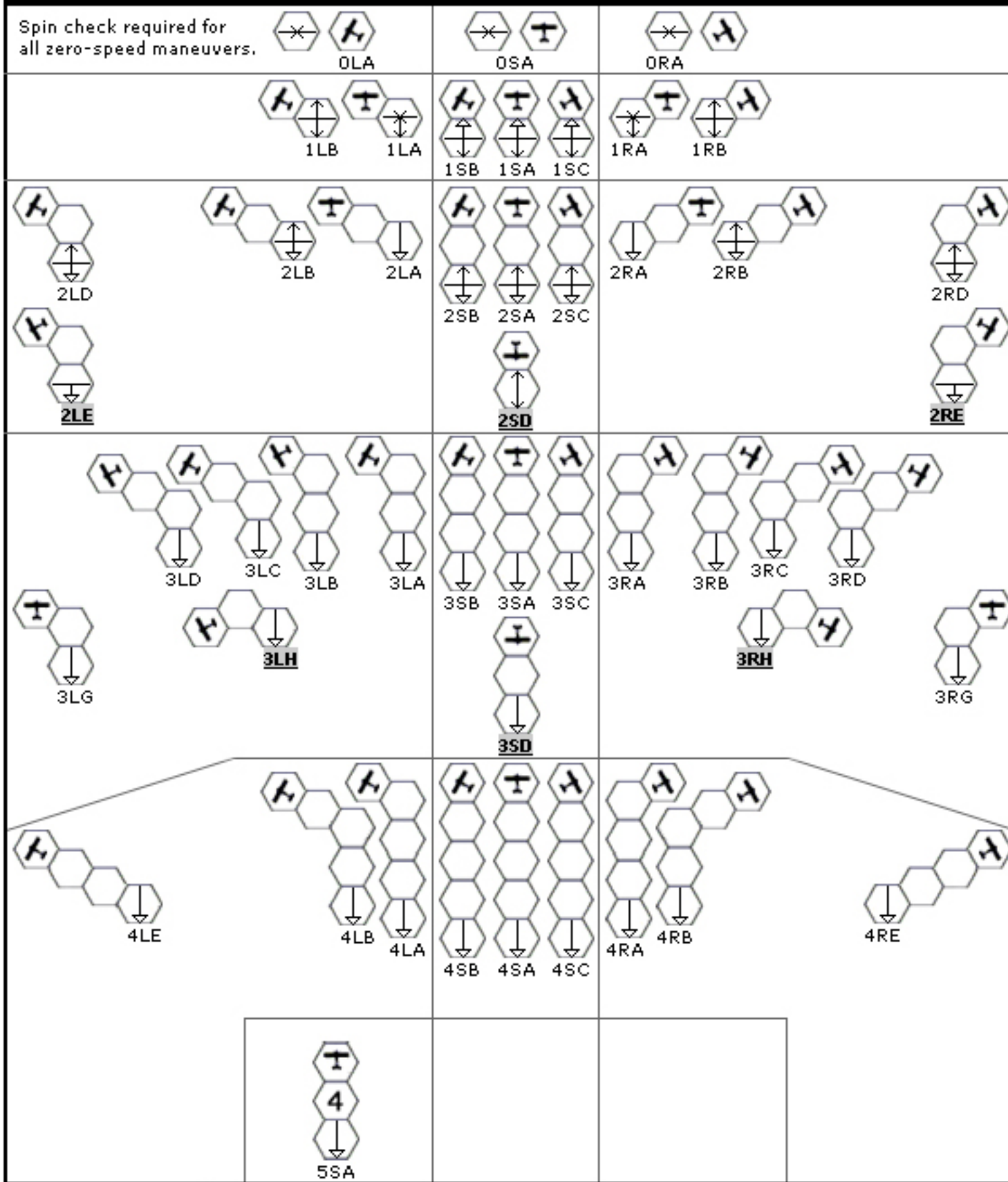


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
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13		
14		
15		
16		
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35		

F4F-3 Wildcat

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
4 x .50 MGs	1	↕	8	6	4	2

Ammo: □□□□ □□□□ □□□□
□□□

DAMAGE

Engine 1	□□□□ □□□□ ○○
Wings:	□□□□ □□□□ □□□□ □□□□ ○○○○
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ ○○○○

Pilot: _____ M S D

NOTES

May carry 2 small bombs.

↕ 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