British Aerospace Sea Harrier FA2
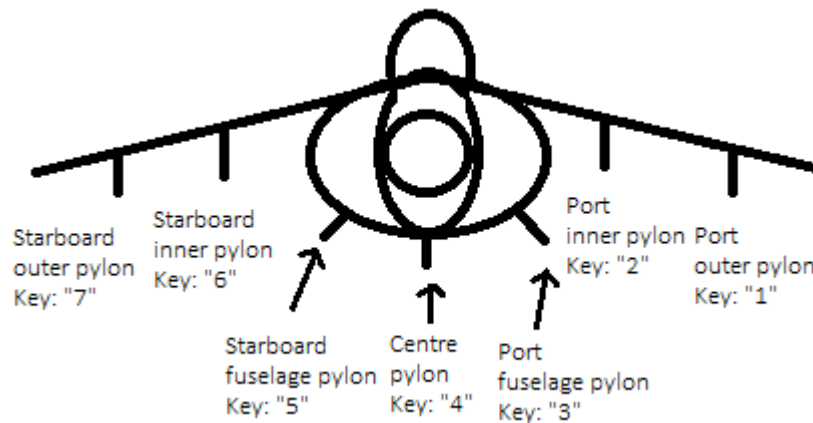
Weapons system

By Red Leader

Notes:

- The stick mode selector has three modes: "Off, "Guns" and "Other." The "Other" mode enables firing of ordinance from the pylons. The keyboard numbers 1 to 7 select a station (see diagram).

- Another note is that, to be fired, a station has to be armed. This can be done by pressing "Ctrl" + "w" when the desired station is selected.
- Except for the guns, all armament has to be reloaded via the Fuel and Payload dialog.

Guns

The Sea Harrier has twin ADEN cannons, with 130 rounds per gun. The aircraft loads with both of them on by default, but they can be replaced with launchers for the AIM-120 AMRAAM in the Fuel and Payload Menu. To fire the guns, switch the stick mode selector to Guns. The HUD will show this:

The numbers next the L and R show the amount of rounds remaining. Press "e" to fire the guns.

The big circle in the HUD depicts where the rounds will fall at a 1,000 yard range.

When the guns run out of rounds, they will stop firing. To reload, you can go take them off and put them on again using the Fuel and Payload dialog, or you can reload via the Options dialog (Harrier > Options). A third (although unrealistic) option is to set the guns to unlimited rounds in the Options dialog (Harrier > Options). This makes the guns fire without running out. To restore finite rounds, reload the rounds s described above.

Tips:

1. It's a good idea to use the GICASI philosophy (Get In Close And Smash It).
2. Stabilise the aircraft before firing

Rockets

Rockets are the most effective weapon in the arsenal. Four SNEB rocket pods can be carried, each with 18 rockets, giving a maximum of 72 rockets. To fire rockets, the stick mode selector has to be set to "Other." When a station with a rocket pod is selected, the same reticule used for the guns will be shown in the HUD, showing the impact point at 1,000 yards range. Arm the station as described in Notes. Pressing "e" will fire 1 rocket. As the rockets are expended, the pod will get lighter.

Tips: Same as guns

Bombs

The Sea Harrier FA2 can carry a variety of bombs, but the two main ones are the 500lb bomb (rarely used), and the 1,000lb bomb (now obsolete due to LGBs). The 1,000lb bomb is the only bomb available in FlightGear. Of course, it can be loaded via the Fuel and Payload dialog. When the station is selected, a CCIP (Constantly computed impact point) reticule will appear in the HUD (although it may be hidden depending on height and/or attitude). Press "e" to eject a bomb.

Tips:

1. Bomb at a steep angle (e.g. 10 deg or more) for altitude.
2. Don't use GICASI – you'll be take out by the blast.

Droptanks

Although the droptanks aren't weapons, they can be ejected in the same manner as bombs.

Missiles

As in the real aircraft, there are four missiles available:

1. AIM-9L Sidewinder
2. AIM-120 AMRAAM
3. Sea Eagle
4. ALARM

They can lock on to multiplayer aircraft, AI tankers, carriers, AI aircraft and AI ships. To fire a missile, the desired station has to be selected and armed (see Notes). The next step is to acquire a target. The target has to be in the radar and visible through the HUD. If the target is in the HUD, locking diamond will appear over the target. If the target is almost in the HUD, the locking diamond will blink, following the target's position. A low buzz will be audible when the target is locked. Pressing "e" will launch the missile. If several targets are available, pressing "n" will select the next target, and vis-versa for "Ctrl" + "n". If you wish to send target identity when fired and hits over MP, press "Toggle MP missile report" in the Options menu (Harrier > Options).

Tips:

1. Don't fire under low or negative G-force