

SWWII Aircraft Conversion Formula

SPEED:	RL MPH / 2.5
STALL SPEED:	SPEED / 4
ACCEL:	Weight (lb) / Power(hp): <5/hp = 25; 5-6/hp = 20, 6.1-8/hp = 15; >8/hp = 10
CLIMB:	Per Minute / 120 (1" = 12')
CEILING:	RL CEILING/ 120
CHASE SPEED:	SPEED / 10
CHASE CLIMB:	CLIMB / 10
CHASE ACCEL:	ACCEL / 10
CHASE CEILING:	CEILING / 10
TOUGHNESS:	Size +/- Reputation + 2 Armor
	Single Engine: 10, Twin Engine: 12, Four Engine: 14
Armored Cockpit:	+4 Armor to Pilot only (for critical hits) stacks with AC armor

GUNS:

ROF 1 per pair of guns

Base Damage +1 per pair

Mixed pairs roll together - cycle damage starting with smallest caliber

1 ROF per single (must pair even numbers)

Base Damage -1

Gun Range: 30/60/120

Chase Gun Range: 3/6/12

Cannon Range: 40/80/160

Chase Cannon Range: 4/8/16

If firing mixed guns together use the shorter range

Example:

Hurricane with 8 x .303 machine guns

ROF: 4

Damage: 2d8+1

Bf109 with 2 13mm machine guns and 1 30mm cannon

ROF: 3

Damage 1: 2d10+1

Damage 2: 3d8-1

Bf110 with 4 7.92mm machine guns and 2 20mm cannon

ROF: 3

Damage 1: 2d8+1

Damage 2: 2d12+1

Sunderland Turret with 4 .303 vickers

ROF: 2

Damage 1: 2d8+1

US bomber turret with 2 .50 cal Brownings

ROF: 1

Damage 1: 2d10+1