1/1

Aircraft Weapon System

Hardpoint/Pylon/Launching Systems

Eastern Bloc

BD3-4, AKU-58, APU-68, APU-73, BD4-U, PPK-3, B-8M1, B-13L

ΝΑΤΟ

BRU-42, LAU-68, LAU-88/A, LAU-114/A, LAU-131, M310, Alkan 601/602/604, Thales FZ233, Saab Bofor RB05

Munition Modifiers

BZT	Armor-Piercing Incendiary
OFZ	High Explosive Fragmentation Incendiary
OFZT	OFZ + Tracer
HE	High Explosive
HEAT	High Explosive Anti-Tank
FAE	Fuel-Air Explosive
Frag	Fragmentation
GP	General Purpose
L or LD	Laser Guidance
LGB	Laser Guidance
OB	Thermobaric warhead
AO	Cluster submunitions, Fragmentation bomblets
PTAB	Cluster submunitions, Anti-Tank bomblets
PTM	Cluster submunitions, Anti-Tank mines
SPBE-D	Cluster Submunitions, AT Bomblets w/ Infrared Self-Guidance
ZAB	Cluster submunitions, Incendiary bomblets

Air-to-Air Weapon Systems:

AIM-9M	Short-range, Infrared Guidance
AIM-9X	Short-range, Improved Infrared Guidance
AIM-120D	Medium-range, Radar Guidance
ATAS	Short-range, Infrared (Air-to-Air Stinger)
R-60	Short-range, Infrared Guidance
R72 SR AA	Short-range, Infrared Guidance
R77 MR AA	Medium-range, Radar Guidance

From: https://thecollectivegc.com/wiki/ - **The Collective Gaming Community**

Permanent link: https://thecollectivegc.com/wiki/arma_3:aircraft_weapon_systems?rev=1720186423

Last update: 2024/07/05 13:33

