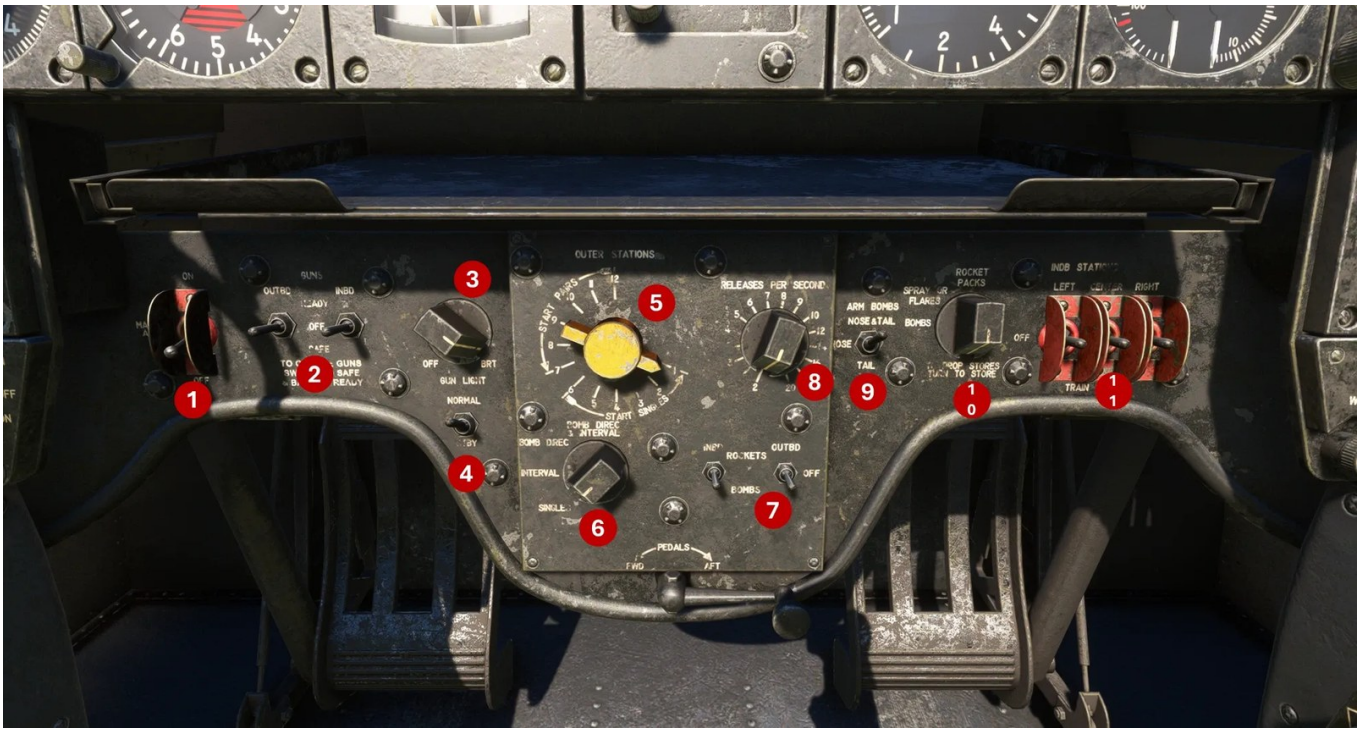
Miltech Simulations Skyraider

Deploying and Using Weapons

Armament Panel



1. ↔ **Master Armament Switch:** Enables and disables the aircraft weapons system.
2. ↔ **Gun Control Switches (OUTBD/INBD Guns):** Ready/Off/Safe. The two gun control switches are used to charge the guns. Use the left-hand switch to control the two outboard (OUTBD) guns, and the right-hand switch to control the two inboard (INBD) guns.
3. ◉ **Gun Sight Light Brightness Knob:** Regulates the brightness of the Gun Sight projection.
4. ↔ **Gun Sight Light Switch:** Turns on/off the Gun Sight projection.
5. ◇ **Outboard Station Selector:** Controls power routing and firing authorization to the two outboard wing pylons (Stations 1 and 12 on the A-1H). These pylons typically carry lighter ordnance such as rockets, gun pods, or drop tanks.
6. ◇ **Method Selector:** Determines how ordnance on a selected station or weapon group is released when the pilot actuates the pickle. Only single-release is supported at this time.
7. ↔ **(INBD/OUTBD) Station Switch:** The Station Switch selects the ordnance function for pylons grouped as INBOARD (INBD) or OUTBOARD (OUTBD). It configures the selected station group to either carry and release bombs, carry and fire rockets, or remain OFF.
8. ◇ **Interval Selector:** The interval selector is only used in the interval method of delivery. Interval release is not supported at this time.
9. ↔ **Arm Bomb Switch:** No function in the simulator.
10. ◇ **Inner Station Selector:** Configures the inboard wing station group for the specific type of stores fitted: bombs, spray or flares, or rocket packs.

11. ◇ **Inboard Station Selector:** Controls power routing and firing authorization to the inboard pylons individually.

Weapon Deployment

Loading Weapons

Follow the Loading Weapons guide: Loading Weapons

Firing the Gun

> Warning
> Do not use on Xbox or Marketplace Copies. Weapon systems are not supported, and using these keybinds may lead to CTDs.

Assuming you have correctly loaded ammunition using the Loadout Menu:

1. Select the gun via the **↔ Gun Control Switches**. **[2]**
2. Cycle the switch **OFF → SAFE → READY** to charge.
3. Use the keybind: ELT OFF to shoot.

Operating the Gun Sight

There are 3 different gun sight reticles available to the pilot: Day, Combination, and Night. Switching between these is done via a control knob just in front of the gun sight itself.



- Gun Sight requires electrical power from the Battery-generator.
- Use the **↔ Gun Sight Light Switch** to turn on/off the sight projection. **[4]**
- **Gun Sight Brightness** can be adjusted using the knob in the armament panel. **[3]**

Firing Rockets

> Warning
> Do not use on Xbox or Marketplace Copies. Weapon systems are not supported, and using these keybinds may lead to CTDs.

Firing rockets can feel confusing at first, but it's simple once you get the hang of it.

The Keybind to fire rockets (known as **"PICKLE")** is: TOGGLE WATER RUDDER (FS20 and FS24)\ or ANNUNCIATOR SWITCH OFF (FS24)

SINGLE FIRE (INNER STATIONS)

1. Inboard Station Switch.....ROCKETS

2. Inboard Station Selector.....LEFT AND/OR RIGHT
3. Method Selector Switch.....SINGLE
4. Master Armament Switch.....ON
5. Pickle.....DEPRESS

SINGLE FIRE (OUTER STATIONS)

1. Outboard Station Switch.....ROCKETS
2. Outboard Station Selector.....AS DESIRED
3. Method Selector Switch.....SINGLE
4. Master Armament Switch.....ON
5. Pickle.....DEPRESS

Dropping Bombs

> Warning
> Do not use on Xbox or Marketplace Copies. Weapon systems are not supported, and using these keybinds may lead to CTDs.

In the Skyraider, dropping bombs is a straightforward (and fun!) affair.

The Keybind to drop bombs (known as **"PICKLE")** is: TOGGLE WATER RUDDER (FS20 and FS24)\ or ANNUNCIATOR SWITCH OFF (FS24)

SINGLE RELEASE (INNER STATIONS)

1. Inboard Station Switch.....BOMBS
2. Inboard Station Selector.....AS DESIRED (LEFT/CENTER/RIGHT)
3. Method Selector Switch.....SINGLE
4. Master Armament Switch.....ON
5. Pickle.....DEPRESS

SINGLE RELEASE (OUTER STATIONS)

1. Outboard Station Switch.....BOMBS
2. Outboard Station Selector.....AS DESIRED
3. Method Selector Switch.....SINGLE
4. Master Armament Switch.....ON
5. Pickle.....DEPRESS

Emergency Jettison

In cases where it is necessary, provisions are provided for jettisoning any loaded external stores, whether they be rockets, bombs, or fuel tanks.

On the left-hand console, two handles placarded CTR WING BOMB RELEASE and OUTBD WING BOMB RELEASE are present. The CTR WING BOMB RELEASE handle jettisons stores on the 3 inner payload stations, and the OUTBD WING BOMB RELEASE \ handle jettisons all stores hung on the outer wing stations.