

Aircraft included in this file:

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[F-4D/E/J Phantom](#)
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[A-10 Thunderbolt](#)

F-4 B/C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

F-4 B/C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-4B/C Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	3	3	4	4	5	-	-1*
Hard Turn	-	3	3	4	4	5	5	-	-2
Loop	-	4	4	5	5	6	6	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +1
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: Large aircraft, 2 crew

F-4 D/E/J # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3 Gun Pod
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

F-4 D/E/J # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3 Gun Pod
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-4 D/E/J Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	3	3	4	4	5	-	-1*
Hard Turn	-	2	3	4	4	4	5	-	-2
Loop	-	4	4	5	5	6	6	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Attack Value: D/J (gun pod) = 5, E = 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: Large aircraft, 2 crew

F-5E # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	Excess	5 A/B, Gun
6			
7 Max Level			
8 Max Dive			

F-5E # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	Excess	5 A/B, Gun
6			
7 Max Level			
8 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-5E Information: Radar Rating = 4 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	-	-	
Normal Turn	1	2	2	3	3	4	-	-	
Hard Turn	-	2	3	3	4	4	-	-	-2
Loop	-	4	4	5	5	5	-	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +1
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 2 20mm Cannon Attack Value: 5

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes: Small aircraft

F-8E # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	Excess	5 A/B, Gun
6			
7 Max Level			
8 Max Dive			

F-8E # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	Excess	5 A/B, Gun
6			
7 Max Level			
8 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-8E Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	-	-	
Normal Turn	1	2	2	3	3	4	-	-	
Hard Turn	-	2	3	3	4	4	-	-	-2
Loop	-	4	4	5	5	5	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 4 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes:

F-14B # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B
6	6	6	6 Gun
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

F-14B # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B
6	6	6	6 Gun
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-14B Information: Radar Rating = 8 Counter-Measures (C/M) Radar/IR = /

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	2	2	2	3	4	4	5	-1*
Normal Turn	1	2	2	2	3	4	4	5	-1*
Hard Turn	-	2	3	3	3	4	5	6	-2
Loop	-	4	4	4	4	5	5	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+3
Afterburner	+4

Gun Combat Information: M61 20mm Cannon Attack Value: 8

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	3	4	4	5	5	6	6	8

Notes: Can target and fire at up to 2 aircraft with radar missiles per impulse, Large aircraft, 2 crew, All around vision canopy

F-14D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B
6	6	6	6 Gun
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

F-14D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B
6	6	6	6 Gun
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-14D Information: Radar Rating = 9 Counter-Measures (C/M) Radar/IR = /

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	2	2	2	3	4	4	5	-1*
Normal Turn	1	2	2	2	3	4	4	5	-1*
Hard Turn	-	2	3	3	3	4	5	6	-2
Loop	-	4	4	4	4	5	5	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +3
Climb 1 level	-2
Dive 1 Level	+3
Afterburner	+4

Gun Combat Information: M61 20mm Cannon Attack Value: 8

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	3	4	4	5	5	6	6	8

Notes: Can target and fire at up to 2 aircraft with radar missiles per impulse, Large aircraft, 2 crew, All around vision canopy

F-15C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

F-15C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-15C Information: Radar Rating = 8 Counter-Measures (C/M) Radar/IR = /

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	2	3	3	4	4	5	-1*
Hard Turn	-	2	3	3	4	4	5	5	-2
Loop	-	4	4	5	5	5	6	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-3 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+3
Afterburner	+4

Gun Combat Information: M61 20mm Cannon Attack Value: 8

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: Can target and fire at up to 2 aircraft with radar missiles per impulse, All-around vision canopy, large aircraft

F-16A # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6		6	
7		Excess	
8 Max Level			
9 Max Dive			

F-16A # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6		6	
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-16A Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	1	2	2	2	3	-	-1*
Normal Turn	1	1	2	2	3	3	3	-	-1*
Hard Turn	1	1	2	3	3	3	4	-	-2
Loop	-	3	3	4	4	5	5	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Attack Value: 8

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: All-around vision canopy, Small aircraft

F-16C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6		6	
7		Excess	
8 Max Level			
9 Max Dive			

F-16C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6		6	
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-16C Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	1	2	2	2	3	-	-1*
Normal Turn	1	1	2	2	3	3	3	-	-1*
Hard Turn	1	1	2	3	3	3	4	-	-2
Loop	-	3	3	4	4	5	5	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Attack Value: 8

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: All around vision canopy, Small aircraft

F-18C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B, Gun
6		6	6 HS
7		Excess	
8 Max Level			
9 Max Dive			

F-18C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B, Gun
6		6	6 HS
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-18C Information: Radar Rating = 7 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	1	2	2	2	3	-	-1*
Normal Turn	1	1	2	2	3	3	3	-	-1*
Hard Turn	1	1	2	3	3	3	4	-	-2
Loop	-	3	3	4	4	5	5	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: M61 20mm Cannon Attack Value: 8

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: All around vision canopy

F-86 A/F # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 (F) HS
3 Max Load	3	3	3
4 Max Level	4	4	4
5 Max Dive	5	Excess	5
			6
			7 Gun

F-86 A/F # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 (F) HS
3 Max Load	3	3	3
4 Max Level	4	4	4
5 Max Dive	5	Excess	5
			6
			7 Gun

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-86 A/F Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	1	-	-	-	-	-	
Normal Turn	1	1	2	-	-	-	-	-	
Hard Turn	1	1	2	-	-	-	-	-	-2
Loop	-	3	3	-	-	-	-	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: Six .5 Cal Machine Guns Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	2	3	3	3	4	4	5	5	6

Notes: Small aircraft, All-round vision canopy

F-100D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	Excess	5 A/B, Gun
6 Max Level			
7 Max Dive			

F-100D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	Excess	5 A/B, Gun
6 Max Level			
7 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-100D Information: Radar Rating = 1 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	-	-	-	
Normal Turn	1	2	3	3	4	-	-	-	
Hard Turn	-	2	3	4	4	-	-	-	-2
Loop	-	4	4	5	5	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 4 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes:

F-101A _____ **Pilot Quality** _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS, Gun
5 Max Load	5	5	5 A/B
6		Excess	
7 Max Level			
8 Max Dive			

F-101A # _____ **Pilot Quality** _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS, Gun
5 Max Load	5	5	5 A/B
6		Excess	
7 Max Level			
8 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
 vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
 vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
 Pilot O Structure O Engine O

Critical Hits:
 Pilot O Structure O Engine O

F-101A Information: Radar Rating = 3 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	-	-	
Normal Turn	1	2	3	4	4	5	-	-	
Hard Turn	-	3	3	4	4	5	-	-	-2
Loop	-	4	5	5	5	6	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 4 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes:

F-102 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B
6 Max Level		Excess	
7 Max Dive			

F-102 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B
6 Max Level		Excess	
7 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-102 Information: Radar Rating = 4 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	-	-	-	-1*
Normal Turn	1	2	2	3	3	-	-	-	-1*
Hard Turn	-	2	3	3	4	-	-	-	-3
Loop	-	4	4	5	5	-	-	-	-4

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 7

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: Large Aircraft

F-104A # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8 Max Level			
9			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-104A Information: Radar Rating = 3 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	3	4	4	5	5	6	-1*
Hard Turn	-	3	3	4	4	5	5	6	-2
Loop	-	4	5	5	5	6	6	7	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

F-104A # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8 Max Level			
9			
10 Max Dive			

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-105D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		7	
8 Max Level		Excess	
9 Max Dive			

F-105D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		7	
8 Max Level		Excess	
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-105D Information: Radar Rating = 3 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	3	3	4	4	5	-	-1*
Hard Turn	-	3	3	4	4	5	5	-	-2
Loop	-	4	4	5	5	6	6	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: Large aircraft. For F-105G Wild Weasel; add a second crewman.

F-106 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 MS
5 Max Load	5	5	5 A/B
6		Excess	
7			
8 Max Level			
9			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

F-106 Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	2	3	3	4	4	5	-1*
Hard Turn	-	2	3	3	4	4	5	5	-2
Loop	-	4	4	5	5	5	6	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥8									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

F-106 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 MS
5 Max Load	5	5	5 A/B
6		Excess	
7			
8 Max Level			
9			
10 Max Dive			

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

A-1 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3 Max Load	3	3	3
4 Max Dive	4	4	4
		5	5 Gun
		Excess	

A-1 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5 Gun
6		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

A-1 Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	-	-	-	-	-	-	
Normal Turn	1	1	-	-	-	-	-	-	
Hard Turn	1	1	-	-	-	-	-	-	-1
Loop	-	3	-	-	-	-	-	-	-2
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +2
Damaged Engine	-3 to +1
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: 4 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes: All-round vision canopy, Propeller

A-4 E/F # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 Gun
5 Max Level	5	Excess	
6 Max Dive			

A-4 E/F # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 Gun
5 Max Level	5	Excess	
6 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

A-4 E/F Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	-	2	3	3	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: Two 20mm Cannon Attack Value: 5

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes: Small aircraft

A-7D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	5 Gun
6 Max Dive		Excess	

A-7D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	5 Gun
6 Max Dive		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

A-7D Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	-	2	3	3	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: M61 20mm Cannon Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	3	4	4	5	5	6	6	8

Notes:

A-10 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3 Max Load	3	3	3
4 Max Dive	4	4	4 Gun
		5	
		6	
		7	
		Excess	

A-10 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3 Max Load	3	3	3
4 Max Dive	4	4	4 Gun
		5	
		6	
		7	
		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

A-10 Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = /

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	-	-	-	-	-	-	
Normal Turn	1	2	-	-	-	-	-	-	
Hard Turn	-	3	-	-	-	-	-	-	-1
Loop	-	4	-	-	-	-	-	-	-2
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: 30mm Gatling Gun Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	4	4	5	5	6	6	7	8	10

Notes: All-round vision canopy

Aircraft included in this file

UK [Buccaneer](#)
[Canberra \(B-57\)](#)
[Gnat \(HAL Ajeet\)](#)
[Hunter](#)
[Javelin](#)
[Lightning F.3/F.6](#)
[Scimitar](#)
[Sea Harrier](#)
[Sea Hawk](#)
[Sea Vixen](#)
[Tornado ADV](#)
[Vulcan](#)

France [Jaguar](#)
[Mirage III](#)
[Mirage V](#)
[Mirage 2000](#)
[Mirage F-1](#)
[Mystere IV](#)
[Ouragan](#)
[Super Entendard](#)
[Super Mystere B.2](#)
[Vautour N](#)

Buccaneer # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1 HS
2	2	2	
3	3	3	
4 Max Load	4	4	
5 Max Level		5	
6 Max Dive		6	
		Excess	

Buccaneer # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1 HS
2	2	2	
3	3	3	
4 Max Load	4	4	
5 Max Level		5	
6 Max Dive		6	
		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Buccaneer Information: Radar Rating = 1 Counter-Measures (C/M) Radar/IR = ___ / ___

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	3	3	-	-	-	-	
Hard Turn	-	3	3	4	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: Large Aircraft, 2 Crew

Canberra # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	
2	2	2	
3	3	3	
4 Max Load	4	4	
5 Max Level	5	5	
6 Max Dive		6	
		Excess	

Canberra # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	
2	2	2	
3	3	3	
4 Max Load	4	4	
5 Max Level	5	5	
6 Max Dive		6	
		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Canberra Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	3	3	-	-	-	-	
Hard Turn	-	3	3	4	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: large, 2 crew. Use information for B-57

Gnat # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	Excess	4 Gun
5 Max Dive			

Gnat # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	Excess	4 Gun
5 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Gnat Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	1	-	-	-	-	-	
Normal Turn	1	1	2	-	-	-	-	-	
Hard Turn	1	1	2	-	-	-	-	-	-2
Loop	-	3	3	-	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: 2 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: Small aircraft

Hunter # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3 Max Load	3	3	3
4	4	4	4
5 Max Level	5	Excess	5 Gun
6 Max Dive			

Hunter # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3 Max Load	3	3	3
4	4	4	4
5 Max Level	5	Excess	5 Gun
6 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Hunter Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	-	2	3	3	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: Four Aden 30mm Cannon Gun Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	4	4	5	5	6	6	7	9

Notes: Small aircraft, all around vision canopy

Javelin # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	5 Gun
6 Max Dive		6	
		Excess	

Javelin # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	5 Gun
6 Max Dive		6	
		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Javelin Information: Radar Rating = 1 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	3	3	-	-	-	-	
Hard Turn	-	3	3	4	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: 2 30mm Cannon Attack Value: 5

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: Large Aircraft, all around vision canopy, 2 Crew

Lightning # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 MS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B
6		Excess	
7			
8 Max Level			
9			
10 Max Dive			

Lightning # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 MS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B
6		Excess	
7			
8 Max Level			
9			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Lightning Information: Radar Rating = 4 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	2	3	3	4	4	5	-1*
Hard Turn	-	2	3	3	4	4	5	5	-2
Loop	-	4	4	5	5	5	6	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: 30mm Cannon Pod Attack Value: 5

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Scimitar # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	5 Gun
6 Max Dive		6	
		Excess	

Scimitar # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	5 Gun
6 Max Dive		6	
		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Scimitar Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	-	2	3	3	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: 4 30mm Cannon Gun Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	4	4	5	5	6	6	7	9

Notes: Large Aircraft

Sea Harrier # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	5 Viff, Gun
6 Max Dive		Excess	

Sea Harrier # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	5 Viff, Gun
6 Max Dive		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Sea Harrier Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	1	2	3	3	-	-	-	-	-2
Loop	2	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2/-1 if VIFF
Dive 1 Level	+2

Gun Combat Information: 2 30mm Cannon Gun Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: All around vision canopy. During Falklands Conflict, could only carry 2 HS

Sea Hawk # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4
5 Max Dive		Excess	5 Gun

Sea Hawk # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4
5 Max Dive		Excess	5 Gun

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Sea Hawk Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	-	-	-	-	-	
Normal Turn	1	2	2	-	-	-	-	-	
Hard Turn	-	2	3	-	-	-	-	-	-2
Loop	-	4	4	-	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: 4 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes: All around vision canopy

Sea Vixen # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	
6 Max Dive		6	
		Excess	

Sea Vixen # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4 HS
5 Max Level	5	5	
6 Max Dive		6	
		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Sea Vixen Information: Radar Rating = 1 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	-	2	3	3	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+3

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: Large Aircraft, 2 Crew

Tornado # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4 RA
5 Max Load	5	5	5 Gun, A/B
6	6	6	
7		Excess	
8			
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Tornado Information: Radar Rating = 7 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	2	3	3	4	4	5	-1*
Hard Turn	-	2	3	3	4	4	5	5	-2
Loop	-	4	4	5	5	5	6	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: 2 27mm Cannon Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes: 2 Crew

Tornado # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4 RA
5 Max Load	5	5	5 Gun, A/B
6	6	6	
7		Excess	
8			
9 Max Level			
10 Max Dive			

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Vulcan # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	
2	2	2	
3	3	3	
4	4	4	
5 Max Load	5	5	
6 Max Dive		6	
		7	
		Excess	

Vulcan # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	
2	2	2	
3	3	3	
4	4	4	
5 Max Load	5	5	
6 Max Dive		6	
		7	
		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Vulcan Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	2	2	2	-	-	-	-	
Normal Turn	1	3	3	4	-	-	-	-	
Hard Turn	-	3	3	4	-	-	-	-	-2
Loop	-	4	5	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+3

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: Large Aircraft, multiple crew (treat as 2 crew)

Jaguar # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	Excess	5 Gun, A/B
6			
7 Max Level			
8 Max Dive			

Jaguar # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	Excess	5 Gun, A/B
6			
7 Max Level			
8 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Jaguar Information: Radar Rating = 1 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	-	-	
Normal Turn	1	2	3	3	4	4	-	-	
Hard Turn	-	2	3	4	4	4	-	-	-2
Loop	-	4	4	5	5	6	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 2 30mm Cannon Gun Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Mirage III # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1 RA
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7 Max Level		Excess	
8			
9 Max Dive			

Mirage III # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1 RA
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7 Max Level		Excess	
8			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Mirage III Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-3
Loop	-	4	4	5	5	5	6	-	-4

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥8

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: Two DEFA 30mm Cannon Gun Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Mirage V # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	6	
7 Max Level		Excess	
8			
9 Max Dive			

Mirage V # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	6	
7 Max Level		Excess	
8			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Mirage V Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-3
Loop	-	4	4	5	5	5	6	-	-4
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥8									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 2 30mm Cannon Gun Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Mirage 2000 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA, HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		Excess	
8 Max Level			
9			
10 Max Dive			

Mirage 2000 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA, HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		Excess	
8 Max Level			
9			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Mirage 2000 Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = /

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	2	3	3	4	4	5	-1*
Hard Turn	-	2	3	3	4	4	5	5	-2
Loop	-	4	4	5	5	5	6	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥8									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: Two DEFA 30mm Cannon Gun Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Mirage F-1 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3 RA
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

Mirage F-1 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3 RA
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Mirage F1 Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-2
Loop	-	4	4	5	5	5	6	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: 2 30mm Cannon Gun Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Mystere IV # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4
5 Max Dive		5	5 Gun
		Excess	

Mystere IV # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4
5 Max Dive		5	5 Gun
		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Mystere IV Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = /

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	-	-	-	-	-	
Normal Turn	1	2	2	-	-	-	-	-	
Hard Turn	-	2	3	-	-	-	-	-	-2
Loop	-	4	4	-	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: 2 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Ouragan # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4
5 Max Dive		Excess	5 Gun

Ouragan # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4
5 Max Dive		Excess	5 Gun

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Ouragan Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	-	-	-	-	-	
Normal Turn	1	2	3	-	-	-	-	-	
Hard Turn	-	2	3	-	-	-	-	-	-2
Loop	-	4	4	-	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: 4 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes: All around vision canopy

S. Entendard # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4 Max Load	4	4	4
5 Max Level	5	5	5 Gun, A/B
6 Max Dive		Excess	

S. Entendard # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4 Max Load	4	4	4
5 Max Level	5	5	5 Gun, A/B
6 Max Dive		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

S. Entendard Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	3	3	-	-	-	-	
Hard Turn	-	2	3	4	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 2 30mm Cannon Gun Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

S. Mystere # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4 Max Load	4	4	4
5 Max Level	5	5	5 Gun, A/B
6 Max Dive		Excess	

S. Mystere # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4 Max Load	4	4	4
5 Max Level	5	5	5 Gun, A/B
6 Max Dive		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

S. Mystere Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	-	2	3	3	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+2

Gun Combat Information: 2 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Vautor N # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun
6 Max Level		6	
7		Excess	
8 Max Dive			

Vautor N # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun
6 Max Level		6	
7		Excess	
8 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Vautor N Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	-	-	-1*
Normal Turn	1	2	3	3	4	4	-	-	-1*
Hard Turn	-	3	3	4	4	5	-	-	-2
Loop	-	4	4	5	5	6	-	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 8

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-4
Dive 1 Level	+3

Gun Combat Information: 4 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	4	4	5	5	6	6	7	9

Notes: Large Aircraft, 2 Crewmen

Aircraft included in this file:

USSR/Russia	<u>MiG-17</u>
	<u>MiG-19C Farmer</u>
	<u>MiG-21C</u>
	<u>MiG-23B</u>
	<u>MiG-23E</u>
	<u>MiG-25</u>
	<u>MiG-29</u>
	<u>Su-7 Fitter</u>
	<u>Su-15</u>
	<u>Su-17</u>
	<u>Su-27</u>
	<u>Su-30</u>
	<u>Yak-38 Forger</u>
PRC	<u>J-6</u>
	<u>J-7</u>
	<u>J-8 II</u>
	<u>Q-5</u>
Taiwan	<u>Ching Kuo</u>
Israel	<u>Kfir</u>
India	<u>Marut</u>
	Ajeet (See UK Gnat)
Japan	<u>Mitsubishi F1</u>
Argentina	<u>Pucara</u>
Sweden	<u>Draken</u>
	<u>Viggen</u>
Canada	<u>CF-5D (F-5A)</u>
	<u>CF-101 Voodoo</u>
	<u>CF-104 Starfighter (F-104G)</u>
	<u>CF-105</u>

MiG-17 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3 Max Load	3	3	3
4	4	4	4 Gun
5 Max Level	5	Excess	
6 Max Dive			

MiG-17 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3 Max Load	3	3	3
4	4	4	4 Gun
5 Max Level	5	Excess	
6 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

MiG-17 Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	1	2	-	-	-	-	
Normal Turn	1	1	2	2	-	-	-	-	
Hard Turn	1	1	2	3	-	-	-	-	-2
Loop	-	3	3	4	-	-	-	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: Three 23mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes: Small aircraft, All-around vision canopy

MiG-19C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4 Gun
5 Max Load	5	Excess	5 A/B
6 Max Level			
7 Max Dive			

MiG-19C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4 Gun
5 Max Load	5	Excess	5 A/B
6 Max Level			
7 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

MiG-19C Information: Radar Rating = 1 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	-	-	-	
Normal Turn	1	2	2	3	3	-	-	-	
Hard Turn	-	2	3	3	4	-	-	-	-2
Loop	-	4	4	5	5	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 3 23mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	4	5	6	6	8

Notes: Small aircraft

MiG-21C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3 Gun
4	4	4	4
5 Max Load	5	5	5 A/B
6	6	Excess	
7 Max Level			
8			
9 Max Dive			

MiG-21C # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3 Gun
4	4	4	4
5 Max Load	5	5	5 A/B
6	6	Excess	
7 Max Level			
8			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

MiG-21C Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-3
Loop	-	4	4	5	5	5	6	-	-4

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: GSh 23mm Cannon Gun Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes: Small aircraft

MiG-23B # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS, Gun
5 Max Load	5	5	5 A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

MiG-23B # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS, Gun
5 Max Load	5	5	5 A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

MiG-23B Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = ___ / ___

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	3	3	4	4	5	-	-1*
Hard Turn	-	3	3	4	4	5	5	-	-2
Loop	-	4	4	5	5	6	6	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +1
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: GSh 23mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes:

MiG-23E # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA, HS
3	3	3	3
4	4	4	4 Gun
5 Max Load	5	5	5 A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

MiG-23E # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA, HS
3	3	3	3
4	4	4	4 Gun
5 Max Load	5	5	5 A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

MiG-23E Information: Radar Rating = 3 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	3	3	4	4	5	-	-1*
Hard Turn	-	3	3	4	4	5	5	-	-2
Loop	-	4	4	5	5	6	6	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +1
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: GSh 23mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes: Export version

MiG-25 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 MS
5 Max Load	5	5	5 A/B
6	6	6	
7		Excess	
8			
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

MiG-25 Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	3	4	4	5	5	6	-1*
Hard Turn	-	3	3	4	4	5	5	6	-2
Loop	-	4	5	5	5	6	6	7	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: Large Aircraft

MiG-25 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 MS
5 Max Load	5	5	5 A/B
6	6	6	
7		Excess	
8			
9 Max Level			
10 Max Dive			

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

MiG-29 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		Excess	
8 Max Level			
9			
10 Max Dive			

MiG-29 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		Excess	
8 Max Level			
9			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

MiG-29 Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = /

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	1	2	2	2	3	3	-1*
Normal Turn	1	1	2	2	3	3	3	4	-1*
Hard Turn	1	1	2	3	3	3	4	4	-2
Loop	-	3	3	4	4	5	5	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: GS 301 30mm Cannon Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: All-round vision canopy, Small aircraft

Su-7 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6		Excess	
7 Max Level			
8 Max Dive			

Su-7 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6		Excess	
7 Max Level			
8 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Su-7 Information: Radar Rating = 1 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	-	-	
Normal Turn	1	2	3	3	4	4	-	-	
Hard Turn	-	3	3	4	4	5	-	-	-2
Loop	-	4	4	5	5	6	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 8									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 2 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Su-15 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 MS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B
6	6	Excess	
7			
8			
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Su-15 Information: Radar Rating = 4 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	3	3	4	4	5	5	-1*
Hard Turn	-	3	3	4	4	5	5	5	-2
Loop	-	4	4	5	5	6	6	7	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes:

Su-15 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 MS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B
6	6	Excess	
7			
8			
9 Max Level			
10 Max Dive			

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Su-17 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8 Max Level			
9 Max Dive			

Su-17 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Su-17 Information: Radar Rating = 0 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	3	3	4	4	5	-	-1*
Hard Turn	-	3	3	4	4	5	5	-	-2
Loop	-	4	4	5	5	6	6	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 2 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Su-27 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

Su-27 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 RA, HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Su-27 Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = /

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	2	3	3	4	4	5	-1*
Hard Turn	-	2	3	3	4	4	5	5	-2
Loop	-	4	4	5	5	5	6	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥8									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: GS 301 30mm Cannon Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	8

Notes: Large aircraft, All-round vision canopy

Su-30 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	6 RA
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

_____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6	6	6	6 RA
7		7	
8		Excess	
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Su-30 Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	2	3	3	4	4	5	-1*
Hard Turn	-	2	3	3	4	4	5	5	-2
Loop	-	4	4	5	5	5	6	6	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥8									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-4
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: GS 301 30mm Cannon Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	2	3	3	3	4	4	4	6	8

Notes: Can target and fire at up to 2 aircraft with radar missiles per impulse, large aircraft, 2 crew, all around vision canopy

Yak-38 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3 Max Load	3	3	3
4 Max Level	4	4	4 HS
5 Max Dive		Excess	

Yak-38 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3 Max Load	3	3	3
4 Max Level	4	4	4 HS
5 Max Dive		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Yak-38 Information: Radar Rating = 0 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	-	-	-	-	-	
Normal Turn	1	2	3	-	-	-	-	-	
Hard Turn	-	3	3	-	-	-	-	-	-2
Loop	-	4	4	-	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: VTOL aircraft

J-6 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4 Gun
5 Max Load	5	Excess	5 A/B
6 Max Level			
7 Max Dive			

J-6 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4 Gun
5 Max Load	5	Excess	5 A/B
6 Max Level			
7 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

J-6 Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	-	-	-	
Normal Turn	1	2	2	3	3	-	-	-	
Hard Turn	-	2	3	3	4	-	-	-	-2
Loop	-	4	4	5	5	-	-	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +1
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: Three 30mm Cannon Attack Value: 5

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	4	4	4	5	5	6	6	8

Notes: Chinese copy of MiG-19, Small aircraft

J-7 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3 Gun
4	4	4	4
5 Max Load	5	5	5 A/B
6		Excess	
7 Max Level			
8			
9 Max Dive			

J-7 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3 Gun
4	4	4	4
5 Max Load	5	5	5 A/B
6		Excess	
7 Max Level			
8			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

J-7 Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-2
Loop	-	4	4	5	5	5	6	-	-4

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: Two 30mm Cannon Attack Value: 5

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes: Chinese copy of MiG-21C, Small aircraft

J-8II # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3 Gun
4	4	4	4 Missiles
5 Max Load	5	5	5 A/B
6	6	Excess	
7			
8 Max Level			
9 Max Dive			

J-8II # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3 Gun
4	4	4	4 Missiles
5 Max Load	5	5	5 A/B
6	6	Excess	
7			
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

J-8II Information: Radar Rating = 4 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	2	3	3	4	4	5	5	-	-1*
Normal Turn	2	3	3	4	4	5	5	-	-1*
Hard Turn	2	3	3	4	4	5	5	-	-2
Loop	2	3	3	4	4	5	5	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: Two 23mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes:

Q-5 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3 Gun
4 Max Load	4	4	4 A/B
5 Max Level	5	Excess	
6 Max Dive			

Q-5 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3 Gun
4 Max Load	4	4	4 A/B
5 Max Level	5	Excess	
6 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Q-5 Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	-	2	3	3	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-2

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +1
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: Two 23mm Cannon Attack Value: 5

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes: Small aircraft, Modified MiG-19

Ching Kuo # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6		Excess	
7 Max Level			
8 Max Dive			

Ching Kuo # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B, Gun
6		Excess	
7 Max Level			
8 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Ching Kuo Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	1	2	2	2	-	-	-
Normal Turn	1	1	2	2	3	3	-	-	-
Hard Turn	1	1	2	3	3	3	-	-	-2
Loop	-	3	3	4	4	5	-	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	3	4	4	5	5	6	6	8

Notes: All-round vision canopy

Kfir # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1 RA
2	2	2	2 HA
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

Kfir # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1 RA
2	2	2	2 HA
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	6	
7		Excess	
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Kfir Information: Radar Rating = 6 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-2
Loop	-	4	4	5	5	5	6	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 2 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Marut # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4
5 Max Level		5	5 Gun
6 Max Dive		Excess	

Marut # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4 Max Load	4	4	4
5 Max Level		5	5 Gun
6 Max Dive		Excess	

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Marut Information: Radar Rating = 1 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	-	-	-	-	
Normal Turn	1	2	3	3	-	-	-	-	
Hard Turn	-	2	3	4	-	-	-	-	-2
Loop	-	4	4	5	-	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2

Gun Combat Information: 4 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	3	3	4	4	5	5	6	6	7	9

Notes:

F-1 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	Excess	5 Gun, A/B
6 Max Level			
7 Max Dive			

F-1 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4
5 Max Load	5	Excess	5 Gun, A/B
6 Max Level			
7 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-1 Information: Radar Rating = 2 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	-	-	-	
Normal Turn	1	2	3	3	4	-	-	-	
Hard Turn	-	2	3	4	4	-	-	-	-2
Loop	-	4	4	5	5	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: JM61 20mm Cannon Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	2	3	3	3	4	4	4	6	8

Notes:

Pucara # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3 Max Load	3	3	3
4 Max Dive	4	Excess	4 Gun

_____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3 Max Load	3	3	3
4 Max Dive	4	Excess	4 Gun

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

Pucara Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	-	-	-	-	-	-	
Normal Turn	1	1	-	-	-	-	-	-	
Hard Turn	1	1	-	-	-	-	-	-	-1
Loop	-	3	-	-	-	-	-	-	-2
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +2
Damaged Engine	-3 to +1
Climb 1 level	-2
Dive 1 Level	+2

Gun Combat Information: 2 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes: Propeller

Draken # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8 Max Level			
9 Max Dive			

Draken # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Draken Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-2
Loop	-	4	4	5	5	5	6	-	-3

Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

Viggen # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA, HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8 Max Level			
9 Max Dive			

Viggen # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA, HS
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Viggen Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-2
Loop	-	4	4	5	5	5	6	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 30mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	4	4	5	5	6	6	8

Notes:

CF-5D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4 Gun
5 Max Load	5	Excess	5 A/B
6 Max Level			
7 Max Dive			

CF-5D # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 HS
3	3	3	3
4	4	4	4 Gun
5 Max Load	5	Excess	5 A/B
6 Max Level			
7 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

CF-5D Information: Radar Rating = 0 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	-	-	-	
Normal Turn	1	2	2	3	3	-	-	-	
Hard Turn	-	2	3	3	4	-	-	-	-2
Loop	-	4	4	5	5	-	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: 2 20mm Cannon Attack Value: 6

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	3	3	3	4	4	5	5	6	7

Notes: Small Aircraft, 2 Crewmen. Use same information for F-5A, but only 1 Crewman.

CF-101 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B
6		Excess	
7 Max Level			
8 Max Dive			

CF-101 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2 RA
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 A/B
6		Excess	
7 Max Level			
8 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

CF-101 Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	-	-	
Normal Turn	1	2	3	4	4	5	-	-	
Hard Turn	-	3	3	4	4	5	-	-	-2
Loop	-	4	5	5	5	6	-	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: 2 Crewmen

CF-104 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8			
9 Max Level			
10 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

CF-104 Information: Radar Rating = 4 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	4	-1*
Normal Turn	1	2	3	4	4	5	5	6	-1*
Hard Turn	-	3	3	4	4	5	5	6	-2
Loop	-	4	5	5	5	6	6	7	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed ≥9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +3
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: M61 20mm Cannon Attack Value: 7

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	2	2	3	3	3	4	4	4	6	8

Notes: Use same information for F-104G

CF-104 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4 HS
5 Max Load	5	5	5 Gun, A/B
6	6	Excess	
7			
8			
9 Max Level			
10 Max Dive			

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

CF-105 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B
6	6	Excess	6 RA
7			
8 Max Level			
9 Max Dive			

CF-105 # _____ Pilot Quality _____

Speed	Altitude	Damage	Ammo A/B
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5 Max Load	5	5	5 A/B
6	6	Excess	6 RA
7			
8 Max Level			
9 Max Dive			

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

Defense: vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)

Critical Hits:
Pilot O Structure O Engine O

CF-105 Information: Radar Rating = 5 Counter-Measures (C/M) Radar/IR = _____ / _____

Maneuver Chart									
Maneuver/ Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss
Sideslip	1	1	2	2	3	3	4	-	-1*
Normal Turn	1	2	3	3	4	4	5	-	-1*
Hard Turn	-	2	3	3	4	4	5	-	-2
Loop	-	4	4	5	5	5	6	-	-3
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop. *= only at speed 9									

Speed Chart	
Action	Speed Change
Normal Engine	-2 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+4

Gun Combat Information: None

Die Difference	1	2	3	4	5	6	7	8	9	≥10
Damage	-	-	-	-	-	-	-	-	-	-

Notes: Proposed Canadian fighter, never built