**Aircraft included in this file:**

US

F-4B/C Phantom
F-4D/E/J Phantom
F-5E Tiger
F-8E Crusader
F-14B Tomcat
F-14D Tomcat
F-15C Eagle
F-16A Falcon
F-16C Falcon
F-18C Hornet
F-86A/F Sabre
F-100D Super Sabre
F-101A Voodoo
F-102 Delta Dagger
F-104A Starfighter
F-105D Thunderchief
F-106 Delta Dart
A-1 Skyraider
A-4E/F Skyhawk
A-7D Corsair II
A-10 Thunderbolt
A-6 Intruder
RA-5 Vigilante

**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 | | | |

**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-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 | | | |

| 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-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)

**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-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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

**Defense:** vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)
**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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-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)

**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-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** **#_____** **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-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-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** **#_____** **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**

**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:**

**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)

**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-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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

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

**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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**

**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)

**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-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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

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

**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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-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

**A-6 A/B/E** **#_____ 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 | | Excess | |

A-6 A/B/E **#_____ 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 | | 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-6 A/B/E 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 +1 |
| Climb 1 level | -3 |
| Dive 1 Level | +3 |
| Afterburner | - |

**Gun Combat Information: None**

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

**Notes:** Two crew, Has bombing radar

**RA-5** **#_____ 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 | 6 | |
| 7 | | Excess | |
| 8 Max Level | | | |
| 9 Max Dive | | | |

**RA-5** **#_____ 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 | 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**

**RA-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 | 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 | -2 |
| Dive 1 Level | +3 |
| Afterburner | +4 |

**Gun Combat Information: None**

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

**Notes:** Large aircraft, Two crew, Has bombing radar, Primarily recon aircraft

Aircraft included in this file


UK Buccaneer
Canberra (B-57)
Gnat (HAL Ajeet)
Hunter
Javelin
Lighting 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
Vautor 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)

**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**

**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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

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

**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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**

**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)
**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**

**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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

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

**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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**

**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)

**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**

**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 | | | |

**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**

**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 | | | |

| 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**

**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)

**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**

**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)

**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**

**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)

**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**

**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)

**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**

**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 | | | |

**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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

| 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**

**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

**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)

**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**

**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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

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

**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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**

**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)

**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**

**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)

**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

**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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

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

**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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**

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

**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)

**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-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 #_____ 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-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-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** #_____ **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**

**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 | | | | | | | | | |

| 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:**

**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 | | | |

**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**

**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 | | | |

| 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**

**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 | | | |

**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**

#_____ **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 | | | |

| 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**

**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)

**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**

**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)

**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-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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

**Defense:** vs. Gun = 4
vs. Missile = 0 + ___(pilot) + ___(C/M)
**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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**

**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)

**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**

**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)

**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-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)

**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**

**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 # |
|---|---|---|---|---|
| | | | | |
| | | | | |

**Defense:** vs. Gun = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)
**Critical Hits:**
**Pilot O** **Structure O** **Engine O**

| 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-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** **#_____** **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-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-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