

Falcon BMS 4.38 Air-to-Ground Weapons Checklist.

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Common Weapon Parameters

Weapon Type	Ideal Targets	Release Mode	Fuse	Altitude/Range Guide
Mk-82 LDGP	Soft targets, runways	CCIP/CCRP	Nose	Low-med alt, visual drop
CBU-87/97	Infantry, light armor	CCRP	Nose	Medium alt, above 10k ft
GBU-12	Vehicles, bunkers	CCRP (Laser)	Nose	Med-high alt, 10k+ ft
GBU-31 JDAM	Hardened, static sites	CCRP (GPS)	Instant	Any alt, stand-off
AGM-65 D/G	Armor, SAMs, radars	VIS/BORE	NA	Visual/IR lock, 5-12 NM
AGM-88 HARM	SAM radar emitters	HAS/TOO/POS	NA	12-40 NM, depending mode

Mission Planning & Execution Flow

1. Review Briefing

- Identify mission type, target, known threats, ingress/egress.

2. Loadout Selection

- Match weapons to target type.
- Include external fuel for range.
- Prioritize survivability (ECM, HTS, TGP).

3. Route Planning

- Avoid SAM coverage, use terrain masking.
- Create steerpoints for IP, attack, and egress.

4. TOT Coordination

- Time On Target should sync with SEAD, escorts.

5. Fence In (~50 NM Out)

- Master Arm: **ON**
- RWR: **ON**
- Jammer: **As required**
- TGP/HTS: **Check SPI and SOI**

6. Attack Run

- Confirm correct mode, weapon, fuse, and SPI.
- Pickle within release cue.

7. Egress

- Egress low or fast depending on threat.
 - Return to egress steerpoint or alternate.
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Mission Types & Recommended Load Outs

Mission Type	Description	Primary Targets	Loadout Suggestions
AI	Interdiction of enemy supply/units	Armor, trucks, AAA	Mk-82, CBU-87, GBU-12, AGM-65
CAS	Close air support near friendlies	Infantry, armor	CBU-87, GBU-12, TGP essential
BSA	Bombing fixed structures	HQs, factories, runways	GBU-31, Mk-84, JDAM
SEAD/DEAD	Suppress/destroy enemy air defense	SAMs, radars	AGM-88, AGM-65, GBU-12 (on radar site)
OCA	Airfield attack	Runways, aircraft, fuel	Mk-84, GBU-12, CBU-97
STRIKE	Precision attack on key sites	C3 nodes, bridges	GBU-31, GBU-12, JDAM
TARCAP/ESCORT	Defend package from air threats	Fighters en route	AA loadout + tanks

Quick Switchology Checklist

AGM-65 Maverick

- A/G Mode → Select AGM-65
- Sensor: FCR or TGP → TMS UP to lock
- Weapon armed → Hold pickle to fire

GBU-12 (Laser-Guided)

- A/G → CCRP → TGP SOI
- SPI set on target → Laser Arm ON
- Hold pickle when release cue appears

GBU-31 (JDAM)

- A/G → CCRP
- Preload target coords or use TOO (target of opportunity)
- TGP can designate SPI if in TOO
- Pickle at release cue

AGM-88 HARM

- HARM page → HAS / TOO / POS mode
 - Lock radar (auto or manual depending on mode)
 - Fire when in range
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Load out Planning Tips

- Avoid overweight load outs to preserve manoeuvrability.
- Always bring a TGP if using smart weapons (GBU, JDAM).
- External tanks are essential for deep strike missions.
- Prioritise survivability:
 - Jammer pods
 - Chaff and flare dispensers
- Include HTS pod for SEAD and threat detection.
- Save GBU-31 for high-value targets, not soft ones.
- CBU-97 is excellent vs armoured columns but avoid near friendlies.

Falcon BMS 4.38 Guides available in LetsFlyVFR.com guides for aircraft and mission types.
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