



The Ultimate Guide to Air-to-Ground Weapons Ranges in DCS World With Easy Navigation.



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Introduction:

Air-to-ground weapons ranges in **DCS World** provide the perfect environment to master strike missions, practice strafing runs, and enhance your combat effectiveness. In this guide, we'll break down where these ranges are, how to get there using headings and distances from the largest airbase on each map, and how to use them effectively. To make it even easier, we've included a table summarising range locations and navigation info for each map.

What Are Air-to-Ground Weapons Ranges?

Air-to-ground ranges are designated training zones where pilots practice deploying bombs, rockets, and guns. These areas are typically equipped with:

- **Static and moving targets:** Tanks, convoys, bunkers, and buildings.
- **Safe zones:** Ensures ordnance is dropped away from populated areas or critical infrastructure.

Why Use Them in DCS?

- **Practice:** Improve your proficiency with various weapon systems.

- **Tactical Training:** Learn how to coordinate attack patterns for different scenarios.
- **Mission Prep:** Perfect your accuracy for campaign or multiplayer missions.

DCS Nevada Map: NTTR Ranges



The **Nevada Test and Training Range (NTTR)** map is home to several iconic air-to-ground ranges based on real-world facilities. Below is a list of the ranges, their locations, and how to navigate to them from **Nellis Air Force Base (KLSV)**:

Range Name	Distance	Heading	Key Features
Bravo 17	~45 nm	260°	Tanks, convoys, and static buildings.
Bravo 19	~37 nm	325°	Bunkers, radar sites, and SAM simulations.
Bravo 20	~50 nm	275°	Simulated SAM sites and aircraft mock ups.
Tonopah Test Range	~140 nm	330°	Customizable dynamic target layouts.

How to Get to These Ranges:

1. **Bravo 17:** Take off from Nellis, turn to a heading of 260°, and fly for approximately 45 nautical miles (nm). Look for a cleared area with visible targets.
2. **Bravo 19:** Set your heading to 325° and fly about 37 nm. Targets will appear in a cleared field within the desert.
3. **Bravo 20:** Fly heading 275° for 50 nm. This range is larger and includes multiple targets across an open area.
4. **Tonopah Test Range (TTR):** Fly heading 330° for 140 nm to reach this extensive test area. Best for mission customization.

DCS Persian Gulf Map: Ranges



The **Persian Gulf map** offers ranges for precision and tactical strike practice. Most ranges are close to **Al Dhafra Air Base (OMAM)**:

Range Name	Distance	Heading	Key Features
Al Dhafra Range	~20 nm	250°	Urban and convoy targets.
Qeshm Island Range	~90 nm	120°	Simulated coastal installations.

How to Navigate:

1. **Al Dhafra Range:** From Al Dhafra AB, turn to 250° and fly about 20 nm. Targets are marked near desert urban setups.
2. **Qeshm Island Range:** Fly 120° for 90 nm. The range is near the coastal edges of Qeshm Island.

DCS Syria Map: Ranges

The **Syria map** includes a variety of ranges with a focus on both urban and desert scenarios. The primary base for navigation is **Incirlik Air Base (LTAG)**:

Range Name	Distance	Heading	Key Features
Incirlik Range	~15 nm	190°	Static urban targets and convoys.
Palmyra Desert Range	~100 nm	125°	Long-range strike scenarios.

How to Navigate:

1. **Incirlik Range:** From Incirlik, fly heading 190° for 15 nm to locate urban target layouts.
 2. **Palmyra Desert Range:** Fly heading 125° for 100 nm into the open desert, where targets are spread across a wide area.
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DCS Caucasus Map: Ranges



The **Caucasus map** features rugged terrain for varied attack angles. Navigate from **Vaziani Air Base (UG27)**:

Range Name	Distance	Heading	Key Features
Gudauta Range	~40 nm	295°	Static targets in mountain valleys.
Vaziani Range	~15 nm	090°	Close-range armor and bunkers.

How to Navigate:

1. **Gudauta Range:** Fly heading 295° for 40 nm. Look for targets nestled in valleys.
2. **Vaziani Range:** Fly east (090°) for 15 nm to a compact target area.

How to Use a Weapons Range

1. Pre-Mission Setup:

- Equip air-to-ground weapons suitable for the mission (e.g., bombs, rockets, or guns).
- Study the range's layout and designated entry/exit patterns.

2. Navigating to the Range:

- Use headings and distances provided.
- Set a waypoint in your aircraft's navigation system if possible.

3. Flying the Pattern:

- **Entry:** Enter the range at a safe altitude (e.g., 10,000 ft AGL).
- **Holding:** Circle the range in a racetrack pattern until cleared to attack.

4. Weapon Deployment:

- **Dive Bombing:** Approach at a 30°–60° dive angle, release at 3,000 ft AGL.
- **Gun Runs:** Shallow approach (~10°–20°) for strafing.
- **Level Bombing:** Use CCRP or visual release for accuracy.

5. Exiting:

- Egress along a predefined heading to avoid overflying targets.
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Full Table of Air-to-Ground Weapons Ranges by Map

Map	Base	Range	Distance	Heading
Nevada	Nellis AFB	Bravo 17	45 nm	260°
		Bravo 19	37 nm	325°
		Bravo 20	50 nm	275°
		Tonopah Test Range	140 nm	330°
Persian Gulf	Al Dhafra AB	Al Dhafra Range	20 nm	250°
		Qeshm Island Range	90 nm	120°
Syria	Incirlik AB	Incirlik Range	15 nm	190°
		Palmyra Desert Range	100 nm	125°
Caucasus	Vaziani AB	Gudauta Range	40 nm	295°
		Vaziani Range	15 nm	090°

Conclusion

With this guide, navigating to air-to-ground ranges in DCS World is easier than ever. Use the provided headings and distances for seamless practice sessions and maximise your performance in deploying weapons accurately. Start training today to become a master of air-to-ground combat!

Let me know if you'd like me to create graphics or in-depth range diagrams to complement this guide.

