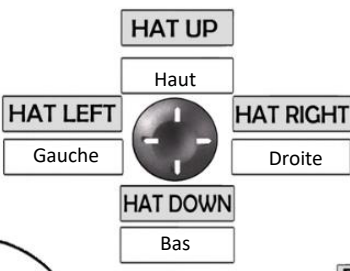
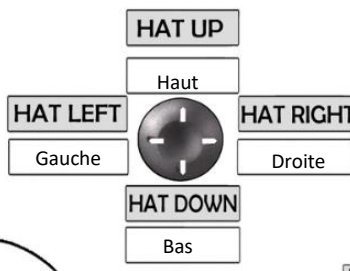
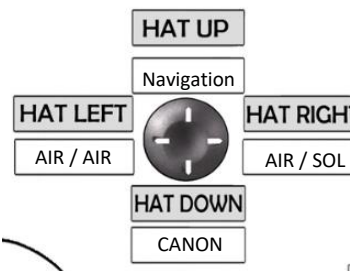
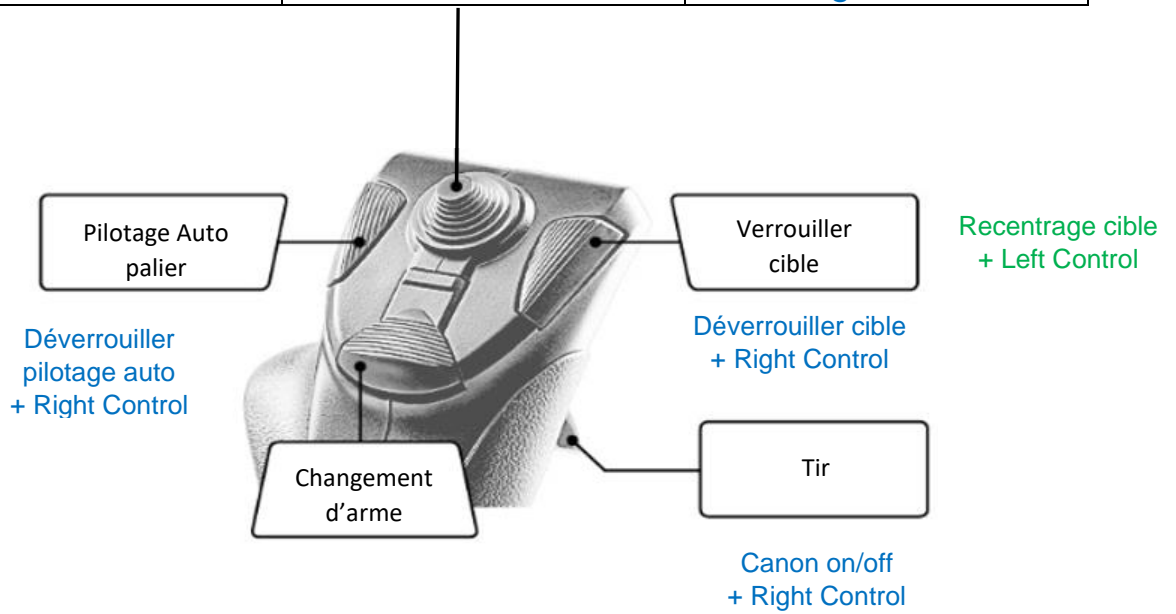
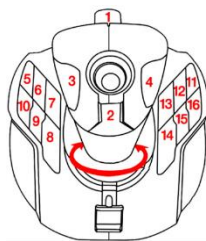


Control :

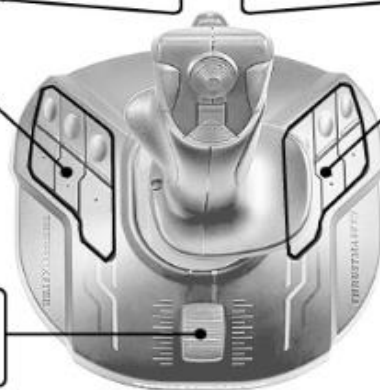
Désignation cible	Compensateur (trim)	Modes HUD
		
+ Left Control		+ Right Control



Nocturne + Right Control		
Aéro frein	Volets rentrés/sortis	Frein de roues
Phare proche /lointain/off	Volets atterrissage	Train atterrissage
Caméra on/off	Télémètre laser	Détection radar SAM
Leurres (Chaff + Flare)	Brouillage IR	ECM (radar ennemi)



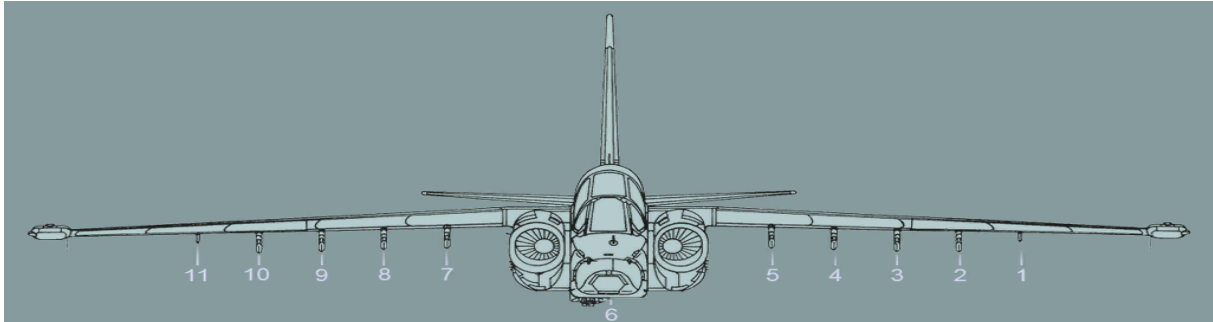
Puissance réacteur



Fox 1 : AA missile radar semi actif
 Fox 2 : AA Missile IR
 Fox 3 : AA missile radar actif

Su-25T Pylons

The centre of gravity can change! The modeling of lateral and longitudinal center of mass is taken into effect. This can change depending on fuel load and weapon loads. The asymmetrical loading of weapon and fuel pylons, which influence the characteristics of lateral control (depending on flight speed, regular overload, etc), is also modeled.



SU-25T Loadout Quick Reference

11	10	9	8	7	6	5	4	3	2	1	ORDNANCE DESCRIPTION	
MPS-410										MPS-410	Electronic Countermeasure	
R-60M										R-60M	Infrared / Air to Air Missile / < 5km	
	R-73									R-73	Infrared / Air to Air Missile / < 15km	
	(MBD-2-67U 4x) / FAB-100				(MBD-2-67U 4x) / FAB-100							Free Fall / General Purpose Bomb / 100, 250, 500 (kg)
	FAB-250				FAB-250							
	FAB-500				FAB-500							
	BetAB-500				BetAB-500							Free Fall / Concrete Penetration Bomb with Retardant System
	BetAB-500 ShP				BetAB-500 ShP							Free Fall / Anti Runway Penetration Bomb / +Boosted
			KAB-500kr			KAB-500kr					Electro-Optical / TV-Guided Bomb	
	KMGU-2 96x - AO-2.5RT				KMGU-2 96x - AO-2.5RT							Aircraft Submunition Dispenser / HE Pre-Fragmented Anti Personnel Bomblet
	KMGU-2 96x - PTAB-2.5KO				KMGU-2 96x - PTAB-2.5KO							Aircraft Submunition Dispenser / High Explosive / Anti Armor Bomblet
	RBK-250 PTAB-2.5M				RBK-250 PTAB-2.5M							Free Fall / Multipurpose Cluster Bomb
	RBK-500 PTAB-10-5				RBK-500 PTAB-10-5							
	RBK-500U PTAB-1M				RBK-500U PTAB-1M							
	SAB-100				SAB-100							8x / Illumination flares / 2min duration
	SPPU-22-1				SPPU-22-1							Gun Pod Auto-cannon / 260x 23mm
				Kh-29T		Kh-29T					Air to Surface Missile / TV-Guided / < 12km	
				Kh-29L		Kh-29L					Air to Surface Missile / Semi-Active Laser-Guided / < 10km	
				Kh-25ML		Kh-25ML					Air to Surface Missile / Semi-Active Laser-Guided / < 20km	
				S-25L		S-25L					Air to Surface Missile / Laser-Guided / < 3km	
				9A4172		9A4172					Air to Surface Missile / Semi-Active Laser-Guided / < 10km (8x)	
				Kh-58U		Kh-58U					Anti Radar / Air to Surface Missile / < 70km (required L-081)	
				Kh-25MPU		Kh-25MPU					Anti Radar / Air to Surface Missile / < 25km (required L-081)	
	UB-32A 32x - S-5KO				UB-32A 32x - S-5 KO							High Explosive Anti Tank Fragmentation unguided rocket
	B-8M1 20x - S-8 KOM				B-8M1 20x - S-8 KOM							Anti Tank Fragmentation unguided rocket
	B-8M1 20x - S-8 OFP2				B-8M1 20x - S-8 OFP2							High Explosive Fragmentation unguided rocket
	B-13L 5x - S-13 OF				B-13L 5x - S-13 OF							Anti Personnel / Anti Material Fragmentation unguided rocket
	S-24B				S-24B							Blast Fragmentation unguided rocket
	S-25 OFM				S-25 OFM							Ultra Heavy Forward Firing Aircraft unguided rocket
	B-8M1 20x - S-8TsM				B-8M1 20x - S-8TsM							Target Marker unguided rocket
				L-081							Radar Target Acquisition System (ELINT)	
				MERCURY							Low Light Level Target Acquisition System	
				800 L TANK		800 L TANK					800 L Fuel Tank	

Air-To-Air (IR)

Weapon	Type	Guidance	Range (km)	Warhead (kg)	Weight (kg)	Speed	Intended Targets
R-60M	Short-range, infrared, air-to-air missile	infrared	5	6	65	Mach 2	Aircraft (Pylon 11,1)
R-73	Medium-range, infrared, air-to-air missile	infrared and Inertial	15	7.4	110	Mach 2.5	Aircraft (Pylon 10,2)

Bombs (Guided/Free fall)

*Range of bombs depends on the height and horizontal speed they were dropped at

Weapon	Type	Guidance	Range (km)	Warhead (kg)	Weight (kg)	Intended Targets
BetAB-500	Penetration bomb with re-tarded system	Free fall	-	75.8	478	Concrete piercing, bunkers, concrete runways.(Pylon 2,3,4,5,7,8,9,10)
BetAB-500ShP	Penetration bomb with rocket / parachute system	Parachute / Rocket	-	77	380	Concrete piercing, bunkers, concrete runways (Pylon 2,3,4,5,7,8,9,10)
FAB-100	General purpose bomb	Free fall	-	44.9	99.8	Wide variety of targets, including artillery, trucks, bunkers, surface-to-air missile sites, antiaircraft artillery sites, ammunition dumps, railway engines, light surface vessels and supply points.(Pylon 2,3,4,5,7,8,9,10)
FAB-250	General purpose bomb	Free fall	-	120	249	Military-industrial sites, railway junctions, field facilities, personnel, light armoured vehicles and trucks (Pylon 2,3,4,5,7,8,9,10)
FAB-500 M62	General purpose bomb	Free fall	-	240	506	Defence industry facilities, light armoured vehicles, railway junctions, fortifications and personnel.(Pylon 2,3,4,5,7,8,9,10)
KAB-500kr	TV-guided bomb	TV-command	17	195	560	Wide variety of targets, including artillery, trucks, bunkers, Scuds, surface-to-air missile sites, antiaircraft artillery sites, early warning radars, and supply points. (fire and forget weapon)(Pylon 5,7)

KMGU-2 96 AO 2.5RT	Dispenser	Free fall cluster disp.	50-150m	96x2.5kg	525	96 x 2.5kg Frag bomblets - Each bomblet has a kill radius of 30m against material, 20m against unsheltered personnel and 10m against entrenched personnel. (Pylon 2,3,4,5,7,8,9,10)
KMGU-2 96 PTAB 2.5KO	Dispenser	Free fall cluster disp.	50-150m	96x2.5kg	525	96 x 2.5kg Armor piercing - Anti-tank and anti-personnel capability. (Pylon 2,3,4,5,7,8,9,10)
MBD-2-67U - 4 FAB-100	Bomb rack of 4 FAB-100's	Free fall	-	4 x 44.9	4 x 99.8	Wide variety of targets, including artillery, trucks, bunkers, surface-to-air missile sites, antiaircraft artillery sites, ammunition dumps, railway engines, light surface vessels and supply points.(Pylon 2,3,4,5,7,8,9,10)

RBK-250 PTAB-2.5M	Multipurpose cluster bomb	Cluster free fall	2.5 per 30 bmbt.	94	275	30 x 2.5kg General purpose, armoured targets(Pylon 2,3,4,5,7,8,9,10)
RBK-500 PTAB-10.5	Anti-personnel/anti-material cluster bomb	Cluster free fall	10 per 30 bmbt.	-	504	30 x 10kg General purpose, armoured targets(Pylon 2,3,4,5,7,8,9,10)
RBK-500U PTAB-1M	Anti-personnel/anti-material cluster bomb	Cluster free fall	1 (per) 352 bmbt.	-	504	352 x 1kg General purpose, armoured targets(Pylon 2,3,4,5,7,8,9,10)
SAB-100	Illumination bomb	Free fall / Parachute	1-3km altitude	-	-	Dispenses 8 LUU-2B/B illumination flares. Each flare burn during 2 minutes, lock it onto a target and fly over it to deploy.(Pylon 2,3,4,5,7,8,9,10)

Pods/Fuel Tanks

Name	Type	Location	Purpose
MPS-410	ECM Pod	Wingtip	Jams enemy radar homing missiles coming at you. Gives position away, (Activated with (SHIFT+E), but as of 1.2.12 ECM pods do not have an indicator inside the cabin, remember when you turn them on/off!)(Pylon 11,1)
Mercury LLTV	Targeting	Centerline	Targeting pod with better low light camera in it than standard Shkval(Pylon 6)
L-081 Fantasmagoria	ELINT Pod	Centerline	Passive electronics intelligence pod that receives and locates enemy radars - needed for anti-radar missiles(Pylon 6)
Fuel tank 800L Wing	Fuel Tank	Stations 3, 5, 7, and 9	Total added weight per FULL tank is 760 KG Total added fuel weight per FULL tank is 620 KG Means that when empty there is still 140KG per tank of useless weight on your aircraft, not to mention the additional drag. DROP WHEN EMPTY!!! (Lalt +r)(Pylon 5,7,3,9)
SPPU - 22-2	Gun pod	Stations 5, 4, 7, and 8	Firing rate, rounds/minute: 2800-3000 Muzzle velocity, m/s: 690-890 Range, km: 3 Ammunition storage, rounds: 260 Deflection method: manual or laser lock(Pylon 5,4,7,8)
Smoke Generator -Color (Blue,Green,Orange,Red,White,Yellow)	Smoke!	Stations 5, 4, 7, and 8	Look like R-73 missiles, activated with (T) (Pylon 1,11)

Missiles (Guided)

Weapon	Type	Guidance	Range (km)	Warhead (kg)	Weight (kg)	Speed	Intended Targets
9A4172 Vikhr	Medium-range, anti-tank, laser-guided,	Semi-Active Laser	10	12	45	Mach 1.8	Armored vehicles, slow air targets (Pylon 4,8)
Kh-29L	Medium-range, laser-guided, air-to-surface missile	Semi-Active Laser	10	317	657	Mach 2.5	Fortifications, strong points, bridges, command and control centers, artillery and missile emplacements, boats.(Pylon 5,7)
Kh-29T	Medium-range, TV-guided, air-to-surface missile	TV-command	12	317	670	Mach 2.5	Fortifications, strong points, bridges, command and control centers, artillery and missile emplacements, boats.(fire and forget weapon)(Pylon 5,7)
Kh-58	Medium-range, anti-radar, air-to-surface missile	Inertial and Passive Radar	70	320	640	Mach 4	SAM Radars - NEEDS L-081 Fantasmagoria Pod(Pylon 5,7)
S-25L	340 mm laser guided aircraft rocket	Semi-Active Laser	3	190	480	2520 km/h	Soft targets, concrete targets (Pylon 2,3,4,5,7,8,9,10)
Kh-25 ML	Medium-range, laser-guided, air-to-surface missile	Semi-Active Laser	11	90	300	Mach 0.72	Fortifications, strong points, bridges, command and control centers, artillery and missile emplacements.(Pylon 3,4,5,9,8,7)
Kh-25 MP	Medium-range, anti-radar, air-to-surface missile	Semi-Active Laser	25	90	320	Mach 0.76	SAM Radars - NEEDS L-081 Fantasmagoria Pod Press (I) to activate/deactivate it in air-to-ground mode(fire and forget weapon)(7)(Pylon 3,4,5,9,8,7)

Rockets (S - Unguided)

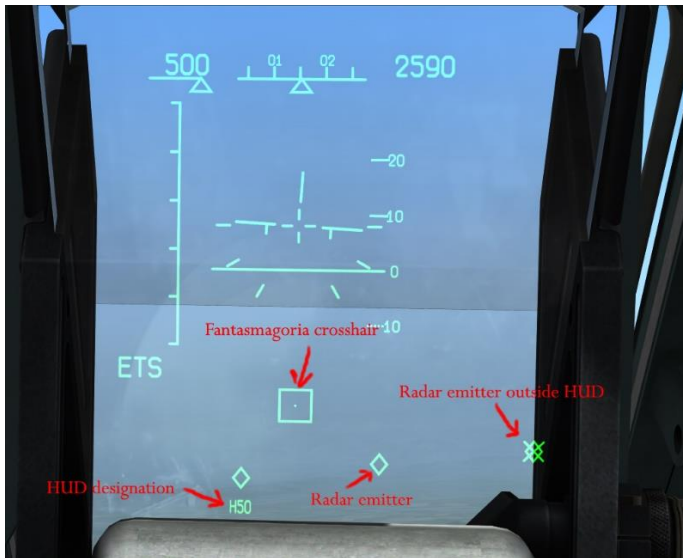
Weapon	Type	Guidance	Range (km)	Warhead (kg)	Weight (kg)	Speed (km/h)	Intended Targets
S-13 OF	122 mm unguided aircraft rocket	Unguided	2.5	32.5	68 (pod 505)	2700	5 x APAM Fragmentation Rocket , Designed for strikes against fortified and hardened objects (pillboxes, shelters, airport aprons and runways)(Pylon 2,3,4,5,7,8,9,10)
S-8 KOM	80 mm unguided aircraft rocket	Unguided	1.3-4	3,6	11.3 (pod 386)	2196	20 x AT Fragmentation Rocket ,(400mm penetration) light anti-armor. This rocket is intended to engage modern tanks, lightly armored and soft-skinned combat materiel. Owing to the fragmentation effect, the rocket also inflicts damage on manpower.(Pylon 2,3,4,5,7,8,9,10)
S-8 OFP2	80 mm unguided aircraft rocket	Unguided	6-7	9.2	16.7 (pod 402)	-	20 x HE Fragmentation Rocket , This rocket is designed to engage personnel, soft and lightly armored targets. (Pylon 2,3,4,5,7,8,9,10)
S-8 TsM	80 mm unguided aircraft rocket	Unguided	1.3-3	3.6	11.1 (pod 382)	-	20 x Smoke, This rocket is intended to mark ground targets, routes of movement and landing areas in daytime. (Pylon 2,3,4,5,7,8,9,10)
S-24 B	240 mm unguided aircraft rocket	Unguided	2	123	235	2520	1 x Blast Fragmentation - frag warhead for large or area soft targets(Pylon 2,3,4,5,7,8,9,10)
S-25 OFM	340 mm unguided aircraft rocket	Unguided	3	190	480	2520	1 x Ultra heavy FFAR(folding-fin-aerial-rocket) HE ,soft targets, concrete targets (Pylon 2,3,4,5,7,8,9,10)
S-5 KO	57mm unguided aircraft rocket	Unguided	3	1,05	3.86 (pod 264)	2422.8	32 x HEAT Fragmentation Rocket "tickling the dookhi's (mujahedeen) heels" - frag warhead soft /armour targets.(Pylon 2,3,4,5,7,8,9,10)

GunPods: < 3km (effective at < 800m)

SEAD range overview:

- 10km Vikhr
- 10km Kh-29L
- 12km Kh-29T
- 15km Kh-25ML
- 16km KAB500Kr
- 30km Kh-25MPU
- 70km Kh-58 U

Ground Radar signatures



When equipped with Fantasmagoria pod, going into ground attack mode (7) then activate the pod with (I) and Radar targets will appear on your hud. Some have designations to identify them with.

List of Radar designations

To survive over the modern battlefield, you must be familiar with different SAM systems, the degree of danger they each pose, and strike the most dangerous first. For example: the SA-10C (S-300) or Patriot SAM systems are the most dangerous in comparison with other SAM systems and they should be destroyed at long range with the Kh-58 ARM.

SAM or Ship	Radar designation	HUD designation
Patriot	AN/MPQ-53	P
Improved Hawk	AN/MPQ-50	H50
Improved Hawk	AN/MPQ-46	H46
Roland	Roland search radar	G
Roland	Roland	R
SA-10 S-300PS SR 64N6E	Big Bird	BB
SA-10 S-300PS SR 5N66M	Clam Shell	CS
SA-10 S-300PS TR 30N6	Flap Lid	FL
SA-11 Buk SR 9S18M1	9S18M1	S11
SA-6 Kub STR 9S91	1S91	SA6
SA-8 Osa 9A33	9A33	SA8
SA-15 Tor 9A331	9A331	S15
SA-19 Tunguska 2S6	2S6	S19
SA-3 SR P-19	Flat Face	FLF
SA-3 TR SNR-125	SNR-125	SA3
USS "Carl Vinson"	Sea Sparrow	SS
CG "Ticonderoga"	SM2	SM2
FFG "Oliver H. Perry"	SM2	SM2
"Admiral Kuznetsov" cruiser	SA-N-9 Gauntlet	SN9
"Neustrashimy" frigate	SA-N-9 Gauntlet	SN9
"Moskva" missile complex	SA-N-6 Grumble	SN6
"Albatros" boat	SA-N-4	SA8
"Rezky" cruiser	SA-N-4	SA8

Radar/IR Threat (range/height) :

<p><i>*These are estimates*</i></p> <p>Enemy radar threats overview (range/height):</p> <p>2km/1.5km M163 Vulcan 2.5km/2km ZSU-23-4 Shilka 3km/2.5km Gepard 6km/3km Roland 7km/6.5km OSA/Gecko 8km/5km Tunguska/Grison 12km/8km TOR/Gauntlet 16km/10km MIM-23-Hawk 16km/11km Kub/Gainful 25km/10km Newa/Goa 32km, 25km S-11 BOK/Gadfly 45km/30km Volkhlov/Grumble 90km/35km Patriot</p>	<p><i>*These are also estimates*</i></p> <p>Enemy IR threats overview (range/height):</p> <p>3km/2.5km M6 Linebacker 3km/2.5km Stinger (Manpad) 3km/2.5km M1097 Avenger PMS 4.2km/3.5km Strela-1/Gaskin 4.5km/3km 9k38 IGLA/Grouse (Manpad) 5km/3.5km Strela-10/Gopher 8.5km/3km M48 Chaparral</p>
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How to shoot multiple Vikhr missiles on a single target :

Set launch mode to 2 rocket launch (hit Cntrl+V so that the missile launch circle is in the center of your hud, not the side.)

Press trigger for one missile to launch, hold for two to launch

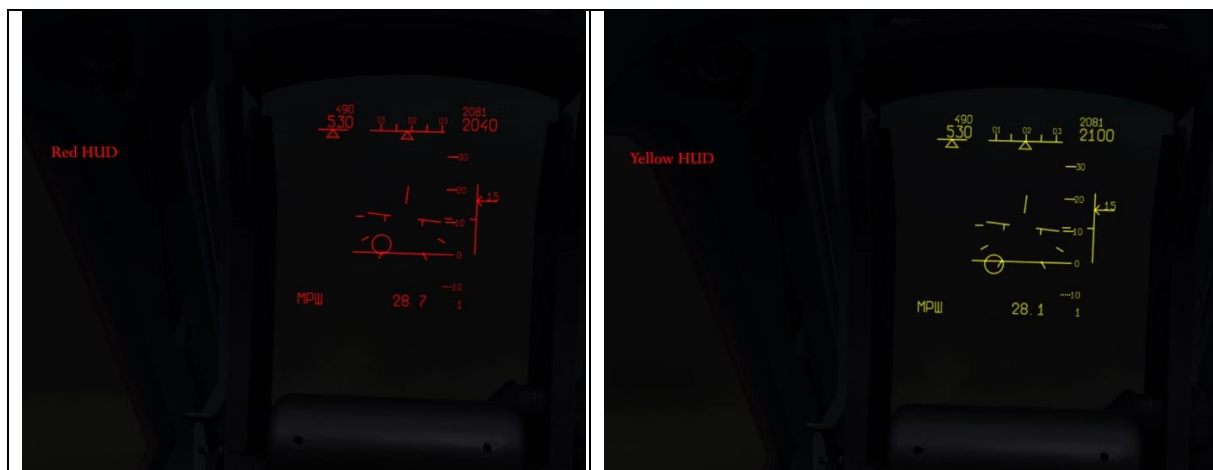
Turn the laser off after each target is destroyed then slew shkval and lock onto new target , the laser turns on when you fire Vikhr (Vikhr turns off laser after set time by itself, but this takes to long).

HUD :

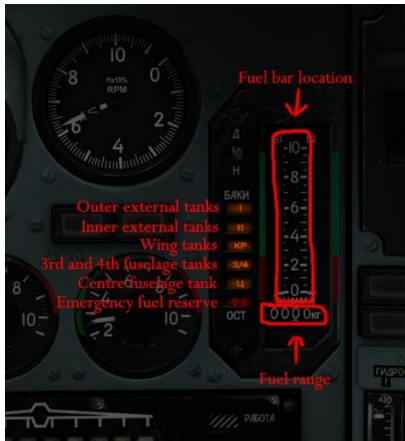
Change la couleur du HUD : Rouge, vert, orange. (Right Cntrl + H)

Luminosité du HUD en hausse (Right Cntrl + Right Shift + H).

Luminosité du HUD en baisse (Right Alt + Right Shift + H).



Fuel :



The meanings of the lamps:

I - outer two external tanks;

II - inner two external tanks;

KP - wing tanks;

3/4 - third and fourth tanks;

Ц - central fuselage tank;

0.5 - emergency fuel quantity - equal or less 500 kilograms.

Mission Role Tasks :

AWACS (Airborne Warning And Control System) : An airborne radar

CAP (Combat Air Patrol) : Protect friendly assets in and around the station area

SEAD (Suppression of Enemy Air Defenses) : Engage SAM radar and launch vehicles.

CAS (Close Air Support) : Destroy as many vehicles as possible

Sweep : Aggressive counter air into enemy territory

Intercept : Air to Air interception of an assigned aircraft

Escort : Protect a target

OCA (Offensive Counter Air) Engage dangerous enemy assets such like SAM launch vehicles and airbases

Strike : Standard Air to Ground mission against enemy war production

Deep Strike : Strike deep into enemy territory

FAC (Forward Air Control) : Assign targets

Recon (Reconnaissance) : Gather intelligence of enemy area

Start & Take off / Landing :

1 / marche APU.	Maj-D + L	1 / Gaz 50%	Joystick
2 / Gaz au ralenti.	Joystick	2 / Aérofrein ON	
3 / Mise en route moteurs.	Maj-D + Début	3 / Volets "décollage"	
4 / Attendre 1mn que le régime des moteurs se stabilise.		4 / Commencer l'approche à 10 nautiques mini	
5 / Fermeture verrière.	Ctrl-G + C	5 / Gear down (< 400km/h)	G
6 / Volets "décollage"	Joystick	6 / Gaz (270-320 km/h) à -200m du sol	Joystick
7 / lumière décollage		7 / Gaz 0% (220-240 km/h) à - 10m du sol	
8 / Aérofrein OFF		Atterissage	
Se positioner en bout de piste.		8 / Parachute ON	P
9 / Gaz au maximum (mini 80%)	Joystick	9 / Parachute OFF (110 km/h)	P
10 / Take off (220-300 km/h selon la charge)		10 / Frein de roues	Joystick
11 / Gear up		11 / Volets "normal"	
12 / Volets "normal" (mini 320 km/h)	Joystick	12 / Aérofrein OFF	