Miltech Simulations Skyraider

Weapons Systems

Caution
Weapon Systems are only available on the A1-H Variant. AD-3W and AD-4W Variants are unarmed.

Caution

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

The armament selections we have included with the Skyraider are plentiful, and include rockets such as the LAU-68 and LAU-10, dumb bombs like the Mk-82, Mk-83 and Mk-84, the Mk-117 demolition bomb, and even the famous Toilet Bomb (yes, this was actually loaded onto an aircraft and dropped).

Accompanying the bombs, rockets and...sanitation unit are 4, forward-firing 20mm guns mounted in the wing panels with 2 guns per side. Each gun is capable of carrying 200 rounds of ammunition, which equates to a cool 800 20mm rounds to fire into the opposition.

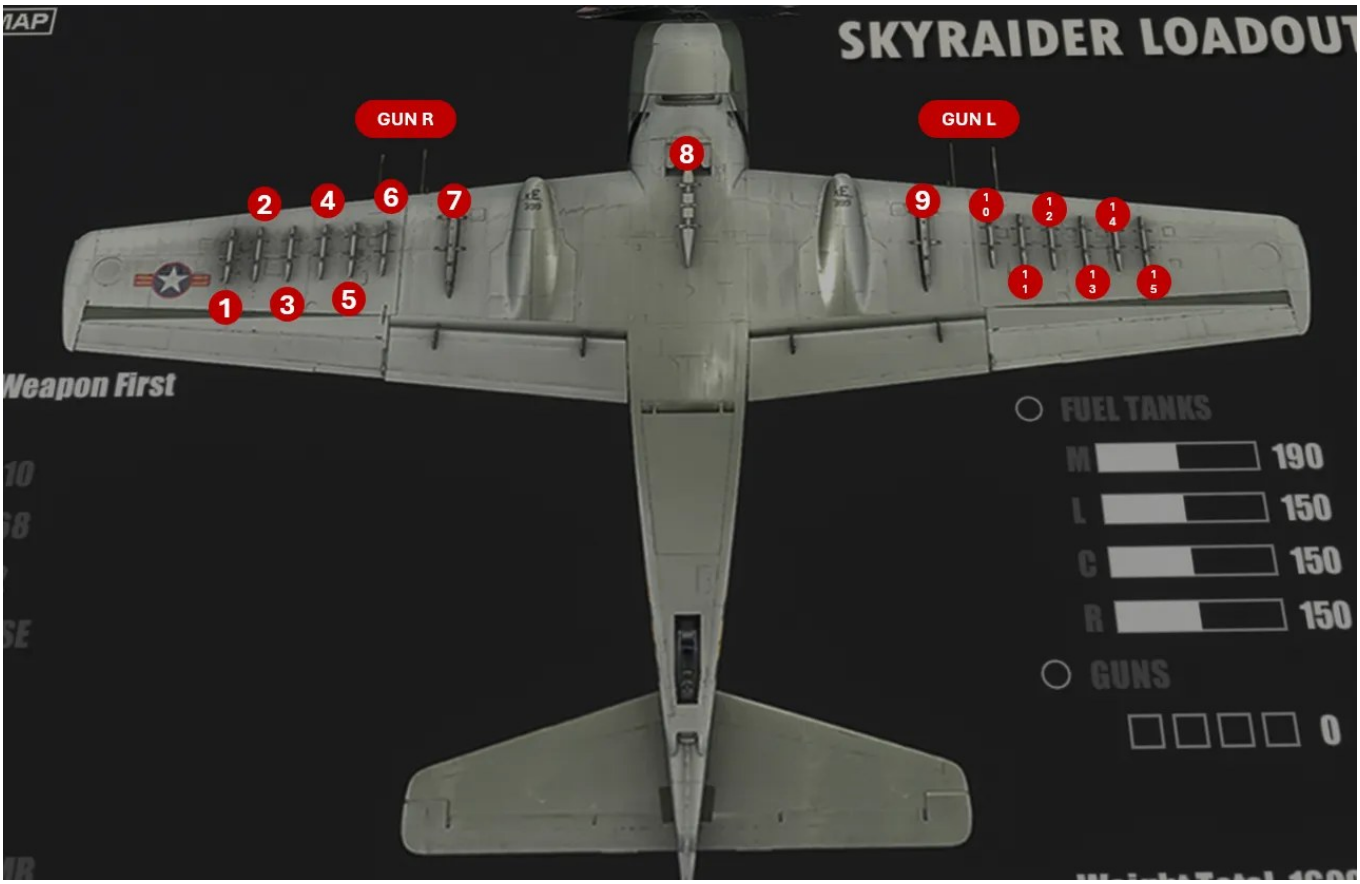
The weapons system is simulated within the limitations of Microsoft Flight Simulator and includes support for both immersive visual effects and functional target engagement.

The 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, bombs 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 and bomb drops produce only **cosmetic visual effects** (eg. impact craters on the ground) and no explosions are displayed.

Weapon Types and Stations

Note
Stations 1-6 and 10-16 on this diagram are considered "OUTBOARD", while stations 7, 8 and 9 are considered "INBOARD".



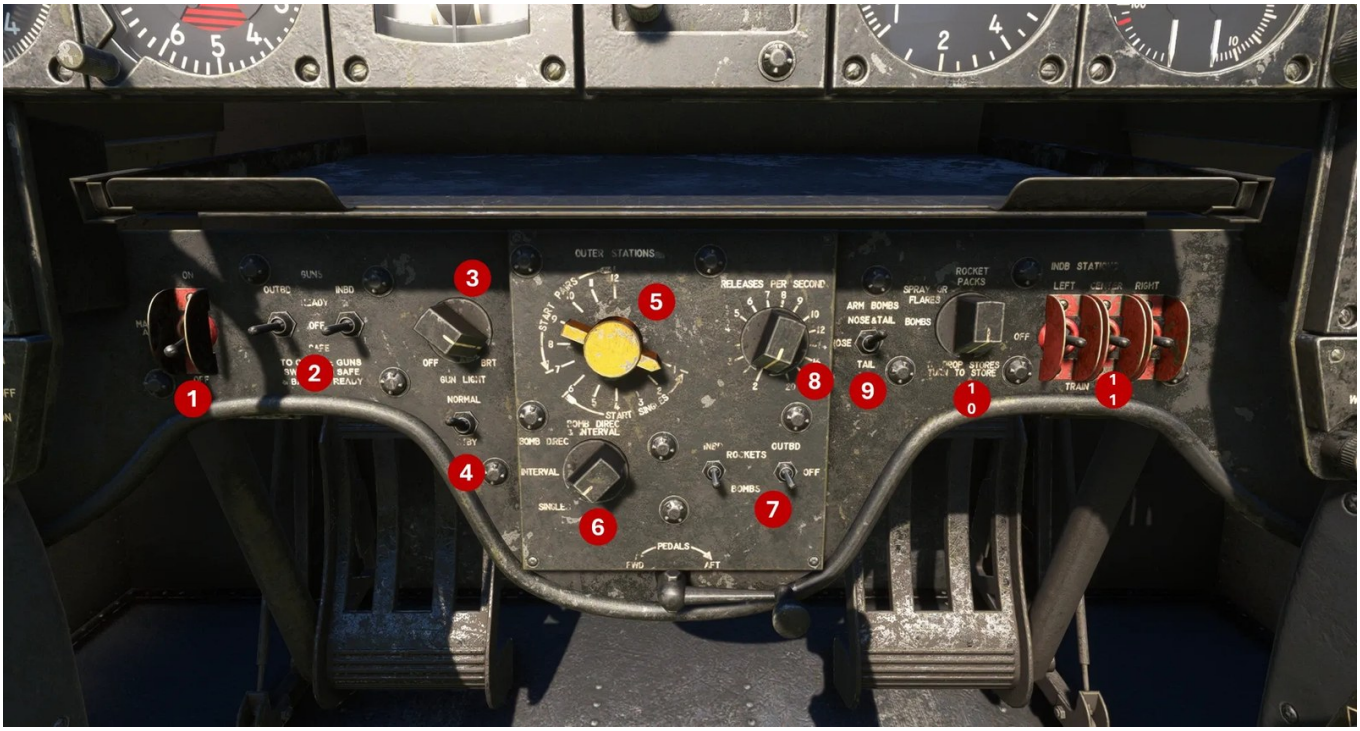
Weapon Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
HVR															
LAU-10															
LAU-68															
MK-82															
MK-82SE															
MK-83															
MK-84															
MK-117															

Weapon Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
TOILET BOMB															

Weapon Types

- **HVR:** High Velocity Rocket. Unguided air-to-ground rockets, used for strafing, anti-armor, and general close air support.
- **LAU-10:** A rocket launcher pod carrying four 5-inch Zuni rockets. These heavier rockets packed a powerful punch and were ideal for destroying bunkers, fortified positions, and vehicles.
- **LAU-68:** A rocket pod carrying seven 2.75-inch Hydra 70 rockets. Lighter than Zunis, these were used for suppressive fire, anti-personnel strikes, and marking targets with smoke or illumination.
- **MK-82:** A 500-pound general-purpose bomb, part of the U.S. Mk 80 series. Used widely for bombing enemy positions, infrastructure, and vehicles.
- **MK-82SE:** A variant of the MK-82 fitted with retarding fins (Snake Eye), allowing for low-altitude bombing without the aircraft being caught in the blast.
- **MK-83:** A 1,000-pound general-purpose bomb, larger than the MK-82. Provides greater destructive power for hardened targets or when a wider blast radius is needed.
- **MK-84:** A 2,000-pound general-purpose bomb, the largest in the Mk 80 series. Used for maximum destruction against fortified structures, bridges, and large enemy concentrations.
- **MK-117:** A 750-pound general-purpose bomb used during the early Vietnam era. Eventually phased out in favor of the Mk 80 series but still seen on Skyraiders during earlier missions.
- **TOILET BOMB:** A humorous psychological warfare weapon, literally a toilet modified to drop like a bomb. Famously dropped by a Skyraider as a prank and morale booster; it had no explosive charge but symbolized the irreverent spirit of some Skyraider crews.

Armament Panel



More information on Deploying and Using Weapons

Loading and Deploying Weapons

Loading Weapons

Deploying and Using Weapons