

# Fixed-Wing Aircraft Data Card Key

**Unit Identifier**  
National symbol, card number and name.

**General Information**  
Number and type of engines, speed and weight in metric tons

**Point Information**

**GP Defense**  
Factor & defense type:  
S=soft

**Crew Size**

**Gun Data**  
Number and types of guns carried.  
Number of Loads (LD) carried.

**Strafe & Loads Sections**  
Alt=Altitude: L=Low, M=Medium, H=High;  
A=ammunition; ST=sight: O=optical; GP  
Factor; GP Effectiveness vs. A-Type and  
P-Type vehicles; Pts=Point value per load;  
Rocket: F=GP factor, R=Range,  
Min=Minimum Range

**Load Notations**  
Includes combat adjustments,  
modifiers and point adjustments.

**Notes**  
Includes any special notations.

|  |  |         |
|--|--|---------|
| <b>UM-10B: A-10A Thunderbolt II</b>        |  | 184     |
| 2-9,065LBF TURBOFANS SP: 833 KM/H WT: 19.1 |  | GPD: 85 |
| 1-30MM GAU-8/A GATLING CANNON LD: 6        |  | Crew: 1 |

  

| TYPE OF UNIT | ALT             | A | ST | AMMO TYPE | GUNNERY RANGE |   |                    |   | GP EFFECT | PTS             |
|--------------|-----------------|---|----|-----------|---------------|---|--------------------|---|-----------|-----------------|
|              |                 |   |    |           | P             | S | M                  | L |           |                 |
| STRAFE       | L               | 8 | O  | GP F      |               |   | 12                 |   | 1-8       | ---             |
| BOMB         | MH <sup>1</sup> | 1 | O  | GP F      |               |   | 10                 |   | 1-8       | 30 <sup>1</sup> |
| ROCKET       | L               | 1 | O  | GP F      |               |   | F: 10 R: 40 Min: 6 |   | 1-8       | 30              |
| INCENDIARY   | MH              | 1 | O  | GP F      |               |   | 12 <sup>2</sup>    |   | 1-8       | 50              |
| CLUSTER      | MH              | 1 | O  | GP F      |               |   | 7 <sup>4</sup>     |   | 1-8       | 50 <sup>2</sup> |
| MINE         | MH              | 1 | O  |           | MINE EFFECTS  |   |                    |   | ---       | 30              |

1: High Drag +10 Pts (Low Altitude). PGM +20 Pts.  
2: PGM +20 Pts.  
3: Dismounted leg, towed or transported by non-Under Armor transport and S-Type vehicle, +20 modifier. Open A or P-Type vehicle, +10 modifier. Leg Under Armor transport, N/A. Vehicle Effective = Brew Up. Fire starts.  
4: Any vehicle, +20 modifier.

NOTES: Loadout may also include a single or multiple Drop Tanks (A: 1, 20 Pts) and/or a single ECM Pod (A: 1, 50 Pts). Known as Warthog. Um-10A: F-16C Fighting Falcon

# Helicopter Data Card Key

**Unit Identifier**  
National symbol, card number and name.  
Also include special notations.  
CM=Countermeasures

**General Information**  
M: Low: altitude speed; NOE: Nap-of-the-Earth  
altitude speed  
TR: transport – towed-leg  
WT: weight in metric tons  
**2** TR: Under Armor Transport

**Point Information**

**GP Defense**  
Factor & defense type:  
S=soft

**Weapon Data**  
Main Weapon Description  
FoF: 0/60/120/S120/180;  
SB=Stabilization Rating: 0/1/2/3;  
ST= Weapon Sight: O=Optical,  
L=Laser, D=Laser Designator,  
[Night Fighting]: T=Thermal Imager,  
P=Passive;  
ROF: N=Normal, Q= Quick,  
R=Rapid, F=Fast;  
A: ammunition limits

**GP Gunnery Section**  
DF=Direct Fire information, Underscored  
indicates limited front field-of-fire.  
Min indicates the unit's minimum range in  
hexes.  
R=Range, F=GP factor  
P=Pointblank, S=Short, M=Medium,  
L=Long, E=Extreme  
GP Effectiveness vs. A-Type and P-Type  
vehicles

**Notes**  
Includes any special notations.

|  |  |                     |
|--|--|---------------------|
| <b>SM-15A: Mi-24V Hind-E &amp; Mi-24P Hind-F</b>               |  | CM V: 204<br>P: 114 |
| M: Low: 26' NOE: 10 TR: 0-2 WT: 12.0                           |  | GPD: 55             |
| Mi-24V: 1-12.7MM HMG FoF: 120 Sb: 0 St: LO[P] RoF: R A: 10     |  |                     |
| Mi-24P: 1-30MM CANNON FoF: 0 Sb: 0 St: O[P] RoF: R A: 5        |  |                     |
| BOTH: ROCKET FoF: 0 Sb: 0 St: O[P] RoF: N A: 4                 |  |                     |
| BOTH: SPIRAL (SHTURM) ATGM FoF: 120 Sb: 0 St: O[P] RoF: N A: 4 |  |                     |

  

| AMMO TYPE      | P | S                          | M  | L  | E  | AP DAMAGE |                  |     |      |      |     |
|----------------|---|----------------------------|----|----|----|-----------|------------------|-----|------|------|-----|
|                |   |                            |    |    |    | ND        | DM               | KO  | BU   |      |     |
| AP (12.7mm-KE) | R | 3                          | 5  | 9  | 13 | 15        | 3                | 1-3 | 4-6  | 7-10 | --- |
| GP (12.7mm)    | F | 6                          | 4  | 3  | 2  | 1         | GP EFFECTIVENESS |     |      |      |     |
| AP (30mm-KE)   | R | 3                          | 6  | 11 | 15 | 18        | 1-8              | 4-6 | 7-10 | ---  |     |
| GP (30mm)      | F | 10                         | 8  | 7  | 5  | 4         | GP EFFECTIVENESS |     |      |      |     |
| ROCKET GP      | R | 5                          | 10 | 18 | 25 | 30        | GP EFFECTIVENESS |     |      |      |     |
| SPIRAL         | R | 40                         | 5  | 4  | 2  | 1         | GP Defense = 1-3 |     |      |      |     |
|                | S | P: 112 GP: 11 CL: 1 Sp: 23 |    |    |    | 1         | 2                | 3-5 | 6-10 |      |     |

NOTES: Both: loadout includes 12.7 HMG or 30mm Cannon, Rockets, and Spiral (Shтурm) ATGM. Both: alternative loadout -- Rocket A: 2 and Spiral (Shтурm) ATGM A: 8. Known as Krokodil (Crocodile). SM-15B1: Mi-8T Hip-C & SM-15B2: Mi-2T Hoplite