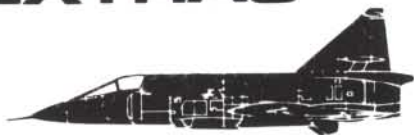


# AIRWAR EXTRAS



Saab - Scania (JA) 37 Viggin

### Basic Aircraft Information Table

*Aircraft Type:* fighter/ground attack aircraft  
*Cannon Type:* G  
*Cannon Shots:* 3  
*RH Missiles:* 0  
*HS Missiles:* 2  
*Damage capacity:* 11  
*Ceiling:* 268  
*Deceleration:* 8  
*Size:* 5  
*No. of crew members:* 1  
*Points Values:* 6/9  
**Within Altitude Groups:** LO ML MH HI  
*Maximum Throttle:* 7 8 9 10  
*Minimum Throttle:* 1 1 2 2  
*Max Energy* 12 13 14 15  
*Max energy add per game-turn:* 3  
*Cruise Speed:* 4  
*Special Rules:* None

Movement Allowance	Altitude Grouping			
	LO	ML	MH	HI
1	2	2	2	4
2	2	2	3	4
3	2	2	3	4
4	2	3	4	5
5	3	3	4	5
6	3	4	4	6
7	3	4	5	6
8	4	5	6	7
9	5	5	6	7
10	5	6	7	8
11	-	7	8	9
12	-	-	-	10

Throttle Setting	Altitude Group			
	LO	ML	MH	HI
1	4	4	3	3
2	4	4	2	2
3	4	3	2	2
4	3	3	2	2
5	3	2	2	1
6	2	2	1	1
7	-	1	1	1
8	-	-	1	1
9	-	-	-	½
10	-	-	-	½

Type	LO Altitude			ML Altitude			MH Altitude			HI Altitude		
	Lvls	Max	MA	Lvls	Max	MA	Lvls	Max	MA	Lvls	Max	MA
	Dvd	MA	Add	Dvd	MA	Add	Dvd	MA	Add	Dvd	MA	Add
1	2	7	0	2	8	0	2	9	0	2	11	0
	5	10	3	5	11	2	5	11	2	5	12	2
11	9	9	2	9	10	2	15	10	2	15	11	2
	15	9	1	15	10	2						
111	16	9	1	16	9	1	18	10	1	20	10	1

Movement Points	Points Rolled
0	1-2
1	3+

**Weaponry**  
 78- Early Aim 9's  
 82-(?) SRAAM  
 Pod  
 72- ALQ 101

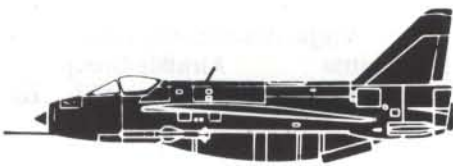
Aircraft	Search Strength	Radar Search	Max Lock-on range	Lock-on Strength	tracking cone	radar detector	can carry pods?				
Saab Viggin	8	B	0	0	NA	D	Yes				
Aircraft	1000lb	750lb	rocket pods	Bomblets	Napalm	ASM					
Saab Viggin	AM	AM	AM	AM							
	13	2	18	2	10	3	10	4	10	4	5

**Europe** Sweden 78- Viggin (JA) 37  
 Air crew quality = 4

	Number of Levels Climbed (by Altitude Grouping)											
	LO			ML			MH			HI		
	1	2	3	1	2	3	1	2	3	1	2	3
10	-	-	-	-	-	-	-	-	-	-	-	-
9	-	-	-	-	-	-	-	-	-	8	7	6
8	-	-	-	-	-	-	7	6	5	4	3	2
7	6	5	4	3	3	2	6	5	4	3	2	1
6	5	4	3	3	2	1	5	4	3	2	1	-
5	4	3	3	2	1	1	4	3	2	1	-	-
4	3	2	2	2	1	-	3	2	1	1	-	-
3	2	1	2	1	-	-	2	1	1	-	-	-
2	1	1	1	-	-	-	1	-	-	-	-	-
1	1	-	-	-	-	-	1	-	-	-	-	-

Game-Turns in Type 111 Climb before...	LO	ML	MH	HI
... Making Immelmann:	1	1	1	2
... Entering Pull-Through:	1	1	2	2
Game-Turns in Type 111 Dive before...				
... Making Split-S:	0	0	0	1
Reduction in Movement Allowance for...				
... Making Lateral Rudder Roll:	1	1	2	2
... Executing Break:	2	2	3	3
Energy Points Lost in each Pull-Up:	1	2	2	2
MP Lost each Game-Turn Wings Vertical:	2	2	2	3

**Viggin Loaded Characteristics:**  
*Maximum Throttle:* 5 at LO & ML, 6 at MH & HI.  
*Dive:* May not exceed maximum Throttle Setting.  
*Climb:* No type III climbs.  
*Accelerations:* take 1/3 from acceleration allowance over ½, round up.  
*Turn Mode:* Add 1/3 to all turn modes, round up.  
*Roll Cost:* 1-2 costs 1 MP, 3+ costs 2 MP.  
*Ceiling:* 188 levels.



BAC (English Electric) LIGHTNING F.6

**Basic Aircraft Information Table**

Aircraft Type: fighter  
 Cannon Type: G  
 Cannon Shots: 5  
 RH missiles: 0  
 HS missiles: 2 (redtop)  
 Damage Capacity: 12  
 Ceiling: 275  
 Deceleration: 5  
 Size: 7  
 No. of Crew Members: 1  
 Points Value: 7/2

	LO	ML	MH	HI
Max throttle	6	7	8	9
Min throttle	2	2	2	3
Max Energy	12	13	14	15
Max energy add per Game-Turn:	4			
Cruise Speed:	4			
Special Rules:	None			

**Roll Table**

Movement Points	Points Rolled
0	1-2
1	3+

**Turn Mode Table**

H.A.	Altitude Group			
	LO	ML	MH	HI
1	2	2	3	3
2	2	2	3	4
3	2	3	3	4
4	2	3	4	5
5	3	3	4	5
6	3	4	5	6
7	3	4	5	6
8	4	5	6	7
9	4	6	6	8
10	5	6	7	9
11	-	-	8	10
12	-	-	-	10

**Acceleration Table**

Throttle setting	Altitude Group			
	LO	ML	MH	HI
1	4	3	3	3
2	3	3	3	2
3	3	3	2	2
4	3	3	2	1
5	3	3	2	1
6	3	2	1	1
7	-	2	1	1
8	-	-	1	1/2

**Red Top Missile**

Missile Type: Heat seeking  
 Tracking Cone: Normal  
 Turns in Flight: 11  
 Tracking Range: 115  
 Probability of Malfunction: 9

	LO	ML	MH	HI
Max MA	16	15	15	14
1st G.T. MA	4	4	3	3
Turn mode	5	6	6	7
Max Energy	20	19	18	17

**Dive Table**

Type	LO Altitude			ML Altitude			MH Altitude			HI Altitude		
	Lvls	Max	MA	Lvlv	Max	MA	Lvls	Max	MA	Lvls	Max	MA
	Dvd	MA	Add	Dvd	MA	Add	Dvd	MA	Add	Dvd	MA	Add
1	2	7	0	2	8	0	2	9	0	2	10	0
	5	10	3	5	10	3	5	11	2	5	12	2
11	15	8	1	15	9	1	15	10	1	15	11	1
111	18	8	1	20	9	1	20	9	1	20	10	1
							22	8	1	22	9	1

**Radar and Bomb Capacity**

Search Strength	Radar Search Arc	Max Lock-On Range	Lock-On Strength	Tracking Cone	Radar Detector	1000lbs AM	750lbs AM	All Others
2	8	0	0	NA	None	6	3	8

**Availability**

**Great Britain**  
 64 - Lightning F.6

**Germany, West**  
 64 - Lightning F.6

**Saudi Arabia**  
 67 - Lightning F.6

**Kuwait**  
 68 - Lightning F.6

**CLIMB**

Type	levels climbed	MA subtract
I	2	0
I	4	-1
I	6	-2
I	8	-4
I	9	-5
II	10	-6
II	11	-7
III	12	-8

**DIVE**

Type	lvls	Dvd	MA	Add
I	2		0	
I	5		+1	
I	8		+2	
I	12		+3	
II	15		+3	
II	20		+2	
II	21		+1	
III	23		0	
III	24		-1	
III	25		-2	
III	26		-3	

**CLIMB TABLE**

Number of Levels Climbed (by Altitude Grouping)

	LO				ML				MH			HI			
	1	2	3	4	5	1	2	3	4	1	2	3	1	2	3
9	-	-	-	-	-	-	-	-	-	8	7	5	9	7	5
8	-	-	-	-	-	6	4	2		7	6	4	8	6	4
7	6	5	3	2	2	6	5	3	1	6	5	3	7	5	3
6	5	4	3	2	1	5	4	2	-	5	4	2	6	3	2
5	4	3	2	2	1	4	3	2	-	4	3	-	5	2	1
4	3	2	1	1	-	3	2	1	-	3	1	-	4	1	-
3	2	1	1	-	-	2	1	-	-	2	-	-	2	-	-
2	1	1	-	-	-	1	-	-	-	1	-	-	1	-	-
1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

**Flight Parameters**

Game-Turns in Type III Climb before... **LO ML MH HI**

...Making Immelmann: 1 2 3 4  
 ...Entering Pull-through: 1 1 2 3

Game-Turns in Type III Dive before...

...Making Split-S: 0 1 2 2

Reduction in Movement Allowance for...

...Making Lateral Rudder Roll: 2 2 3 3  
 ...Executing Break: 3 3 3 4

Energy Points Lost in each Pull-Up: 1 2 2 3  
 MP Lost each Game-Turn Wings Vertical: 2 2 3 3

**Loaded Characteristics:**

Maximum Throttle: 5 at LO & ML, 6 at MH & HI  
 Dive: Movement allowance may not exceed maximum throttle.  
 Climb: No type III climbs, movement allowance reduced by one.  
 Acceleration: Halve all acceleration allowances, round up.  
 Turn Mode: Add 1/3 to all turn modes, roundup.  
 Roll costs: 1-2 costs 1 MP, 3+ costs 2 MP's.  
 Ceiling: 165 levels.