

General Quarters Aircraft

*=Carrier capable

**=Catapult floatplane/amphibian/flying boat

***=Land-based flying boat/seaplane

Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
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Argentina

Hawk H75-O	F/FB	9	5/7	28"	C	2	1x 500 lb
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For G.55* – see Italy; for Walrus – see Great Britain, for J2F Duck – see United States

Australia

B-339-23	F/FB	10	5	29"	H	2	2x 100 lb
P-43 Lancer	F/FB/R	14	4/6	35"	C	2½	2x 100 lb
Boomerang	F/R	13	5/6	30"	C	2½	
Beaufighter 21	F/FB	13	6/8	33"	H	2½ [4]	2x 500 lb
Beaufort V/VA/VII	B/R/T	12	6	23"	H	½	Stick/Torpedo
Beaufort VIII	B/R/T	12	7	23"	H	1	Stick/Torpedo
Lincoln Mk.30/30A/31*	B	13	7	22"	C	½	7 Sticks
Mosquito FB.Mk. 40*	F/FB	15	6/9	38"	C	2 ½	4x 500 lb
CA-1 Wirraway	F/FB/R	9	5	20"	M	½	2x 250 lb
CA-16 Wirraway	D	9	5	20"	M	–	3x 500 lb
CA-11 Woomera	B/R/T	12	10	24"	M	½	Stick/torpedo
S.23 Empire (C-Class)	P/C***	8	5	18"	H	–	1 platoon/¼ unit

For Demon, Bulldog II/IIA, Gladiator, Hurricane I, Beaufighter IC, Spitfire VC, Firefly FR I, Sea Fury FB.11*, Meteor F8, Audax, Wapiti, Lysander, Battle, Halifax II/V, Halifax III/VI, Baltimore, Anson, Sunderland, G Class, Walrus/Seagull - See Great Britain; for P-39D, Mustang 20* (P-51D), A-20C, B-25J, PBM Mariner, OS2U Kingfisher – See United States

Austria

CR.32	F/FB	10	3	22"	H	1	1x 250 lb
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Belgium

Fox	B	7	5	15"	M	¼	1x 500 lb.
Belgian Hurricane	F	14	2	31"	C	2 ½	
B-339B	F/FB	11	5	33"	H	2	2x 100 lb
Renard R-31	R	8	3	18"	H	½	

For Gladiator, Hurricane I, Battle – See Great Britain; for CR.42 – See Italy

Brazil

Sm-79B	B/R/T	9	6	18"	H	½	Stick / Torp
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For Gordon – See Great Britain; for P-47D – See United States

Bulgaria

B.534	F	12	2	25"	C	1 ½	
Avia B.135	F/FB	14	2	33"	H	2 ½	2x 100 lb
D.A.R. 10F	D/R	12	4	25"	H	½ [1]	1x 1000 lb
PZL P.43B	B/R	8	6	20"	M	¼	Stick

For Bf 109E, Ju 87D – See Germany; for D.520 – See France

Chile

Ju-86K	B/R	11	4	19"	H	¼	Stick*
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Croatia

For MS.406, MS.410 – See France; for Do 17Z – see Germany

Czechoslovakia

B.534.IV	F	12	2	25"	C	1½	
Bloch 200	B/R	9	4	16"	H	¼	2 sticks
Aero A-100	B/R	8	4	16"	M	¼	Stick*
Letov S.324	B/R	8	6	16"	M	½	Stick*

Denmark

For Bulldog II/IIA, Gauntlet, Nimrod – See Great Britain; for Fokker D.XXI – see The Netherlands							
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- Tactical speed of bombers is with bombload.
- AA strength of Zeke and Oscar is 3; after Midway, they are reduced to 2.
- Me 262 can also fire R47/77 rockets at A/C to a range of 6" by rolling D6: 1-2=1 a/c destroyed, 3 = 1 a/c dispersed, 4-6 = miss.
- Type* = Type entered service after the end of WWII.
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- + indicates plane capable of special gun attack (see rules at end)
- Where max bombloads are given, reduce range to about ½ or ¼ if these are used.
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Egypt

For Gladiator, Hurricane I, Audax, Lysander, Anson – See Great Britain; for G.55* – See Italy

Eire

For Gladiator, Hurricane I, Lysander, Anson, Walrus – See Great Britain

Estonia

For Bulldog II/IIA, Anson – See Great Britain

Finland

Bulldog IVA	F	7	2	16"	H	½	
Morkö Moraani	F	12	2	32"	H	2	
Brewster B239	F	11	6	31"	C	3	

For H-75, MS.406, MS.410, C. 714 – See France; for Gauntlet, Gladiator, Hurricane I, Lysander, Blenheim I, Blenheim IV, Anson – See Great Britain; for G.50 – See Italy; for Fokker C.X, D.XXI – see The Netherlands; for Polikarpov I-153, Tupolev SB-2bis – See USSR

France

D.373	F*	10	3	22"	H	1	
Grumman G-36A (F4F)	F/FB*	11	4	33"	C	2½	2x 100 lb
LN 401	D*	10	4	21"	H	1	1x 500 lb
Vought V-156	A/D/R*	10	5/7	22"	H	¼	1x 1000 lb
Curtiss 77 Helldiver	A/D/R*	9	5/8	21"	H	¼	1x 1000 lb
PL.7	R/T*	6	4	11"	M	–	Torpedo
Laté 298D	D/A/R/T*	9	6	20"	H	½	1x 500 lb/torpedo
D.501	F	9	4	21"	C	1 ½	
D.510	F	12	4	25"	C	1 ½	
Bloch 151	F	12	2	30"	C	1½	
Potez 631	F	12	4	28"	H	1½	
H-75A-1/-4	F	13	4	31"	C	2½	
MS.406	F	12	2/4	30"	H	1½	
Bloch 152	F	12	2	31"	C	2	
MS.410	F	12	2/4	30"	H	2	
C. 714	F	14	2	30"	C	2	
D.520	F	14	2	33"	C	2½	
Bloch 155	F	13	3	32"	C	2½	
Hanriot NC 600	F	12	3	34"	H	2 ½	
P-63 Kingcobra	F/FB	14	6/8	40"	H	3	1x 500 lb; 1x 37mm+
Potez 25 TOE	B/R	6	4	10"	M	½	4x 100 lb
Amiot 143M	B/R	9	8	17"	H	½	2 sticks
Bloch 200	B/R	9	4	16"	H	¼	2 sticks
Bloch 210	B/R	10	4	18"	H	¼	2 sticks
Potez 542	B/R	8	6	18"	M	¼	Stick
Bloch 131	B/R	9	5	19"	H	¼	Stick
Potez 633	B	12	4	24"	H	¼	Stick*/8x 100 lb
Martin 167	B/R	11	7	27"	H	1	Stick
Farman F.221	B/R	9	8	20"	M	½	4 sticks
Farman F.222	B/R	9	8	20"	M	1	4 sticks
LeO 451	B/R	13	5	26"	H	1	2 sticks
DB-7	B/R	12	4	28"	H	1	Stick
Bloch 175	B/D/R	14	4	29"	H	1	2x 1000 lb/stick
Amiot 354	B/R	13	7	26"	H	½	Stick
Potez 637	FB/R	12	4	24"	H	¼	2x 250 lb
Potez 63-11	FB/R	12	4	23"	H	½	2x 250 lb

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- AA strength of Zeke and Oscar is 3; after Midway, they are reduced to 2.
- Me 262 can also fire R47/77 rockets at A/C to a range of 6" by rolling D6: 1-2=1 a/c destroyed, 3 = 1 a/c dispersed, 4-6 = miss.
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Bre 691/693/695	FB	11	4	26"	H	1½	8x 100 lb
Bloch 174	D/R	14	4	29"	H	1	8x 100 lb/1x 500 lb
Hanriot NC 530	B/R	14	6	25"	H	¼	Stick*
C.A.M.S. 37	A/R***	6	5	10"	M	½	D.C.
C.A.M.S. 55	A/R***	6	8	12"	M	½	D.C.
Bre 521	A/R***	7	16	13"	M	½	D.C.
Bloch 175T*	B/T/R	14	4	29"	H	1	Stick/torpedo
Potez 452	R**	6	6	14"	M	—	
GL-832 Hy	R**	6	4	12"	M	—	
Loire 130C	D/A/R**	7	8	12"	M	—	250 lb
Laté 298B	D/A/R/T**	9	6	18"	H	½	500 lb/torpedo
MB-411	R**	5	3	10"	M	—	(<i>Surcouf</i>)

For Spitfire VC, Lysander, Blenheim IV, Baltimore – See Great Britain; for P-39 – see United States

Germany

Bf 109T	F/FB*	14	2/4	35"	C	3	1x 500 lb
Ju 87C	D/R*	9	3/6	19"	H	¼	1x 1000 lb
Fi 167A	D/R/T*	9	6	18"	H	¼	1x 1000 lb/torpedo
Ju 87E	D/R/T*	9	3	22"	H	½	1x 1000 lb/torpedo
He 51	F	9	2	20"	H	1	
Bf 109B/C	F	12	2	29"	H	2	
Bf 109E	F/FB	14	2/4	35"	C	3	1x 500 lb/4x 100 lb
Bf 109F/G	F/FB	14	2/4	38"	C	3	1x 500 lb
Bf 110C-1	F	13	4	35"	H	2	
Bf 110C-4/B	F/FB	13	4	35"	H	2	2x 500 lb
Bf 110C-7	F/FB	13	4	35"	H	2	2x 1000 lb
Bf 110C-5	F/R	13	4	35"	H	1 ½	
Bf 110D-1/D-3	F	13	6	35"	H	2	
Bf 110D-2	F/FB	13	6	35"	H	2	2x 1000 lb
Bf 110E-2	F/FB	13	4/6	35"	H	2	2x1000 lb+4x100lb
Bf 110F-1	F/FB	13	4/6	35"	H	2	2x1000 lb+4x100lb
Bf 110F-1 (LR)	F/FB	13	6	35"	H	2	2x 1000 lb
Bf 110F-4	F	13	6	35"	H	2	
Bf 110G-2	F/FB	13	4	35"	H	2	2x1000 lb+4x100lb
Bf 110G-2/R1	F	13	4/6	35"	H	2	1 37mm+
Do 217J	F/FB	13	5/7	28"	C	2	Stick
Me 210A	F/FB	13	5	37"	C	2	2x 1000 lb
Me 410A-1	F/FB	13	5	37"	C	2	2x 1000 lb
Me 410A-1/U4	F	13	5	37"	C	2	1 x 50mm+
Do 217N	F/FB	13	5/7	30"	C	2	Stick
Ju 88C	F/FB	13	5/7	29"	C	2 [3]	Stick
Fw 190A	F/FB	15	2/4	41"	C	3	1x 500 lb
Fw 190D-9	F/FB	15	2/4	42"	C	4	500 lb
Fw 190F-1/F-3	F/FB	15	2	41"	C	3	500 lb
Fw 190F-2	F/FB	15	2	41"	C	3	1000 lb
Fw 190F-3/R1	F/FB	15	2/4	41"	C	3	500 lb + 4x 100 lb
Fw 190F-3/R3	F/FB	15	2/4	41"	C	3	500 lb + 2x 30mm+
Fw 190F-8	F/FB	15	2	41"	C	3	500 lb + 4x 100 lb
Fw 190F-8/U14	F/FB/T	15	2	41"	C	3	500 lb/torpedo
Fw 190G-1	F/FB	15	2	41"	C	3	1x 1000 lb
Fw 190G-1 (LR)	F/FB	15	4	41"	C	3	500 lb
Fw 190G-1	F/FB	15	2	41"	C	3	1x 1000 lb

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Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
Fw 190G-3 (LR1)	F/FB	15	4	41"	C	3	1x 1000 lb
Fw 190G-3 (LR2)	F/FB	15	3	41"	C	3	2x 1000 lb
Fw 190G-3	F/FB	15	2	41"	C	3	500 lb + 2x 1000 lb
Ju 88G	F	15	5/7	38"	C	3 [4]	
Me 262	F/FB	20	2/3	54"	C	6	2x 500 lb
Ta 152C	F/FB	15	2/4	42"	C	4	500 lb
Ta 152H	F/FB	15	2/4	46"	C	4	500 lb
He 50	D/R	6	4	14"	M	¼	500 lb
Hs 123	F/FB/R	9	3	20"	C	1	4x 100 lb
Ju 87A	D/R	7	5	17"	H	¼	1x 500 lb
Ju 87B	D/R	9	3	19"	H	¼	1x 1000 lb
Ju 87R	D/R	9	4	19"	H	¼	1x 1000 lb
Ju 87R (LR)	D/R	9	6	19"	H	¼	1x 500 lb
Ju 87D	D/R	9	3	22"	H	½ [2]	1x1000 lb+4x100lb
Ju 87G	FB	9	3	22"	H	½	2x1000 lb/ 2x 37mm+
Hs 129B1	B	12	2	22"	H	½ [1]	
Hs 129B1-R1	B	12	2	22"	H	½ [1]	4x 100 lb
Hs 129B1-R2	B	12	2	22"	H	½ [1½]	
Hs 129B1-R3	B	12	2	22"	H	½ [2]	
Hs 129B1-R4	B	12	2	22"	H	½ [1½]	500 lb.
Hs 129B2-R2	B	12	2	22"	H	½ [2]	
Hs 129B2-R2	B	12	2	22"	H	½ [2½]	50mm+
Hs 129B2-R3	B	12	2	22"	H	½ [2]	37mm+
Hs 129B2-R3	B	12	2	22"	H	½ [3]	75mm+
Ju 52/3m (Bmbr-transp)	B/P/C	7	6	15"	H	¼	Stick/platoon
Ju 86D	B/R	11	4	19"	H	¼	Stick
He 111H-3	B/R/T	12	6/8	22"	H	½	2 sticks/2 torps
Do 17Z	B/R	10	3/5	22"	H	½	Stick
Do 17Z (LR)	B/R	10	5	22"	H	½	10x 100 lb
Ju 88	B/R/T	13	5/7	26"	H	½	Stick/torpedo
Do 217E	B/R	13	5/7	28"	C	½	2 sticks
Do 217K-1	B/R	13	5/7	28"	C	½	2 sticks
Do 217K-2	B/R	13	5/7	28"	C	½	2 missiles
Do 217M	B/R	13	5/7	30"	C	½	2 sticks
He 111H-12	B/R/T	12	8	22"	H	½	2 missiles
He 177A-3	B/R	14	9	30"	C	1	2 sticks+3 missiles
Fw 200C	B/R	11	13	20"	M	½	2 sticks
Fi 156	R	5	3	10"	M	-	
Hs 126	D/R	8	3	16"	H	¼	1x 100 lb
Fw 189A-2 Uhu	B/R	8	4	19"	M	½	4x 100 lb
Ar 240	R	14	6	38"	C	½	
Ju 86P	B/R	9	4	20"	C	¼	Stick
Ju 86R	B/R	12	4	23"	C	¼	Stick
Fw 200C-6	B/R	11	13	20"	M	½	2 missiles
Do 18	A/R***	9	16	12"	M	½	4x 100 lb
He 59	B/R/T***	6	9	18"	M	¼	Stick/torpedo
Bv 138	A/R***	8	16	18"	M	½	D.C.
He 115B/C	B/R/T***	11	7	18"	M	½	Stick/torpedo
Do 24N/T	B/R***	8	18	19"	M	½	Stick
He 60	R**	5	5	14"	M	-	

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He 114	A/R**	8	5	20"	H	¼	D.C.
Ar 196	A/R**	8	4	19"	H	½	D.C.
FI 282	R*	4	3	7"	M	–	(Helicopter)
Ar 231	A/R*	5	4	10"	M	–	(Subs)
Ju 52/3m (Transport)	P/C	7	6	15"	H	¼	Platoon/¼ unit
Go 244	P/C	7	6	14"	H	¼	Platoon/¼ unit
Me 323	P/C	7	10	16"	M	½	2 comp/ 3 units
Great Britain							
Flycatcher	F*	6	3	13"	H	1	
Nimrod	F*	9	2	20"	H	1	
Osprey Mk. I	F/R*	8	3	18"	H	½	
Sea Gladiator	F*	9	3	25"	C	1½	
Skua	F/D/R*	10	4/5	22"	M	1	1x 500 lb
Roc	F/D/R*	10	4/5	20"	M	½	1x 250 lb
Martlet I-III	F/FB*	11	4	32"	C	2½	2x 100 lb
Sea Hurricane IA/B/C	F*	14	2	31"	C	2 ½	
Sea Hurricane IIC	F/FB*	14	2/4	34"	C	2½ [4]	2x 500 lb
Seafire IB/ IC/IIC/III	F/FB*	15	2/4	36"	C	3	1x 500 lb
Seafire XV*	F/FB*	16	2/4	42"	C	4	1x 500 lb
Seafire LR.IIC/LR.IIIC	F/R*	15	2/4	36"	C	3	
Firebrand F.1	F/FB*	14	3	34"	C	3	1x 1000 lb.
Firebrand TF.II/III/4/5*	F/FB/T*	14	3	34"	C	3	1x 1000 lb/Torpedo
Sea Fury FB.11*	F/FB*	23	2/4	46"	C	4	2x 1000 lb
Sea Hornet F.Mk20*	F/FB*	16	3/5	45"	C	4	2x 500 lb
Sea Mosquito*	F/FB/R*	15	3/6	38"	C	3	2x 500 lb + Rckts
Fulmar I	F/R*	10	5/6	28"	H	1½	
Fulmar II	F/FB/R*	10	5/6	28"	H	1½	2x 250 lb
Firefly F.I, F. IA, NF.I	F/FB/R*	16	4/6	32"	C	2½ [4]	2x 1000 lb/2 x 500 lb + rockets
Firefly FR. 4/5	F/FB/R*	16	4/6	38"	C	3	2x 1000 lb
Bermuda	A/D/R*	10	4/5	24"	H	1	1x 1000 lb.
Cleveland	A/D/R*	9	5/8	19"	H	¼	1x 1000 lb.
Chesapeake	A/D/R*	10	5/7	22"	H	½	1x 1000 lb
Dart	B/R/T*	5	4	9"	M	–	Stick*/torpedo
Ripon/Baffin	B/R/T*	7	9	12"	M	–	Stick*/torpedo
Shark	B/T/R*	7	5	13"	M	–	Stick*/torpedo
Swordfish I	B/A/R/T*	6	6/8	12"	M	¼	Stick/torpedo
Albacore	B/A/R/T*	8	8	15"	M	½	Stick/torpedo
Swordfish II	B/A/R/T*	6	6/8	12"	M	¼	Stick/torp/Rockets
Barracuda	D/A/R/T*	10	4	20"	H	½	1000 lb/torp/stick
Swordfish III	B/A/R*	6	6/8	12"	M	¼	Stick/Rockets
Fleet Shadower	R	4	11	10"	L	–	
Fairey III F	FB/A/R*	7	4	12"	H	–	250 lb
Fairey Seal	FB/A/R*	7	4	14"	M	–	250 lb
Bulldog II/IIA	F	8	3	16"	H	1	
Fury I	F	9	2	20"	H	1	
Demon	F/R	9	3	18"	H	½	
Fury II	F	10	2	23"	H	1	
Gauntlet	F	9	3	23"	C	1	
Gladiator	F	9	3	25"	C	1½	
Hurricane I	F	14	2	31"	C	2½	
Blenheim IF	F	12	6	28"	H	1	

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Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
Spitfire I/II	F	15	2	36"	C	3	
Defiant	F	13	2	31"	C	1	
Blenheim IVF	F	13	8	26"	H	1	
Beaufighter IF/IIF	F	12	6/8	33"	H	2 ½	
Beaufighter IC/IIC	F/FB	12	6/8	33"	H	2 ½ [4]	500 lb.
Hurricane IIA	F	14	2	34"	C	2 ½ [4]	
Whirlwind	F/FB	16	3	36"	C	3 [4]	2x 500 lb
<i>Whirlwind</i>	F/FB	16	2/3	36"	C	2	37mm+
Mohawk IV	F/FB	13	5	32"	C	2½	4x 100 lb
B-339B	F/FB	11	5	33"	H	2	2x 100 lb
Hurricane IIB	F/FB	14	2/4	34"	C	2½ [3]	2x 500 lb
Hurricane IIC	F/FB	14	2/4	34"	C	2½ [4]	2x 500 lb
Spitfire VA/B	F	15	2	36"	C	3	
Spitfire VC	F/FB	15	2/4	36"	C	3	1x 500 lb
Buffalo I	F/FB	11	5	33"	H	2	2x 100 lb
Airacobra I	F/FB	14	4/6	36"	H	2	1x 500 lb
Havoc	F/FB	12	4/6	33"	H	2	4x 500 lb
Typhoon IA/ IB	F/FB	17	2/4	40"	C	3	2x 1000 lb
<i>Tornado</i>	F	17	2/4	40"	C	3	
Hurricane IID	FB	12	2	28"	C	1	2x 40mm+
Mosquito NF II	F	15	6	38"	C	2	
Spitfire IX	F/FB	15	2/4	40"	C	3	1x 500 lb
Mustang I	F/R	13	4	39"	H	3	
Beaufighter VIF	F/FB	13	6/8	33"	H	2 ½	
Beaufighter VIF (LR)	F/FB/R	13	7/9	33"	H	2 [4]	
Beaufighter VIC	F/FB/T	13	6/8	33"	H	2 ½[4]	2x 500 lb/Torpedo
Beaufighter VIC	F/FB	13	6/8	33"	H	2	2x 500 lb & Rckts
Beaufighter VIC (LR)	F/FB/R	13	7/9	33"	H	2	2x 500 lb/ Torp
Hurricane IIE/IV	FB	14	2/4	34"	C	1	2x 500 lb
		12	2	28"			2x 40mm+
<i>M.20</i>	F	14	3	35"	C	3	
<i>Welkin</i>	F	16	3	38"	C	2 ½	
Beaufighter TF. X	F/FB/T	13	6/8	33"	H	2 ½[4]	2x 500 lb. / Torp
Beaufighter TF. X (LR)	F/FB/T/R	13	7/9	33"	H	2 ½ [4]	2x 500 lb. / Torp
Mosquito NF XII	F	15	6	38"	C	3	
Mosquito NF XII	F	15	7	38"	C	3	
Mosquito NF XV	F	15	6	34"	C	2 ½	
Mosquito NF XIX	F	15	6	38"	C	3	
Mosquito FB. VI	F/FB	15	6	38"	C	2½ [4]	4x 500 lb
Mosquito FB. VI (LR)	F/FB	15	9	38"	C	2½[4]	2x 500 lb
Mosquito FB. XVIII	F/FB	15	6/9	38"	C	-	57mm+ & 2x 500 lb
Spitfire XIV	F/FB	16	2/4	44"	C	4	500 lb
Beaufighter XI C	F/FB	13	6/8	33"	H	2 ½	2x 1000 lb
Beaufighter XI C (LR)	F/FB/R	13	7/9	33"	H	2	2x 1000 lb
Spitfire XVI	F/FB	16	2/4	42"	C	3	1x 500 lb.
<i>Mosquito FB XVIII "Sea Strike"</i>	F/FB	15	6/9	38"	C	-	32 pdr +
Tempest V	F/FB	23	2/4	43"	C	4	2x 1000 lb
Meteor F1/III	F	16	3	41"	C	3	
Tempest VI*	F/FB	23	2/4	46"	C	4	2x 1000 lb
Tempest F.II*	F	23	4	43"	C	4	
Tempest FB.II*	F/FB	23	2/4	43"	C	4	2x 1000 lb
<i>Tempest V (D variant)</i>	F/FB	23	2/4	43"	C	2	2x 40mm+
<i>Fury (monoplane)</i>	F	23	2	46"	C	4	
Spitfire XXI / 22 / 23*	F	16	2/4	42"	C	4	

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Spitfire Mk.24*	F	16	2/4	44"	C	4	Rockets
Brigand TF.1	F/T	14	8	34"	H	2	Torp
Brigand B.1*	B	14	8	34"	H	2	Stick/Rockets
Hornet F.1*	F/FB	16	3/5	47"	C	4	500 lb + Rockets
Hornet FR.2*	F/R	16	5	47"	C	4	
Spiteful	F/FB	18	2	47"	C	4	1000 lb
MB.5	F	15	2	43"	C	4	
Seafang	F/FB*	18	2	47"	C	4	1000 lb
F.9/37	F	15	9	38"	C	3	
E.28/39	F	16	2	45"	C	4	
Vampire F.Mk.1*	F	20	2	51"	C	6	
Meteor F8*	F	17	4	59"	C	6	
Wapiti	B/R	7	2	12"	H	¼	500 lb.
Hart	B	7	3	15"	H	¼	500 lb.
Hardy	B/R	7	3	13"	M	¼	100 lb.
Hind	B	7	3	16"	H	¼	500 lb.
Fox	B	7	5	15"	M	¼	500 lb.
Vincent	B/R	8	12	14"	M	–	Stick*
Valentia	B	6	8	10"	M	–	Stick
Atlas	B/R	6	3	13"	M	¼	4 x 100 lb
Wallace	D/R	7	2	13"	H	¼	500 lb.
Gordon	B/R	7	5	14"	H	¼	500 lb.
Hector	B/R	7	2	16"	H	¼	2 x 100 lb.
Audax	B/R	7	3	14"	H	¼	100 lb.
Lysander	D/R	10	3	20"	H	¼	250 lb.
Magister (Home Guard)	A/R	4	2	10"	M	–	Rockets
Tiger Moth Home Guard	A/R	4	2	8"	M	–	Rockets
Vengeance	D/B	12	5	30"	H	1[3]	Stick/1000 lb.
Sidestrand/Overstrand	B	6	4	12"	M	¼	Stick*
Hendon	B	8	12	13"	H	¼	Stick*
Hinaidi	B	5	7	10"	M	¼	Stick*
Heyford	B	6	9	14"	H	¼	Stick
Horsley	B/T	6	10	12"	M	¼	500 lb. / Torp
Virginia	B/P	6	9	11"	M	¼	Stick/1 platoon
Battle	B/R	12	5	22"	H	¼	Stick*
Wellesley I/II	B/R	10	10	22"	C	¼	Stick
Blenheim I	B/R	12	6	25"	H	½	Stick*
Harrow Mk.1	B/P	10	7	19"	H	¼	3 Sticks*/1 platoon
Harrow Mk.2	B/P	10	7	20"	H	¼	3 Sticks*/1 platoon
Wellington I –VI	B/R	10	8	22"	H	½	Stick
Hampden	B/R	10	7	23"	H	½	2 sticks
Hereford	B	11	6	25"	H	½	2 Sticks
Whitley V	B/A/R	11	7	22"	H	½	3 sticks
Bombay	B/C/P	7	7	17"	H	¼	Stick/1 platoon/½
Buckingham	B	13	10	33"	H	¼	2 Sticks
Blenheim IV	B/R	13	8	23"	H	1	Stick*
Maryland	B/R	11	7	26"	H	½	Stick
Stirling I/III (LR)	B	12	12	24"	M	½	2 sticks
Stirling I/III	B	12	5	24"	M	½	6 sticks
Wellington XIII	B/R	10	8	22"	H	½	Stick & stick*
Wellington XIV	B/R	10	8	22"	H	¼	Stick & stick*
Halifax II/V	B/R	12	8	23"	M	½	3 sticks

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Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
Boston I/II	B	12	6	30"	H	1	Stick
Boston III	B	12	6	30"	H	2	Stick
Liberator I	B/A/R	12	14/18	24"	M	½ [4]	4 sticks/2 sticks
Liberator II	B/R	12	14/18	24"	M	1	4 sticks/2 sticks
Blenheim V	B/R	13	8	23"	C	1	Stick*
Baltimore	B/R	15	4	26"	H	1	Stick
Manchester	B	12	8	20"	H	½	max 5 Sticks
Botha	B/A/R/T	10	7	21"	M	¼	Stick/Torp/Dcs
Albermarle	B/R	12	6	20"	M	½	Stick/2 gliders
Mosquito B.IV	B/R	15	69	33"	C	–	Stick
Lancaster B.I	B	12	10	22"	C	½	2 Stick
Lancaster B.II	B	12	10	20"	C	½	2 Sticks
Lancaster B.II	B	12	10	20"	C	½	3 Sticks
Lancaster B.I / III	B	12	10	22"	C	½	3 Sticks
Lancaster B.I / III	B	12	7	22"	C	½	6 Sticks
Lancaster B.I / III	B	12	6	22"	C	½	7 Sticks
Lancaster B.III	B	12	6	22"	C	¼	"Dambuster"
Lancaster B.III	B	12	6	22"	C	¼	"Tallboy"
Lancaster B.1 Special	B	12	6	22"	C	¼	"Grand Slam"
Halifax III/VI/VII	B	12	9	25"	M	½	3 sticks
Warwick	B/A/R	10	12	24"	H	¼	Max 6 Sticks
Windsor	B	11	15	26"	C	1	4 Sticks
Mosquito B.VIX	B/R	15	6/9	38"	C	–	3 Stick*
Mosquito B.VIX	B/R	15	6/9	38"	C	–	"Blockbuster"
Mosquito B.XVI	B/R	15	7/10	38"	C	–	Stick
Mosquito B.IV (HB)	B	15	6/9	34"	C	–	"Highball"
Lincoln B.1*	B	13	7	22"	C	½	7 Sticks
Mosquito PR.I	R	15	9	38"	C	–	
Mosquito PR.IX	R	15	10	38"	C	–	
Vildebeest	B/R/T	8	12	15"	M	–	Stick/torpedo
Anson	A/R	9	4	19"	M	–	D.C.
Hudson	B/A/R	12	9	22"	H	½	Stick
Beaufort	B/R/T	12	6	23"	M	½	Stick/torpedo
Wellington VII – XI	B/A/R/T	10	8	22"	H	½	Stick/ 2 Torps /
Wellington XII	B/A/R/T	10	6	22"	H	½	Stick & stick* / 2
Hampden TB.I	B/T	10	7	23"	H	½	Stick + torpedo
Whitley VII	B/A/R	14	10	19"	H	½	2 sticks
Ventura I	B/A/R	11	10	28"	H	½	Stick
Spearfish	B/D/T/R	15	3	30"	H	½	Stick / Torp
Shackleton MR1/2*	B/A/R	12	18	18"	H	½	Stick
Shackleton MR3*	B/A/R/T	12	18	18"	H	½	Stick/Torp
Cloud	B/A/R***	6	4	11"	M	–	2 x 100 lb.
Iris I/II/III	B/A/R***	6	4	11"	M	¼	Stick
Iris IV	B/A/R***	6	4	11"	M	¼	Stick 37mm+
Perth	B/A/R***	6	10	12"	M	¼	Stick 37mm+
Calcutta	B/A/R***	6	9	12"	M	½	Stick
Rangoon	B/A/R***	6	4	11"	M	¼	Stick*
Southampton	B/A/R***	6	7	11"	M	¼	Stick*
Scapa	B/A/R***	7	9	12"	M	¼	Stick*
Stranraer	B/R***	8	7	14"	M	¼	Stick*
Singapore III	B/A/R***	7	10	12"	M	½	Stick
London	B/A/R***	8	8	14"	M	¼	Stick
Lerwick	B/A/R***	10	7	19"	M	½	Stick
Sunderland	B/A/R***	13	13	19"	M	1	2 sticks
Fokker T.VIII/IW	B/R/T***	9	9	15"	M	½	Stick*/Torp

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N3P-B Nomad	FB/A/R***	12	2/4	21"	H	1	Stick
S.23M Empire	B/A/R***	8	10	18"	M	½	Stick
Seaford	B/A/R***	13	15	22"	M	1	2 Sticks
B.20	B/A/R***	12	7	24"	M	½	Stick
Shetland	B/A/R***	10	18	20"	M	-	Stick
G Class	B/A/R***	13	15	20"	M	1	Stick
Flycatcher	F**	6	3	13"	H	1	
Fairey III F	FB/A/R**	6	4	12"	M	-	2x 250 lb
Fairey Seal	FB/A/R**	7	4	13"	M	-	2x 250 lb
Nimrod	F**	9	2	19"	H	1	
Osprey Mk. 2	F/R**	7	3	16"	H	½	
Shark IIA/III	T/R**	6	5	12"	M	-	Torp
Seafox	D/A/R**	7	4	14"	H	-	2x 100 lb
Swordfish (floatplane)	B/A/R**	6	6/8	12"	M	¼	Stick
Walrus	D/A/R**	6	5	14"	M	-	2x 250 lb
Roc (seaplane)	F/D/R**	10	4/5	19"	M	½	1x 250 lb
Spitfire IX Float	F/FB**	13	2/4	36"	C	3	1x 500 lb.
Sea Otter	B/A/R**	8	5	15"	M	-	Stick*/DC
York	P/C	11	12	20"	H	-	Platoon/½ unit
For Wildcat IV-V (F4F-4), Wildcat VI (FM-2), Hellcat I (F6F-3), Hellcat II (F6F-5), Corsair I (F4U-1), Corsair II (F4U-1D), Tarpon/Avenger (TBF), Tomahawk (P-40B/C), Kittyhawk IA/III (P-40E/K), Kittyhawk IV (P-40N), Thunderbolt I-II (P-47D), Mustang IA (P-51/F-6A) Mustang II (P-51A/F-6B), Mustang III (P-51B/C), Mustang IV (P-51D), Boston IV/V (A-20J/K), Fortress I (B-17C), Fortress II/III (B-17E/G), Liberator III (B-24D), Liberator B.VI (B-24J), Liberator GR.VI (PB4Y-1), Mitchell I (B-25B), Mitchell II (B-25C/D), Marauder I/IA (B-26), Washington* (B-29), Ventura GR. V (PV-1), Neptune* (P2V), Catalina (PBY), Mariner (PBM), Coronado (PB2Y), Widgeon (J4F), Goose (JRF), Kingfisher I (OS2U), Seamew (SO3C), Hoverfly (R-4), Dakota (C-47) – See United States							
Canada							
G-20 Goblin	F/FB/A/R	10	5	21"	H	½	2x 100 lb/D.C.
B-18A Bolo	B/A/R	10	7/10	19"	H	¼	2 sticks
Bolingbroke I	B/R	13	8	23"	H	1	Stick*
Bolingbroke IV	B/R	13	8	23"	H	1	Stick*
Mosquito B.VII/XX/25	B/R	15	7/10	34"	C	-	3 Stick*
Mosquito FB 21/26*	F/FB	15	6/9	38"	C	2 ½	4x 500 lb.
Lancaster B.X	B	12	6	22"	C	½	7 Sticks
Swordfish IV	B/A/R/T*	6	6/8	12"	M	¼	Stick/torp/ DCs
For Sea Fury FB.11*, Firefly FR.I, Albacore, Typhoon IA / B, Spitfire IX, Halifax II/V, Halifax III/VI, Wapiti, Lysander, Stranraer, London, Sunderland, Shark IIA / III, Seafox – See Great Britain							
Greece							
B.534.III	F	12	2	25"	C	1½	
PZL P.24F/G	F	13	2	26"	C	1½	
Bloch 151	F	12	2	30"	C	1½	
Bre XIX A.2/B.2	B/R	8	6	13"	M	¼	Stick*
Potez 633 Grec	B	12	4	24"	H	½	Stick*/2x 500 lb
Hs 126	D/R	8	3	16"	H	¼	1x 100 lb
Do 22W	D/R/T***	8	7	19"	M	½	500 lb/torpedo
For Gladiator, Hurricane, Battle, Blenheim I, Blenheim IV, Baltimore, Anson, Swordfish III – See Great Britain							
Hungary							
Re.2000/I	F	14	4	32"	H	2 ½	
For CR.32, CR.42 – see Italy;							
India							
H-75A-5	F	13	4	31"	C	2½	

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For Tempest FB.II*, Audax, Hind – See Great Britain

Iran (Persia)

Persian Fury	F	10	2	21"	H	1	
H-75A-9	F	14	4	31"	C	2½	
Persian Hind	B	7	3	16"	H	¼	500 lb.
Persian Audax	B/R	7	3	14"	H	¼	100 lb.

Iraq

Sm-79B	B/R/T	9	6	18"	H	½	Stick / Torp
Iraqi Audax	B/R	7	3	14"	H	¼	100 lb.

For Bf 110, He 111 – See Germany; for Ba 65, Ba 65bis – See Italy

Italy

Re.2001OR	F/FB*	14	3	34"	C	3	2x 250 lb
Re.2000GA	F*	4	5	32"	H	2½	Catapult landplane for capital ships
CR.32	F/FB	10	3	22"	H	1	1x 250 lb
CR.42	F/FB	10	3	28"	C	1½	2x 250 lb
G.50	F/FB	10	3	30"	H	1½	2x 250 lb
MC.200	F/FB	14	2/4	32"	H	2½	2x 250 lb
Re.2001CN	F/FB	14	3	34"	C	3	2x 250 lb
MC.202	F/FB	15	2/4	37"	C	3	2x 250 lb
Re.2002	F/FB/T	16	3	33"	C	3	1x 1000 lb/torpedo
G.55	F/FB	20	3/5	38"	C	3	500 lb
G.55S	F/FB/T	20	3/5	38"	C	3	500 lb/torpedo
MC.205	F/FB	18	2/4	40"	C	4	2x 250 lb
Re.2005	F/FB	18	2/4	40"	C	4	2x 1000 lb
Ba 65	D/R	8	3	22"	H	½ [1]	1000 lb/4 x 500 lb
Ba 65bis	D/R	8	3	22"	H	½ [1]	1000 lb/4 x 500 lb
Ba 88	FB/R	13	5	27"	H	1	1000 lb/stick
Ro.57	F/FB	11	7	27"	H	2	1000 lb/2 x 500 lb
SM.81	B/R/P	10	7	17"	H	½	2 sticks/1 platoon
Ca 133	B/P	8	6	15"	M	¼	Stick*/1 platoon
BR.20M	B/R	12	6	23"	H	½	Stick
Ca 310/311	B/R	12	6	20"	H	½ [1]	2 x 250 lb
Ca 314	B/A/R	10	6	20"	M	½	2 x 250 lb
SM.79	B/R/T	12	6	23"	H	½	Stick/torpedo
SM.84	B/R/T	14	5	26"	H	½	Stick/torpedo
Z.1007bis	B/R/T	14	6	25"	H	½	Stick/torpedo
Z.1007ter	B/R/T	14	6	27"	H	½	Stick/torpedo
P.108B	B/R/T	12	12	24"	H	1	2 sticks/3 torps
Z.1018	B/R	14	12	29"	C	½	2 sticks
Ro.37bis	B/R	8	6	18"	M	½	2x 100 lb
Z.501	B/A/R***	6	10/12	15"	M	¼	Stick*
Z.506B	B/A/R/T***	11	8	20"	M	½	Stick/torpedo
R.S.14B	B/A/R***	9	10	21"	M	½	Stick*
Ro.43	R**	9	6	18"	M	–	
Ro.44	F/R**	9	6	19"	M	½	
SM.75	P	9	9	20"	H	–	1 platoon
SM.82	B/P/C	11	10	20"	M	½	4 sticks/1 company/ 1 unit cargo

For D.520, Bre 695 – see France; for Baltimore – see Great Britain; for P-39 Airacobra – See United States

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**=Catapult floatplane/amphibian/flying boat

***=Land-based flying boat/seaplane

Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
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Japan

A1N	F*	8	3	15"	H	1	
A2N	F*	8	3	18"	H	1	
A4N1	F/FB*	10	3	22"	H	1½	100 lb
A5M Claude	F*	10	4/5	28"	H	1½	
A6M2 Zeke	F/FB*	11	6/9	33"	C	2 or 3	100 lb
A6M3 Zeke	F/FB*	11	6/9	34"	C	2	100 lb
A6M5 Zeke	F/FB*	11	6/9	35"	C	2	100 lb
A7M2 Sam	F/FB*	13	3/6	38"	C	4	2x 500 lb
D1A Susie	D/R*	8	4	17"	M	½	500 lb
D3A Val	D/R*	9	6	21"	H	½	500 lb
D4Y1 Judy	D/R*	10	6	28"	C	½	500 lb
D4Y2/3 Judy	D/R*	12	5	31"	C	½	500 lb
A6M7 Zeke 63	FB*	11	6/9	35"	C	2	500 lb + 2x 100 lb
B1M	B/R/T*	6	3	10"	M	¼	Stick*/torpedo
B4Y Jean	B/R/T*	8	7	15"	M	¼	Stick*/torpedo
B5M Mabel	B/A/R/T*	8	7	21"	H	¼	Stick/torpedo
B5N Kate	B/A/R/T*	9	6	20"	H	¼	Stick/torpedo
B6N Jill	B/R/T*	12	7	24"	C	½	Stick/torpedo
B6A Grace	D/B/R/T*	12	7	32"	C	1	Stick/1000 lb/torp
C6N Myrt	R*	14	8	38"	C	-	
Army Type Ko. 4	F	6	3	14"	H	1	
Army Type 92	F	9	3	20"	C	1	
Ki.10	F	10	4	22"	H	1	
Ki.27 Nate	F	13	3/5	28"	H	1½	
Ki.43-I Oscar I	F	9	7/9	30"	C	2 or 3	
Ki.43-II Oscar II	F/FB	10	4/6	32"	C	2 or 3	2x 500 lb
Ki.61-I Tony I	F	14	2/4	36"	C	2½	
Ki.45 Nick	F/FB	13	6	34"	C	2	2x 500 lb
J2M Jack	F/FB	13	4/6	36"	C	3	2x 100 lb
J1N1-S Irving (fighter)	F	13	8	32"	C	2	
Ki.84 Frank	F/FB	12	5/7	38"	C	4	2x 500 lb
N1K1-J George	F/FB	13	4/6	37"	C	4	2x 100 lb
N1K1-J KAI George	F/FB	13	4/6	37"	C	4	1x 500 lb
N1K2-J George	F/FB	13	4/6	37"	C	4	2x 500 lb
N1K2-Ja George	F/FB	13	4/6	37"	C	4	4x 500 lb
Ki.61-II Tony II	F/FB	14	3/5	38"	C	3	2x 500 lb
Ki.100-Ia	F/FB	14	4/6	38"	C	4	2x 500 lb
J7W Shinden	F/FB	16	4	46"	C	4	3x 500 lb
Type 87 Hvy. Bomber	B/R	6	8	10"	M	½	Stick
Type 88 Lt. Bomber	B/R	6	5	11"	M	½	Stick*
Ki.1	B/R	7	6	12"	M	¼	Stick
Ki.21-Ia/b Sally Ia/b	B/R	12	8	23"	H	¼/½	Stick
G3M Nell	B/R/T	10	22	23"	H	½	Stick/torpedo
Ki.30 Ann	B/R	9	7	23"	H	¼	Stick*
Ki.32 Mary	B/R	9	7	23"	H	¼	Stick*
Ki.48 Lily	B/R	13	5	26"	C	¼	Stick*
Ki.51 Sonia	B/D/R	9	7	23"	H	½[1]	Stick*/500 lb
Ki.21-IIa/b Sally IIa/b	B/R	13	7/9	25"	H	½	Stick
G4M1 Betty	B/R/T	13	16/18	24"	H	½	Stick/torpedo
G4M2 Betty	B/R/T	13	16/18	24"	H	1	Stick/torpedo

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Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
Ki.49 Helen	B/R	12	8	26"	H	½	Stick
Ki.67 Peggy	B/R/T	15	7	29"	C	1	Stick/torpedo
P1Y Frances	B/R/T	13	7	30"	C	1	Stick/torpedo
G8N Rita	B/R	16	12	32"	C	1 ½	4 sticks
Kikka	B	16	2	44"	C	–	1000 lb
Ki.4	R	8	4	17"	H	½	Stick
Ki.15/C5M Babs	FB/R	14	4/6	31"	C	–	1x 500 lb
Ki.46-II Dinah	R	14	8	35"	C	–	
J1N1-C Irving (recce)	R	13	8	32"	C	–	
Ki.46-III Dinah	R	14	10	39"	C	–	
H1H	R***	5	8	9"	M	½	
H2H	B/A/R***	5	10	11"	M	½	Stick*
H4H	B/A/R***	6	12	11"	M	½	Stick*
H3K Belle	B/A/R***	5	10	11"	M	½	Stick
E11A Laura	R***	5	12	12"	M	–	
E10A Hank	R***	4	16	11"	M	–	
H6K Mavis	B/A/R/T***	11	17	22"	C	½	Stick/torpedo
H5Y Cherry	B/A/R***	9	12	18"	H	¼	Stick*
H8K Emily	B/A/R/T***	14	16	27"	H	1½	Stick/torpedo
H9A	A/R***	8	10	17"	M	¼	D.C.
Q1W Lorna	A/R	8	7	18"	M	–	D.C./2 x 20mm+
A6M2-N Rufe	F/FB/R**	12	7/9	28"	C	2	100 lb
N1K1 Rex	F/FB**	15	5	30"	C	3	100 lb
E1Y	A/R**	5	7	10"	M	½	D.C.
E2N	R**	5	5	9"	M	–	D.C.
E3A	A/R**	6	5	11"	M	–	D.C.
E7K Alf	A/R**	7	10	17"	M	–	100 lb/D.C.
E8N Dave	A/R**	6	8	18"	M	–	D.C.
F1M Pete	F/FB/A/R*	8	4	23"	C	1	500 lb
E13A Jake	D/A/R**	8	7	19"	H	– [1]	500 lb
E16A Paul	D/A/R**	9	10	24"	H	1	2 x 500 lb
E15K Norm	A/R**	11	11	29"	H	–	D.C.
E6Y	R**	5	6	9"	M	–	(Subs)
E9W Slim	R**	6	5	13"	M	–	(Subs)
E14Y Glen	A/R**	7	5	14"	M	–	D.C. (Subs)
M6A1 Seiran	D/R**	11	5	26"	H	½	1000 lb (Subs)
Ka-1	A/R*	4	3	9"	M	–	D.C. [Autogyro]
Ki.57	P/C	11	10	20"	M	–	1 squad/¼ unit
Latvia							
For Bulldog I/IIA, Gladiator, Hind – See Great Britain; for D.510 – See France							
Lithuania							
For D.501 – See France; for Gladiator – See Great Britain							
Manchuria (Manchukuo)							
Ju-86K	B/R	11	4	19"	H	¼	Stick*
For Ki.27 Nate, Ki.32 Mary – See Japan							
Nationalist China							
Hawk I	F/FB	8	2/4	20"	H	1	1x 500 lb/4x 100lb
Hawk II	F/FB	8	4/6	20"	H	1	1x 500 lb/4x 100lb
Hawk III	F/FB	10	4/6	24"	H	1	1x 500 lb/4x 100lb
Hawk H-75M	F/FB	14	4/6	28"	C	2	1x 500 lb

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Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
Polikarpov I-153	F/FB	10	2/4	28"	C	1½	2x 100 lb
Polikarpov I-16	F/FB	10	2	28"	C	2	2x 250 lb
H-75A-5	F	14	4	31"	C	2½	
P-43A-1 Lancer	F/FB/R	14	4/6	35"	C	2½	2x 100 lb
P-66 Vanguard	F	14	4	34"	C	2½	
Northrop 2E	D/R	8	8/10	20"	C	½ [1]	500 lb
Martin 139WC	B/R	10	6/8	18"	H	¼	Stick
Tupolev SB-2bis	B/R	11	6	24"	H	½	Stick
Vultee V-11	B/D/R	8	10/12	21"	H	½ [1]	Stick/500 lb
Vultee V-12	B/D/R	12	6	25"	H	½ [2]	Stick
A-29 Hudson	B/A/R	12	9	22"	H	½	Stick
For D.510 – See France; for Gladiator, Gordon, Wapiti – See Great Britain; for CR.32 – See Italy; for P-12, P-26, P-38, P-51B, B-25C/D – See United States							
Netherlands East Indies							
B-339C/D	F/FB	11	5	33"	H	2	2x 100 lb
CW-21B	F	16	2	31"	C	2½	
H-75A-7	F	13	4	31"	C	2½	
Martin 139WH-1/2	B/R	10	6/8	18"	H	¼	Stick
Martin 166	B/R	12	6/8	23"	H	¼	Stick
Lockheed 212	B/R	10	9	20"	H	½	Stick
C.X	B/R	7	3	18"	H	½	2x 250 lb
C.VIII-W	R***	7	3	17"	M	–	
Ryan STM-2	F/R***	7	3	10"	L	½	
T. IVa	B/R/T***	8	7	12"	M	¼	Stick/torpedo
Do 24K	B/R***	8	18	19"	M	½	Stick
TBD-1A	B/A/R/T***	9	3	17"	M	¼	Stick/torpedo
C.XI-W	R**	8	3	17"	M	–	
DC-5	P/C	11	6	20"	M	–	1 platoon/¼ unit
For P-40E, P-40N, P-51D, B-25C/D, B-25J, OS2U, PBV – See United States							
New Zealand							
For Typhoon IA/B, Tempest V, Vildebeest, Vincent, Singapore III, Sunderland, Walrus – See Great Britain							
Norway							
Norwegian Fury	F	10	2	20"	H	1	
H-75A-6	F	13	4	31"	C	2½	
N3P-B Nomad	FB/T/A/R	12	2/4	21"	H	1	500 lb/torpedo
He 115A	B/R/T***	11	7	18"	M	½	Stick/torpedo
For Gladiator – See Great Britain							
Peru							
P-36G	F	13	4	32"	C	2½	
Fox	B	7	5	15"	M	¼	500 lb.
Portugal							
Ju-86K	B/R	11	4	19"	H	¼	Stick*
For Fury I, Fury II, Gladiator, Beaufighter TF.X, Beaufighter TF.X (LR), Hind, Lysander, Blenheim IV, Shark IIA/III – See Great Britain; for P-39 Airacobra – see United States							
Romania							
Sm-79 JR	B/R/T	9	6	18"	H	½	Stick / Torp
IAR – 80	F	14	2	32"	C	2	
IAR – 81	F/FB	14	2	32"	C	2	500 lb. + 4x 100lb
IAR – 37	B/R	8	4	18"	H	¼	500 lb

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For D.520, Bloch 151, 152, 210 – See France; for Ju 87D, He 111, Hs 129B1-R1, Hs 129B1-R2, Fi 167, Ar 196 – See Germany; for Z. 501 – See Italy; for Blenheim I – See Great Britain

South Africa

Ju-86K	B/R	11	4	19"	H	¼	Stick*
Hartebeest	B/R	7	3	14"	H	¼	100 lb.
A-17A Nomad	B/D/R	12	4	21"	H	1	Stick*/500 lb

For Fury I, Fury II, Gauntlet, Hart, Battle, Maryland, Wapiti, Audax, Lysander, Anson – See Great Britain; for Tomahawk (P-40C), Kittyhawk (P-40E), Boston III (A-20C), Marauder II (B-26) – see United States

Spain (Nationalist)

For Do 24, He 51, Bf 109G, Hs 126, He 111, He 114, Do 24T, Ju 52/3m – See Germany; for CR.32, G.50, SM 79, Z.501 – See Italy

Spain (Republican)

Polikarpov I-15bis	F	10	3	24"	H	1	
Polikarpov I-153	F/FB	10	2/4	28"	C	1½	100 lb
Polikarpov I-16 Tip 10	F/FB	10	2/4	28"	C	2	250 lb
G-20 Goblin	F/FB/R	10	5	21"	H	½	100 lb
Tupolev SB-2	B/R	11	5	23"	H	½	Stick*

For Fury I, Fury II, Vildebeest – See Great Britain; for Bloch 210 – see France

Sweden

J8 (P-35A)	F/FB	15	4	31"	H	2	100 lb
J11 (CR.42)	F/FB	10	3	28"	H	1 ½	250 lb.
J20 (Re.2000)	F	14	4	32"	H	2 ½	
J21A	F	16	5	40"	C	1 ½	
J22	F	15	4	32"	C	1	
SAAB S17	R	12	2/4	21"	H	1	
SAAB B17	D/B	12	2/4	21"	H	1	Stick
SAAB S17	R**	12	2/4	19"	H	1	
SAAB B17	D/B**	12	2/4	19"	H	1	Stick
SAAB S18	R	13	12	34"	H	¼	
SAAB B18	D/B	13	12	34"	H	¼	Stick
Ju-86K	B/R	11	4	19"	H	¼	Stick*
He 115A	B/R/T***	11	7	18"	M	½	Stick/torpedo

For Bulldog II/IIA, Gladiator, Hart – See Great Britain

Thailand (Siam)

Hawk II	F/FB	8	3/5	20"	H	1	500 lb/4x 100 lb
Hawk III	F/FB	10	4/6	24"	H	1	500 lb/4x 100 lb
Martin 139WH-1	B/R	11	7	18"	H	¼	Stick
Hawk H75-N	F/FB	9	5/7	28"	C	2	500 lb
Vought V-93 Corsair	R	6	7	15"	M	½	

For Ki.21-I Sally, Ki.43 Oscar, Ki.27 Nate, Ki.30 Ann, F1M Pete – See Japan; for P-12 – See United States; for Bulldog II/IIA – See Great Britain

The Netherlands

D.XXI	F	12	3	28"	H	1 ½	
G.1a	F/FB	12	5	29"	H	2	1x1000 lb/4x 250 lb
G.1b	F	12	5	29"	H	2	
D.XXIII	F	14	4	32"	C	2 ½	
DB-5N (A-17)	F/D	12	4	25"	H	1	4x 100 lb
C.X	B/R	7	3	18"	H	½	2x 250 lb
C.VIII-W	R***	7	3	17"	M	–	
T.V	B/R	10	8	23"	H	¼	Stick

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T.VIII/W	B/R/T***	9	9	15"	M	½	Stick*/Torpedo
For Hurricane I, Sea Fury FB.11*, Firefly FR.I, Anson – See Great Britain							
Turkey							
For D.510 – See France; for Hurricane I, Lysander, Battle, Blenheim I, Blenheim IV, Blenheim V, Baltimore, Beaufort – See Great Britain							
United States							
F4B	F/FB*	9	3/6	18"	H	1	2 x 100 lb
F8C/O2C Helldiver	F/FB/R*	6	4/6	15"	M	½	1x 500 lb
F9C Sparrowhawk	F/R*	8	3/5	18"	M	1	<i>Akron, Macon</i>
F11C-2/BFC-2	F/FB*	8	4/6	20"	H	1	500 lb
F11C-3/BF2C-1	F/FB*	10	4/6	22"	H	1	500 lb
FF-2/SF-1	F/FB/R*	10	5	21"	H	½	2x 100 lb
F2F	F/FB*	12	6	24"	H	1½	2x 100 lb
F3F	F/FB*	12	6	26"	C	1½	2x 100 lb
F2A-1 Buffalo	F*	11	6	31"	C	3	
F2A-2 Buffalo	F/FB*	11	5	34"	C	2½	2x 100 lb
F2A-3 Buffalo	F/FB*	11	6/10	32"	C	2	2x 100 lb
F4F-3 Wildcat	F/FB*	11	4	33"	C	2½	2x 100 lb
F4F-4 Wildcat	F/FB*	11	4/6	32"	C	2½	2x 100 lb
FM-2/Wildcat VI	F/FB*	11	4/6	33"	C	2½	2x 250 lb
F6F-3 Hellcat	F/R*	11	5/7	38"	C	4	
F6F-5 Hellcat	F/FB/R*	11	5/7	38"	C	4	2x 1000 lb
F4U-1 Corsair	F*	11	6/8	41"	C	4	
F4U-1A Corsair	F/FB*	11	6/8	41"	C	4	1x 1000 lb
F4U-1D Corsair	F/FB*	11	6/8	41"	C	4	2x 1000 lb
F4U-4 Corsair	F/FB*	11	6/8	44"	C	4	2x 1000 lb
F7F Tigercat*	F/FB/T*	15	8/12	42"	C	4	2x 1000 lb/torp
F8F Bearcat*	F/FB*	16	4/8	42"	C	4	2x 1000 lb
F2G Corsair	F/FB*	13	10/12	42"	C	4	2x 1000 lb
FR-1 Firebee*	F/FB*	10	10/12	42"	C	4	2x 1000 lb
F5U Pirate	F/FB*	13	5	42"	C	4	2x 1000 lb
FH-1 Phantom*	F*	17	4/6	52"	C	5	
BM-2	D/R*	7	5/6	12"	H	¼	1x 1000 lb
BG-1	D/R*	8	6	16"	H	¼	1x 1000 lb
SBC-3 Helldiver	A/D/R*	9	6/8	19"	H	¼	1x 500 lb
SBC-3 Helldiver (LR)	A/D/R*	9	8	19"	H	¼	2x 100 lb
SBU-1	A/D/R*	10	4	18"	H	¼	1x 500 lb
SBC-4 Helldiver	A/D/R*	9	5/8	21"	H	¼	1x 1000 lb
SBC-4 Helldiver (LR)	A/D/R*	9	8	21"	H	¼	2x 100 lb
BT-1	D/R*	11	6	19"	H	¼	1x 1000 lb
SB2U-1 Vindicator	A/D/R*	10	5/7	22"	H	¼	1x 1000 lb
SB2U-3 Vindicator	A/D/R*	10	7/8	19"	H	½	1x 1000 lb
SBD Dauntless	A/D/R*	10	4/6	21"	H	½	1x 1000 lb
SB2A Bermuda	A/D/R*	11	5	26"	H	1	1x 1000 lb
SB2C Helldiver	A/D/R*	10	4/5	24"	H	1[3]	1x 1000 lb
T4M	B/A/R/T*	6	5	9"	M	¼	Stick*/torpedo
TBD Devastator	B/A/R/T*	9	3	17"	M	¼	Stick/torpedo
TBF Avenger	B/A/R/T*	10	4/5	22"	H	½	Stick/torp/2 FIDO
TBU/TBY Sea Wolf	B/A/R/T*	12	8	27"	H	½ [2]	Stick/torp/2 FIDO
BTD Destroyer	B/D/T*	13	8	28"	C	2	1000 lb/stick/torp
AD-1 Skyraider*	B/D/T*	12	8/12	30"	C	2 [3]	1000 lb/stick/torp

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Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
AM-1 Mauler*	B/D/T*	13	8/12	30"	C	2 [4]	1000 lb/stick/torp
F4F-3P	R*	10	8/12	33"	C	-	
P-12	F/FB	9	3/6	18"	H	1	2x 100 lb
P-26 Peashooter	F/FB	13	3	23"	H	1	2x 100 lb
P-35	F/FB	15	4	28"	H	1½	2x 100 lb
P-35A	F/FB	15	5	31"	H	2	2x 100 lb
P-36 Hawk	F	13	4/6	31"	C	2½	
P-38 Lightning	F/FB	13	7/12	40"	C	3	2x 1000 lb
P-39 Airacobra	F/FB	14	4/6	36"	H	2	1x 500 lb; 37mm+
P-400 Airacobra	F/FB	14	4/6	36"	H	2	1x 500 lb
P-40B/C/Tomahawk	F	14	3	34"	H	2½	
P-40C (late)	F	14	5	34"	H	2½	
P-40E/K	F/FB	14	3/5	36"	H	2½	1x 500 lb
P-40E/K (LR)	F/FB	14	5	36"	H	2½	2x 100 lb
P-40F/L	F/FB	14	3/5	36"	C	2½	1x 500 lb
P-40F/L (LR)	F/FB	14	5	36"	C	2½	2x 100 lb
P-40N/Kittyhawk IV	F/FB	14	3/5	36"	H	2½	3x 500 lb
P-43 Lancer	F/FB/R	14	4/6	35"	C	2½	2x 100 lb
P-47B Thunderbolt	F	14	5	42"	C	3	
P-47C Thunderbolt	F/FB	14	5/8	42"	C	3	1x 500 lb
P-47D Thunderbolt	F/FB	14	5/8	43"	C	3	2x 1000 lb
P-47M Thunderbolt	F/FB	14	5/8	46"	C	3	1x 1000 lb
P-47N Thunderbolt	F/FB	18	8/12	46"	C	4	2x 1000 lb
P-51A Mustang	F/FB	13	4/8	39"	H	3	2x 500 lb
P-51B/C/Mustang III	F/FB	15	7/12	44"	C	4	2x 1000 lb
P-51D/Mustang IV	F/FB	15	7/12	43"	C	4	2x 1000 lb
P-51H Mustang	F/FB	16	9/12	49"	C	4	2x 1000 lb
P-59B	F	20	2/4	40"	C	2	
P-61 Black Widow	F/FB	12	6/14	36"	C	3	4 x 1000 lb
P-70 Havoc	F	12	4	33"	H	2	
P-80A*	F/FB	27	2/4	56"	C	5	2x 1000 lb
P-82B Twin Mustang*	F/FB	16	11/18	47"	C	4	4x 1000 lb
A-5 Nomad	B	12	4	21"	H	-	Stick*
A-12 Shrike	FB	9	4	16"	M	1	4x 250 lb
A-20A Havoc	B	12	3	30"	H	1	Stick
A-20C Havoc	B/R/T	12	3	30"	H	1	Stick/torpedo
A-20C Havoc (gunship)	B/R/T	12	3	30"	H	1[3]	Stick/torpedo
A-20G/H Havoc	B/R/T	12	5	29"	H	1[3]	2 sticks/torpedo
A-20G/H Havoc (LR)	B/R/T	12	8	29"	H	1[3]	Stick/torpedo
A-20J/K Havoc	B/R	12	5	29"	H	1	2 sticks/stick
A-20J/K Havoc (LR)	B/R	12	8	29"	H	1	2 sticks/stick
A-26A Invader	B/R	15	6	34"	H	1	2 sticks
A-26B Invader	B/R	15	6	34"	H	1 [3]	2 sticks
A-27	FB/R	12	4	23"	H	½	4x 100 lb
A-28/A-29 Hudson	B/A/R	12	9	22"	H	½	Stick
A-36A Mustang	F/FB	13	4	35"	H	3	2x 500 lb
A-41	D/B/T	18	4	34"	H	2 [4]	1000 lb/torp; 4x 37mm+
B-4/B-6	B/R	7	6	10"	M	¼	Stick
B-10	B/R	10	6/9	18"	H	¼	Stick
B-17C/D Fortress	B/A/R	11	11/16	28"	C	½	4 sticks/2 sticks

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**=Catapult floatplane/amphibian/flying boat

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Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
B-17E Fortress	B/A/R	11	11/16	27"	C	1½	4 sticks/2 sticks
B-17F/G Fortress	B/A/R	11	11/16	28"	C	1½	4 sticks/2 sticks
B-18/B-18A	B/A/R	10	7/10	19"	H	¼	2 sticks
B-23 Dragon	B/A/R	12	8	25"	C	½	2 sticks
B-24D Liberator	B/A/R	12	14/18	27"	C	1½	4 sticks/2 sticks
B-24J/F-7 Liberator	B/R	12	14/18	25"	C	1½	4 sticks/2 sticks
LB-30 Liberator	B/R	12	14/18	24"	H	1	4 sticks/2 sticks
B-25A Mitchell	B/R	12	9/12	25"	H	½	Stick
B-25B Mitchell	B/A/R	10	9/12	24"	H	1	Stick
B-25C/D Mitchell	B/A/R	10	9/12	24"	H	1	2 sticks/stick
B-25G Mitchell	B/A/R	10	9/12	24"	H	1 [2]	2 sticks; 1x 75mm+
B-25H Mitchell	B/A/R	10	9/12	24"	H	1 [4]	2 sticks; 1x 75mm+
B-25J Mitchell	B/A/R	10	9/12	24"	H	1 [3]	2 sticks
B-25J Mitchell (gunship)	B/A/R	10	9/12	24"	H	1 [5]	2 sticks
B-26 Marauder	B/T	13	6	27"	H	1	2 Sticks/torpedo
B-29 Superfortress	B/R	15	12/18	32"	C	2	Max 8 sticks
B-32 Dominator	B/R	13	13	31"	C	2	5 sticks
B-35	B/R	12	45	36"	C	2	8 sticks
B-36 Peacemaker*	B/R	13	40	32"	C	3	10 sticks
B-42A*	B/R	17	12	34"	C	1	5 sticks
B-42A* (LR)	B/R	17	18	34"	C	1	Stick
O-47A	A/R	13	4	20"	M	–	D.C.
F-4 Lightning	R	13	7	40"	C	–	
F-5 Lightning	R	13	7/12	40"	C	–	
P-51/F-6A/Mustang IA	F/R	13	4	39"	H	3	
F-6B/Mustang II	F/FB/R	13	4/8	39"	H	3	2 X 500 lb
F-6C/D Mustang	F/FB/R	15	7/12	44"	C	4	1000 lb
F-8 Mosquito	R	15	10	38"	C	–	
T4M (floatplane)	B/A/R/T***	6	5	9"	M	¼	Stick*/torpedo
P2D-1	B/R/T***	6	6/10	12"	M	¼	Stick/torpedo
PH-1	A/R***	6	15	12"	M	¼	D.C.
PM-1	B/A/R***	8	10	12"	M	¼	Stick
PD-1	B/A/R***	8	10	12"	M	¼	Stick
PK-1	B/A/R***	8	10	12"	M	¼	Stick
PM-2	B/A/R***	8	10	12"	M	¼	Stick
P2Y-3	B/A/R***	8	10	15"	M	¼	Stick
PH-3	B/A/R***	5	14/18	10"	M	–	Stick*
PBY Catalina	B/A/R/T***	8	16	18"	M	½	Stick/2 torp/4 FIDO
OA-9/13/JRF Goose	A/R***	10	9	18"	H	–	D.C.
J4F Widgeon	A/R***	7	5	15"	M	–	D.C.
PB2Y Coronado	B/A/R***	9	18	18"	M	1½	6 sticks max.
PBM Mariner	B/A/R***	8	18	18"	M	1	4 sticks/4 FIDO
PBO Hudson	B/A/R	12	9	22"	H	½	Stick
PB4Y-1 Liberator	B/A/R	12	14/18	27"	C	1½	4 sticks/2 sticks
PV-1 Ventura	B/A/R/T	11	10/14	28"	H	1	Stick/torpedo
PV-2 Harpoon	B/A/R/T	11	10/14	28"	H	1[3]	Stick/torp/rockets
PB4Y-2 Privateer	B/A/R	11	16	23"	M	1½	2 sticks/2 Bat*
P2V-2 Neptune*	B/A/R	12	15	28"	H	1[4]	4 Sticks/DC/Rckts
Loening OL	R**	6	6	12"	M	–	
O2U/SU Corsair	R**	6	7	15"	M	½	
O3U/SU Corsair	R**	6	8	16"	M	½	

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Type	Mission	Cruising Speed (Hexes/Map Turn)	Endurance (Map Turns)	Tactical Speed ("/Game Turn)	Ceiling	AA Strength	Bombload
SOC Seagull	D/A/R**	7	5	17"	M	–	2x 100 lb/D.C.
JF/J2F Duck	D/A/R**	10	6	17"	M	–	2x 100 lb/D.C.
OS2U Kingfisher	D/A/R**	7	6	17"	M	–	2x 100 lb/D.C.
SO3C Seamew	D/A/R**	7	9	17"	M	–	2x 100 lb/D.C.
SO3C Seamew (land)	D/A/R*	7	9	17"	M	–	1x 500 lb
SC-1 Seahawk	D/A/R**	8	9	30"	C	2	2x 250 lb
L-4 Grasshopper	R*	5	5	7"	M	–	Light liaison plane
R-4 Hoverfly	R*/**	4	2	7"	L	–	Helicopter
C-39/R2D/DC-2	P/C	8	7	19"	M	–	1 platoon/¼ unit
R3D	P/C	11	6	20"	M	–	1 platoon/¼ unit
C-46/R5C Commando	P/C	12	6	23"	M	–	2 platoons/½ unit
C-47/R4D Skytrain	P/C	8	11	20"	M	–	1 platoon/¼ unit
C-54/R5D Skymaster	P/C	11	6	20"	M	–	½ company/1 unit
C-87/RV-2 Liberator	P/C	12	6	27"	M	¼	1 platoon/2 units
C-109 Liberator	C	12	6	27"	M	¼	2 units cargo
PB2Y-3R Coronado	P/C***	9	18	18"	M	–	½ company/2 unit
PB2Y-5H Coronado	P***	9	18	18"	M	–	2 platoons
XPB2M-1R Mars	P/C***	9	18	18"	M	–	1 company/3 units
JRM-1 Mars*	P/C***	10	18	18"	M	–	1 company/3 units

For Anson, Beaufighter VIF, Beaufighter VIF (LR), Spitfire VB, Spitfire VC, Lysander – See Great Britain

USSR

Polikarpov I-15bis	F/FB	7	3/5	23"	C	1½	2x 100 lb
Polikarpov I-153	F/FB	10	2/4	28"	C	1½	2x 100 lb
Polikarpov I-16 Tip 10	F/FB	10	2/4	28"	C	2	2x 250 lb
Polikarpov I-16 Tip 24	F/FB	12	2/4	32"	C	2	2x 250 lb
Polikarpov I-16 RPB	F/FB	12	2	32"	C	2	2x 500 lb
LaGG-3	F/FB	14	2	34"	C	2 ½	2x 250 lb
MiG-1	F/FB	17	2	39"	C	3	2x 250 lb
Yak-1	F/FB	14	2	35"	C	2 ½	2x 250 lb
MiG-3	F/FB	17	2	40"	C	3	2x 250 lb
La 5/La 5FN	F/FB	14	2	39"	C	3	3x 100 lb
La 7	F/FB	18	2	42"	C	4	2x 250 lb
P-63 Kingcobra	F/FB	14	6/8	40"	H	3	1x 500 lb; 1x 37mm+
Yak-9DD	F	15	4/6	35"	C	3	2x 250 lb
Tupolev TB-3 Typ 1932	B/P	8	18	12"	M	½	2 sticks/1 platoon
Tupolev TB-3 Typ 1934	B/P	8	18	13"	M	½	4 sticks/1 platoon
Tupolev TB-3 Typ 1936	B	9	18	16"	M	½	6 sticks/2 I-16 RPB
Tupolev SB-2	B/R	10	6	24"	H	½	Stick
Tupolev SB-2bis	B/R	11	6	25"	C	½	Stick
Archangelskij Ar-2	B/R	11	6	26"	C	½	Stick
DB-3B	B	12	5/7	18"	H	½	2 sticks
DB-3F	B/T	12	5/7	20"	H	½	Stick + torpedo
Yak-4	B/R	14	3/5	29"	C	½	2x 250 lb
Pe-2	D/B/R	15	3	29"	H	½	Stick
Pe-2FT	D/B/R	16	3	31"	C	1	Stick
Pe-3bis	F/D/R	20	3	36"	C	2	1x 500 lb
MBR-2	A/R***	8	4	15"	M	–	D.C.
MDR-6	B/A/R***	9	6	22"	C	¼	Stick
GST (Catalina)	B/A/R/T***	8	16	18"	M	½	Stick/2 torpedo
ARK-3	B/A/R***	9	8	20"	H	½	Stick

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KOR-1	A/R**	7	3	15"	M	½	2x 100 lb
For Hurricane IIB, IIC, Hampden TB.I – See Great Britain; for A-20G, B-25J, P-39, P-40C, P-40E, P-40N, P-47D, PB.Y – see United States							
Yugoslavia							
B.534.III	F	12	2	25"	C	1½	
IK-2	F	10	3	25"	C	1½	
IK-3	F	15	2	35"	C	2 ½	
Sm-79B	B/R/T	9	6	18"	H	½	Stick / Torp
Do 17K	B/R	12	5/7	21"	H	½	Stick
Do 22W	B/R/T***	8	7	19"	M	½	4x 100 lb/torpedo
For Blenheim I, Fury I, Fury II, Hind – See Great Britain; for Bf 109E – See Germany; for Ca 310 – See Italy							
Airships							
ZR-3 Los Angeles	R	4	60	8"	H	–	
Akron/Macon	R	5	72	9"	H	1	4 F9C
ZMC-2	R	3	36	6"	M	–	
L-4	R	3	24	6"	M	–	
K-1	A/R	3	48	7"	M	–	D.C.
K-3	R	3	48	7"	M	–	
K-13	A/R	3	48	7"	M	–	D.C./FIDO
M-1	A/R	4	48	8"	M	–	D.C./FIDO
Rules for attacking ships with large guns are similar to those for rocket attacks, GQ2, pp.42, except that the AF is 3, 37mm attacks only damage DD, SS, AK and smaller types, and 50mm and larger guns can penetrate CL armor							
Tallboy – use rules on page 44 of GQ2							
HighBall – An experimental method of attacking ships using a bouncing bomb. A special B.IV Mosquito can carry two Highballs. Attack is carried out as for torpedo bombing, but no course estimates are necessary, the Highball hits the same turn, and a successful hit will sink any ship of DF 8 or less.							
Dambuster – As Grand Slam but only works v. Dams. The bombers' approach runs are the same as for torpedo bombing.							
Mk24 FIDO is an airborne ASW torpedo that can attack a submerged submarine.							
Grand Slam – As Tallboy, but only works against installations. If running a scenario with shore based installations it is suggested that building groups be given a DF, so they can be bombed using normal rules. Grand Slam will destroy its target building group no matter the DF.							

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Airship Rules:

Macon/Akron and all airships are subject to the following rules: The number and letter in brackets indicate a rule in GQ2 pp. 40—42.

- ?Airships take 3 Game Turns to gain 1 altitude level and lose 1/4 forward speed (3a).
- ?When taking off the above rule applies.
- ?Airships can dive up to 2 altitude levels per Game Turn but does not gain speed (3b).
- ?Airships capable of operating aircraft can launch four aircraft in a Game Turn and can land 1 aircraft in a Game Turn.
- ?Airships must always move their speed forward, they cannot fly in circles (2a) unless hovering, see below. They can make one or more 45° turns in the course of their movement at a cost of 1" movement per turn.
- ?Airships decelerate at 3" per Game Turn and at a speed of zero may hover.
- ?Airships may drift with the wind after coming to a stop. Time spent drifting is NOT deducted from their endurance.
- ?When hovering or drifting airships have AA attacks against them conducted with a -2 modifier.
- ?AA fire from ships may engage airships at the appropriate range for its height (5a).
- ?Airships always move as a defending formation, i.e. after attacking aircraft (2c).
- ?If attacked by fighters, airships are treated as a bomber formation under (4b), i.e. they move normally and fighters move with them.
- ?Airships can operate at night, moving as normal.
- ?Under campaign conditions, airships may only land at airfields with appropriate facilities, specified at the start of the campaign.
- ?Some special ships were built or modified with airship mooring masts. They may operate as airship bases, weather permitting.
- ?Airships cannot operate in any bad weather (squalls or worse) for safety reasons.
- ?If an airship enters a hex with bad weather, roll on the **Airship CRT** every Map Turn the airship remains in the hex. For squalls, roll on the 1-5 line, for gales roll on the 11-15 line, and for storm hexes roll on the 16+ line. A "Chased Off" result means the airship must exit the hex and skirt around the edge of the weather front, a "Damaged" result forces the airship to return to base.
- ?Combat against airships is conducted using the **Airship CRT**, see below:

Die Roll	AA Strength			
	1 - 5	6 - 10	11 - 15	16 +
1	Damaged	Damaged	Destroyed	Destroyed
2	Chased Off	Damaged	Damaged	Destroyed
3	Chased Off	Chased Off	Damaged	Destroyed
4	--	Chased Off	Chased Off	Damaged
5	--	--	Chased Off	Damaged
6	--	--	--	Chased Off

Chased Off - Airship must move away from firer to a table edge and leave the table. It may return the following turn at the spot it left if it so wishes. The airship can still be attacked by aircraft etc while moving away.

Damaged - An airship that is damaged has its movement halved and AA factor reduced to 0. Every turn after being damaged on a D6 roll of 5 or 6 the airship crashes, unless the airship makes a repair die roll. Airships filled with hydrogen must immediately roll a die: a 5 or 6 results in a catastrophic fire and destroys the airship.

Destroyed - The airship crashes and is removed from play.