

ASM-2b Bat

A/C Type: Self-guided Glide bomb
 Engine(s): None
 Eng. Pwr: None
 A/C Crew: Self-Guided: Radar-guided

Maximum Speed: 650 mph at Sea Level
 Maximum Ceiling: 22,200 ft.

Defense factor: 7 Size Modifier: -1
 Damage Factor: 2/3 Endurance: --
 Dud Rate: 3 Guidance: SG/R

Protection: Cockpit +0 Fuel +0 Engine +0

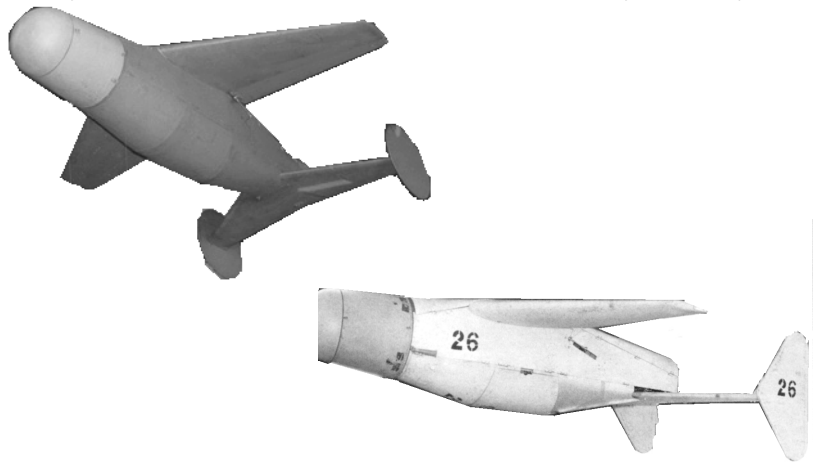
Climb Dece/ Dive Accel: 3.0 / 1.5

Weight and Load Limit: None

Wpn Stations Weight Allowed Loads

Country: USA

Service Entry Date: July, 1945



Class: X

Victory Points: 2-4

AIRCRAFT PERFORMANCE CHART

Altitude Levels	Bands	Minimum Speed	Maximum Speed	Maximum Dive Spd	Min TT(8)	Min HT(-)	Min BT(-)	Min ET(-)	Altitude Levels	Bands	Average Rate of Climb
43+	UH	--	--	--	--	--	--	--	43+	UH	--
37-42	EH	--	--	--	--	--	--	--	37-42	EH	--
31-36	VH	--	--	--	--	--	--	--	31-36	VH	--
25-30	HI	--	--	--	--	--	--	--	25-30	HI	--
19-24	MH	4.5	7.0	15.5	9.5	--	--	--	19-24	MH	--
13-18	ML	4.5	7.0	15.5	9.0	--	--	--	13-18	ML	--
7-12	LO	4.5	7.0	15.5	8.5	--	--	--	7-12	LO	--
1-6	VL	4.5	7.0	15.0	8.0	--	--	--	1-6	VL	--

FLIGHT NOTES

Drop Requirement: To drop, the parent aircraft minimum speed = 4.5, in non-turning flight. The parent aircraft must detect a target by radar before launching.

Flight profile: Weapon flies in a shallow dive, heading toward the detected target. Drops .1 alt per turn until target is more than 15 degrees vertical; then it transitions to steeper dive. See the Self-guided Weapon Rules.

Parent aircraft can climb or turn the turn after launch.

Damage to weapon: Any critical hit to destroys the weapon as follows: 1-7 explodes; 8-10 out of control; remove from play.

WEAPON DAMAGE

Wgt: 3100 lbs. Ld: 10.0 Sft/hd Att: 50/100

POWER VERSUS SPEED CHART

Levels	Bands	1.0 - 4.5	5.0 - 7.5	8.0 - 9.5	10.0+	Band
43+	UH	--	--	--	--	UH
37-42	EH	--	--	--	--	EH
31-36	VH	--	--	--	--	VH
25-30	HI	--	--	--	--	HI
19-24	MH	--	--	--	--	MH
13-18	ML	--	--	--	--	ML
7-12	LO	--	--	--	--	LO
1-6	VL	--	--	--	--	VL
Banking FPs		--	--	--	--	
Side Slip FPs		6	8	11	15	

NOTES AND VARIANTS

ASM-2b Bat: Available July 1945. The most sophisticated weapon of the period. The Bat was a planform glide bomb, guided by its own radar. The contact would be handed down from the parent aircraft before launch. First used against ships and bridges in Balikpapan, Borneo

Criticals: Non-armor piercing warhead. Critical hits to naval targets are Internal criticals.

Parent Aircraft: PB4Y-2b

Mitsubishi Ki.147 Igo-1-A

Country: Japan

Service Entry Date: Jan, 1945

A/C Type: Anti-shipping RC Missile
 Engine(s): rocket
 Eng. Pwr: 240 kg rocket thrust
 A/C Crew: Radio-controlled by Bombadier

Maximum Speed: 342 mph at 500 ft
 Maximum Ceiling: 4,900 ft.

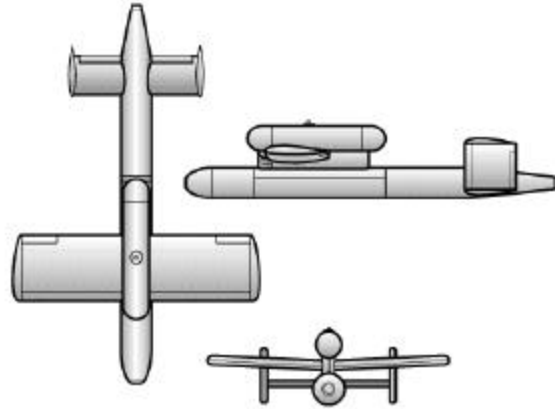
Defense factor: 8 Size Modifier: -1
 Damage Factor: 2/3 Endurance: --
 Dud Rate: 6 Guidance: RG/R

Protection: Cockpit +0 Fuel +0 Engine -1

Climb Dece/ Dive Accel: 3.0 / 1.5

Weight and Load Limit: None

Wpn Stations Weight Allowed Loads



Class: X

Victory Points: 2-4

AIRCRAFT PERFORMANCE CHART

Altitude Levels	Bands	Minimum Speed	Maximum Speed	Maximum Dive Spd	Min TT(7)	Min HT(8)	Min BT(-)	Min ET(-)	Altitude Levels	Bands	Average Rate of Climb
43+	UH	--	--	--	--	--	--	--	43+	UH	--
37-42	EH	--	--	--	--	--	--	--	37-42	EH	--
31-36	VH	--	--	--	--	--	--	--	31-36	VH	--
25-30	HI	--	--	--	--	--	--	--	25-30	HI	--
19-24	MH	--	--	--	--	--	--	--	19-24	MH	--
13-18	ML	3.5	7.0	10.5	7.0	9.0	--	--	13-18	ML	--
7-12	LO	3.5	7.0	10.5	7.0	9.0	--	--	7-12	LO	--
1-6	VL	3.5	6.5	10.5	7.0	9.0	--	--	1-6	VL	--

FLIGHT NOTES

Drop Requirement: To drop, the parent aircraft minimum speed = 4.0.

Flight Profile: When dropped, the Igo-A begins a shallow dive until it reaches a preset altitude between 100 and 500 ft. Then it levels out until it is over the target - then the bombadier dives it onto the target. Weapons must be kept in the parent aircraft's front arc. 1st turn the engine supplies only half thrust. For the next 17 turns, the engine fires normally, then the engine shuts down.

At the time of the attack, apply the following modifier for range from parent aircraft to target:

Range	Mod	Range	Mod
1-5	0	13-20	+1
6-12	+1	21+	+3

Damage to weapon: Any engine, cockpit, or fuel critical hit to the missile destroys it as follows:

1-8 explodes;
 9-10 out of control; remove from play.

Treat other criticals normally. If the radio is destroyed, treat as out of control.

WEAPON DAMAGE

Wgt: 3087 lbs Ld:12.0 Sft/Hd Att: 120/90

POWER VERSUS SPEED CHART

Levels	Bands	1.0 - 4.5	5.0 - 7.5	8.0 - 9.5	10.0+	Band
43+	UH	--	--	--	--	UH
37-42	EH	--	--	--	--	EH
31-36	VH	--	--	--	--	VH
25-30	HI	--	--	--	--	HI
19-24	MH	3	1	--	--	MH
13-18	ML	3	1	--	--	ML
7-12	LO	3	1	--	--	LO
1-6	VL	3	1	--	--	VL
Banking FPs		5	7	10	13	
Side Slip FPs		6	8	12	15	

NOTES AND VARIANTS

Ki.147 Igo -A: First guided missile development program for Japan. Large weapon (800 kg warhead). Range 6.5 miles. However, the rocket engine was not powerful enough, and the controls were weak. The remote control worked reliably. However, the rocket had no visual aides to help the bombadier keep it in sight. Guided flight testing started in Oct-44. Development ended in favor Igo-2-B. About 15 built and tested during development.

Criticals: Critical damage done to naval targets are Surface criticals.

Parent Aircraft: Ki.67 I

Kawasaki Ki.148 Igo-2-B

Country: Japan

Service Entry Date: Sep-44

A/C Type: Anti-shipping RC Missile
 Engine(s): rockets
 Eng. Pwr: 150 kg rocket thrust
 A/C Crew: Radio-controlled by Bombadier

Maximum Speed: 342 mph
 Maximum Ceiling: 20,100 ft. / 22,500 ft

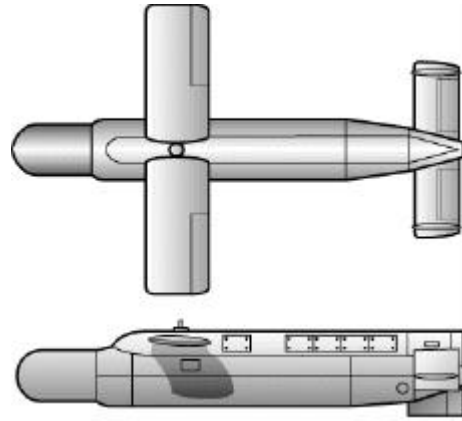
Defense factor: 8 Size Modifier: +0
 Damage Factor: 2/3 Endurance: 3
 Dud Rate: 5 Guidance: RG/R

Protection: Cockpit +0 Fuel +0 Engine -1

Climb Dece/ Dive Accel: 3.0 / 1.5

Weight and Load Limit: None

Wpn Stations Weight Allowed Loads



Class: X

Victory Points: 2-3

AIRCRAFT PERFORMANCE CHART

Altitude		Minimum	Maximum	Maximum	Min	Min	Min	Min	Altitude		Average
Levels	Bands	Speed	Speed	Dive Spd	TT(6)	HT(-)	BT(-)	ET(10)	Levels	Bands	Rate of Climb
43+	UH	--	--	--	--	--	--	--	43+	UH	--
37-42	EH	--	--	--	--	--	--	--	37-42	EH	--
31-36	VH	--	--	--	--	--	--	--	31-36	VH	--
25-30	HI	--	--	--	--	--	--	--	25-30	HI	--
19-24	MH	--	--	--	--	--	--	--	19-24	MH	--
13-18	ML	4.0	7.0	10.5	6.0	--	--	--	13-18	ML	--
7-12	LO	4.0	7.0	10.5	6.0	--	--	--	7-12	LO	--
1-6	VL	4.0	6.5	10.5	5.5	--	--	--	1-6	VL	--

FLIGHT NOTES

Drop Requirement: To drop, the parent aircraft minimum speed = 4.0.

Flight Profile: When dropped, the Igo-2-B begins a shallow dive until it reaches a preset altitude between 100 and 500 ft. Then it levels out until it is over the target - then the bombardier dives it onto the target. Weapons must be kept in the parent aircraft's front arc. 1st turn the engine supplies only half thrust. For the next 19 turns, the engine fires normally, then the engine shuts down.

Range	Mod	Range	Mod
1-5	0	13-20	+1
6-12	+1	21+	+3

Damage to weapon: Any engine, cockpit, or fuel critical hit to the missile destroys it as follows:

1-8 explodes;
 9-10 out of control; remove from play.

Treat other criticals normally. If the radio is destroyed, treat as out of control.

WEAPON DAMAGE

Wgt: 1500 lbs Ld: 6.0 Sft/Hd Att: 100/50

POWER VERSUS SPEED CHART

Levels	Bands	1.0 - 4.5	5.0 - 7.5	8.0 - 9.5	10.0+	Band
43+	UH	--	--	--	--	UH
37-42	EH	--	--	--	--	EH
31-36	VH	--	--	--	--	VH
25-30	HI	--	--	--	--	HI
19-24	MH	4	2	-	--	MH
13-18	ML	4	2	-	-	ML
7-12	LO	4	2	-	-	LO
1-6	VL	4	2	-	-	VL
Banking FPs		4	5	7	9	
Side Slip FPs		5	6	9	13	

NOTES AND VARIANTS

Ki.148 Igo-2-B: Smaller weapon of the same type of radio-controlled anti-shipping weapon as Hs293 and Igo-1-A. 300 kg warhead. Range 4.0 miles. The remote control worked reliably. However, the rocket had no visual aides to help the bombardier keep it in sight. More successful development and was allocated for production. However, this weapon was dropped to low priority (fighters had a higher priority) and little effort was made toward actual production. About 30 actually built.

Criticals: Critical damage done to naval targets are Surface criticals.

Parent Aircraft: Ki.102b Randy ground attack fighter. (Ki.48 II Lily for testing)