Soviet Missiles and General Game markers

- **AA11**: Archer, HA 10
- **AA10b**: Alamo, HA 9
- **AA10a**: Alamo, R 9
- **AIM-9L/M**: HA 9/10
- **AIM-9B**: Sidewinder, HN 6
- **AA2 a/b**: Atoll, HN 5
Movement and Turning Counters 3

Python 3
HA 9
Python 3
HA 9
Python 3
HA 9
Python 3
HA 9
Magic 2
HA 9
Magic 2
HA 9
Magic 2
HA 9
Magic 2
HA 9
Sky Sword 1
HA 7
Sky Sword 1
HA 7
Sky Sword 1
HA 7
Sky Sword 1
HA 7
PL –7
(PRC)
HW 6
PL –7
(PRC)
HW 6
PL –7
(PRC)
HW 6
R550
Magic
HW 7
R550
Magic
HW 7
R550
Magic
HW 7
R550
Magic
HW 7
AIM 4D
Falcon
HW 6
AIM 4D
Falcon
HW 6
AIM 4D
Falcon
HW 6
AIM 4D
Falcon
HW 6

Python 3
HA 9
Python 3
HA 9
Python 3
HA 9
Python 3
HA 9
Magic 2
HA 9
Magic 2
HA 9
Magic 2
HA 9
Magic 2
HA 9
Sky Sword 1
HA 7
Sky Sword 1
HA 7
Sky Sword 1
HA 7
Sky Sword 1
HA 7
PL –7
(PRC)
HW 6
PL –7
(PRC)
HW 6
PL –7
(PRC)
HW 6
R550
Magic
HW 7
R550
Magic
HW 7
R550
Magic
HW 7
R550
Magic
HW 7
AIM 4D
Falcon
HW 6
AIM 4D
Falcon
HW 6
AIM 4D
Falcon
HW 6
AIM 4D
Falcon
HW 6
Tuesday, 31 July 2007
D.H. Sea Vixen FAW2

*All round vision canopy, large aircraft, 2 crew*

**Speed**
- Max Load 5
- Max Level 6
- Max Dive 6

**Altitude**: 5

**Damage**: 6

**Ammo**: 4
- Attack value

**Action**
- Normal Engine: -2 to +4
- Damaged Engine: -3 to +2
- Climb 1 Level: -3
- Dive 1 Level: +2

**Manoeuvre Chart**

<table>
<thead>
<tr>
<th>Manoeuvre/ Speed</th>
<th>1-2</th>
<th>3-4</th>
<th>5</th>
<th>6</th>
<th>7</th>
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<th>9</th>
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<th>Speed Loss</th>
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<td>-3</td>
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</table>

When loaded: +1 to all manoeuvre numbers. No hard turns or loops. (*) Only at speed 6

**In Service 1964 –72**

**Fleet air defence**
- 4 - Red Top IR (HN)
- 4 - Firestreak IR (HW)

**Ground Attack**
- 4 - Matra SNEB rocket pods
- 2 - 500lb bombs
- or
- 2 – Bullpup GBU

**ECM = 2**

**Radar Rating = 2**

**Damage**: 6
**Ammo**: 4
**Attack value**: 4

**Pilot rating**
- Sea Vixen 2
- Sea Vixen 3
- Sea Vixen 4

**Die Difference**
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10+

**Gun Combat information**
**Canberra B(1) and B(1)8**

**Canberra B(1)**

<table>
<thead>
<tr>
<th>Speed</th>
<th>Altitude</th>
<th>Damage</th>
<th>Pilot Rating</th>
<th>Large aircraft, 2-crew</th>
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<tbody>
<tr>
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<td>Max Dive 6</td>
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**Manoeuvre Chart**

<table>
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<tr>
<th>Manoeuvre/ Speed</th>
<th>1-2</th>
<th>3-4</th>
<th>5</th>
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<th>8</th>
<th>9</th>
<th>10</th>
<th>Speed Loss</th>
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<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-3</td>
</tr>
</tbody>
</table>

When loaded: +1 to all manoeuvre numbers. No hard turns or loops.

**Countermeasures**

Radar and IR = 1

Advanced bombsight.

From 1955 Canberra’s carried ‘Green Satin’ Doppler navigation radar for precision bombing and nuclear strikes.

An RWR unit was fitted to some units, including PR7-6 aircraft known as ‘Orange Putter’

**Action**

<table>
<thead>
<tr>
<th>Speed change</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Damaged Engine</td>
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<td>Climb 1 Level</td>
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<tr>
<td>Dive 1 Level</td>
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**Die Difference**

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<th>4</th>
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<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10+</th>
<th>Gun Combat</th>
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<tbody>
<tr>
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</tr>
</tbody>
</table>

David Child-Dennis Sept 2007
B52 D & G

Pilot Rating

Large aircraft, 6-7 crew

Action

Speed change

Normal Engine  -2 to +2
Damaged Engine  -3 to +1
Climb 1 Level  -2
Dive 1 Level  +2

Manoeuvre movement cost (number of hexes marker placed in front of aircraft heading) at various speeds

<table>
<thead>
<tr>
<th>Manoeuvre cost/ Speed</th>
<th>1-2</th>
<th>3-4</th>
<th>5</th>
<th>6</th>
<th>7</th>
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<th>9</th>
<th>10</th>
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<td>-2</td>
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<tr>
<td>Hard or Split ‘S’ Turn</td>
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</tr>
</tbody>
</table>

In Service 1952-2009

Countermeasures
B52D Radar =3 IR =1
B52G Radar =4 IR=2

Advanced bombsight.

Bomb load
106 Mk82 500lb iron bombs

Special Note:
B52’s in Linebacker II were capable of extreme bombing accuracy due to new radar bombing system. Increase dice roll on Standard Bombing Table (page 5) by +2

David Child-Dennis July 2009
IL 28 Beagle

**Pilot Rating**

- Large aircraft, 3-crew

**Speed**

- Max Load 4
- Max Level 5
- Max Dive 6

**Altitude**

- 5

**Damage**

- 6

**Attack**

- Manoeuvre movement cost (number of hexes marker placed in front of aircraft heading) at various speeds

<table>
<thead>
<tr>
<th>Manoeuvre cost/ Speed</th>
<th>1-2</th>
<th>3-4</th>
<th>5</th>
<th>6</th>
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<th>9</th>
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<th>Speed Loss</th>
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<tbody>
<tr>
<td>Turn</td>
<td>1</td>
<td>2</td>
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<td>4</td>
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<td>-</td>
<td>-</td>
<td>-</td>
<td>-1</td>
</tr>
<tr>
<td>Hard or Split ‘S’ Turn</td>
<td>1</td>
<td>2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-3</td>
</tr>
</tbody>
</table>

When loaded: +1 to all manoeuvre numbers. No hard turns.

**Action**

- Normal Engine: -2 to +3
- Damaged Engine: -3 to +1
- Climb 1 Level: -2
- Dive 1 Level: +2

**In Service 1951-90**
Withdrawn from front line service about 1960.

**Countermeasures**

- Radar and IR = 1 (1951-55)
- Radar and IR = 2 (1956-62)
- Radar and IR = 2 (1963-90)

Advanced bombsight assisted by terrain mapping radar

**Conventional bomb load:**

- 6: 500lb iron bombs

**Nuclear weapons**

- 1: free fall nuclear bomb

Reconnaissance model used extensively for Hungarian invasion 1956 and Czechoslovakia 1968.
ECM aircraft developed but few details released.

Naval IL28 trials for torpedo attacks not successful. Naval aircraft seem to have been used in recon and bombing attack role

Most IL28 seconded to training units by 1960.

**Die Difference**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10+</th>
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</thead>
<tbody>
<tr>
<td>Damage</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

2-23mm GSh.
D.H. Sea Vixen FAW2

**Pilot Rating**
- All round vision canopy, large aircraft, 2 crew

**Speed**
- Max Load 5
- Max Level 6
- Max Dive 6

**Altitude**
- 5

**Damage**
- 6

**Ammo**
- 4

**Action**
- Speed change
  - Normal Engine: -2 to +4
  - Damaged Engine: -3 to +2
  - Climb 1 Level: -3
  - Dive 1 Level: +2

**Manoeuvre Movement Cost**
- Number of hexes marker placed in front of aircraft heading
- At various speeds

<table>
<thead>
<tr>
<th>Manoeuvre</th>
<th>Speed</th>
<th>1-2</th>
<th>3-4</th>
<th>5</th>
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<tr>
<td>Hard or Split ‘S’ Turn</td>
<td>-</td>
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<td>-</td>
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<td>-3</td>
<td></td>
</tr>
</tbody>
</table>

When loaded: +1 to all manoeuvre numbers. No hard turns or loops. (*) Only at speed 6

**In Service 1964 –72**

**Fleet Air Defence**
- 4 - Red Top IR (HN)
- 4 - Firestreak IR (HW)

**Ground Attack**
- 4 - Matra SNEB rocket pods
- 2 - 500lb bombs
- or
- 2 - Bullpup GBU

**Radar GEC A1 18.**
- No look down. Air to Air only
- ECM = 2
- Radar Rating = 2

- Very difficult aircraft for radar operator to exist in emergency –1 to bail out roll.

- Pilot rating should not be less than experienced (+2)

**Die Difference**
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10+

**Damage**
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10+

**Ammo**
- 4

**Attack Value**

David Child-Dennis Sept 2007
### B2 Stealth Bomber

**Pilot Rating**

<table>
<thead>
<tr>
<th>Speed</th>
<th>Altitude</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
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<td>Max Dive 9</td>
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**Large aircraft, 3 Crew, STEALTH RULES**

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<tr>
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<td>Damaged Engine</td>
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<td>Climb 1 Level</td>
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<tr>
<td>Dive 1 Level</td>
<td>+3</td>
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**Manoeuvre movement cost (number of hexes marker placed in front of aircraft heading) at various speeds**

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<tr>
<th>Manoeuvre cost/ Speed</th>
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**Damage**

<table>
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</thead>
</table>

**Ammo**

<table>
<thead>
<tr>
<th>12</th>
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</thead>
</table>

**In Service** 1992 - 2009

**Countermeasures**

- Radar =7
- IR=5

Pilot rating should average or better.

**Computer bombsight with satellite targeting.**

**Highly accurate bombing**

Increase bombing accuracy dice roll by +4

**Bomb load**

- 106 Mk82 500lb iron bombs.

Multiple long range ALCM and guided munitions can also be carried. Refer to special weapons tables for details.

**Die Difference**

<table>
<thead>
<tr>
<th>Die Difference</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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David Child-Dennis July 2009
# AA Missile Data

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<tr>
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<th>Altitude</th>
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<td>med</td>
<td>RA</td>
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<td>RA</td>
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<td>6</td>
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