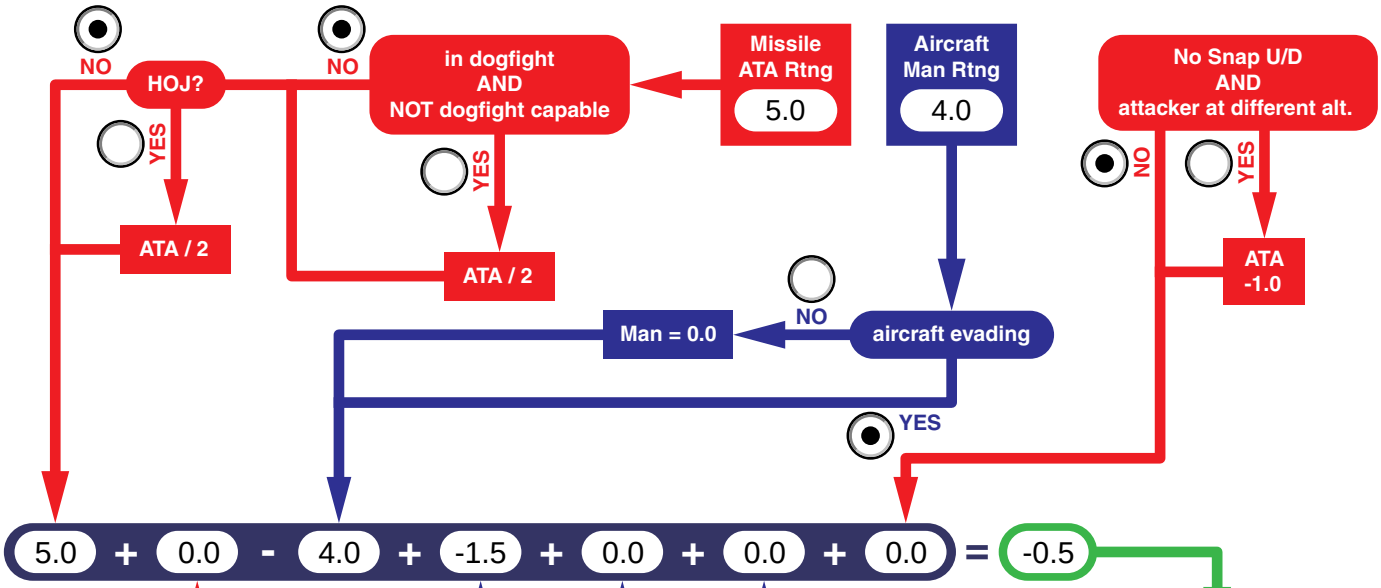
Air-to-Air combat — Harpoon5



5.0 + 0.0 - 4.0 + -1.5 + 0.0 + 0.0 + 0.0 = -0.5

Combat System Modifier

AI Radar Gen	Missile Tgt ATA Mod	Aircraft Tgt ATA Mod
1-2	-1.0	0.0
3	0.0	1.0
4	0.5	2.0
5	1.0	2.5
6	1.5	3.0

Target Size

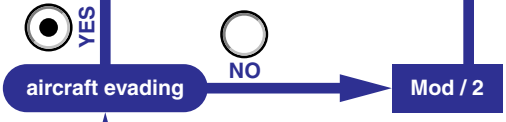
Target Size	ATA Mod
Large, Medium, Small	0
VSmall	-1
Stealthy	-2

Target Speed Modifiers

(kts)	Mach	Descriptor	Mod
500 or less	0.8	Subsonic	1
501-750	0.9-1.2	Transonic	0
751-1525	1.3-2.5	Low Supers.	-1
1526-2300	2.6-3.8	Med Supers.	-2
2301-3075	3.9-5.0	High Supers.	-3
3076-4100	5.1-6.7	Low Hypers.	-4
4101-5125	6.7-8.3	Med Hypers.	-5
5126+	8.4+	High Hypers.	-6

Antiair Missile Attack

Missile Index	One Msl Pk	Two Msl Pk
-4.5	01%	02%
-4.0	02%	04%
-3.5	04%	08%
-3.0	06%	12%
-2.5	08%	15%
-2.0	10%	19%
-1.5	15%	28%
-1.0	20%	36%
-0.5	25%	44%
-0.0	30%	51%
+0.5	35%	58%
+1.0	40%	64%
+1.5	45%	70%
+2.0	50%	75%
+2.5	55%	80%
+3.0	60%	84%
+3.5	65%	88%
+4.0	70%	91%
+4.5	75%	94%
+5.0	80%	95%
+5.5	85%	95%



Antiair Missile Countermeasures

Msl Seeker Gen	Jammer 1st Gen	2nd Gen	3rd Gen	4th Gen
1	-1.5	-2.0	-2.5	-3.5
2	-1.0	-1.5	-2.0	-3.0
3	-0.5	-1.0	-1.5	-2.5
4	--	-0.5	-1.0	-2.0
5	--	--	-0.5	-1.5

Msl Seeker Gen	Decoy 1st Gen	2nd Gen	3rd Gen	4th Gen
1	-1.0	-1.5	-2.0	-3.0
2	-0.5	-1.0	-1.5	-2.5
3	-0.5	-0.5	-1.0	-2.0
4	--	-0.5	-0.5	-1.5
5	--	--	-0.5	-1.0

Msl Seeker Gen	Decoy & Jammer 1st Gen	2nd Gen	3rd Gen	4th Gen
1	-2.5	-3.5	-4.5	-5.5
2	-2.0	-3.0	-3.5	-5.0
3	-1.0	-2.0	-3.0	-4.5
4	-0.5	-1.0	-2.0	-3.5
5	--	-0.5	-1.0	-2.5

If missile is IRM - use Decoy only

Dogfight Position

< 50	No attack
51+	A AAM
61+	A+W AAM
71+	A+W+N AAM
81+	Gun + A+W+N AAM

Atk Man Rtng - Def Man Rtng * 5%

HMS +10% to AAMs
HMD +20% to AAMs
HMV +30% to AAMs

FMP speed difference
150 kts faster +10%
150 kts slower -10%

Dogfight Radius

Max speed of fastest aircraft

200 kts	400 kts	401+ kts
1 nm	3 nm	6 nm

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