

## **Tupolev Tu-22M**

ADCs are provided for

- Tu-22M2

Tu-22M2										Crew: Pilot, Copilot, Navigator, and Communications Officer									
										Maneuver HFPs/DPs:									
										LR/DR		—		—					
										VR		—		—					
Power APs/DPs: ○○										Turn DPs:									
		CL	1/2	DT	Fuel						CL		1/2	DT					
AB		2.5	2.0	1.0	24.0						TT		3.0	3.0	4.0				
M		1.5	1.0	0.5	11.0						HT		5.0	5.0	6.0				
N		0.0	0.0	0.0	5.0						BT		6.0	6.0	7.0				
I		1.0	1.0	2.0	0.0						ET		—	—	—				
SPBR		1.0	2.0	2.0	—						No rolling maneuvers allowed.								
					Cruise Spd. 5.5    Restr. Arcs: -														
					CL:														
					Climb Spd.: 4.0    Blind Arcs: 60–														
					Visibility: 11    Internal Fuel: 5900														
					Size: –2    AtA Refuel: Yes														
					Vulnerability: +1    Ejection Seat: Early														
Speeds and Ceilings										Climb Capabilities									
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT					
Band Ceil.		40		37		35		Speed		AB Oth		AB Oth		AB Oth					
EH+		46+		—		—		—		— —		— —		— —		EH+			
VH		36–45		3.0 – 3.5		3.0 – 3.5		—		3.5		0.50 0.25		0.50 0.00		— — VH			
HI		26–35		2.5 – 3.5		3.0 – 3.5		3.0 – 3.5		3.5		1.00 0.50		1.00 0.25		0.50 0.25 HI			
MH		17–25		2.5 – 3.5		2.5 – 3.5		3.0 – 3.5		3.5		2.00 1.00		1.00 0.50		0.50 0.25 MH			
ML		8–16		2.0 – 3.5		2.5 – 3.5		2.5 – 3.5		3.5		2.50 1.00		1.50 0.50		1.00 0.25 ML			
LO		0–7		2.0 – 3.5		2.0 – 3.5		2.5 – 3.5		3.5		3.00 1.50		2.00 1.00		1.00 0.50 LO			
Radar: PN-A					ECM: IFF					Weapon Stations Diagram:									
ECCM: 2					RWR: B														
Arcs: 180+					DDS: B														
Search: Gr. Nav. (300)					DJM: —														
Track: Gr. Attack (180)					AJM: B3														
Lock-On: 7					BJM: B4														
Guns: Two 23 mm GSh-23					Technology:					Load Point Limits: CL : 0–40									
To Hit: 5/3/1					None					1/2: 41–58									
Ammunition: 4.0										Weight Limit: 47,000 DT : 59+									
Gunsight: —										Station Limit Allowed Loads									
Ranging: —										1 and 5 12,000 BB ASM NAM MR									
AtA/AtG: 5/-										2 and 4 6,800 BB MR									
										3 19,000 BB ASM NAM									
Bomb System: Ballistic										Load Notes:									
Notes:										1. Stations 1 and 5 are the wing-glove stations. They may each carry: (a) one Kh-22M/MA (AS-4 Kitchen) ASM/NAM, (b) nine FAB-250 BBs on a MR, (c) six FAB-500 BBs on a MR, (d) one FAB-1500 BB, or (e) one FAB-3000 BB.									
1. The Tupolev Tu-22M2 is a bomber and maritime strike aircraft. The NATO reporting name for the aircraft is Backfire-B and for the radar is Down Beat.										2. Stations 2 and 4 are the fuselage external stations. They may carry the same bomb loads as stations 1 and 5.									
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry may be changed at the end of the aircraft’s move if the maximum turn rate used is TT or less. The data shown here are for the forward geometry.										3. Station 3 is the internal bay. It may carry: (a) one Kh-22M/AM (AS-4 Kitchen) ASM/NAM, (b) thirty-three FAB-250 BBs, (c) eighteen FAB-500 BBs, (d) six FAB-1500 BBs, or (e) naval mines.									
3. DDS capacity is 100 decoys.										4. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 2000 fuel points (40 load points).									
4. Tail Radar. Equipped with a Argon-2 tail radar with ECCM 1, arc 60–, search 30-7, track 12-7, and lock-on 7–.																			
5. Articulated Guns. The guns can only fire at locked-on targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.																			
										VPs: 46/31/15/8									
										v2 0000000 0000-00-00T00:00:00									

Tu-22M2					<div>Crew: Pilot, Copilot, Navigator, and Communications Officer</div> <div>Maneuver HFPs/DPs:</div> <div>LR/DR — —</div> <div>VR — —</div> <div>Turn DPs:</div> <div>CL 1/2 DT</div> <div>TT 3.0 4.0 4.0</div> <div>HT 5.0 6.0 6.0</div> <div>BT 6.0 7.0 7.0</div> <div>ET — — —</div> <div>No rolling maneuvers allowed.</div>									
<div>Power APs/DPs: ○○</div> <div>CL 1/2 DT Fuel</div> <div>AB 2.5 2.0 1.0 24.0</div> <div>M 1.5 1.0 0.5 11.0</div> <div>N 0.0 0.0 0.0 5.0</div> <div>I 1.0 1.0 2.0 0.0</div> <div>SPBR 1.0 2.0 2.0 —</div>										<div>Cruise Spd. 5.5 Restr. Arcs: -</div> <div>CL:</div> <div>Climb Spd.: 4.0 Blind Arcs: 60–</div> <div>Visibility: 11 Internal Fuel: 5900</div> <div>Size: –2 AtA Refuel: Yes</div> <div>Vulnerability: +1 Ejection Seat: Early</div>				
Speeds and Ceilings						Climb Capabilities								
Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 35	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth						
EH+	46+	—	—	—	—	— —	— —	— —	EH+					
VH	36–45	3.0 – 6.0	3.0 – 6.0	—	6.0	0.50 0.25	0.50 0.00	— —	VH					
HI	26–35	2.5 – 6.0	3.0 – 6.0	3.0 – 6.0	6.5	1.00 0.50	1.00 0.25	0.50 0.25	HI					
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ML	8–16	2.0 – 6.0	2.5 – 6.0	2.5 – 6.0	7.0	2.50 1.00	1.50 0.50	1.00 0.25	ML					
LO	0–7	2.0 – 6.0	2.0 – 6.0	2.5 – 6.0	7.0	3.00 1.50	2.00 1.00	1.00 0.50	LO					

Radar:		PN-A	ECM:		IFF	Weapon Stations Diagram:						
ECCM:		2	RWR:		B							
Arcs:		180+	DDS:		B							
Search:		Gr. Nav. (300)	DJM:		—							
Track:		Gr. Attack (180)	AJM:		B3							
Lock-On:		7	BJM:		B4							
Guns:		Two 23 mm GSh-23	Technology:			Load Point Limits:					CL : 0–40	
To Hit:		5/3/1	None			Weight Limit:					47,000 DT : 59+	
Ammunition:		4.0				Station					Limit	Allowed Loads
Gunsight:		—				1 and 5					12,000	BB ASM NAM MR
Ranging:		—				2 and 4					6,800	BB MR
AtA/AtG:		5/-				3					19,000	BB ASM NAM
Bomb System:		Ballistic				Load Notes:						
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2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry may be changed at the end of the aircraft’s move if the maximum turn rate used is TT or less. The data shown here are for the mid geometry.						3. Station 3 is the internal bay. It may carry: (a) one Kh-22M/AM (AS-4 Kitchen) ASM/NAM, (b) thirty-three FAB-250 BBs, (c) eighteen FAB-500 BBs, (d) six FAB-1500 BBs, or (e) naval mines.						
3. High transonic drag (HTD). Rapid acceleration (RA).						4. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 2000 fuel points (40 load points).						
4. DDS capacity is 100 decoys.												
5. Tail Radar. Equipped with a Argon-2 tail radar with ECCM 1, arc 60–, search 30-7, track 12-7, and lock-on 7–.												
6. Articulated Guns. The guns can only fire at locked-on targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.												
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<b>Radar:</b> PN-A <b>ECCM:</b> 2 <b>Arcs:</b> 180+ <b>Search:</b> Gr. Nav. (300) <b>Track:</b> Gr. Attack (180) <b>Lock-On:</b> 7	<b>ECM:</b> IFF <b>RWR:</b> B <b>DDS:</b> B <b>DJM:</b> — <b>AJM:</b> B3 <b>BJM:</b> B4	<b>Weapon Stations Diagram:</b>												
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<b>Bomb System:</b> Ballistic	<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 5</td> <td>12,000</td> <td>BB ASM NAM MR</td> </tr> <tr> <td>2 and 4</td> <td>6,800</td> <td>BB MR</td> </tr> <tr> <td>3</td> <td>19,000</td> <td>BB ASM NAM</td> </tr> </tbody> </table>		Station	Limit	Allowed Loads	1 and 5	12,000	BB ASM NAM MR	2 and 4	6,800	BB MR	3	19,000	BB ASM NAM
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