Miltech Simulations MH60

Weapons & Countermeasures Loading and Firing Procedures

Caution
Keybinds must be configured for Weapon and Defensive systems to work correctly. Please refer to the Keybind Guide for more information.

Note
Weapons (Torpedoes and Hellfires) and Flares are not available on copies distributed via the MS Marketplace (PC or Xbox)

The MH60 is equipped to carry and deploy a range of weapons depending on the selected variant. The weapons system is simulated within the limitations of Microsoft Flight Simulator and includes support for both immersive visual effects and functional target engagement in compatible mission scenarios (Requiring Mission Hub).

The MH60 Weapons System is designed exclusively for **PC-based installations** and does **not function on Xbox consoles**. Due to Marketplace restrictions, **the system is not available or functional on copies of Microsoft Flight Simulator purchased via the MS Marketplace**, as Marketplace Rules do not permit the distribution of functional weapons systems. Cosmetic Weapons are still enabled.

As with all weapon systems in MSFS, **no damage or network-synchronized impact effects** are supported. Rockets and missiles function purely for visual and training purposes. Multiplayer users will **not see projectiles or effects**, and there is **no hit registration or scoring**. Missile launches produce only **cosmetic visual effects**. Target lock, radar-guided or infrared missile tracking is **not implemented**.

Countermeasures (flares and chaff) are **entirely cosmetic**, offering no defensive functionality or protection from AI or player weapons in multiplayer.

Weapon Types and Stations

Weapon Type	Stations Available	MH60S	MH60R	MH60T
M240 Door Guns	Crew Left / Right. Cosmetic Only.			
MG50 Door Guns	Crew Left / Right. Cosmetic Only.			
AGM114 Hellfire Missiles	External Pylons L/R	, x8	, x4	
Mk54 Torpedo	External Left Pylon			
Flares & Chaff	CMDS Dispenser			

Note
Note: Although listed under the WPNS Menu on the Keyset, Sonobuoys and Sonodipper are not considered weapons, but rather Acoustic Elements. For more information, Acoustic and Antisubmarine Operations

Loading Weapons

Weapons are configured via the **Keyset Weapons Page**.

Note

- Aircraft must be on the ground to load Weapons.
- Aircraft must be energized, either with Battery, APU or GPU.
- MH60 Tango does not have the "Weapons" Page, as it often does not carry any weapons.
- Options are crossed out when conditions are not met.



Weapons Page, Keyset, MH60R.

1. Using the Pilot's Side Keyset, navigate to the **WPNS Submenu**
2. Use the Keyset Buttons to **Load or Unload** weapon types: * Use the buttons to load weapons onto a station. When loaded, the station will be marked with "**" on the Keyset screen. Pressing the same button again will unload the station. * Available weapon types vary by MH-60 variant. Only compatible weapons will be displayed for each configuration. * Loading weapons increases the aircraft’s weight. Always monitor your total loadout to ensure it remains within Maximum Takeoff Weight (MTOW) limits. * Flares cannot be unloaded once loaded. They can only be released during flight or jettisoned. More information Weapons Jettison
3. You may now return to the menu by pressing WPNS^. The aircraft payloads are ready to be used.

Arming Weapons & Firing Procedures (Hellfire, Torpedos)

Note
Note: Guns are cosmetic only, and have no firing or aiming functionality.

To arm weapons:

1. **Power On Weapons Systems:**

- On the **Armament Control-Indication Panel (ACI Panel)**, set **Master Arm** to *ARMED*.
- Set **↔ Laser Guidance Safe Switch** to *ON*



Armament Control-Indication Panel (ACI Panel), Centre Console, Mid CPLT Side

2. **Select Station:**

- Use the **Weapons Management & Attack Submenu (ATAK) on Keyset** to assign an active pylon/station.
- **Active stations** are those not crossed out and available for selection. Use the second row of Keyset buttons to arm a station. The first row of the Keyset displays a status code for each pylon, respectively:

- NORD: No Ordinance.
- NARM: Not Armed (Master Arm is OFF).
- STBY: System Armed, but pylon Not Active.
- RDY: Pylon Active and Armed, ready to fire.
- Missiles and Torpedoes are unguided in this rendition. **No FLIR Locking is simulated** at this time.
- LOBL- Lock On Before Launch and LOAL- Lock On After Launch are **NOT functional** on this rendition.



Keyset ATAK Submenu.

3. **Fire Selected Weapon:** * Selected Pylon is now armed. **Use the Fire Hellfire/Torpedo Keybind** to deploy the weapon.

- TOGGLE WATER RUDDER or TOGGLE PRIMER 4
- More information on the Keybinds Section Keybind Guide. These functions are not clickable from the cockpit.

- On copies distributed **externally from MS Marketplace**, the weapon animation will now be visible, including VFX and impact craters. On Marketplace purchases, the weapon will just be unloaded from the pylon.

Deploying Flares

1. **Load Flares** through the Keyset WPNS Page. More information on Loading Weapons
2. A single load of flares has a **total of 60 units**, with 30 launched from each side of the aircraft. There is currently no system in place to display the remaining flare count.
3. Use the **Keybind** to deploy flares individually. * TOGGLE ALTERNATOR 3 * More information on the Keybinds Section Keybind Guide. These functions are not clickable from the cockpit.

Weapons Jettison

Weapon Jettison by individual load station is supported on this aircraft. Use the WPNS Jettison Panel to select and release the weapons individually.

1. ↔ **Selective Jettison Master Switch** (SEL JETT) to *ARMED* Position
2. ◇ **Use the Jettison Selector Knob** to select which station to jettison:
3. Buoys for Sonobuoys
4. Right Outbd, Empty
5. Right Inbd for Torpedos and/or Fuel Tanks, or Hellfire Missiles on MH60S
6. CMDS for Flares
7. Left Inbd for Hellfire Missiles and/or Tanks
8. Left Outbd for Fuel Tanks
9. Once Selected, **press JETTISON** to release all loads on the selected pylon.



Jettison Panel

Keybind Guide

Caution

- Weapons Master Arm is required ON to deploy Weapons. Master Arm is not keybindable.
- Both of these Keybinds must be correctly configured for weapons to work correctly. These two functions are not clickable in the cockpit.

Function	MSFS Key Bindings	Clickable in Cockpit
Fire (1) Helfire Missile OR Torpedo (Not available on MH60-T)	TOGGLE WATER RUDDER (FS20) or TOGGLE PRIMER 4 (FS24)	
Deploy Flares (Not available on MH60-T)	TOGGLE ALTERNATOR 3	

Full Keybinds Guide available here: Keybinds Guide