	WP	Complete.
Royal New Zealand Air Force	NewZealand	WP	None
Argentine Air Force	Argentina	ARGENTINA	Modern weapons complete.
Cuban Air Force	Cuba	WP	None.
Spanish Air Force	Spain	WP	Needs work.
Royal Jordanian Air Force	Jordan	WP	Complete.
Royal Netherlands Air Force	Netherlands	WP	Complete.
Royal Norwegian Air Force	Norway	WP	None.
Royal Danish Air Force	Denmark	WP	None.
Afghan Air Force	Afghanistan	WP	None.
Brazilian Air Force	Brazil	BRAZIL	Needs work.
Royal Thai Air Force	Thailand	WP	None.
Royal Saudi Air Force	SaudiArabia	WP	None.
Kuwait Air Force	Kuwait	WP	Complete.
Indonesian Air Force	Indonesia	WP	None.

German Marinefliger	WGermanNavy	W_GERMANY	Modern weapons complete.
Royal Australian Navy	AustralianNavy	WP	None.
Argentine Navy	ArgentineNavy	ARGENTINA	Modern weapons complete.
Austrian Air Force	Austria	WP	None.
Swiss Air Force	Swiss	WP	Needs work.
Bulgarian Air Force	Bulgaria	WP	None.
Hungarian Air Force	Hungary	WP	None.
Royal Malaysian Air Force	Malaysia	WP	None.
Republic of Singapore Air Force	Singapore	WP	None.
South African Air Force	South Africa		Modern weapons complete.
Angolan Air Force	Angola	WP	None.
Royal Rhodesian Air Force	Rhodesia	WP	None.
Lebanese Air Force	Lebanon	WP	None.
Imperial Ethiopian Air Force	Ethiopia	WP	None.
Somali Air Corps	Somolia	WP	None.
Chad Air Force	Chad	WP	None.
Yemen Arab Republic Air Force	NYemen	WP	None.
South Yemen Air Force	SYemen	WP	None.
Sultan of Oman's Air Force	Oman	WP	None.
Philippine Air Force	Phillipines	WP	None.
Portuguese Air Force	Portugal	WP	None.
Algerian Air Force	Algeria	WP	None.
Nigerian Air Force	Nigeria	WP	None.
Imperial Japanese Air Force (WWII)	Japanese Empire	JAPAN	Needs work.
Luftwaffe (WWII)	Nazi Germany	W_GERMANY	Complete.
Soviet Air Force	WWII Soviet	WWII Soviet	Complete.
Regia Aeronautica	WWII Italy	ITALY	Needs work.
Bahrain Amiri Air Force	Bahrain	WP	Complete.
Republic of Tunisia Air Force	Tunisia	WP	Complete.
Honduran Air Force	Honduras	WP	Complete.
Mexican Air Force	Mexico	WP	Complete.

Weapons Pack compatibility information for add-on aircraft developers.

 The weapons included with the Weapons Pack are standardized in a way that allows very realistic loadouts across the lifetime of any aircraft from any nation. To take advantage of this standardized data, there are a few things to consider when setting up the weapon stations for add-on aircraft.

1. Nation assignment.

 The weapons that show up as loadout options for an aircraft are highly dependant on the nation called out at the top of the aircraft's data.ini. Only weapons that are assigned to that nation are going to be available.

 The nation assignment is controlled by a line at the top of the aircraft's xxx_data.ini and looks like this:

[MissionData]
NationName=USAF
ServiceStartYear=1967
ServiceEndYear=1991
AircraftRole=FIGHTER
AircraftCapability=DAY_AND_NIGHT
Availability=VERY_COMMON
Exported=TRUE
ExportStartYear=1969
ExportAvailability=COMMON
PrimaryRoles=SWEEP,CAP,INTERCEPT,ESCORT,STRIKE,CAS,SEAD,ARMED_RECON,RECON
SecondaryRoles=ANTI_SHIP,FAC
NormalMissionRadius=579
MaxMissionRadius=989
Ceiling=17678.4
MinBaseSize=MEDIUM

If you create an aircraft that was used by different nations, separate aircraft should be created for each of those nations. Otherwise, weapons for only one nation will be available.

2. Attachment types.

 These are handled a little differently than in previous packs. The main thing to remember is that you should only use the one attachment type that applies to your aircraft. For example, French aircraft should only use attachment type "FRANCE" in their weapon stations, USAF aircraft should only use "USAF", etc. Yes, some aircraft use weapons with different country of origins but don't worry about it. I have taken care of all that within the weapons data.

 The NATO and WP attachment types serve a very different purpose now. The NATO attachment type is used for aircraft 3D model updates such as avionics humps and weapons specific to a particular airframe. The WP attachment type will be used with sets of weapons for nations without their own attachment type.

 The attachment type is controlled by a line in the aircraft's xxxx_data.ini and looks like this:

[LeftOuterWingStation]
SystemType=WEAPON_STATION
StationID=1
StationGroupID=1
StationType=EXTERNAL
AttachmentPosition=-3.47,0.37,-1.10
AttachmentAngles=0.0,-2.0,0.0
LoadLimit=1400
AllowedWeaponClass=BOMB,LGB,ARM,GP,IFP,FT,MER,RP
AttachmentType=USAF
ModelNodeName=wing_pylon_outer_left
PylonMass=86.18
PylonDragArea=0.02
LaunchRailNodeName=
MinExtentPosition=
MaxExtentPosition=
FuelTankName=Tank370_F4

3. Notes on weapon station set-up.
by wpnssgt

Every great aircraft needs weapon stations, here is a breakdown of some of the Variables used.

[LeftWingStation]
SystemType=WEAPON_STATION
StationID=1

StationGroupID=2
StationType=EXTERNAL
AttachmentPosition= -3.00,-2.06,-0.25
AttachmentAngles=0.0,-1.0,0.0
EjectVelocity=0.0,0.0,-1.0
LoadLimit=2280
AllowedWeaponClass=FT,BOMB,EOGR,TER
AttachmentType=USAF
ModelNodeName=Pylon
RackLimitInsideOnly=FALSE
RackLimitOutsideOnly=TRUE
NoJettisonTank=TRUE
MovingPylon=TRUE
RotatingPylon=TRUE
PylonMass=86.18
PylonDragArea=0.02
LaunchRailNodeName=PylonRail
LaunchRailHeight=0.127
FuelTankName=Tank600_F4

[BOMBBAY]
LoadLimit=6800
NumWeapons=6
AttachmentPosition001=0.7105,4.9926,-0.3220
AttachmentPosition002=0.7105,4.9926,0.0316
AttachmentPosition003=0.7105,4.9926,0.3839
AttachmentPosition004=0.7105,4.9926,0.7208
AttachmentPosition005=0.7105,4.9926,1.0564
AttachmentPosition006=0.3498,4.9926,-0.5006
DiameterLimit=0.60
LengthLimit=4.0
BombBayAnimationID=4
BombBayOpenTime=1.0
BombBayCloseTime=5
AutomaticDoors=TRUE

External Variables

SystemType=WEAPON_STATION
-This indicates what this system entry is. In this case a Weapon_Station as opposed to
Jet_Engine

StationID=# (up to 32)
-This assigns a number to the weapon station and directs the firing sequence in a group of
Stations.

StationGroupID=# (up to 6)
-This makes up the Weapon Station Grouping. This is helpful for Aircraft that have more than 6 Weapon Stations.

StationType=EXTERNAL
-This indicates the type of Weapon Station. External or Internal (Bombbay) The Internal type has specific variable needed as discussed below.

AttachmentPosition= -3.00,-2.06,-0.25
-This indicates the position of the attachment point for the weapons in Metric X,Y,Z format in relation to the Models Exact Center.

AttachmentAngles=0.0,-1.0,0.0 (Yaw,Pitch,Roll)
-This is used to Angle the weapon for slanted pylons or rotate for side mounting. It is also in Degrees X,Y,Z format in relation to the Weapons CoG.

EjectVelocity=0.0,0.0,-1.0 (-Left/+Right,-Back/+Forward,-Down/+Up)
-This is used to eject the weapon in a direction other than the default direction (down). The format is G Forces in X,Y,Z format.

LoadLimit=2280
-Total Weight allowed on the pylon in Kilograms.

AllowedWeaponClass=FT,BOMB,EOGR,TER
-Weapon Types Allowed on a particular pylon. See Bottom of post for listing.

AttachmentType=NATO,USN,USAF
-Allowed Weapon Attachment Type.
NATO,USAF,USN,USMC,ISRAEL,W_GERMANY, etc.

ModelNodeName=Pylon
-Model Part name for Weapon Station. This is used if you want the model note to dissapear when nothing is loaded.

RackLimitInsideOnly=TRUE
-This prevents weapons loaded on TERs, MERS, & Triple Launcher Rails (TLRs) to load the inner most weapon

RackLimitOutsideOnly=TRUE
-This prevents weapons loaded on TERs, MERS, & Triple Launcher Rails (TLRs) to load the outer most weapon

NoJettisonTank=TRUE/FALSE

-Prevents Jettison of Fuel Tanks on Fuel Tank Pylons. Helpful for CFT tanks.

MovingPylon=TRUE
-Indicates that the Pylon Moves with an animation or as part of another model node. Used for Variable Swept Wing Aircraft.

RotatingPylon=TRUE
-Indicates that the Pylon Rotates with an animation or as part of another model node. Used for Variable Swept Wing Aircraft.

PylonMass=86.18
-The amount the Pylon Weighs in Kilograms. Help for pylons that are removed when nothing is loaded on them providing a more realistic Flight Model.

PylonDragArea=0.02
-The Surface area that causes drag in Meters. Help for pylons that are removed when nothing is loaded on them providing a more realistic Flight Model.

LaunchRailNodeName=PylonRail
-This is the Model Node that will appear when a Missile that uses the "Use Launch Rail" option is checked.

LaunchRailHeight=0.127
-The Height in Meters the Rail is from the Station Attachment point

FuelTankName=Tank600_F4
-Name of the Fuel Tank allowed for the a Fuel Tank Pylon

Internal Variables
-These are used mostly for Internal Weapons Bays.

NumWeapons=# (32 Total Max)
-Total Number of weapons loaded inside the Weapons Bay.

AttachmentPosition001=0.7105,4.9926,-0.3220
AttachmentPosition002=0.7105,4.9926,0.0316
AttachmentPosition003=0.7105,4.9926,0.3839
AttachmentPosition004=0.7105,4.9926,0.7208
AttachmentPosition005=0.7105,4.9926,1.0564
AttachmentPosition006=0.3498,4.9926,-0.5006
-Position each weapon is loaded inside the Weapon Bay in relation to the Aircrafts CoG in Meters X,Y,Z format.

DiameterLimit=0.60

-Max Diameter of weapon that is allowed inside of Weapon Bay (this can also be used on External Pylons).

LengthLimit=4.0
-Max Length of weapon that is allowed inside of Weapon Bay (this can also be used on External Pylons).

BombBayAnimationID=4
-The Animation Key (Established in 3D Max) the weapon bay doors are located.

BombBayOpenTime=1.0
-Amount of time in Seconds it takes the doors to Open.

BombBayCloseTime=5
-Amount of time in Seconds it takes the doors to Close.

AutomaticDoors=TRUE
- Indicates if the doors will open automatically when the Pickle button is pressed

Weapon Type Listing for the AllowedWeaponClass= Entry

BOMB ... Bomb
LGB ..... Laser-guided Bomb
EOGB .. Electro-Optically Guided Bomb
AWD ... Area-weapon Dispenser
NUC .... Nuclear Bomb
RCKT .. Rocket, single
WGR ... Wire-guided Rocket
CGR ... Command-guided Rocket
LGR .... Laser-Guided Rocket
EOGR .. Electro-Optically Guided Rocket
ARM .... Anti-radiation Missile
ASM .... Anti-ship missile
IRM ..... Heat-seeking Missile
SAHM .. Semi-active Homing Missile
AHM .... Active Homing Missile
RP ...... Rocket Pod
GP ...... GunPod
EP ...... ECM Pod
LP ...... Laser Pod
NP ...... Navigation Pod
DLP .... Data-link Pod
RCN ... Recon Camera Pod
IFP ..... Illumination Flare Dispenser
FT .... Fuel Tank

2BR .... Twin Bomb Rack
2IR ..... Twin IRM Rack
2AR .... Twin AHM Rack
TER .... Triple Ejector Rack
TLR .... Triple Homing Rocket Rack
MER ... Multiple Ejector Rack
BFT .... Bomb carrying Fuel Tank

4. The xxxx.loadout.ini

 Each aircraft uses a set of default weapon loads that are defined in the xxxx.loadout.ini file. The weapons listed here must match the weapons in the weapons pack or AI aircraft may not be loaded when the mission starts.

 There are several sections of the file to set up. These are the sections and types of missions they are used on.

[AirToAir]	- Short range air-to-air missions
[AirToAirLongRange]	- Long range air-to-air missions
[Attack]	- CAS, Armed-recon
[Strike]	- Strike
[SEAD]	- Air Defense Suppression, Iron Hand
[Anti-Ship]	- Anti-ship
[FAC]	- FAC
[Recon]	- Recon

 Each section has a series of Loadouts identified by a number. i.e. Loadout[01], Loadout[02], etc. Each loadout corresponds to a weapon station on the aircraft. For example, Loadout[01] in the loadout.ini file corresponds to the weapon station with StationID=1 in the data.ini file. Loadout[0] corresponds to StationID=, and so on.

From the F-100D_data.ini:
[LeftWingStation1]
SystemType=WEAPON_STATION
StationID=1
StationGroupID=1
StationType=EXTERNAL
AttachmentPosition=-4.52,-2.06,-0.84
AttachmentAngles=0.0,-3.0,0.0
LoadLimit=453.60
AllowedWeaponClass=BOMB,RP
AttachmentType=USAF
ModelNodeName=pylon_left_outer
PylonMass=55
PylonDragArea=0.02

From the F-100D_loadout.ini:
[Strike]
Loadout[01].WeaponType=M117
Loadout[01].Quantity=1
Loadout[02].WeaponType=M117
Loadout[02].Quantity=1
Loadout[03].WeaponType=Tank335_F100
Loadout[03].Quantity=1
Loadout[04].WeaponType=Tank335_F100
Loadout[04].Quantity=1
Loadout[05].WeaponType=M117
Loadout[05].Quantity=1
Loadout[06].WeaponType=M117
Loadout[06].Quantity=1

 The WeaponType= for each station in the loadout.ini must match a weapon in the Weapons Pack. The name you use is the one listed on the left when the weapondata.ini is opened with the weapon editor.

 The Quantity= for each station is simply the number of weapons loaded on that station.

 Some stations can use a RackType= line in the loadout.ini. This is used to load weapons on a weapon rack by default. An example would look like this:

Loadout[03].WeaponType=MK82
Loadout[03].Quantity=3
Loadout[03].RackType=TER

 A simple technique for choosing a weapon for the WeaponType= line is starting a single mission with the aircraft and noting the weapons that are available for each station on the loadout screen. If you pick and choose from the ones listed there should be no problems.

Common Problems

- A weapon does not show up on a particular aircraft.

 Our most common reply is "We know. It isn't supposed to."

 The criteria for whether or not a weapon can be loaded on a particular aircraft is quite complex. Factors such as the years available, countries that flew it, aircraft capability, store weight, diameter, and length, are all taken into account. If any one of the many criteria isn't met the weapon will not be available.

 The system, however, is not perfect and some weapons that should be there are not available and some that should not be available are available. If any errors are noted that aren't attributable to the criteria given above please let us know.

- I've followed the directions but no new weapons are available.

 The most common cause of this is an incorrect weapondata.dat or gundata.dat location. The weapondata.dat must go into the Objects/Weapons folder. The gundata.dat must go into the Objects folder. Duplicate files, especially older ones, in other locations can cause the incorrect files to be read and new weapons not to show up.

- The ECM pods no longer show up.

 You used an obsolete version of the Weapon Editor to make changes. Only use the version included with this pack to edit data.

- I get an error and crash when starting the simulation. Something about the missileobject.dll…

 There are three possibilities: your installation of Strike Fighters has not been patched to the current version, you used an obsolete version of the weapon editor to make changes, or you have set a rocket pod up to use a non-existent rocket.

Weapons included with this pack

General Purpose Bombs

M-3 100-lb Bomb
M-3 300-lb Bomb
M-3 600-lb Bomb
M-3 1000-lb Bomb
AN-M72 5-lb Parafrag Bomb
AN-M30 100-lb Bomb
100-lb Parachute Retarded Bomb
AN-M57 250-lb Bomb
Mk 81 250-lb Bomb
AN-M64 500-lb Bomb
Mk 82 500-lb Bomb
Mk 82 500-lb Bomb w/Fuse Extender
Mk 82 Snakeye 500-lb Bomb
BSU-49/B AIR 500-lb Bomb
M117 750-lb Bomb
M117A3 750-lb Bomb
M117 High Drag 750-lb Bomb
AN-M65 1000-lb Bomb
Mk 83 1000-lb Bomb
AN-M66A1 2000-lb Bomb
AN-M66A2 2000-lb Bomb
Mk 84 2000-lb Bomb
BSU-50/B AIR 2000-lb Bomb
M118 3000-lb Bomb
RAF 100-lb Bomb
RAF 250-lb Bomb
500-lb GP Bomb Mk.1
500-lb GP Bomb Mk.5
540-lb GP Bomb Mk.1
540-lb GP Bomb Mk.2
RAF 500-lb Bomb
RAF 1000-lb Bomb
1000-lb GP Bomb Mk.10
1000-lb GP Bomb Mk.11
1000-lb GP Bomb Mk.12
1000-lb GP Bomb Mk.13
1000-lb GP Bomb Mk.14
1000-lb GP Bomb Mk.16
1000-lb GP Bomb Mk.17
1000-lb GP Bomb Mk.18
1000-lb GP Bomb Mk.19

1000-lb GP Bomb Mk.20
1000-lb GP Bomb Mk.21
1000-lb GP Bomb Mk.22
4000-lb GP Bomb Mk.1
4000-lb GP Bomb Mk.3
BL 7 115-kg Bomb
BL 9 125-kg Bomb
250-kg Bomb
STRIM 400-kg Bomb
450-kg Bomb
BL 4 1000-kg Bomb
BA 102 (Type 2) 227-kg Bomb
BA 103 (Type 3) 454-kg Bomb
BA 104 (Type 4) 908-kg Bomb
BK-BR 125-kg Bomb
BK-BR 250-kg Bomb
BK-BR 500-kg Bomb
50-kg Mehrzweckbombe
50-kg Abwurfbehälter
250-kg Mehrzweckbombe
250-kg Brandbombe
500-kg Mehrzweckbombe
1000-kg Panzersprengbombe
1000-kg Container
Type 97 50-kg Bomb
Type 97 100-kg Bomb
250-kg Bomb
500-kg Bomb
FAB-50 50-kg Bomb
FAB-100 100-kg Bomb
FAB-250 250-kg Bomb
FAB-250 M62 250-kg Bomb
PB-250 250-kg Retarded Bomb
FAB-500 500-kg Bomb
FAB-500 M62 500-kg Bomb
BetAB-500 Penetrator
BetAB-500 ShP Penetrator
FAB-1500 1500-kg Bomb
FAB-3000 3000-kg Bomb
FAB-9000 9000-kg Bomb
BLU-82
NASR-1000P 1000-kg Penetration Bomb
NASR-250 500-kg Bomb
NASR-400 400-kg Bomb
NASR-7 500-kg Bomb
NASR-1500 1500-kg Bomb

Guided Bombs

Fritz X Gleitbombe
Walleye I Mk.1 Mod 0
Walleye I ER Mk.3 Mod 0
Walleye II Mk.5 Mod 4
Walleye II (Nuclear) Mk.6 Mod 0
Walleye II Mk.12 Mod 1
Walleye II Mk.13 Mod 2
Walleye II Mk.15 Mod 5
Walleye II Mk.17 Mod 0
Walleye I ERDL Mk.21 Mod 0
Walleye I ERDL Mk.22 Mod 0
Walleye II ERDL Mk.23 Mod 0
Walleye I ERDL/DPSK Mk.22 Mod 0
Walleye II ERDL/DPSK Mk.30 Mod 0
Walleye I ERDL/DPSK Mk.34 Mod 0
Walleye II ERDL/DPSK Mk.37 Mod 2
GBU-2/B Pave Storm LGB
GBU-8/B HOBOS
GBU-10/A Paveway LGB
GBU-10B/B Paveway I LGB
GBU-10D/B Paveway II LGB
GBU-10/B Paveway II LGB
GBU-11/B Paveway LGB
GBU-11A/B Paveway I LGB
GBU-12/B Paveway LGB
GBU-12B/B Paveway I LGB
GBU-12D/B Paveway II LGB
GBU-12D/B Paveway II LGB
GBU-12E/B Paveway IV LGB
GBU-15(V)1/B EOGB
GBU-15(V)2/B EOGB
GBU-15(V)21/B EOGB
GBU-15(V)22/B EOGB
GBU-15(V)31/B EOGB
GBU-15(V)32/B EOGB
GBU-16/B Paveway II LGB
GBU-22/B Paveway III LGB
GBU-24/B Paveway III LGB
GBU-24/B Paveway III LGB
GBU-24A/B Paveway III LGB
GBU-24B/B Paveway III LGB

GBU-27/B Paveway III LGB
GBU-27A/B Enhanced Paveway III LGB
GBU-28/B Paveway III LGB
GBU-31(V)1 2000-lb JDAM
GBU-31(V)2 2000-lb JDAM
GBU-31(V)3 2000-lb JDAM
GBU-31(V)4 2000-lb JDAM
GBU-38/B 500-lb JDAM
GBU-39/B Small Diameter Bomb
GBU-123/B Paveway II LGB
Matra BGL400kg LGB
Matra BGL1000kg Arcole LGB

Cluster Bombs

Mk 20 Rockeye II Cluster Bomb
CBU-24/B AP/AM Cluster Bomb
CBU-29/B AP/AM Cluster Bomb
CBU-49/B AP/AM Cluster Bomb
CBU-52B/B AP/AM Cluster Bomb
CBU-53/B AP/AM Cluster Bomb
CBU-54/B AP/AM Cluster Bomb
CBU-55A/B Fuel Air Explosive
CBU-58/B AP/AM Cluster Bomb
CBU-59/B AP/AM Cluster Bomb
CBU-62/B AP/AM Cluster Bomb
CBU-63/B AP/AM Cluster Bomb
CBU-68/B AP/AM Cluster Bomb
CBU-70/B AP/AM Cluster Bomb
CBU-71/B AP/AM Cluster Bomb
CBU-72/B Fuel Air Explosive
CBU-78/B GATOR Cluster Bomb
CBU-87/B Combined Effects Munition
CBU-89/B GATOR Cluster Bomb
CBU-94/B Anti-Electrical Dispenser
CBU-97/B Sensor Fused Weapon
CBU-99/B Anti-Tank Cluster
CBU-100/B Anti-Tank Cluster
CBU-103/B WCMD
CBU-104/B WCMD
CBU-105/B WCMD
Mk44 Mod 0 Lazy Dog Cluster Bomb
BL-755 Cluster Bomb, No.1, Mk.1
BL-755 Cluster Bomb, No.2, Mk.1
RBL-755 Cluster Bomb, No.1, Mk.1
RBL-755 Cluster Bomb, No.2, Mk.1

BLG-66 Belouga Cluster Bomb (Frag)
BLG-66 Belouga Cluster Bomb (AT)
BLG-66 Belouga Cluster Bomb (GP)
125 Kg (Type 2) Cluster Bomb
RBK-250 PTAB 2.5 Cluster Bomb (AT)
RBK-250 AO-2.5 Cluster Bomb (AP/AM)
RBK-250 AO-1.5SCh Cluster Bomb (AP)
RBK-250 ZAB-2.5M Cluster Bomb (Incendiary)
RBK-500 PTAB-1M Cluster Bomb
RBK-500 ZAB2.5SM Cluster Bomb (Incendiary)
RBK-500 OAB 2.5RTCluster Bomb
M35 Incendiary Cluster
M36E2 Incendiary Cluster

Incendiary/Napalm Bombs

AN-M47A3 Incendiary Bomb
AN-M47A3 PWP Bomb
AN-M47A4 Incendiary Bomb
AN-M47A4 PWP Bomb
ZAB-500 Incendiary Bomb
55 gallon drum Napalm
75 Gallon Napalm
108 Gallon Napalm
165 Gallon Napalm
265 Gallon Napalm
BLU-1 Fire Bomb
BLU-1 Fire Bomb (Finned)
BLU-10S Napalm
BLU-10Sip Napalm
BLU-27 Fire Bomb
BLU-27 Fire Bomb (Finned)
Mk 77 Fire Bomb
Mk 79 Mod 1 Fire Bomb
100 Gallon Napalm
Napalm Bomb (France)

Runway Cratering Bombs

BLU-107/B Durandal

Matra Durandal
BAP 100 Airfield Attack Bomb (9x)
BAP 100 Airfield Attack Bomb (18x)

Special Purpose Bombs

M122 Photoflash Bomb
AN-M46 Photoflash Bomb
M30E2 Chaff Filled Bomb
M129E1 Leaflet Bomb
CTU-1/A Aerial Delivery Container
CTU-2/A Aerial Delivery Container
Mk 7 Depth Charge
Douglas Refueling Pod

Chemical Bombs

BLU-52/B Irritant Bomb
BLU-52A/B Irritant Bomb
KRAB-25 YaD Chemical Bomb
ModelName=KRAB-25
KhAB-25 R-5 Chemical Bomb

Nuclear Bombs

Mk43 Nuclear Bomb
Mk-43 70 kT Nuclear Bomb
B61
B83 Tactical Nuke
MK-83Mod 1 Tactical Nuke
BA53-Y1 10 MT Nuclear Pod
Blue Danube Nuclear Bomb
RDS-4 30 kT Bomb
AN-52 Tactical Nuke

Torpedoes

Mk13 Torpedo
Mk48 Torpedo

Type91 Torpedo
German Torpedo
MK 46 ASW Homing Torpedo
Mk46 Mod 5 Torpedo
SET-65 Homing Torpedo

Guided Missiles

AGM-12B Bullpup-A Guided Missile
AGM-12C Bullpup-B Guided Missile
AGM-12E Anti-Personnel Bullpup-B
AGM-45A Shrike
AGM-45B Shrike
AGM-65A Maverick
AGM-65B Maverick
AGM-65D Maverick
AGM-65D2 Maverick
AGM-65E Laser Guided Maverick
AGM-65F Maverick
AGM-65G Maverick
AGM-65G2 Maverick
AGM-65H Maverick
AGM-65K Maverick
AGM-78A Standard ARM
AGM-78B Standard ARM
AGM-78C Standard ARM
AGM-78D Standard ARM
AGM-83/A Bulldog (not produced)
AGM-84A Harpoon
AGM-84A Harpoon Block 1
AGM-84A Harpoon Block 1B
AGM-84A Harpoon Block 1C
AGM-84D Harpoon
AGM-84E SLAM Harpoon
AGM-86 ALCM
AGM-87 Focus
AGM-88A HARM
AGM-88B HARM
AGM-88C HARM
AGM-114A Hellfire
AGM-119A Penguin 3
AGM-122A Sidearm Anti-Radiation Missile
AGM-130A
AGM-69A SRAM
BGM-71A TOW
BGM-109 Tomahawk

BGM-109C Air-launched Tomahawk
LAW-AT Rocket
AS-37 Martel Anti-Radiation Missile
ARMAT Anti-Radiation Missile
AJ.168 Martel TV-Guided Missile
Sea Eagle Guided Missile
AS-30 Radio Command Guided Missile
AS-30L Laser Guided Missile
AS 34 Kormoran Guided Missile
AM 39 Exocet Guided Missile
KS-1 Kometa Cruise Missile
K-10SN Kipper Guided Missile
Kh-22NA Burya Nuclear Cruise Missile
Kh-22MP Burya Cruise Missile
Kh-22N Burya Cruise Missile
KSR-2 Kelt Cruise Missile
KSR-11 Kelt Anti-Radiation Missile
Kh-26MP Kingfish Cruise Missile
Kh-26N Kingfish Cruise Missile
Kh-66 Grom Guided Missile
Kh-23 Grom Guided Missile
Kh-23L Grom Laser Guided Missile
Kh-23M Grom Guided Missile
Kh-23PS Grom Anti-Radiation Missile
Kh-25R Karen Guided Missile
Kh-25MR Karen Guided Missile
Kh-25L Karen Laser Guided Missile
Kh-25ML Karen Laser Guided Missile
Kh-25MT Karen Guided Missile
Kh-25MTP Karen Guided Missile
Kh-25MA Karen Guided Missile
Kh-25P Kegler Anti-Radiation Missile
Kh-25MP Kegler Anti-Radiation Missile
Kh-25MPU Kegler Anti-Radiation Missile
Kh-27 Kegler Anti-Radiation Missile
Kh-28 "Kyle" Anti-Radiation Missile
Kh-29L "Kedge" Laser Guided Missile
Kh-29T Kedge TV Guided Missile
Kh-29TE "Kedge" TV Guided Missile
Kh-31A Mod 1 Krypton Guided Missile
Kh-31A Mod 2 Krypton Guided Missile
Kh-31P Mod 1 Krypton Anti-Radiation Missile
Kh-31P Mod 2 Krypton Anti-Radiation Missile
Kh-58 Kilter Anti-Radiation Missile
Kh-58U Kilter Anti-Radiation Missile
9M14 Malyutka AT Missile

9M17P Falanga AT Missile
9M120M Vikhr AT Missile
Martin Pescador Guided Missile

Rockets

5" "Holy Moses" (GP) HVAR Rocket
5" "Holy Moses" (SAP) HVAR Rocket
5" "Holy Moses" (GP Prox) HVAR Rocket
5" "Holy Moses" (AT) HVAR Rocket
Tiny Tim
3" RP 60lb HE(SAP)
R4M ORKAN
RS-82 82mm Rocket
RS-132 132mm Rocket
S-21 212mm Rocket
S-24B 240mm Rocket
M-8 Rocket
S-3K 134mm Rocket
S-5 57mm Rocket
S-8KO 82mm Rocket (HEAT)
S-8B 82mm Rocket (Penetration)
S-8D 82mm Rocket (FAE)
S-8O 82mm Rocket (Illumenation)
S-8T 82mm Rocket (AT)
S-8P 82mm Rocket (Chaff)
S-13B 132mm Rocket (Penetration)
S-13OF 132mm Rocket (AP/AM)
S-13T 132mm Rocket (Tandem Warhead)
S-13D 132mm Rocket (FAE)
S-25-C 340mm Rocket (Frag)
S-25-OF 340mm Rocket (Frag/HE)
55mm JRAK
15cm rocket m/51
18cm rocket m/49
68mm Rocket
Mighty Mouse Rocket Mk 4
SNEB 68mm Rocket
2.75" Mk 40 Rocket (HE Frag) w/M151
2.75" Mk 40 Rocket (White Smoke) w/M156
2.75" Mk 40 Rocket (HE Frag) w/M229
2.75" Mk 40 Rocket (AP) w/M247
2.75" Mk 40 Rocket (White Smoke) w/M259
2.75" Mk 40 Rocket (Inert) w/M274

2.75" Mk 40 Rocket (White Smoke) w/Mk67 MOD 0
2.75" Mk 40 Rocket (Red Smoke) w/Mk67 MOD 1
2.75" Mk 40 Rocket (Green Smoke) w/Mk67 MOD 2
2.75" Mk 40 Rocket (Yellow Smoke) w/Mk67 MOD 3
2.75" Mk 40 Rocket (Flechette) w/WDU-4A/A
2.75" Mk 40 Rocket (Inert) w/WTU-1/B
Mk 71 (HE) 5" Rocket w/Mk 34 Mod 2
Mk 71 (AT/AP) 5" Rocket w/Mk 32 Mod 0
Mk 71 (WP) 5" Rocket w/Mk 34 Mod 0
Mk 71 (Frag) 5" Rocket w/Mk 63 Mod 0
Mk 16 (HE) 5" Rocket w/Mk 24 Mod 0
Mk 16 (AT/AP) 5" Rocket w/Mk 32 Mod 0
Mk 16 (WP) 5" Rocket w/Mk 34 Mod 0
Mk 16 (Green Smoke) 5" Rocket w/Mk 34 Mod 1
Mk 16 (Red Smoke) 5" Rocket w/Mk 34 Mod 2
Mk 16 (Yellow Smoke) 5" Rocket w/Mk 34 Mod 3
Mk 16 (Frag) 5" Rocket w/Mk 53 Mod 0
2.75" Mk 66 Rocket w/ WTU-1B (Inert)
2.75" Mk 66 Rocket w/ M229 (AP Frag)
2.75" Mk 66 Rocket w/ M278 (IR Flare)
2.75" Mk 66 Rocket w/ M257 (Flare)
2.75" Mk 66 Rocket w/ M255A1 (Flechette)
2.75" Mk 66 Rocket w/ M264 (RP Smoke)
2.75" Mk 66 Rocket w/ M267 (Inert)
2.75" Mk 66 Rocket w/ M261 (HE AP/AM)
2.75" Mk 66 Rocket w/ M151 (HE Frag)
2.75" Mk 66 Rocket w/ M274 (Smoke)

Sub-munitions

BLU-3/B Submunition (Frag)
BLU-17/B Submunition (WP)
BLU-18/B Submunition (Frag)
BLU-24/B Submunition (Frag)
BLU-39/B23 Submunition (Smoke)
BLU-49/B Submunition (Frag)
BLU-49A/B Submunition (Frag)
BLU-69/B Submunition (AP/AM)
MLU-44/B Consumable Flare
MW-1 Submunition
BAP-100
BETAB-2,5
FAB-25F Fragmentation Bomb
ZAB-25 Incendiary Bomb
PTAB-25 Anti Armor

Rocket Pods/Racks

R4M Rocket Rack
XM1R Triple Rocket Pod
M-10 Triple Rocket "Bazooka"
JRAK Quad rocket rack
15cm double rocket rack m/51
15cm single rocket rack m/51
LAU-3/A (HE Frag) Rocket Pod w/M151
LAU-3/A (White Smoke) Rocket Pod
LAU-3/A (HE Frag) Rocket Pod
LAU-3/A (AP) Rocket Pod
LAU-3/A (White Smoke) Rocket Pod
LAU-3/A (Red Smoke) Rocket Pod
LAU-3/A (Green Smoke) Rocket Pod
LAU-3/A (Yellow Smoke) Rocket Pod
LAU-3/A (Flechette) Rocket Pod
LAU-3/A (HE Frag) Rocket Pod
LAU-3/A (White Smoke) Rocket Pod
LAU-3/A (HE Frag) Rocket Pod
LAU-3/A (AP) Rocket Pod
LAU-3/A (White Smoke) Rocket Pod
LAU-3/A (White Smoke) Rocket Pod
LAU-3/A (Red Smoke) Rocket Pod
LAU-3/A (Green Smoke) Rocket Pod
LAU-3/A (Yellow Smoke) Rocket Pod
LAU-3/A (Flechette) Rocket Pod
LAU-32/A (HE Frag) Rocket Pod
LAU-32/A (White Smoke) Rocket Pod
LAU-32/A (HE Frag) Rocket Pod
LAU-32/A (AP) Rocket Pod
LAU-32/A (White Smoke) Rocket Pod
LAU-32/A (White Smoke) Rocket Pod
LAU-32/A (Red Smoke) Rocket Pod
LAU-32/A (Green Smoke) Rocket Pod
LAU-32/A (Yellow Smoke) Rocket Pod
LAU-32/A (Flechette) Rocket Pod
LAU-32A/A (HE Frag) Expendable Pod
LAU-32A/A (White Smoke) Expendable Pod
LAU-32A/A (HE Frag) Expendable Pod
LAU-32A/A (AP) Expendable Pod
LAU-32A/A (White Smoke) Expendable Pod
LAU-32A/A (White Smoke) Expendable Pod
LAU-32A/A (Red Smoke) Expendable Pod

LAU-32A/A (Green Smoke) Expendable Pod
LAU-32A/A (Yellow Smoke) Expendable Pod
LAU-32A/A (Flechette) Expendable Pod
LAU-32B/A (HE Frag) Rocket Pod
LAU-32B/A (White Smoke) Rocket Pod
LAU-32B/A (HE Frag) Rocket Pod
LAU-32B/A (AP) Rocket Pod
LAU-32B/A (White Smoke) Rocket Pod
LAU-32B/A (White Smoke) Rocket Pod
LAU-32B/A (Red Smoke) Rocket Pod
LAU-32B/A (Green Smoke) Rocket Pod
LAU-32B/A (Yellow Smoke) Rocket Pod
LAU-32B/A (Flechette) Rocket Pod
LAU-33A/A Rocket Pack
LAU-33A/A (AT/AP) Rocket Pod
LAU-59/A (HE Frag) Rocket Pod
LAU-59/A (White Smoke) Rocket Pod
LAU-59/A (HE Frag) Rocket Pod
LAU-59/A (AP) Rocket Pod
LAU-59/A (White Smoke) Rocket Pod
LAU-59/A (White Smoke) Rocket Pod
LAU-59/A (Red Smoke) Rocket Pod
LAU-59/A (Green Smoke) Rocket Pod
LAU-59/A (Yellow Smoke) Rocket Pod
LAU-59/A (Flechette) Rocket Pod
LAU-61/A (HE Frag) Rocket Pod
LAU-61/A (White Smoke) Rocket Pod
LAU-61/A (HE Frag) Rocket Pod
LAU-61/A (AP) Rocket Pod
LAU-61/A (WP Smoke) Rocket Pod
LAU-61/A (White Smoke) Rocket Pod
LAU-61/A (Red Smoke) Rocket Pod
LAU-61/A (Green Smoke) Rocket Pod
LAU-61/A (Yellow Smoke) Rocket Pod
LAU-61/A (Flechette) Rocket Pod
LAU-61A/A (HE Frag) Rocket Pod
LAU-61A/A (White Smoke) Rocket Pod
LAU-61A/A (HE Frag) Rocket Pod
LAU-61A/A (AP) Rocket Pod
LAU-61A/A (WP Smoke) Rocket Pod
LAU-61A/A (White Smoke) Rocket Pod
LAU-61A/A (Red Smoke) Rocket Pod
LAU-61A/A (Green Smoke) Rocket Pod
LAU-61A/A (Yellow Smoke) Rocket Pod
LAU-61A/A (Flechette) Rocket Pod
LAU-61B/A (HE Frag) Rocket Pod

LAU-61B/A (White Smoke) Rocket Pod
LAU-61B/A (HE Frag) Rocket Pod
LAU-61B/A (AP) Rocket Pod
LAU-61B/A (WP Smoke) Rocket Pod
LAU-61B/A (Red Smoke) Rocket Pod
LAU-61B/A (Green Smoke) Rocket Pod
LAU-61B/A (Yellow Smoke) Rocket Pod
LAU-61B/A (White Smoke) Rocket Pod
LAU-61B/A (Flechette) Rocket Pod
LAU-68A/A (HE Frag) Rocket Pod
LAU-68A/A (White Smoke) Rocket Pod
LAU-68A/A (HE Frag) Rocket Pod
LAU-68A/A (AP) Rocket Pod
LAU-68A/A (White Smoke) Rocket Pod
LAU-68A/A (White Smoke) Rocket Pod
LAU-68A/A (Red Smoke) Rocket Pod
LAU-68A/A (Green Smoke) Rocket Pod
LAU-68A/A (Yellow Smoke) Rocket Pod
LAU-68A/A (Flechette) Rocket Pod
LAU-10A/A (HE) Rocket Pod
LAU-10A/A (AT/AP) Rocket Pod
LAU-10A/A (WP) Rocket Pod
LAU-10A/A (Green Smoke) Rocket Pod
LAU-10A/A (Red Smoke) Rocket Pod
LAU-10A/A (Yellow Smoke) Rocket Pod
LAU-10A/A (Frag) Rocket Pod
LAU-3C/A (HE Frag) Rocket Pod
LAU-3C/A (WP Smoke) Rocket Pod
LAU-3C/A (HE Frag) Rocket Pod
LAU-3C/A (AP) Rocket Pod
LAU-3C/A (WP Smoke) Rocket Pod
LAU-3C/A (White Smoke) Rocket Pod
LAU-3C/A (Red Smoke) Rocket Pod
LAU-3C/A (Green Smoke) Rocket Pod
LAU-3C/A (Yellow Smoke) Rocket Pod
LAU-3C/A (Flechette) Rocket Pod
LAU-3D/A (HE Frag) Rocket Pod
LAU-3D/A (WP Smoke) Rocket Pod
LAU-3D/A (HE Frag) Rocket Pod
LAU-3D/A (AP) Rocket Pod
LAU-3D/A (WP Smoke) Rocket Pod
LAU-3D/A (White Smoke) Rocket Pod
LAU-3D/A (RP Smoke) Rocket Pod
LAU-3D/A (Green Smoke) Rocket Pod
LAU-3D/A (Yellow Smoke) Rocket Pod
LAU-3D/A (Flechette) Rocket Pod

LAU-61C/A (HE Frag) Rocket Pod
LAU-61C/A (HE AP/AM) Rocket Pod
LAU-61C/A (Flechette) Rocket Pod
LAU-61C/A (Flare) Rocket Pod
LAU-61C/A (MPSM HE) Rocket Pod
LAU-61C/A (RP Smoke) Rocket Pod
LAU-61C/A (IR Flare) Rocket Pod
LAU-68C/A (HE Frag) Rocket Pod
LAU-68C/A (White Smoke) Rocket Pod
LAU-68C/A (HE Frag) Rocket Pod
LAU-68C/A (AP) Rocket Pod
LAU-68C/A (White Smoke) Rocket Pod
LAU-68C/A (White Smoke) Rocket Pod
LAU-68C/A (Red Smoke) Rocket Pod
LAU-68C/A (Green Smoke) Rocket Pod
LAU-68C/A (Yellow Smoke) Rocket Pod
LAU-68C/A (Flechette) Rocket Pod
LAU-68D/A (HE Frag) Rocket Pod
LAU-68D/A (HE Frag) Rocket Pod
LAU-68D/A (Flechette) Rocket Pod
LAU-68D/A (Flare) Rocket Pod
LAU-68D/A (MPSM HE) Rocket Pod
LAU-68D/A (RP Smoke) Rocket Pod
LAU-68D/A (IR Flare) Rocket Pod
LAU-130/A (HE Frag) Rocket Pod
LAU-130/A (HE AP/AM) Rocket Pod
LAU-130/A (Flechette) Rocket Pod
LAU-130/A (Flare) Rocket Pod
LAU-130/A (MPSM HE) Rocket Pod
LAU-130/A (RP Smoke) Rocket Pod
LAU-130/A (IR Flare) Rocket Pod
LAU-131/A (HE Frag) Rocket Pod
LAU-131/A (HE Frag) Rocket Pod
LAU-131/A (Flechette) Rocket Pod
LAU-131/A (Flare) Rocket Pod
LAU-131/A (MPSM HE) Rocket Pod
LAU-131/A (RP Smoke) Rocket Pod
LAU-131/A (IR Flare) Rocket Pod
M260 (HE Frag) Rocket Pod
M261 (HE Frag) Rocket Pod w/M151
MA-2A (HE) Rocket Pod
OH-13G Triple "Bazooka"
M158 (HE) Rocket Pod
SNEB Rocket Pod
Matra Type 155 Rocket Pod
Matra-32 Rocket Pod

Dassault JL100R Rocket Pod
Pucara Single Rocket Pod
Pucara Izq Double Rocket Pod
Pucara Der Double Rocket Pod
Pucara Triple Rocket Pod
PU 55MM NURS Rocket Pod
S-3K-7 Rocket Pod
S-3K-7 Dual Rocket Pods
S-25-C 340mm Rocket Launcher (Frag)
S-25-OF 340mm Rocket Launcher (HE/Frag)
UB-8M1 Rocket Pod (HEAT)
UB-8M1 Rocket Pod (HE)
UB-8M1 Rocket Pod (FAE)
UB-8M1 Rocket Pod (Illumination)
UB-8M1 Rocket Pod (HEAT)
UB-8M1 Rocket Pod (Chaff)
UB-13L Rocket Pod (Penetrator)
UB-13L Rocket Pod (Anti-Runway)
UB-13L Rocket Pod (AP/AM)
UB-13L Rocket Pod (FAE)
UB-16-57 Rocket Pod (HE)
UB-32-57 Rocket Pod (HE)
AGM-114 HellFire Quad Launcher
TOW Quad Pod
P-38 Rocket Rack
P-47 Triple Bazooka
P-51 Rocket Stubs
F-82 Rocket Rack
F-84F Triple rocket rack
F-89 D WingTip Pod Outer
F-89 D WingTip Pod Inner

Area Weapon Dispensers

CBU-7A/A Dispenser (AP)
CBU-14A/A Dispenser
CBU-22/A Dispenser (Smoke)
CBU-25/A Dispenser (Frag)
CBU-30/A Dispenser (Chem)
CBU-38/A Dispenser (Frag)
CBU-38A/A Dispenser (Frag)
CBU-57/A Dispenser (AP/AM)
MW-1 Mehrzweckwaffe
KMGU-2/B Runaway Cratering
KMGU-2/F Fragmentation

KMGU-2/O Incendiary
KMGU-2/P AT
LAU-62/A Flare Pod

Gun Pods

SUU-11B/A Gun Pod
M18E1 Gun Pod
SUU-16/A Gun Pod
SUU-23/A Gun Pod
SUU-23A/A Gun Pod
SUU-23/A black
XM1 Gunpod
XM2 M60 Gunpod
M-8 40mm Grenade Launcher (OH-6)
M27E1 Gun Pod (OH-6)
M134_MiniGun
30cal Lewis Gun
Kanonenbehaelter_BK3,7
Kanonenbehaelter_BK7,5
Kanonenbehaelter_MK103
Aden 30mm Gunpod
AlphaJet 27mm GunPod
AlphaJet Twin .50 cal GunPod
AlphaJet 30mm GunPod
UPK-23 Gun Pod
SPPU-22A Gun Pod
SPPU-22B Gun Pod
Aero Cuar FAS 460 Gun Pod
L-29 7.62mm Gun Pod
F-111 Gun Bay
F-106A Gun Pod
T-6 .30 Cal Gun Package

Air-toAir Missiles

Kramer X-4 Air to Air Missile
AIM-4A Falcon
AIM-4B Falcon
AIM-4C Falcon
AIM-4D Falcon
AIM-4F Falcon
AIM-4G Falcon
AIM-7A Sparrow

AIM-7C Sparrow
AIM-7D Sparrow
AIM-7E Sparrow
AIM-7E-2 Sparrow
AIM-7E-3 Sparrow
AIM-7E-4 Sparrow
AIM-7F Sparrow
AIM-7M Sparrow
AIM-7P Sparrow
AAM-N-7 Sidewinder I
GAR-8 Sidewinder I
AIM-9B Sidewinder
AIM-9C Sidewinder
AIM-9D Sidewinder
AIM-9E Sidewinder
AIM-9E-2 Sidewinder
AIM-9F Sidewinder FGW.2
AIM-9G Sidewinder
AIM-9H Sidewinder
AIM-9J Sidewinder
AIM-9J-3 Sidewinder
AIM-9L Sidewinder
AIM-9L-1 Sidewinder
AIM-9M Sidewinder
AIM-9M-8/9 Sidewinder
AIM-9N Sidewinder
AIM-9P Sidewinder
AIM-9P-1 Sidewinder
AIM-9P-2 Sidewinder
AIM-9P-3 Sidewinder
AIM-9P-4 Sidewinder
AIM-9P-5 Sidewinder
AIM-9S Sidewinder
AIM-9X Sidewinder
AIM-26A Nuclear Falcon
AIM-26B Advanced Falcon
AIM-54A Phoenix
AIM-54B Phoenix
AIM-54C Phoenix
AIM-120A AMRAAM
AIM-120B AMRAAM
AIM-120C AMRAAM
AIR-2A Genie
Shafrir 1
Shafrir 2
Python 3

Python 4
RB-24
RB27
RB28
RB-74 Sidewinder
Matra R.530 (Radar Guided)
Matra R.530 (IR Guided)
Matra Super 530F
Matra Super 530D
Matra R.550 Magic I
Matra R.550 Magic II
Matra R.550 Magic II Mk.2
Aspide I
Aspide 2000 (Mk.30)
AIM-132A ASRAAM
RedTop IR A2A
FireStreak IR A2A
Sky Flash
RS-2US Alkali-B
RS-2U Alkali-A
R-3S Atoll-A
R-3R Atoll-B
R-3U Atoll-B Training Missile
R-13M Atoll-D
R-131M1 Atoll-E
R-8MR Anab-A
R-8MT Anab-B
R-98 Anab-C
R-98MT Anab-D
R-40R Acrid-A
R-40T Acrid-B
R-23R Apex-A
R-23T Apex-B
R-24R Apex-C
R-24T Apex-D
R-60T Aphid-A
R-60M Aphid-B
R-60TM Aphid-C
R-27TE Alamo
R-27T1 Alamo-B
R-27ER Alamo-C
R-27R Alamo-A
R-27AE Alamo-D
R-73M1 Archer
R-73M2 Archer
R-77 Adder

PL-1 Thunderbolt
PL-2A Thunderbolt
PL-2B Thunderbolt
PL-3 Thunderbolt
PL-5B Thunderbolt
PL-5E Thunderbolt
PL-7 Thunderbolt
PL-7B Thunderbolt
PL-8 Thunderbolt
PL-9
PL-9C
PL-11
SD-10/PL-12A
MAA-1 Piranha

Surface-to-Air Missiles

RIM-2A Terrier
RIM-2B Terrier
RIM-2C Terrier
RIM-2D Terrier
RIM-2D(N) Nuclear Terrier
RIM-2E Terrier
RIM-8 Talos
GWS-22 Seacat
Chaparral
Hawk
MIM-14 Nike Hercules (T45 wh)
FIM-92A Stinger
SA-2B Guideline Mod 1
SA-2C Guideline Mod 2
SA-2F Guideline Mod 5
SA- 3 Goa
SA-6A Gainful
SA-7 Grail
SA-8
SA-9 Strela

Surface-to-Surface Missiles

SS-N-2 Styx
SS-N-4 Sark

MM 38 Exocet SSM

Weapon Racks

HS-129 Ruestsatz 1
A/A37B-5 TER
A/A-37B-6 MER
LAU-105 Dual Rail Adapter
Quadruple Ejector Rack
Quad Tow Rack
Quad_Rack
AV8 Dual Rail Adapter
LAU-88A/A
M65
M299
Pucara Triple Bomb Rack
BRU-3/A Ejector Rack
APU-62-2L dual IR
APU-62-2R dual IR
MBD-2 Quadruple Ejector Rack
MBD-2-250 Twin Ejector Rack
Double Ejector Rack
BRU-57 Dual Smart Rack
Vikhr Missile Launcher

ECM Pods

AN/ALT-7 ECM Pod
QRC-160-1 ECM Pod
QRC-160A-1 ECM Pod
AN/ALQ-76 ECM Pod
AN/ALQ-99 Tactical Jamming System (High)
AN/ALQ-99 Tactical Jamming System (Low)
AN/ALQ-101 ECM Pod
AN/ALQ-119 ECM Pod
AN/ALQ-119 ECM Pod (A-10A)
AN/ALQ-131 ECM Pod
AN/ALQ-184 ECM Pod (Short)
AN/ALQ-184 ECM Pod (Long)
ALQ-184 ECM Pod (A-10)
Sky Shadow ECM Pod
Cerberus ECM Pod
Barracuda1 ECM Pod

Barracuda2 ECM Pod
Barrax ECM Pod

Targeting Pods

AN/AAQ-14 LANTIRN Targeting Pod
AN/AVQ-23A/B Pave Spike
AN/AVQ-153 Pave Spike
AN/AVQ-23E Pave Spike
AN/AVQ-26 Pave Tack
Sniper XR Targeting Pod
Lightning Targeting Pod

Misc Pods

APS-31 Radar Pod
ACMI Range Pod
TARPS Recon Pod
BOZ 107 Countermeasure Dispenser
Phimat Chaff Dispenser
Tornado Recon Pod
Type D EW Pod
HARM Targeting System Pod
MiG-21 Recon Pod
AN/AAQ-13 LANTIRN Navigation Pod

Inert Training Weapons

BDU-48A Practice Bomb
Mk-106 Practice Bomb
BDU-33/B Practice Bomb
Mk-76 Practice Bomb
BDU-50 Inert 500-lb Bomb
BDU-50 Inert 500-lb Bomb (spotting charge)
BDU-56 Inert 2000-lb Bomb
540-lb Inert Bomb Mk.1
540-lb Inert Bomb Mk.2
GBU-10/B Paveway II (Inert)
GBU-12/B Paveway II (Inert)
BDU-57/B Laser Guided Training Round
BDU-58/B Laser Guided Training Round
BDU-59/B Laser Guided Training Round
Walleye I Mk.2 Mod 0 Training Weapon

Walleye I ER Mk.4 Mod 0 Training Weapon
Walleye I Training ERDL Mk.27 Mod 0
Walleye II Training ERDL Mk.27 Mod 3
TGM-65A Captive Training Maverick
TGM-65D Captive Training Maverick
TGM-65G Captive Training Maverick
CATM-65K Captive Training Maverick
LAU-3/A (Inert) Rocket Pod
LAU-32/A (Inert) Rocket Pod
LAU-32A/A (Inert) Expendable Pod
LAU-32B/A (Inert) Rocket Pod
LAU-59/A (Inert) Rocket Pod
LAU-61/A (Inert) Rocket Pod
LAU-61A/A (Inert) Rocket Pod
LAU-61B/A (Inert) Rocket Pod
LAU-68A/A (Inert) Rocket Pod
LAU-3C/A (Inert) Rocket Pod
LAU-3D/A (Inert Smoke) Rocket Pod
LAU-61C/A (Inert) Rocket Pod
LAU-68C/A (Inert) Rocket Pod
LAU-68D/A (Inert) Rocket Pod
LAU-130/A (Inert) Rocket Pod
LAU-131/A (Inert) Rocket Pod
CAP-9 Sidewinder
CATM-120 Training Missile