

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)

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-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	3	4	-	-1*
Normal Turn	1	1	2	2	3	3	3	-	-1*
Hard Turn	2	2	2	3	3	3	4	-	-2
Loop	-	3	3	4	4	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	+3

Gun Combat Information: M61 20mm Cannon Gun 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-round vision canopy, Small aircraft

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 = 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

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	3	-	-	-
Normal Turn	1	1	2	2	2	3	-	-	-
Hard Turn	-	2	2	3	3	3	-	-	-2
Loop	-	3	3	4	4	4	-	-	-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 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-round vision canopy

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	2	3	3	3	-1*
Normal Turn	1	2	2	3	3	4	4	4	-1*
Hard Turn	-	2	3	3	3	4	4	4	-3
Loop	-	4	4	4	4	5	5	5	-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: 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:

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 = 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-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	2	3	-	-	
Normal Turn	1	2	2	3	3	4	-	-	
Hard Turn	-	2	3	3	3	4	-	-	-2
Loop	-	4	4	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	+2
Afterburner	+3

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

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

Notes: 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	3	4	-	-1*
Normal Turn	1	1	2	2	3	3	3	-	-1*
Hard Turn	-	2	2	3	3	3	4	-	-2
Loop	-	3	3	4	4	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	+3

Gun Combat Information: M61 20mm Cannon Gun 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-round vision canopy

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	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Gun 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, Large aircraft, two crew, All-round vision canopy

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	2	-	-	-	
Normal Turn	1	2	2	3	3	-	-	-	
Hard Turn	-	2	3	3	3	-	-	-	-2
Loop	-	4	4	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 +1
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

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

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

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)

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

J-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	2	3	4	-	-1*
Normal Turn	1	1	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	3	4	4	-	-2
Loop	-	4	4	4	4	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 Gun Attack Value: 5

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

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

Q-5 # _____ Pilot Quality _____

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

Q-5 # _____ Pilot Quality _____

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

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

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

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

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	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 +1
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: Two 23mm Cannon Gun Attack Value: 4

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

Notes: Small aircraft

J-8II # _____ Pilot Quality _____

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

J-8II # _____ Pilot Quality _____

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

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

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

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

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

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

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

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

Notes:

Su-27 # _____ Pilot Quality _____

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

Su-27 # _____ Pilot Quality _____

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

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

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

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

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	2	2	2	3	3	4	5	-1*
Normal Turn	1	2	2	2	3	3	4	5	-1*
Hard Turn	-	2	2	3	3	4	4	5	-2
Loop	-	4	4	4	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: GS 301 30mm Cannon Gun 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

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)

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-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	3	4	-	-1*
Normal Turn	1	1	2	2	3	3	3	-	-1*
Hard Turn	2	2	2	3	3	3	4	-	-2
Loop	-	3	3	4	4	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	+3

Gun Combat Information: M61 20mm Cannon Gun 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-round vision canopy, Small aircraft

F-15C # _____ Pilot Quality _____

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

F-15C # _____ Pilot Quality _____

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

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

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

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-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	2	2	3	3	4	4	5	-1*
Normal Turn	1	2	2	3	3	4	4	6	-1*
Hard Turn	-	2	3	3	4	4	4	6	-2
Loop	-	4	4	5	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	-3 to +4
Damaged Engine	-3 to +2
Climb 1 level	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Gun 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-round vision canopy, 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)

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

MiG-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	3	3	4	5	-1*
Normal Turn	1	1	2	2	3	4	4	5	-1*
Hard Turn	-	2	2	3	3	4	4	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	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: GS 301 30mm Cannon Gun 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: All-round vision canopy, Small aircraft

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 = 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	+2
Afterburner	+3

Gun Combat Information: M61 20mm Cannon Gun 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, Large aircraft, two crew, All-round vision canopy

A-4 E/F # _____ Pilot Quality _____

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

A-4 E/F # _____ Pilot Quality _____

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

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

Defense: vs. Gun = 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-4 E/F Information: Radar Rating = - Counter-Measures (C/M) Radar/IR = /

Maneuver Chart										Speed Chart	
Maneuver/Speed	1-2	3-4	5	6	7	8	9	10	Speed Loss	Action	Speed Change
Sideslip	1	2	3	3	-	-	-	-		Normal Engine	-2 to +3
Normal Turn	1	2	3	3	-	-	-	-		Damaged Engine	-3 to +2
Hard Turn	2	3	3	3	-	-	-	-	-2	Climb 1 level	-3
Loop	4	4	4	5	-	-	-	-	-3	Dive 1 Level	+2
Loaded: +1 to all Maneuver numbers, No Hard Turns or Loop.										Afterburner	-

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

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

Notes: Small aircraft

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

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-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	2	3	4	-	-1*
Normal Turn	1	2	3	4	4	5	5	-	-1*
Hard Turn	-	3	3	4	4	5	5	-	-2
Loop	-	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	-3
Dive 1 Level	+2
Afterburner	+3

Gun Combat Information: M61 20mm 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: Large 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	2	3	4	-	-1*
Normal Turn	1	2	2	3	4	4	4	-	-1*
Hard Turn	-	2	3	4	4	4	5	-	-2
Loop	-	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 +3
Damaged Engine	-3 to +1
Climb 1 level	-2
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	2	3	3	3	4	4	4	6	8

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	2	3	4	-	-1*
Normal Turn	1	2	2	3	4	4	4	-	-1*
Hard Turn	-	2	3	4	4	4	5	-	-2
Loop	-	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 +3
Damaged Engine	-3 to +1
Climb 1 level	-2
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	2	3	3	3	4	4	4	6	8

Notes: Export version

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		7	
8 Max Level		Excess	
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		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 = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-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	2	3	4	-	-1*
Normal Turn	1	2	3	3	4	4	4	-	-1*
Hard Turn	-	3	3	4	4	4	5	-	-2
Loop	-	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 +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, Two 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		7	
8 Max Level		Excess	
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		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 = 5
vs. Missile = 0 + ___(pilot) + ___(C/M)

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

F-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	2	3	3	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	3	4	5	-	-2
Loop	-	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	-3
Dive 1 Level	+2
Afterburner	+3

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

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)

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

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	2	3	3	-	-1*
Normal Turn	1	2	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	3	4	4	-	-3
Loop	-	4	4	4	4	5	5	-	-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 DEFA 30mm 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	8

Notes:

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)

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

Critical Hits:
Pilot O Structure O Engine O

Critical Hits:
Pilot O Structure O Engine O

MiG-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	2	3	4	-	-1*
Normal Turn	1	1	2	3	3	4	4	-	-1*
Hard Turn	-	2	3	3	3	4	4	-	-3
Loop	-	4	4	4	4	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	2	3	3	3	4	4	4	6	8

Notes: Small aircraft

Hunter # _____ Pilot Quality _____

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

Hunter # _____ Pilot Quality _____

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

Missile Data

Name	Type	Min Rnge	Max Rnge	Hit #

Name	Type	Min Rnge	Max Rnge	Hit #

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

Critical Hits:
Pilot O Structure O Engine O

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

Critical Hits:
Pilot O Structure O Engine O

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

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

Gun Combat Information: Four Aden 30mm Cannon Gun Attack Value: 7

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

Notes: Small aircraft, 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 = 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-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	2	-	-	-	-	-	
Normal Turn	1	2	2	-	-	-	-	-	
Hard Turn	1	2	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	+3

Gun Combat Information: Six .5 Cal Machine Guns Gun 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

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	2	2	-	-	-	-	
Normal Turn	1	2	2	3	-	-	-	-	
Hard Turn	2	2	3	3	-	-	-	-	-2
Loop	3	4	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: Three 23mm Cannon Gun Attack Value: 6

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

Notes: Small aircraft, All-round vision canopy

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	1	2	2	-	-	-	-	
Hard Turn	1	2	2	3	-	-	-	-	-2
Loop	3	3	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/ -1 if VIFF
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	2	3	3	3	4	4	4	6	8

Notes: All-round vision canopy

Phantoms Missile Data

Heat Seeking Missiles

Name	Sub-Type	Hit #	Notes
AIM-9B Sidewinder	HN	6	US
AA-2a/b Atoll	HN	5	USSR/Russia
AA-3b Anab	HN	6	USSR/Russia
AIM-4 B/C Falcon	HN	5	US, only used by US Air Force
Matra 530	HN	6	France
Firestreak	HN	5	UK
Red Top (early)	HN	7	UK
Shafir	HN	5	Israel
PL-2	HN	5	PRC, Chinese copy of AA-2
AIM-9D – J Sidewinder	HW	6/7	US, D-F model = 6, G-J model = 7
AIM-4D Falcon	HW	6	US, only used by US Air Force
R 550 Magic	HW	7	France
Red Top (late)	HW	7	UK
Shafir 2	HW	7	Israel
AA-6b Acrid	HW	7	USSR/Russia
AA-7 Apex	HW	7	USSR/Russia
PL-7	HW	6	PRC
AIM-9 L/M	HA	9/10	US
Magic 2	HA	9	France
Python 3	HA	9	Israel
AA-8a Aphid	HA	7	USSR/Russia
AA-10b Alamo	HA	9	USSR/Russia
AA-11 Archer	HA	10	USSR/Russia
Sky Sword I	HA	7	ROC

Radar Seeking Missiles

Name	Min Range	Max Range	Hit #	Notes
AIM-4 E/F Falcon	3	8	6	US, only used by US Air Force
AIM-7E Sparrow	4	32	7	US
AIM-7 F/M Sparrow	4/3	62	9	US
AIM-120 AMRAAM	2	80	12	US, Active Radar homing missile: firing aircraft does not need to maintain radar lock or target in forward arc after missile is launched.
AIM-54c Phoenix	3	120	10	US, Active Radar homing missile: firing aircraft does not need to maintain radar lock or target in forward arc after missile is launched. Large warhead: roll twice on critical hit table
Matra 530	4	20	6	France
Skyflash	3	62	8	UK
AA-2c Atoll	3	7	5	USSR/Russia
AA-3a Anab	3	9	6	USSR/Russia
AA-5	4	36	7	USSR/Russia
AA-6a Acrid	4	36	6	USSR/Russia, Large warhead: roll twice on critical hit table
AA-7a Apex	3	26	7	USSR/Russia
AA-10a Alamo	3	60	9	USSR/Russia
PL-8	4	36	6	PRC
Sky Sword II	3	30	6	ROC