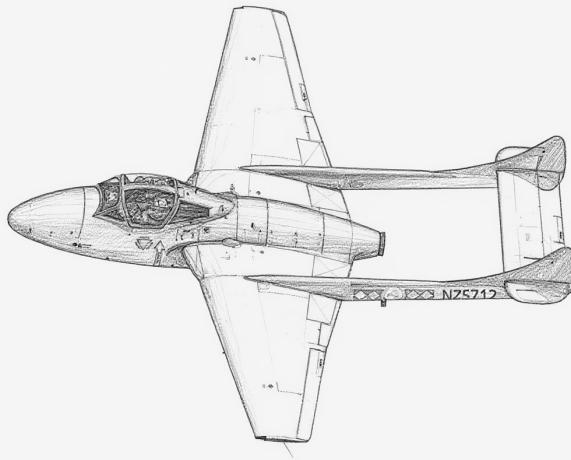


de Havilland Vampire



The de Havilland Vampire was a first-generation British jet day fighter, fighter-bomber, night fighter, and trainer. It first flew in 1943 but did not enter service until after the end of WW2. It had a single engine, straight wings, and an innovative twin-boom tail. The wings, rear fuselage, and tail were aluminum for strength, but the forward fuselage was fabricated from molded plywood, spruce, and balsa, building on de Havilland's extensive experience with this technique, most notably in the Mosquito. Initially, the pilot was not provided with an ejector seat, although one was refitted to some export versions.

Its armament was four Hispano 20 mm cannons, the standard for British fighters at that time, mounted under the nose.

The Vampire entered service with the RAF in 1946. Its contemporary, the twin-engined Meteor, was more complex, expensive, and had less endurance on internal fuel. However, the Meteor crucially had a higher rate of climb, and this led to it being selected for the interceptor role, and the Vampire served mainly as a day fighter, fighter-bomber, and trainer.

Nevertheless, the Vampire had considerable success on the export market, perhaps because of its lower price and simplicity compared to the Meteor, and for many air forces, it was their first jet aircraft.

Versions

Vampire F.1

The initial F.1 version was a day fighter. The initial batch of F.1 aircraft had the less powerful Goblin 1 engine and lacked cockpit pressurization, but later F.1 aircraft had the more powerful Goblin 2 engine and pressurization. It could carry 100 imperial gallon (450L) fuel tanks under the outer

wings, but had no provision for air-to-ground weapons other than their guns.

It served in the RAF, French AA, Swedish Flygvapnet, and the Dominican AMD/FARD.

Vampire F.3

The F.3 was similar to the F.1, but had significantly more internal fuel and a much improved pressurization system. Like the F.1, it could carry 100 imperial gallon (450L) fuel tanks, but had no provision for air-to-ground stores.

It served in the RAF, RCAF, and Mexican FAM.

Vampire FB.5

The FB.5 was the first fighter-bomber version. It was developed from the F.3 and featured clipped wings for better performance at low level, armor to protect the engine, provision for bombs in place of the fuel tanks, and rails under the inner wings for up to eight RP-3 or T-10 rockets.

It served in the RAF, the French AA, the Italian AMI, the Lebanese LAF, the RNZAF, and the SAAF. The aircraft for the French AA were license-built by SNCASE.

Vampire FB.6

The FB.6 was derived from the FB.5 but had the more powerful Goblin 3 engine. The "Late" version reflects the 1960 upgrade to install an ejection seat.

It was manufactured by both de Havilland and Eidgenössische Konstruktionswerkstätte (F+W).

It served in the Swiss Flugwaffe from 1950 to 1990 (alongside de Havilland Vampire FB.6s), although from 1968 only as a trainer.

Vampire FB.9

The FB.9 was also derived from the FB.5 and had air conditioning for use in tropical zones. Most FB.9s retained the Goblin 2 engine of the FB.5, but Rhodesian FB.9s were fitted with the Goblin 3 for better performance.

It served in the RAF, RAAF, Jordanian RJAF, Lebanese LAF, RNZAF, SRAF/RRAF, and SAAF.

Vampire NF.10

The Vampire NF.10 was a night fighter version, derived from the FB.5 but with a new forward fuselage for the AI Mk X (SCR-720B) radar, side-by-side seating for the pilot and radar operator, and the Goblin 3 engine to compensate for the weight of the radar equipment. It was developed initially for export, but was taken up by the RAF to bridge the

gap between the Mosquito NF.36 and the Meteor NF.11.

It served in the RAF.

Vampire T.11

The Vampire T.11 was a trainer version, derived from the FB.5 but with a new forward fuselage similar to that of the NF.11, with side-by-side seating for the instructor and pupil and dual controls. It retained full combat capability. RAF aircraft were refitted with ejection seats between 1954 and 1957.

It served in the RAF, Austrian Luftstreitkräfte, Chilean FACH, Indian IAF, Jordanian RJAF, Mexican FAM, and Swiss Air Force.

Vampire F.20

The Sea Vampire F.20 was an adaptation of the FB.5 for RN carrier operations. It had strengthened undercarriage, an arrestor hook, and more effective speed brakes, but no capacity to fold its wings.

It served in the RN FAA, but for trials and familiarization and not as a front-line fighter.

Vampire T.22

The Sea Vampire T.22 trainer was essentially a T.11 adapted to RN standards, but was not carrier-capable. It was flown exclusively from terrestrial air stations. RN aircraft were refitted with ejection seats in 1956 and 1957.

It served in the FAA as an advanced trainer.

Vampire F.30

The Vampire F.30 was derived from the Vampire F.2, which had trialed the Nene engine in the F.1 airframe. It was equipped with a Nene-2VH engine with 5,000 lb of thrust, significantly more than the Goblin 3 with 3,500 lb. This greater thrust required greater airflow than could be provided by the standard wing-root intakes, so the F.30 was delivered with additional intakes on the upper side of the fuselage behind the cockpit. To improve handling close to the critical Mach number, these were later moved to the lower side of the fuselage. The F.30 was license-built by de Havilland (Australia).

The F.30 served in the RAAF from 1949 until 1960, when it was replaced by the CAC Sabre.

Vampire FB.31

The Vampire FB.31 was derived from the F.30 with the air-to-ground improvements of the FB.5. It was license-built by de Havilland (Australia).

The FB.31 served in the RAAF from 1952 until 1960, when it was replaced by the CAC Sabre.

Vampire T.33 and T.33A

The Vampire T.33 and was a trainer largely similar to the Vampire T.11 (and notably using the Goblin 35 engine rather than the Nene). The ejection seats and canopy of the T.35 were refitted to the T.33 to give the T.33A. It was license-built by de Havilland (Australia).

The T.33 served in the RAAF from 1952 until 1970, when it was replaced by the Aermacchi MB-326H (CAC CA-30). The T.33A conversions took place some time after 1957.

Vampire T.34 and T.34A

The Vampire T.34 and T.34A were similar to the T.33 and T.33A, but for the RAN rather than the RAAF. It was license-built by de Havilland (Australia).

The T.34 served in the RAN from 1954 until 1970, when it was replaced by the Aermacchi MB-326H (CAC CA-30). The T.34A conversions took place some time after 1957.

Vampire T.35

The Vampire T.35 was a development of the T.33 and added ejection seats, a new canopy, and increased fuel capacity. The ejection seats and canopy were refitted to the T.33 and T.34 to give the T.33A and T.34A versions. It was license-built by de Havilland (Australia).

The T.35 served in the RAAF from 1957 until 1970, when it was replaced by the Aermacchi MB-326H (CAC CA-30).

Vampire FB.50 and FB.52

The Vampire FB.50 and FB.52 were licensed or export versions of the FB.6.

The FB.50 and FB.52 were built by de Havilland and HAL license-built the FB.52 for the Indian IAF.

The FB.50 served in the Swedish Flygvapnet and the Dominican AMD/FARD. The FB.52 served in the Egyptian EAF, Finnish Ilmavoimat, Indian IAF (from 1952 to at least 1971), Iraqi Air Force, Jordanian RJAF, Lebanese LAF, RN-ZAF, Norwegian Luftforsvaret, SRAF/RRAF, Saudi Arabian Air Force, SAAF, Syrian Air Force, and Venezuelan FAV.

Vampire FB.52A

The Vampire FB.52A was a version of the FB.52 for the Italian AMI. Unusually, the FB.52A had the Goblin 2 engine rather than the more powerful Goblin 3 engine used by many of the other fighter-bomber Vampires.

It was built by de Havilland and also under-license by FIAT and Macchi.

It served in the Italian AMI, the Egyptian EAF, and the Syrian Air Force.

Vampire NF.54

The Vampire NF.54 was the export version of the NF.10.

It served in the Italian AMI and the Indian IAF.

Vampire T.55

The Vampire T.55 was the export version of the T.11, and again later variants were fitted with ejection seats.

It was built by de Havilland and also license-built by HAL for the Indian IAF and F+W for the Swiss Flugwaffe.

A few IAF aircraft were adapted in 1959 for photo-reconnaissance and designated PR.55.

It served in the Austrian Luftstreitkräfte, Burmese Air Force, Chilean FACH, Egyptian EAF, Finnish Ilmavoimat, Indian IAF and INAS (from 1952 to 1989), Indonesian Air Force, Iraqi Air Force, Irish IAC, RNZAF, Norwegian Luftforsvaret, Portuguese Air Force, SAAF, Swedish Flygvapnet, Swiss Flugwaffe (late version from 1955 to 1990), and Venezuelan FAV.

Vampire T.55A

The Vampire T.55A was a conversion of the FB.50 with a forward fuselage like that of the T.55.

It served in the Swedish Flygvapnet.

Armament and Stores

The gun armament of all versions was four Hispano 20 mm cannons with 150 rounds per gun.

A typical air-to-air load was two 100 gal (450L) fuel tanks to increase endurance.

A typical air-to-ground load was eight RP-3 or T-10 rockets and then either two 500 lb bombs or fuel tanks, depending on the mission radius. On short-range missions, two 1,000-lb bombs could be carried but without rockets.

ADCs

- Vampire F.3
- Vampire FB.5
- Vampire FB.6
- Vampire FB.6 (Late)
- Vampire FB.9
- Vampire FB.9 (Goblin 3)
- Vampire NF.10
- Vampire T.11
- Vampire T.11 (Late)
- Sea Vampire F.20
- Sea Vampire T.22

- Sea Vampire T.22 (Late)
- Vampire F.30
- Vampire FB.31
- Vampire T.33
- Vampire T.33A
- Vampire T.34
- Vampire T.34A
- Vampire T.35
- Vampire FB.50
- Vampire FB.52
- Vampire FB.52A
- Vampire NF.54
- Vampire T.55
- Vampire T.55 (Late)
- Vampire T.55A

See Also

- SNCASE Mistral

Photo Credit

- de Havilland Vampire: Pseudopanax (Public domain)

Vampire F.1					Crew: Pilot																														
					Maneuver DPs:																														
Power APs/DPs: ○ <table border="1"> <thead> <tr> <th></th><th>CL</th><th>1/2</th><th>DT</th><th>Fuel</th></tr> </thead> <tbody> <tr><td>AB</td><td>—</td><td>—</td><td>—</td><td>—</td></tr> <tr><td>M</td><td>1.0</td><td>0.5</td><td>0.5</td><td>1.0</td></tr> <tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>0.5</td></tr> <tr><td>I</td><td>1.0</td><td>1.0</td><td>1.0</td><td>0.0</td></tr> <tr><td>SPBR</td><td>1.0</td><td>1.0</td><td>1.0</td><td>—</td></tr> </tbody> </table>						CL	1/2	DT	Fuel	AB	—	—	—	—	M	1.0	0.5	0.5	1.0	N	0.0	0.0	0.0	0.5	I	1.0	1.0	1.0	0.0	SPBR	1.0	1.0	1.0	—	LR/DR 1.5 VR 1.0
	CL	1/2	DT	Fuel																															
AB	—	—	—	—																															
M	1.0	0.5	0.5	1.0																															
N	0.0	0.0	0.0	0.5																															
I	1.0	1.0	1.0	0.0																															
SPBR	1.0	1.0	1.0	—																															
Cruise Spd. CL: 3.5 Restr. Arcs: — Climb Spd.: 3.0 Blind Arcs: 30– Visibility: 4 Internal Fuel: 122 Size: +1 AtA Refuel: No Vulnerability: +0 Ejection Seat: None					Turn DPs: <table border="1"> <thead> <tr> <th></th><th>CL</th><th>1/2</th><th>DT</th></tr> </thead> <tbody> <tr><td>TT</td><td>0.5</td><td>0.5</td><td>0.5</td></tr> <tr><td>HT</td><td>1.0</td><td>1.0</td><td>1.0</td></tr> <tr><td>BT</td><td>1.0</td><td>1.0</td><td>1.0</td></tr> <tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr> </tbody> </table>						CL	1/2	DT	TT	0.5	0.5	0.5	HT	1.0	1.0	1.0	BT	1.0	1.0	1.0	ET	—	—	—						
	CL	1/2	DT																																
TT	0.5	0.5	0.5																																
HT	1.0	1.0	1.0																																
BT	1.0	1.0	1.0																																
ET	—	—	—																																
Speeds and Ceilings					Climb Capabilities																														
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth																											
EH+	46+	—	—	—	—	— —	— —	— —	EH+																										
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH																										
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI																										
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH																										
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML																										
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO																										
Radar: —		ECM: —		Weapon Stations Diagram:																															
ECCM:	—	RWR:	—																																
Arcs:	—	DDS:	—																																
Search:	—	DJM:	—																																
Track:	—	AJM:	—																																
Lock-On:	—	BJM:	—																																
Guns: Four 20 mm Hispano Mk V		Technology: None		Load Point Limits: CL : < 3 1/2: < 5 Weight Limit: 2,000 DT : ≥ 5																															
To Hit:	7/4/3			Station Limit Allowed Loads 1 and 2 1,000 FT																															
Ammunition:	5.0			Load Notes: 1. May use 450L FTs.																															
Gunsight:	TT+0/HT+1/BT+2																																		
Ranging:	—																																		
AtA/AtG:	5/6*																																		
Bomb System: Manual																																			
Notes: <ol style="list-style-type: none"> The de Havilland Vampire F.1 is a day fighter. It has no provision for air-to-ground ordnance and unclipped wings. This ADC represents the full-specification variant, with cockpit pressurization and the Goblin 2 engine. It was designated J28A in service with the Swedish Flygvapnet. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0. 																																			
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00																											

Vampire F.3									Crew: Pilot	
									Maneuver DPs:	
									LR/DR	1.5
									VR	1.0
Power APs/DPs: ○									Turn DPs:	
									CL	1/2
AB	—	—	—	—					TT	0.5
M	1.0	0.5	0.5	1.0					HT	1.0
N	0.0	0.0	0.0	0.5					BT	1.0
I	1.0	1.0	1.0	0.0	Cruise Spd. CL: 3.5				ET	—
SPBR	1.0	1.0	1.0	—	Restr. Arcs: —					
					Climb Spd.: 3.0					
					Blind Arcs: 30–					
					Visibility: 4					
					Internal Fuel: 200					
					Size: +1					
					AtA Refuel: No					
					Vulnerability: +0					
					Ejection Seat: None					

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT			
Band	Ceil.	44	40	38		AB	AB	AB			
EH+	46+	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	—	0.5	—	0.5	—	VH
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	—	0.5	—	0.5	—	HI
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	—	0.5	—	0.5	—	MH
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	—	0.5	—	0.5	—	ML
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	—	0.5	—	0.5	—	LO

Radar:	—	ECM:	Weapon Stations Diagram:
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—
Guns:	Four 20 mm Hispano Mk V	Technology:	Load Point Limits: CL : < 3 1/2: < 5
To Hit:	7/4/3	None	Weight Limit: 2,000 DT : ≥ 5
Ammunition:	5.0		Station Limit Allowed Loads
Gunsight:	TT+0/HT+1/BT+2		1 and 2 1,000 FT
Ranging:	—		Load Notes:
AtA/AtG:	5/6*		1. May use 450L FTs.
Bomb System:	Manual		
Notes:			
1. The de Havilland Vampire F.3 is a day fighter. The F.3 version has no provision for air-to-ground ordnance, the Goblin 2 engine, and unclipped wings. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.			
VPs: 5/3/2/1			v3.0000000 0000-00-00T00:00:00

Vampire FB.5										Crew: Pilot							
					Maneuver DPs:					LR/DR 1.5 VR 1.0							
Power APs/DPs: ○					Turn DPs:					CL 1/2 DT TT 0.5 0.5 0.5 HT 1.0 1.0 1.0 BT 1.0 1.0 1.0 ET — — —							
AB CL 1/2 DT Fuel																	
AB	—	—	—	—													
M	1.0	0.5	0.5	1.0													
N	0.0	0.0	0.0	0.5													
I	1.0	1.0	1.0	0.0													
SPBR	1.0	1.0	1.0	—													
					Cruise Spd. CL: 3.5 Restr. Arcs: — Climb Spd.: 3.0 Blind Arcs: 30– Visibility: 4 Internal Fuel: 200 Size: +1 AtA Refuel: No Vulnerability: +0 Ejection Seat: None												
Speeds and Ceilings										Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth									
EH+	46+	—	—	—	—	— —	— —	— —	EH+								
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH								
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI								
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH								
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML								
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO								
Radar: —			ECM: RWR: — DDS: — DJM: — AJM: — BJM: —			Weapon Stations Diagram:											
ECCM:	—	—	DDS:	—	DJM:	—	AJM: —	BJM: —									
Arcs:	—	—															
Search:	—	—															
Track:	—	—															
Lock-On:	—	—															
Guns: Four 20 mm Hispano Mk V To Hit: 7/4/3 Ammunition: 5.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*			Technology: None			Load Point Limits: CL : < 3 1/2: < 5 Weight Limit: 2,000 DT : ≥ 5											
Bomb System: Manual						Station Limit Allowed Loads 1 and 6 1,000 BB FT 2–3 and 4–5 200 RK											
Notes:										Load Notes: 1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.							
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00									

Vampire FB.6										Crew: Pilot							
					Maneuver DPs:					LR/DR 1.5 VR 1.0							
Power APs/DPs: ○					Turn DPs:					CL 1/2 DT TT 0.5 0.5 0.5 HT 1.0 1.0 1.0 BT 1.0 1.0 1.0 ET — — —							
AB CL 1/2 DT Fuel																	
AB	—	—	—	—													
M	1.0	0.5	0.5	1.0													
N	0.0	0.0	0.0	0.5													
I	1.0	1.0	1.0	0.0													
SPBR	1.0	1.0	1.0	—													
					Cruise Spd. CL: 3.5 Restr. Arcs: — Climb Spd.: 3.0 Blind Arcs: 30– Visibility: 4 Internal Fuel: 200 Size: +1 AtA Refuel: No Vulnerability: +0 Ejection Seat: None												
Speeds and Ceilings										Climb Capabilities							
Alt.	Conf.	CL	1/2	DT	Dive	CL	1/2	DT									
Band	Ceil.	44	40	38	Speed	AB Oth	AB Oth	AB Oth									
EH+	46+	—	—	—	—	—	—	—	EH+								
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH								
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI								
MH	17–25	1.5 – 5.0	2.0 – 4.5	2.0 – 4.5	6.0	— 0.5	— 0.5	— 0.5	MH								
ML	8–16	1.5 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 0.5	— 0.5	— 0.5	ML								
LO	0–7	1.0 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 1.0	— 1.0	— 0.5	LO								
Radar: — ECCM: — Arcs: — Search: — Track: — Lock-On: —			ECM: RWR: — DDS: — DJM: — AJM: — BJM: —			Weapon Stations Diagram:											
Guns: Four 20 mm Hispano Mk V To Hit: 7/4/3 Ammunition: 5.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*			Technology: None			Load Point Limits: CL : < 3 1/2: < 5											
						Weight Limit: 2,000 DT : ≥ 5											
						Station Limit Allowed Loads 1 and 6 1,000 BB FT 2–3 and 4–5 200 RK											
Bomb System: Manual										Load Notes: 1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.							
Notes:																	
1. The de Havilland Vampire FB.6 is a day fighter and fighter-bomber. The FB.6 version has provision for air-to-ground ordnance, the Goblin 3 engine, and clipped wings. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.																	
										VPs: 5/3/2/1							
										v3 0000000 0000-00-00T00:00:00							

Vampire FB.6 (Late)										Crew: Pilot					
Power APs/DPs: ○										Maneuver DPs:					
CL 1/2 DT Fuel										LR/DR 1.5					
AB — — — —										VR 1.0					
M 1.0 0.5 0.5 1.0															
N 0.0 0.0 0.0 0.5															
I 1.0 1.0 1.0 0.0					Cruise Spd. CL: 3.5 Restr. Arcs: —										
SPBR 1.0 1.0 1.0 —					Climb Spd.: 3.0 Blind Arcs: 30–										
					Visibility: 4 Internal Fuel: 200										
					Size: +1 AtA Refuel: No										
					Vulnerability: +0 Ejection Seat: Early										
Speeds and Ceilings															
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth							
EH+	46+	—	—	—	—	— —	— —	— —	— —	EH+					
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	— 0.5	VH					
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	— 0.5	HI					
MH	17–25	1.5 – 5.0	2.0 – 4.5	2.0 – 4.5	6.0	— 0.5	— 0.5	— 0.5	— 0.5	MH					
ML	8–16	1.5 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 0.5	— 0.5	— 0.5	— 0.5	ML					
LO	0–7	1.0 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 1.0	— 1.0	— 0.5	— 0.5	LO					
Radar: —					ECM:					Weapon Stations Diagram:					
ECCM: —					RWR: —										
Arcs: —					DDS: —										
Search: —					DJM: —										
Track: —					AJM: —										
Lock-On: —					BJM: —										
Guns: Four 20 mm Hispano Mk V					Technology:					Load Point Limits:					
To Hit: 7/4/3					None					CL : < 3					
Ammunition: 5.0										1/2: < 5					
Gunsight: TT+0/HT+1/BT+2															
Ranging: —															
AtA/AtG: 5/6*															
Bomb System: Manual															
Notes:															
1. The Vampire FB.6 is a day fighter and fighter-bomber. The “Late” variant described is the 1960 upgrade with an ejection seat. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.															

Vampire FB.9									Crew: Pilot	
									Maneuver DPs:	
									LR/DR	1.5
									VR	1.0
Power APs/DPs: ○									Turn DPs:	
									CL	1/2
AB	—	—	—	—					TT	0.5
M	1.0	0.5	0.5	1.0					HT	1.0
N	0.0	0.0	0.0	0.5					BT	1.0
I	1.0	1.0	1.0	0.0	Cruise Spd. CL: 3.5				ET	—
SPBR	1.0	1.0	1.0	—	Restr. Arcs: —					
					Climb Spd.: 3.0					
					Blind Arcs: 30–					
					Visibility: 4					
					Internal Fuel: 200					
					Size: +1					
					AtA Refuel: No					
					Vulnerability: +0					
					Ejection Seat: None					

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT			
Band	Ceil.	44	40	38		AB	AB	AB			
EH+	46+	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	—	0.5	—	0.5	—	VH
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	—	0.5	—	0.5	—	HI
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	—	0.5	—	0.5	—	MH
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	—	0.5	—	0.5	—	ML
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	—	0.5	—	0.5	—	LO

Vampire FB.9 (Goblin 3)					Crew: Pilot																															
					Maneuver DPs:																															
Power APs/DPs: ○ <table border="1"> <tr><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td><td></td></tr> <tr><td>AB</td><td>—</td><td>—</td><td>—</td><td>—</td></tr> <tr><td>M</td><td>1.0</td><td>0.5</td><td>0.5</td><td>1.0</td></tr> <tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>0.5</td></tr> <tr><td>I</td><td>1.0</td><td>1.0</td><td>1.0</td><td>0.0</td></tr> <tr><td>SPBR</td><td>1.0</td><td>1.0</td><td>1.0</td><td>—</td></tr> </table>					CL	1/2	DT	Fuel		AB	—	—	—	—	M	1.0	0.5	0.5	1.0	N	0.0	0.0	0.0	0.5	I	1.0	1.0	1.0	0.0	SPBR	1.0	1.0	1.0	—	LR/DR	1.5
CL	1/2	DT	Fuel																																	
AB	—	—	—	—																																
M	1.0	0.5	0.5	1.0																																
N	0.0	0.0	0.0	0.5																																
I	1.0	1.0	1.0	0.0																																
SPBR	1.0	1.0	1.0	—																																
					VR	1.0																														
Turn DPs: <table border="1"> <tr><td>CL</td><td>1/2</td><td>DT</td></tr> <tr><td>TT</td><td>0.5</td><td>0.5</td><td>0.5</td></tr> <tr><td>HT</td><td>1.0</td><td>1.0</td><td>1.0</td></tr> <tr><td>BT</td><td>1.0</td><td>1.0</td><td>1.0</td></tr> <tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr> </table>					CL	1/2				DT	TT	0.5	0.5	0.5	HT	1.0	1.0	1.0	BT	1.0	1.0	1.0	ET	—	—	—										
CL	1/2	DT																																		
TT	0.5	0.5	0.5																																	
HT	1.0	1.0	1.0																																	
BT	1.0	1.0	1.0																																	
ET	—	—	—																																	
Cruise Spd. CL: 3.5 Restr. Arcs: — Climb Spd.: 3.0 Blind Arcs: 30– Visibility: 4 Internal Fuel: 200 Size: +1 AtA Refuel: No Vulnerability: +0 Ejection Seat: None																																				
Speeds and Ceilings					Climb Capabilities																															
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth																												
EH+	46+	—	—	—	—	— —	— —	— —	EH+																											
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH																											
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI																											
MH	17–25	1.5 – 5.0	2.0 – 4.5	2.0 – 4.5	6.0	— 0.5	— 0.5	— 0.5	MH																											
ML	8–16	1.5 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 0.5	— 0.5	— 0.5	ML																											
LO	0–7	1.0 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 1.0	— 1.0	— 0.5	LO																											
Radar: —		ECM:		Weapon Stations Diagram:																																
ECCM: —		RWR: —																																		
Arcs: —		DDS: —																																		
Search: —		DJM: —																																		
Track: —		AJM: —																																		
Lock-On: —		BJM: —																																		
Guns: Four 20 mm Hispano Mk V		Technology:		Load Point Limits:																																
To Hit: 7/4/3		None		CL : < 3 1/2: < 5																																
Ammunition: 5.0				Weight Limit: 2,000 DT : ≥ 5																																
Gunsight: TT+0/HT+1/BT+2				Station Limit Allowed Loads																																
Ranging: —		1 and 6 1,000 BB FT		2–3 and 4–5 200 RK																																
AtA/AtG: 5/6*				Load Notes:																																
Bomb System: Manual				1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.																																
Notes:																																				
1. The de Havilland Vampire FB.9 is a day fighter and fighter-bomber. This “Goblin 3” version is a derivative of the base version, but is equipped with the more powerful Goblin 3 engine. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.																																				
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00																												

Vampire NF.10					Crew: Pilot and Radar Operator							
					Maneuver DPs:							
Power APs/DPs: ○					LR/DR	1.5						
CL 1/2 DT Fuel					VR	1.0						
AB	—	—	—	—	Turn DPs:							
M	1.0	0.5	0.5	1.0	CL	1/2	DT					
N	0.0	0.0	0.0	0.5	TT	0.5	0.5	0.5				
I	1.0	1.0	1.0	0.0	HT	1.0	1.0	1.0				
SPBR	1.0	1.0	1.0	—	BT	1.0	1.0	1.0				
Cruise Spd. CL: 3.5 Restr. Arcs: —					ET	—	—	—				
Climb Spd.: 3.0 Blind Arcs: 30–												
Visibility: 4 Internal Fuel: 200												
Size: +1 AtA Refuel: No												
Vulnerability: +0 Ejection Seat: None												
Speeds and Ceilings												
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth				
Band	Ceil.	44	40	38								
EH+	46+	—	—	—	—	— —	— —	— —	EH+			
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH			
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI			
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH			
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML			
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO			
Radar: AI Mk X					ECM: IFF	Weapon Stations Diagram:						
ECCM:	0	RWR:	—	DDS:								
Arcs:	Limited	DJM:	—	AJM:	—							
Search:	15–3	BJM:	—									
Track:	—											
Lock-On:	—											
Guns: Four 20 mm Hispano Mk V					Technology:	Load Point Limits: CL : < 3 1/2: < 5						
To Hit:	7/4/3	None	Weight Limit: 2,000 DT : ≥ 5									
Ammunition:	5.0											
Gunsight:	TT+0/HT+1/BT+2								Station Limit Allowed Loads			
Ranging:	—					1 and 2	1,000 FT					
AtA/AtG:	5/6*					Load Notes:						
Bomb System: Manual						1. May use 450L FTs.						
Notes:												
1. The de Havilland Vampire NF.10 is a night fighter. The NF.10 version is derived from the FB.5, but has a new forward fuselage for the AI Mk X radar and two crew members.												
2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.												
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00				

Vampire T.11										Crew: Pilot and Observer							
					Maneuver DPs:					LR/DR 1.5 VR 1.0							
Power APs/DPs: ○					Turn DPs:					CL 1/2 DT TT 0.5 0.5 0.5 HT 1.0 1.0 1.0 BT 1.0 1.0 1.0 ET — — —							
AB CL 1/2 DT Fuel																	
AB	—	—	—	—													
M	1.0	0.5	0.5	1.0													
N	0.0	0.0	0.0	0.5													
I	1.0	1.0	1.0	0.0													
SPBR	1.0	1.0	1.0	—													
					Cruise Spd. CL: 3.5 Restr. Arcs: — Climb Spd.: 3.0 Blind Arcs: 30– Visibility: 4 Internal Fuel: 200 Size: +1 AtA Refuel: No Vulnerability: +0 Ejection Seat: None												
Speeds and Ceilings										Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth									
EH+	46+	—	—	—	—	— —	— —	— —	EH+								
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH								
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI								
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH								
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML								
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO								
Radar: —			ECM: RWR: — DDS: — DJM: — AJM: — BJM: —			Weapon Stations Diagram:											
ECCM:	—	—	DDS:	—	DJM:	—	AJM: —	BJM: —									
Arcs:	—	—	—	—	—	—	—	—									
Search:	—	—	—	—	—	—	—	—									
Track:	—	—	—	—	—	—	—	—									
Lock-On:	—	—	—	—	—	—	—	—									
Guns: Four 20 mm Hispano Mk V To Hit: 7/4/3 Ammunition: 5.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*			Technology: None			Load Point Limits: CL : < 3 1/2: < 5 Weight Limit: 2,000 DT : ≥ 5											
Bomb System: Manual						Station Limit Allowed Loads 1 and 6 1,000 BB FT 2–3 and 4–5 200 RK											
Notes:										Load Notes: 1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.							
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00									

Vampire T.11 (Late)									Crew: Pilot and Observer			
									Maneuver DPs:			
									LR/DR 1.5			
									VR 1.0			
Power APs/DPs: ○									Turn DPs:			
AB	CL	1/2	DT	Fuel					CL	1/2	DT	
M	1.0	0.5	0.5	1.0					TT	0.5	0.5	0.5
N	0.0	0.0	0.0	0.5					HT	1.0	1.0	1.0
I	1.0	1.0	1.0	0.0	Cruise Spd. CL: 3.5 Restr. Arcs: —				BT	1.0	1.0	1.0
SPBR	1.0	1.0	1.0	—	Climb Spd.: 3.0 Blind Arcs: 30–				ET	—	—	—
					Visibility: 4 Internal Fuel: 200							
					Size: +1 AtA Refuel: No							
					Vulnerability: +0 Ejection Seat: Early							

Speeds and Ceilings					Climb Capabilities					
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth		
EH+	46+	—	—	—	—	—	—	—	—	EH+
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	— 0.5	VH
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	— 0.5	HI
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	— 0.5	MH
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	— 0.5	ML
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	— 0.5	LO

Radar: —	ECM:	Weapon Stations Diagram:											
ECCM: —	RWR: —												
Arcs: —	DDS: —												
Search: —	DJM: —												
Track: —	AJM: —												
Lock-On: —	BJM: —												
Guns: Four 20 mm Hispano Mk V	Technology:	Load Point Limits:											
To Hit: 7/4/3	None	CL : < 3 1/2: < 5											
Ammunition: 5.0		Weight Limit: 2,000 DT : ≥ 5											
Gunsight: TT+0/HT+1/BT+2		Station Limit Allowed Loads											
Ranging: —		1 and 6 1,000 BB FT											
AtA/AtG: 5/6*		2–3 and 4–5 200 RK											
Bomb System: Manual		Load Notes:											
1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.													
Notes:													
1. The de Havilland Vampire T.11 is a trainer with a secondary light attack capability. The T.11 is derived from the FB.5, but has a new forward fuselage similar to that of the NF.10. This "Late" version is refitted with ejection seats. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.													
VPs: 5/3/2/1													
v3 0000000 0000-00-00T00:00:00													

Sea Vampire F.20										Crew: Pilot	
										Maneuver DPs:	
Power APs/DPs: ○										LR/DR	1.5
										VR	1.0
										Turn DPs:	
										CL	1/2
										TT	0.5
										HT	1.0
										BT	1.0
										ET	—
										DT	—

Radar:	—	ECM:	Weapon Stations Diagram:
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—
Guns:	Four 20 mm Hispano Mk V	Technology:	Load Point Limits: CL : < 3 1/2: < 5
To Hit:	7/4/3	None	Weight Limit: 2,000 DT : ≥ 5
Ammunition:	5.0		Station Limit Allowed Loads
Gunsight:	TT+0/HT+1/BT+2		1 and 6 1,000 BB FT
Ranging:	—		2–3 and 4–5 200 RK
AtA/AtG:	5/6*		Load Notes:
Bomb System:	Manual		1. Stations 2 to 5 may each carry one or two RP-3 Rks. 2. May use 450L FTs.
Notes:			
1. The de Havilland Sea Vampire F.20 is a carrier-capable day fighter and fighter-bomber. It is an adaptation of the Vampire FB.5 for carrier operation, with an arrester hook, strengthened undercarriage, and more effective speed brakes.			
2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.			
VPs: 5/3/2/1		v3 0000000	0000-00-00T00:00:00

Sea Vampire T.22					Crew: Pilot and Observer				
					Maneuver DPs:				
Power APs/DPs: ○					LR/DR	1.5			
					VR	1.0			
					Turn DPs:				
					CL	1/2	DT		
					TT	0.5	0.5	0.5	
					HT	1.0	1.0	1.0	
					BT	1.0	1.0	1.0	
					ET	—	—	—	

Sea Vampire T.22 (Late)								Crew: Pilot and Observer						
Power APs/DPs:								Maneuver DPs:						
								LR/DR 1.5						
								VR 1.0						
Power APs/DPs:								Turn DPs:						
								CL 1/2 DT						
AB	—	—	—	—					TT	0.5	0.5			
M	1.0	0.5	0.5	1.0					HT	1.0	1.0			
N	0.0	0.0	0.0	0.5					BT	1.0	1.0			
I	1.0	1.0	1.0	0.0	Cruise Spd. CL: 3.5 Restr. Arcs: —				ET	—	—			
SPBR	1.0	1.0	1.0	—	Climb Spd.: 3.0 Blind Arcs: 30–									
				Visibility: 4 Internal Fuel: 200										
				Size: +1 AtA Refuel: No										
				Vulnerability: +0 Ejection Seat: Early										
Speeds and Ceilings								Climb Capabilities						
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	CL Oth	1/2 Oth	DT Oth			
EH+	46+	—	—	—	—	—	—	—	—	—	EH+			
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	—	0.5	—	0.5	—	0.5			
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	—	0.5	—	0.5	—	0.5			
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	—	0.5	—	0.5	—	0.5			
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	—	0.5	—	0.5	—	0.5			
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	—	0.5	—	0.5	—	0.5			

Radar:	—	ECM:	Weapon Stations Diagram:
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—
Guns:	Four 20 mm Hispano Mk V	Technology:	Load Point Limits: CL : < 3 1/2: < 5
To Hit:	7/4/3	None	Weight Limit: 2,000 DT : ≥ 5
Ammunition:	5.0		Station Limit Allowed Loads
Gunsight:	TT+0/HT+1/BT+2		1 and 6 1,000 BB FT
Ranging:	—		2–3 and 4–5 200 RK
AtA/AtG:	5/6*		Load Notes:
Bomb System:	Manual		1. Stations 2 to 5 may each carry one or two RP-3 Rks. 2. May use 450L FTs.
Notes:			
1. The de Havilland Sea Vampire T.22 is a trainer with a secondary light attack capability. It is derived from the Vampire T.11 and is not carrier-capable. This "Late" version is refitted with ejection seats.			
2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.			
VPs: 5/3/2/1		v3 00000000	0000-00-00T00:00:00

Vampire F.30										Crew: Pilot					
										Maneuver DPs:					
Power APs/DPs: ○										LR/DR 1.5					
CL 1/2 DT Fuel										VR 1.0					
AB	—	—	—	—						Turn DPs:					
M	1.0	1.0	1.0	1.5						CL 1/2 DT					
N	0.0	0.0	0.0	0.5						TT 0.5 0.5 0.5					
I	1.0	1.0	1.0	0.0	Cruise Spd. CL: 3.5 Restr. Arcs: —					HT 1.0 1.0 1.0					
SPBR	1.0	1.0	1.0	—	Climb Spd.: 3.0 Blind Arcs: 30–					BT 1.0 1.0 1.0					
					Visibility: 4 Internal Fuel: 200					ET — — —					
					Size: +1 AtA Refuel: No										
					Vulnerability: +0 Ejection Seat: None										
Speeds and Ceilings															
Alt.	Conf.	CL	1/2	DT	Dive	CL	1/2	DT		Climb Capabilities					
Band	Ceil.	48	44	40	Speed	AB Oth	AB Oth	AB Oth							
EH+	46+	—	—	—	—	—	—	—	—	EH+					
VH	36–45	2.5 – 5.5	3.0 – 5.0	3.0 – 4.5	6.0	— 0.5	— 0.5	— 0.5	— 0.5	VH					
HI	26–35	2.0 – 5.5	2.5 – 5.0	2.5 – 4.5	6.5	— 0.5	— 0.5	— 0.5	— 0.5	HI					
MH	17–25	1.5 – 5.5	2.0 – 5.0	2.0 – 5.0	6.5	— 0.5	— 0.5	— 0.5	— 0.5	MH					
ML	8–16	1.5 – 5.5	1.5 – 5.0	1.5 – 5.0	6.5	— 1.0	— 1.0	— 1.0	— 1.0	ML					
LO	0–7	1.0 – 5.5	1.5 – 5.0	1.5 – 5.0	6.0	— 1.5	— 1.0	— 1.0	— 1.0	LO					
Radar: —			ECM: —			Weapon Stations Diagram:									
ECCM:	—		RWR:	—											
Arcs:	—		DDS:	—											
Search:	—		DJM:	—											
Track:	—		AJM:	—											
Lock-On:	—		BJM:	—											
Guns: Four 20 mm Hispano Mk V			Technology: None			Load Point Limits: CL : < 3 1/2: < 5									
To Hit:	7/4/3														
Ammunition:	5.0					Weight Limit: 2,000 DT : ≥ 5									
Gunsight:	TT+0/HT+1/BT+2					Station Limit Allowed Loads									
Ranging:	—					1 and 2	1,000 FT								
AtA/AtG:	5/6*					Load Notes:									
Bomb System: Manual															
Notes:															
1. The Vampire F.30 is a day fighter. It is a derivative of the de Havilland Vampire F.3 but with a more powerful Nene engine. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.															

Vampire FB.31										Crew: Pilot			
					Maneuver DPs:					LR/DR 1.5 VR 1.0			
Power APs/DPs: ○					Turn DPs:					CL 1/2 DT TT 0.5 0.5 0.5 HT 1.0 1.0 1.0 BT 1.0 1.0 1.0 ET — — —			
AB CL 1/2 DT Fuel													
AB	—	—	—	—									
M	1.0	1.0	1.0	1.5									
N	0.0	0.0	0.0	0.5									
I	1.0	1.0	1.0	0.0									
SPBR	1.0	1.0	1.0	—									
					Cruise Spd. CL: 3.5 Restr. Arcs: —								
					Climb Spd.: 3.0 Blind Arcs: 30—								
					Visibility: 4 Internal Fuel: 200								
					Size: +1 AtA Refuel: No								
					Vulnerability: +0 Ejection Seat: None								
Speeds and Ceilings										Climb Capabilities			
Alt. Band	Conf. Ceil.	CL 48	1/2 44	DT 40	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth					
EH+	46+	—	—	—	—	— —	— —	— —	EH+				
VH	36–45	2.5 – 5.5	3.0 – 5.0	3.0 – 4.5	6.0	— 0.5	— 0.5	— 0.5	VH				
HI	26–35	2.0 – 5.5	2.5 – 5.0	2.5 – 4.5	6.5	— 0.5	— 0.5	— 0.5	HI				
MH	17–25	1.5 – 5.5	2.0 – 5.0	2.0 – 5.0	6.5	— 0.5	— 0.5	— 0.5	MH				
ML	8–16	1.5 – 5.5	1.5 – 5.0	1.5 – 5.0	6.5	— 1.0	— 1.0	— 1.0	ML				
LO	0–7	1.0 – 5.5	1.5 – 5.0	1.5 – 5.0	6.0	— 1.5	— 1.0	— 1.0	LO				
Radar: —			ECM: RWR: —			Weapon Stations Diagram:							
ECCM: —			DDS: —										
Arcs: —			DJM: —										
Search: —			AJM: —										
Track: —			BJM: —										
Lock-On: —													
Guns: Four 20 mm Hispano Mk V			Technology: None			Load Point Limits: CL : < 3 1/2: < 5							
To Hit: 7/4/3						Weight Limit: 2,000 DT : ≥ 5							
Ammunition: 5.0						Station Limit Allowed Loads							
Gunsight: TT+0/HT+1/BT+2						1 and 6 1,000 BB FT							
Ranging: —						2–3 and 4–5 200 RK							
AtA/AtG: 5/6*						Load Notes:							
Bomb System: Manual						1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.							
Notes:													
1. The Vampire FB.31 is a day fighter and fighter-bomber. It is a derivative of the de Havilland Vampire FB.5 but with a more powerful Nene engine. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.													
VPs: 6/4/2/1								v3 0000000 0000-00-00T00:00:00					

Vampire T.33					Crew: Pilot and Observer				
					Maneuver DPs:				
Power APs/DPs: ○					LR/DR	1.5			
					VR	1.0			
					Turn DPs:				
					CL	1/2	DT		
					TT	0.5	0.5	0.5	
					HT	1.0	1.0	1.0	
					BT	1.0	1.0	1.0	
					ET	—	—	—	

Vampire T.33A					Crew: Pilot and Observer							
					Maneuver DPs:							
Power APs/DPs: ○					LR/DR	1.5						
AB CL 1/2 DT Fuel					VR	1.0						
M	1.0	0.5	0.5	1.0	Turn DPs:							
N	0.0	0.0	0.0	0.5	CL	1/2	DT					
I	1.0	1.0	1.0	0.0	TT	0.5	0.5	0.5				
SPBR	1.0	1.0	1.0	—	HT	1.0	1.0	1.0				
Cruise Spd. CL: 3.5 Restr. Arcs: —					BT	1.0	1.0	1.0				
Climb Spd.: 3.0 Blind Arcs: 30—					ET	—	—	—				
Visibility: 4 Internal Fuel: 200												
Size: +1 AtA Refuel: No												
Vulnerability: +0 Ejection Seat: Early												
Speeds and Ceilings												
Alt.	Conf.	CL	1/2	DT	Dive	CL	1/2	DT				
Band	Ceil.	44	40	38	Speed	AB Oth	AB Oth	AB Oth				
EH+	46+	—	—	—	—	—	—	—	EH+			
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH			
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI			
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH			
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML			
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO			
Radar: —					ECM:							
ECCM: —					RWR:	—						
Arcs: —					DDS:	—						
Search: —					DJM:	—						
Track: —					AJM:	—						
Lock-On: —					BJM:	—						
Guns: Four 20 mm Hispano Mk V					Weapon Stations Diagram:							
To Hit:	7/4/3											
Ammunition:	5.0						CL : < 3					
Gunsight:	TT+0/HT+1/BT+2						1/2: < 5					
Ranging:	—											
AtA/AtG:	5/6*						Weight Limit: 2,000 DT : ≥ 5					
Bomb System: Manual					Technology:							
None					Load Point Limits:							
					1 and 6	1,000	BB FT					
					2–3 and 4–5	200	RK					
Notes:					Load Notes:							
1. The Vampire T.33A is a trainer with a secondary light attack capability. It is T.33 refitted with the canopy and ejection seat of the T.35.					1. Stations 2 to 5 may each carry one or two RP-3 RKS.							
2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.					2. May use 450L FTS.							
					VPs: 5/3/2/1							
					v3 0000000 0000-00-00T00:00:00							

Vampire T.34					Crew: Pilot and Observer												
					Maneuver DPs:												
Power APs/DPs: ○					LR/DR	1.5											
AB CL 1/2 DT Fuel					VR	1.0											
M	1.0	0.5	0.5	1.0	Turn DPs:												
N	0.0	0.0	0.0	0.5	CL	1/2	DT										
I	1.0	1.0	1.0	0.0	TT	0.5	0.5	0.5									
SPBR	1.0	1.0	1.0	—	HT	1.0	1.0	1.0									
Cruise Spd. CL: 3.5 Restr. Arcs: —					BT	1.0	1.0	1.0									
Climb Spd.: 3.0 Blind Arcs: 30–					ET	—	—	—									
Visibility: 4 Internal Fuel: 200																	
Size: +1 AtA Refuel: No																	
Vulnerability: +0 Ejection Seat: None																	
Speeds and Ceilings						Climb Capabilities											
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth									
EH+	46+	—	—	—	—	— —	— —	— —	EH+								
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH								
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI								
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH								
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML								
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO								
Radar: —			ECM:			Weapon Stations Diagram:											
ECCM:	—	—	RWR:	—	—												
Arcs:	—	—	DDS:	—	—												
Search:	—	—	DJM:	—	—												
Track:	—	—	AJM:	—	—												
Lock-On:	—	—	BJM:	—	—												
Guns: Four 20 mm Hispano Mk V			Technology:			Load Point Limits:											
To Hit:	7/4/3		None			CL : < 3											
Ammunition:	5.0					1/2: < 5											
Gunsight:	TT+0/HT+1/BT+2					Weight Limit: 2,000											
Ranging:	—					DT : ≥ 5											
AtA/AtG:	5/6*					Station Limit Allowed Loads											
Bomb System: Manual						1 and 6 1,000 BB FT											
Notes:						2–3 and 4–5 200 RK											
1. The Vampire T.34 is a trainer with a secondary light attack capability. It is a development of the T.33 for RAN use. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.						Load Notes:											
						1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.											
						VPs: 5/3/2/1											
						v3 0000000 0000-00-00T00:00:00											

Vampire T.34A					Crew: Pilot and Observer										
					Maneuver DPs:										
Power APs/DPs: ○					LR/DR	1.5									
AB CL 1/2 DT Fuel					VR	1.0									
M	1.0	0.5	0.5	1.0	Turn DPs:										
N	0.0	0.0	0.0	0.5	CL	1/2	DT								
I	1.0	1.0	1.0	0.0	TT	0.5	0.5	0.5							
SPBR	1.0	1.0	1.0	—	HT	1.0	1.0	1.0							
Cruise Spd. CL: 3.5 Restr. Arcs: —					BT	1.0	1.0	1.0							
Climb Spd.: 3.0 Blind Arcs: 30—					ET	—	—	—							
Visibility: 4 Internal Fuel: 200															
Size: +1 AtA Refuel: No															
Vulnerability: +0 Ejection Seat: Early															
Speeds and Ceilings						Climb Capabilities									
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth							
EH+	46+	—	—	—	—	— —	— —	— —	EH+						
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH						
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI						
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH						
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML						
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO						
Radar:			ECM:			Weapon Stations Diagram:									
ECCM:	—	—	RWR:	—	—										
Arcs:	—	—	DDS:	—	—										
Search:	—	—	DJM:	—	—										
Track:	—	—	AJM:	—	—										
Lock-On:	—	—	BJM:	—	—										
Guns: Four 20 mm Hispano Mk V			Technology:			Load Point Limits:									
To Hit:	7/4/3	None				CL : < 3									
Ammunition:	5.0					1/2: < 5									
Gunsight:	TT+0/HT+1/BT+2					Weight Limit: 2,000									
Ranging:	—					DT : ≥ 5									
AtA/AtG:	5/6*					Station Limit Allowed Loads									
Bomb System: Manual						1 and 6 1,000 BB FT									
Notes:															
1. The Vampire T.34A is a trainer with a secondary light attack capability. It is T.34 refitted with the canopy and ejection seat of the T.35.															
2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.															
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00							

Vampire T.35										Crew: Pilot and Observer						
										Maneuver DPs:						
					LR/DR	1.5				VR	1.0					
					Turn DPs:					CL	1/2		DT			
					TT	0.5		0.5	0.5	HT	1.0		1.0	1.0		
					BT	1.0		1.0	1.0	ET	—		—	—		
					Visibility:	4		Internal Fuel:	200							
					Size:	+1		AtA Refuel:	No							
					Vulnerability:	+0		Ejection Seat:	Early							
Speeds and Ceilings										Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth								
EH+	46+	—	—	—	—	—	—	—	—	—	—	—	—	EH+		
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	—	0.5	—	0.5	—	0.5	—	0.5	VH		
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	—	0.5	—	0.5	—	0.5	—	0.5	HI		
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	—	0.5	—	0.5	—	0.5	—	0.5	MH		
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	—	0.5	—	0.5	—	0.5	—	0.5	ML		
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	—	0.5	—	0.5	—	0.5	—	0.5	LO		
Radar: ECCM: Arcs: Search: Track: Lock-On:			ECM: RWR: DDS: DJM: AJM: BJM:	Weapon Stations Diagram:												
Guns: Four 20 mm Hispano Mk V To Hit: 7/4/3 Ammunition: 5.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*			Technology: None	Load Point Limits: CL : < 3 1/2: < 5 Weight Limit: 2,000 DT : ≥ 5												
Bomb System: Manual				Station Limit Allowed Loads 1 and 6 1,000 BB FT 2–3 and 4–5 200 RK												
Notes: 1. The Vampire T.35 is a trainer with a secondary light attack capability. It is a development of the T.33 with a new canopy, ejection seats, and additional fuel. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.										Load Notes: 1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.						
										VPs: 5/3/2/1		v3 0000000 0000-00-00T00:00:00				

Vampire FB.50					Crew: Pilot
Power APs/DPs: ○					Maneuver DPs:
CL 1/2 DT Fuel					LR/DR 1.5 VR 1.0
AB — — — —					Turn DPs:
M 1.0 0.5 0.5 1.0					CL 1/2 DT
N 0.0 0.0 0.0 0.5					TT 0.5 0.5 0.5
I 1.0 1.0 1.0 0.0					HT 1.0 1.0 1.0
SPBR 1.0 1.0 1.0 —					BT 1.0 1.0 1.0
Cruise Spd. CL: 3.5 Restr. Arcs: —					ET — — —
Climb Spd.: 3.0 Blind Arcs: 30–					
Visibility: 4 Internal Fuel: 200					
Size: +1 AtA Refuel: No					
Vulnerability: +0 Ejection Seat: None					

Speeds and Ceilings				Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	
Band	Ceil.	44	40	38					
EH+	46+	—	—	—	—	— —	— —	— —	EH+
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI
MH	17–25	1.5 – 5.0	2.0 – 4.5	2.0 – 4.5	6.0	— 0.5	— 0.5	— 0.5	MH
ML	8–16	1.5 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 0.5	— 0.5	— 0.5	ML
LO	0–7	1.0 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 1.0	— 1.0	— 0.5	LO

Radar: —	ECM: RWR: —	Weapon Stations Diagram:
ECCM: —	DDS: —	
Arcs: —	DJM: —	
Search: —	AJM: —	
Track: —	BJM: —	
Lock-On: —		
Guns: Four 20 mm Hispano Mk V	Technology: None	Load Point Limits: CL : < 3 1/2: < 5
To Hit: 7/4/3		Weight Limit: 2,000 DT : ≥ 5
Ammunition: 5.0		Station Limit Allowed Loads
Gunsight: TT+0/HT+1/BT+2		1 and 6 1,000 BB FT
Ranging: —		2–3 and 4–5 200 RK
AtA/AtG: 5/6*		Load Notes:
Bomb System: Manual		1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.
Notes:		
1. The de Havilland Vampire FB.50 is a day fighter and fighter-bomber. The FB.50 version is an export version of the FB.6, with provision for air-to-ground ordnance, the Goblin 3 engine, and clipped wings. It was designated J28B/A28Bin service with the Swedish Flygvapnet. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.		
		VPs: 5/3/2/1
		v3 0000000 0000-00-00T00:00:00

Vampire FB.52										Crew: Pilot								
					Maneuver DPs:					LR/DR 1.5 VR 1.0								
Power APs/DPs: ○					Turn DPs:					CL 1/2 DT TT 0.5 0.5 0.5 HT 1.0 1.0 1.0 BT 1.0 1.0 1.0 ET — — —								
AB — — — — M 1.0 0.5 0.5 1.0 N 0.0 0.0 0.0 0.5 I 1.0 1.0 1.0 0.0 SPBR 1.0 1.0 1.0 —					Cruise Spd. CL: 3.5 Restr. Arcs: — Climb Spd.: 3.0 Blind Arcs: 30– Visibility: 4 Internal Fuel: 200 Size: +1 AtA Refuel: No Vulnerability: +0 Ejection Seat: None													
					Speeds and Ceilings					Climb Capabilities								
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth										
EH+	46+	—	—	—	—	— —	— —	— —	EH+									
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH									
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI									
MH	17–25	1.5 – 5.0	2.0 – 4.5	2.0 – 4.5	6.0	— 0.5	— 0.5	— 0.5	MH									
ML	8–16	1.5 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 0.5	— 0.5	— 0.5	ML									
LO	0–7	1.0 – 5.0	1.5 – 4.5	1.5 – 4.5	6.0	— 1.0	— 1.0	— 0.5	LO									
Radar: — ECCM: — Arcs: — Search: — Track: — Lock-On: —		ECM: RWR: — DDS: — DJM: — AJM: — BJM: —		Weapon Stations Diagram:														
Guns: Four 20 mm Hispano Mk V To Hit: 7/4/3 Ammunition: 5.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*		Technology: None		Load Point Limits: CL : < 3 1/2: < 5 Weight Limit: 2,000 DT : ≥ 5														
Bomb System: Manual				Station Limit Allowed Loads 1 and 6 1,000 BB FT 2–3 and 4–5 200 RK														
Notes: 1. The de Havilland Vampire FB.52 is a day fighter and fighter-bomber. The FB.52 version is an export version of the FB.6, with provision for air-to-ground ordnance, the Goblin 3 engine, and clipped wings. 2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.																		
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00										

Vampire FB.52A										Crew: Pilot							
					Maneuver DPs:					LR/DR 1.5 VR 1.0							
Power APs/DPs: ○					Turn DPs:					CL 1/2 DT TT 0.5 0.5 0.5 HT 1.0 1.0 1.0 BT 1.0 1.0 1.0 ET — — —							
AB CL 1/2 DT Fuel																	
AB	—	—	—	—													
M	1.0	0.5	0.5	1.0													
N	0.0	0.0	0.0	0.5													
I	1.0	1.0	1.0	0.0													
SPBR	1.0	1.0	1.0	—													
					Cruise Spd. CL: 3.5 Restr. Arcs: — Climb Spd.: 3.0 Blind Arcs: 30– Visibility: 4 Internal Fuel: 200 Size: +1 AtA Refuel: No Vulnerability: +0 Ejection Seat: None												
Speeds and Ceilings										Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth									
EH+	46+	—	—	—	—	— —	— —	— —	EH+								
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH								
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI								
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH								
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML								
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO								
Radar: —			ECM: RWR: — DDS: — DJM: — AJM: — BJM: —			Weapon Stations Diagram:											
ECCM:	—	—	DDS:	—	DJM:	—	AJM: —	BJM: —									
Arcs:	—	—															
Search:	—	—															
Track:	—	—															
Lock-On:	—	—															
Guns: Four 20 mm Hispano Mk V To Hit: 7/4/3 Ammunition: 5.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*			Technology: None			Load Point Limits: CL : < 3 1/2: < 5 Weight Limit: 2,000 DT : ≥ 5											
Bomb System: Manual						Station Limit Allowed Loads 1 and 6 1,000 BB FT 2–3 and 4–5 200 RK											
Notes:										Load Notes: 1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.							
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00									

Vampire NF.54					Crew: Pilot and Radar Operator										
					Maneuver DPs:										
Power APs/DPs: ○					LR/DR	1.5									
					VR	1.0									
					Turn DPs:										
					CL	1/2	DT								
					TT	0.5	0.5	0.5							
					HT	1.0	1.0	1.0							
					BT	1.0	1.0	1.0							
					ET	—	—	—							
					Cruise Spd. CL: 3.5	Restr. Arcs: —									
					Climb Spd.: 3.0	Blind Arcs: 30–									
					Visibility: 4	Internal Fuel: 200									
					Size: +1	AtA Refuel: No									
					Vulnerability: +0	Ejection Seat: None									
Speeds and Ceilings															
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth							
Band	Ceil.	44	40	38											
EH+	46+	—	—	—	—	— —	— —	— —	EH+						
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH						
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI						
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH						
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML						
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO						
Radar: AI Mk X			ECM: IFF	Weapon Stations Diagram:											
ECCM:	0		RWR: —												
Arcs:	Limited		DDS: —												
Search:	15–3		DJM: —												
Track:	—		AJM: —												
Lock-On:	—		BJM: —												
Guns: Four 20 mm Hispano Mk V			Technology: None	Load Point Limits: CL : < 3 1/2: < 5											
To Hit:	7/4/3														
Ammunition:	5.0			Weight Limit: 2,000 DT : ≥ 5											
Gunsight:	TT+0/HT+1/BT+2			Station Limit Allowed Loads											
Ranging:	—			1 and 2 1,000 FT											
AtA/AtG:	5/6*			Load Notes:											
Bomb System:	Manual			1. May use 450L FTs.											
Notes:															
1. The de Havilland Vampire NF.54 is a night fighter. The NF.54 is an export version of the NF.10, which is in turn derived from the FB.5, but has a new forward fuselage for the AI Mk X radar and two crew members.															
2. High transonic drag (HTD). Rapid acceleration (RA) if speed ≤ 4.0.															
VPs: 5/3/2/1								v3 0000000 0000-00-00T00:00:00							

Vampire T.55					Crew: Pilot and Observer				
					Maneuver DPs:				
Power APs/DPs: ○					LR/DR	1.5			
					VR	1.0			
					Turn DPs:				
					CL	1/2	DT		
					TT	0.5	0.5	0.5	
					HT	1.0	1.0	1.0	
					BT	1.0	1.0	1.0	
					ET	—	—	—	

Vampire T.55 (Late)					Crew: Pilot and Observer
Power APs/DPs: ○					Maneuver DPs:
CL 1/2 DT Fuel					LR/DR 1.5 VR 1.0
AB — — — — M 1.0 0.5 0.5 1.0 N 0.0 0.0 0.0 0.5 I 1.0 1.0 1.0 0.0 SPBR 1.0 1.0 1.0 —					Turn DPs: CL 1/2 DT TT 0.5 0.5 0.5 HT 1.0 1.0 1.0 BT 1.0 1.0 1.0 ET — — —
Cruise Spd. CL: 3.5 Restr. Arcs: — Climb Spd.: 3.0 Blind Arcs: 30– Visibility: 4 Internal Fuel: 200 Size: +1 AtA Refuel: No Vulnerability: +0 Ejection Seat: Early					

Speeds and Ceilings				Climb Capabilities					
Alt. Band	Conf. Ceil.	CL 44	1/2 40	DT 38	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	
EH+	46+	—	—	—	—	— —	— —	— —	EH+
VH	36–45	2.5 – 5.0	3.0 – 4.5	3.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	VH
HI	26–35	2.0 – 5.0	2.5 – 4.5	2.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	HI
MH	17–25	1.5 – 4.5	2.0 – 4.0	2.0 – 4.0	6.0	— 0.5	— 0.5	— 0.5	MH
ML	8–16	1.5 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	ML
LO	0–7	1.0 – 4.5	1.5 – 4.0	1.5 – 4.0	6.0	— 0.5	— 0.5	— 0.5	LO

Radar: — ECCM: — Arcs: — Search: — Track: — Lock-On: —	ECM: RWR: — DDS: — DJM: — AJM: — BJM: —	Weapon Stations Diagram:
Guns: Four 20 mm Hispano Mk V To Hit: 7/4/3 Ammunition: 5.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*	Technology: None	Load Point Limits: CL : < 3 1/2: < 5 Weight Limit: 2,000 DT : ≥ 5
Bomb System: Manual		Station Limit Allowed Loads 1 and 6 1,000 BB FT 2–3 and 4–5 200 RK
Notes:		Load Notes: 1. Stations 2 to 5 may each carry one or two RP-3 RKS. 2. May use 450L FTS.
		VPs: 5/3/2/1 v3.0000000 0000-00-00T00:00:00

Vampire T.55A									Crew: Pilot and Observer	
Power APs/DPs: ○									Maneuver DPs:	
CL 1/2 DT Fuel									LR/DR 1.5	
AB — — — —									VR 1.0	
M 1.0 0.5 0.5 1.0										
N 0.0 0.0 0.0 0.5										
I 1.0 1.0 1.0 0.0										
SPBR 1.0 1.0 1.0 —										