

Simple Fighting Wings Conversion Factors

Here are the conversion factors that I used in trying to create a simpler version of Fighting Wings 2.0:

Transition deceleration:

- 1 step transition – $\frac{1}{2}$ of EZ turn decel,
- 2 step transition – TT turn decel,
- 3 step transition – $1 \frac{1}{2}$ times HT decel,
- 4 step transition – 2 times BT decel.

Use the decel rates from the aircraft's Fighting Wings ADC. Round to the nearest 0.5.

Wingovers: use the aircraft's TT turn decel cost from its Fighting Wings ADC.

Banks, slips, and skids:

Movement requirements: divide the requirements on the aircraft's Fighting Wings ADC by 3, so that a requirement of 2-4 becomes a requirement of 1, a requirement of 5-7 becomes a requirement of 2, etc. A requirement of 1 becomes a requirement of $\frac{1}{2}$.
Slip and skid decel – use the HT decel value from the aircraft's Fighting Wings ADC.
Skid turn decel – use the HT decel value from the aircraft's Fighting Wings ADC.

Turn decel: take the decel shown on the aircraft's Fighting Wings ADC by $\frac{2}{3}$, then round the result to the nearest 0.5. Here are the conversions for some common turn decel values:

- 1-2-2-3 = 1-1.5-1.5-2
- 2-3-3-4 = 1.5-2-2-2.5
- 2-3-4-5 = 1.5-2-2.5-3.5
- 2-3-4-6 = 1.5-2-2.5-4
- 3-4-5-6 = 2-2.5-3.5-4
- 5-6-7-8 = 3.5-4-4.5-5.5
- 5-6-8-9 = 3-4-5.5-6

For EZ turns, a Fighting Wings decel of 0.5 = 0.5, a decel of 1 = 0.5, and a decel of 1.5 = 1

Firepower: in general, a .30 cal. MG or the equivalent has a range 0 value of 3, a .50 cal. MG or equivalent has a range 0 value of 6, and a typical late war 20 mm cannon or equivalent has a value of 12. .30 cal. MGs have a range of 1 and a range 1 value of $\frac{1}{3}$ their range 0 value. Nose mounted 50 cal. MGs and 20 mm cannon have range 1 firepower of $\frac{1}{2}$ their range 0 firepower and range 2 firepower equal to $\frac{1}{4}$ their range 0 firepower. Wing mounted 50 cal. MGs and 20 mm cannon have range 1 firepower equal to $\frac{1}{3}$ their range 0 firepower and range 2 firepower equal to $\frac{1}{6}$ their range 0 firepower. Other values are extrapolated from these: for example, 15 mm cannon, slower firing and shorter ranged 20 mm cannon.

Defense value: this is derived from the following formula: divide the aircraft's Fighting Wings damage points by 4, then multiply the result by 1 plus the total of protection factors divided by 6. Could an air-cooled engine as 2 protection factors. Thus, an aircraft with a liquid-cooled engine

and a no cockpit, fuel or engine protection factors would have a damage rating of its Fighting Wings damage rating divided by 4. An aircraft with an air-cooled engine, +2 cockpit protection and +2 fuel protection would have a damage rating of 2 times its Fighting Wings damage rating divided by 4. Round damage ratings to the nearest whole number.

Climb rates: divide the aircraft's Fighting Wings climb rate by 500 and then round to the nearest whole number to find the per-move climb rate in 100 foot increments. Ignore any results of less than 4.