

Laser Guided Bomb Tutorial

VERSION 1.2

By

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This tutorial will explain the steps to prepare the [DSMS](#) (*Digital Stores Management System*) for the deployment of a **GBU-12 Bomb**. The images might be a bit blurry at this time, but I will replace them with better ones in future versions of this guide.

This tutorial is meant for beginners within the DCS community. Experts might notice some differences with how they normally deploy the GBU-12.

I would be grateful for any suggestions to help improve this guide as it's intended for the community by the community.

Although this guide is meant for beginners there is some basic knowledge you should have before using this guide such as the use of the TGP to locate objects, use FLIR settings and paint objects with the laser.

In this scenario we have already located a target (a tower in a town instead of the usual tutorial type targets!) and the AHCP is configured as such: Master Arm switch ON, TGP Switch ON and Laser Switch set to ARM.

If you are unaware of how to locate targets or how to setup the [AHCP](#) please see the DCS A-10C manual on pages **106** for [AHCP](#) usage and page **322** for the [TGP](#).

So lets get started:

Step 1



Situation:

The Target has been identified

Action:

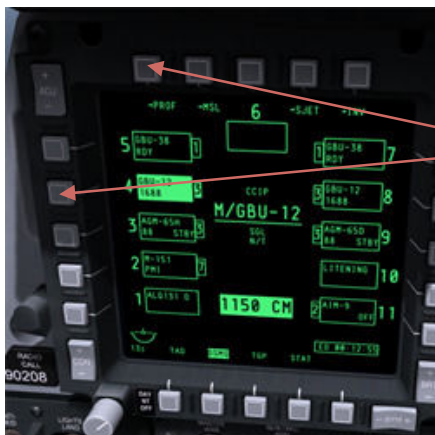
-Select Target

Move the crosshair of the **TGP** over the target and select it with **TMS UP SHORT** (**LCtrl + Up Arrow**). A square will appear inside the crosshair and it will center on the object.

-Make Target SPI

To make the target **SPI** (Sensor Point of Interest) hold **TMS UP LONG** (**LCtrl + Up Arrow**). The diamond seeker symbol on the **HUD** will now have the "**tadpole line**" on it.

Step 2



Situation:

Target has been set as SPI

Action:

-Prepare Weapon System

Select the proper weapon, in this case a LGB (Laser Guided Bomb) by pressing **OSB 20** then press **OSB 1** to configure its Profile.

OSB = **OPTION SELECT BUTTON** around the MFCD
OSBs 1 – 5 are along the top of the MFCD

OSBs 6 – 10 are along the right side of the MFCD

OSBs 11 – 15 are along the bottom of the MFCD

OSBs 16 – 20 are along the left side of the MFCD

Step 3



Situation:

GBU-12 Profile is selected

Action:

-Adjust the Profile

- Change the Targeting Mode from **CCIP** to **CCRP**

- After that click „**Save**“ which appears now below **OSB 3**.

- Select the main Profile Page to return to the Weapons Profile List



Step 4

Situation:

Weapon is selected

Action:

- Adjust the Profile

→ Select respective Weaponprofile by using

OSB 19 and **OSB 20**.

→ Once the select arrow (->) is next to the **GBU-12** entry on the table, access the Weapon Profile for it by pressing **OSB 3**.



Situation:

No Laseroptions set at the moment

Auto lase is set to **off**

No **lase time** is set

Lase Time is an important Option to define a timeframe where the laser marks the target. The best Timeframe is between 8 and 12 Seconds before impact

Action:

- Set up the Laser Options

→ If not happened already set targeting Mode from **CCIP** to **CCRP** by clicking **OSB 10**

→ Enter the Advanced settings by clicking **OSB 16**

Step 6

Situation:

Advanced Settings for the GBU-12

Action:

- define Lase Time

→ Enter a number between 8 and 12 by using the number keys on the **UFC**. The number entered will display on the **HUD** (quite tiny and barely visible at the bottom of the HUD display). After this number is entered press **OSB 17** to program that time into the **Lase Time value**.

→ After that hit **OSB 17** to program the Lase Time into the Weapon System

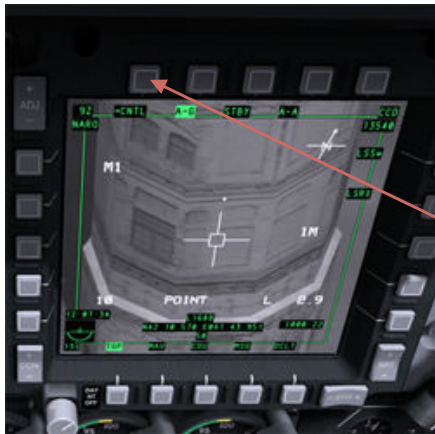
(You can also set different profiles for the same weapon, but that's a subject for a later value of this tutorial.)

→ Turn **Auto Lase** from **OFF** to **ON** (**OSB 6**). This



will make the laser lase the target for the 8-12 seconds you just selected before impact.

Step 7



Situation:

Target is identified and the **GBU-12** is selected and it's profile has been set

Action:

Make the **TGP SOI** (**COOLIE HAT RIGHT LONG**) (**K**) and enter the Control page of the TGP by clicking on **CNTL** (**OSB 1**)

Step 8



Situation:

Target identified and marked, Weapon is selected and profile is adjusted. Latch is selected to be ON

Latch is a helpful option to hit the Laser Button (NSW) either one time to make the laser fire automatically within defined Lase Time Frame, after hit the NWS Button needs to be hit again to deactivate the laser.

While using Latch off the NSW need to be hold down all the time until the weapon has hit the Target.

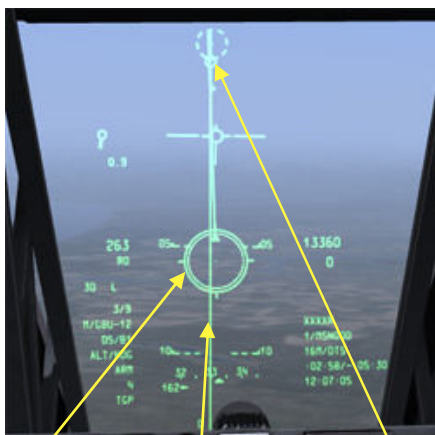
Action:

→ Make sure that the **laser code** is the same as given for the selected Weapon (respective slot at DSMS page)

→ Set **Latch** from **off** to **on** (**OSB 8**)

→ Return to **A-G** page (**OSB 2**)

Step 8



CCRP Pippier | Azimuth Steering Line | solution Cue

Situation:

Everything is finally adjusted. Still 25 seconds left till drop the Bomb

Action:

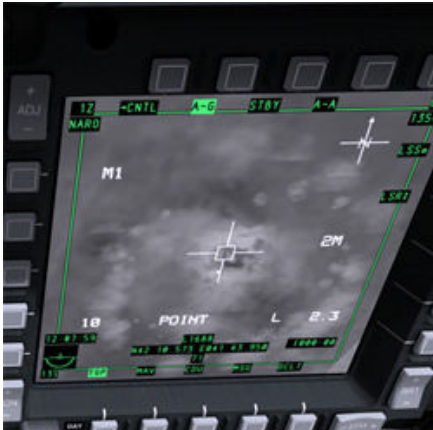
→ If not already happen, so set Targeting Mode to **CCRP** by using **Master Mode Control Button** on the Stick (**M**).

→ Once 20 Seconds are left to drop the bomb a counter will appear next to the **Solution Cue** (small circle). The Release button must hold down for at least 6 seconds.

→ The **Azimuth Steering Line (ASL)** needs to be hold right that way that this line will cross

through the **CCRP Pipper**.

Once the time ran out and the Solution Cue has passed the CCRP Pipper the Bomb will get released (one can hear that)



Well done, Target destroyed

Step 9

Situation:

Bomb is on it's way

Action:

→ Hit **NWS Button** (*Insert*) to activate the laser, depending on the **latch Mode**.

The **L** in the **HUD** and the TGP are flashing while laser is active.