

MANEUVER SCHEDULE

1SB 1SA 1SC

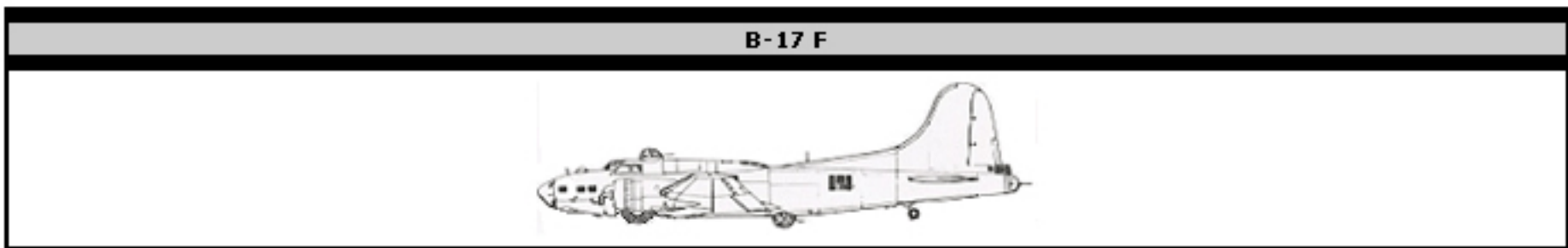
1LA 1RA

1LB 1RB

2SB 2SA 2SC

3SA

Turn	Man.	Alt
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PERFORMANCE

Acceleration: 1	Deceleration: 2	Climb: 1	Dive: 2
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DAMAGE

Engines: 1: □□□□ □□□□ □□ 2: □□□□ □□□□ □□ 3: □□□□ □□□□ □□ 4: □□□□ □□□□ □□

Wings: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Fusel.: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

FIREPOWER

Weapon	Range in Hexes			
	1	2	3	4
1 x .50 MG	2	2	1	1
2 x .50 MG	4	3	2	1

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot			M S D
Copilot			M S D
Engineer/Top Turret Gunner (2 x .50 MG)	2-7	↑	M S D
Ventral Gunner (2 x .50 MG)	2-7	↓	M S D
Tail Gunner (2 x .50 MG)	5	↕	M S D
Right Waist Gunner (1 x .50 MG)	3-4	↕	M S D
Left Waist Gunner (1 x .50 MG)	6-7	↕	M S D
Navigator (1 x .50 MG)	2	↕	M S D
Bomb. (1 x .50 MG)	3,7	↕	M S D
Radio Operator (1 x .50 MG)	5	↑	M S D

NOTES

May be loaded with 26 small bombs, 12 medium bombs or 2 very large bombs.

+1 to extinguishing fires

↕ May climb max ↑ May climb 1-2 ↑ May climb 1 — Level flight allowed ↓ May dive 1 ↕ May dive max ▼ MUST dive 2+ ✕ Level this turn but MUST dive next turn