Warbirds Log

Aircraft **Ju-87 #1**

Game Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
BSA: 6 SA Mod:																												
Final SA:																												
Task Points (P/G): (6/4)																												
Stability and Control:	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	6	6	2	2	2	2	2	2	2	2	2	2
Combat TP:														4	4	4			4	4	4	4	4	4	4	4	4	4
	ID / Sight 4 TP	ID / Sight 4 TP																										
Hex	5-3405	5-3104/05	5-2805	5-2504/05	5-2204/05	5-1904	5-1604	5-1303/04	5-1004	6-3503/04	6-3204	6-2903/04	6-2604	6-2303/04	6-2004	6-1804	6-1503/04	6-1404	6-1404	6-1503/04	6-1604	6-1703/04	6-1804	6-1804	6-1804	6-1804	6-1804	6-1804
Heading	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	E	E	E	E	E	E	E	E	E
Altitude	15000	15000	15000	15000	15000	15000	15000	15000	15000	15000	15000	15000	15000	15000	15000	15000	15000	14700	14100	13500	12750	11700	10650	9750	8850	7950	6750	5850
Starting Nose Arc	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	0 LvL	15D	60D	90D	75D	75D	75D	90D	90D	90D	90D	90D	90D
Starting Bank	0u	0u	0u	0u	0u	0u	0u	0u	0u	0u	0u	0u	0u	0u	0u	R60u	180i	180i	180i	0u	0u	0u	0u	0u	0u	0u	0u	0u
Maneuver Carry				SLR 3 / 4	SLR 1 / 4	SLR 4 / 4																						
FP Carry	0	0.1	0.2	0.2	0.2	0.2	0.1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.8	0.4	0.9	0.0	0.2	0.5	0.2	0.3	0.5	0.7	0.9	0.1	0.6
Start Speed	3.1	3.1	3.0	3.0	3.0	2.9	2.9	3.0	3.0	3.0	3.0	3.0	3.0	3.0	2.8	2.4	1.5	1.5	2.2	2.3	2.7	3.1	3.2	3.2	3.2	3.2	3.5	3.5
FP Total	3.1	3.2	3.2	3.2	3.2	3.1	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	2.8	3.2	1.9	2.4	2.2	2.5	3.2	3.3	3.5	3.7	3.9	4.1	3.6	4.1
FP Move	**3**	**3**	**3**	**3**	**3**	**3**	**3**	**3**	**3**	**3**	**3**	**3**	**3**	**3**	**2**	**3**	**1**	**2**	**2**	**2**	**3**	**3**	**3**	**3**	**3**	**4**	**3**	**4**
Throttle Setting	MIL	2/3	MIL	MIL	2/3	2/3	MIL	MIL	MIL	MIL	MIL	MIL	MIL	¼	1/3	Idle	Idle	Idle	Idle	Idle	Idle	Idle	Idle	Idle	Idle	Idle	Idle	Idle
Max G Used	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G	1G
Pre Transition HFP																2												
Pre Transition VFP																0												
Transition FPs																1												
Climb / Dive Arc																0 LvL	75D	90D	75D	75D	75D	75D	90D	90D	90D	90D	90D	90D
Ending Nose arc																15D	60D	90D	75D	75D	75D	90D	90D	90D	90D	90D	90D	90D
Altitude Change																0	-300 / 3	-600 / 6	-600 / 6	-750 / 8	-1050 / 11	-1050 / 11	-900 / 9	-900 / 9	-900 / 9	-1200 / 12	-900 / 9	-1200 / 12
HFP	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1	1	0	1	1	1	1	0	0	0	0	0	0
VFP	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	1	1	2	2	3	3	3	4	3	4
Engine Thrust	6	5	7	7	5	6	7	6	6	6	6	6	6	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0
Dive Thrust																	8	15	9	12	17	11	9	9	9	12	9	12
Airframe Drag	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	4	3	3	3	4	4	4	4	4	4	5
Turn Drag																												
Nose Arc Change Drag																1			1			1						
Maneuver Drag			1	1											1	1+1	1	1	1	2	6	1	1	1	1	1	1	1
Climb Drag																												
Load / Damage Drag	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2	1+2+1	1+2+1	1+2+1	1+2+1	1+2+1	1+2+1	1+2+1	1+2+1
Net Thrust/10	0.0	-0.1	0.0	0.0	-0.1	0.0	0.1	0.0	0.0	0.0	0.0	0.0	0.0	-0.2	-0.4	-0.9	0.0	0.7	0.1	0.4	0.4	0.1	0.0	0.0	0.0	0.3	0.0	0.2
Load-out	Station: 1,3		Load: 2 x SC-50		Wgt: 4 x 110lb		Station: 2		Load: 1 x SC-250		Wgt: 550lb		Station:		Load:		Wgt:											
Weapon / Ammo																												
Crew	Pilot	Observer		Gunner		Gunner																						
Quality	Regular GLOC +5/-2			Regular GLOC +5/-2																								
Combat Mod																												
Battle Weary																												
Wounds																												
Eyesight																												
Ace / Hero																												
Crack Shot																												
Gifted																												
Total combat Mods																												

Total Load: 990lb + 400lb (fuel) = 1390lb (Loaded condition)
Bomb release and Auto Dive Pullout at 2100 ft (700m)
T17 – Stall
T18 – Stall

Game Turn	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56
BSA: 6 SA Mod:																												
Final SA:																												
Task Points (P/G): (6/4)																												
Stability and Control:	2	2	2	6	6	6																						
Combat TP:	4	4	4	0	0	0																						
Hex	6-1804	6-1804	6-1804	6-1804	6-1903/04	6-2204	6-2503/04																					
Heading	E	E	E	E	E	E	E																					
Altitude	4650	3750	2650	1550	900	1050	1500																					
Starting Nose Arc	90D	90D	90D	90D	15D	30C	30C																					
Starting Bank	0u	0u	0u	0u	0u	0u	0u																					
Maneuver Carry																												
FP Carry	0.1	0.8	0.4	0.0	0.7	0.4	0.3																					
Start Speed	3.7	3.6	3.6	3.7	2.7	2.9	2.9																					
FP Total	3.8	4.4	4.0	3.7	3.4	3.3																						
FP Move	**3**	**4**	**4**	**3**	**3**	**3**																						
Throttle Setting	Idle	Idle	Idle	Idle	MIL	MIL																						
Max G Used	1G	1G	1G	5G	3G	1G																						
Pre Transition HFP																												
Pre Transition VFP																												
Transition FPs																												
Climb / Dive Arc	90D	90D	90D	60D	0 LvL	30C																						
Ending Nose arc	90D	90D	90D	15D	30C	30C																						
Altitude Change	-900 / 9	-1100 / 11	-1100 / 11	-650 / 7	+150 / 2	+450 / 5																						
HFP	0	0	0	1	3	3																						
VFP	3	4	4	2	0	0																						
Engine Thrust	0	0	0	0	11	11																						
Dive Thrust	9	11	11	7																								
Airframe Drag	5	5	5	5	3	3																						
Turn Drag																												
Nose Arc Change Drag				10	3																							
Maneuver Drag	1	2	1	1																								
Climb Drag					3	8																						
Load / Damage Drag	1+2+1	1+2+1	1+2+1	1																								
Net Thrust/10	-0.1	0.0	0.1	-1.0	0.2	0.0																						
Load-out	Station: 1,3		Load: 2 x SC-50		Wgt: 4 x 110lb		Station: 2		Load: 1 x SC-250		Wgt: 550lb		Station:		Load:		Wgt:											
Weapon / Ammo																												
Crew	Pilot	Observer		Gunner		Gunner																						
Quality	Regular GLOC +5/-2			Regular GLOC +5/-2																								
Combat Mod																												
Battle Weary																												
Wounds																												
Eyesight																												
Ace / Hero																												
Crack Shot																												
Gifted																												
Total combat Mods																												

Total Load: 990lb + 400lb (fuel) = 1390lb (Loaded condition)
Bomb release and Auto Dive Pullout at 2100 ft (700m)
Bombs released T31 (FP2 at 2100 ft)
T31 – Gunner Gray Out
T32 – Bombs impact – destroyed