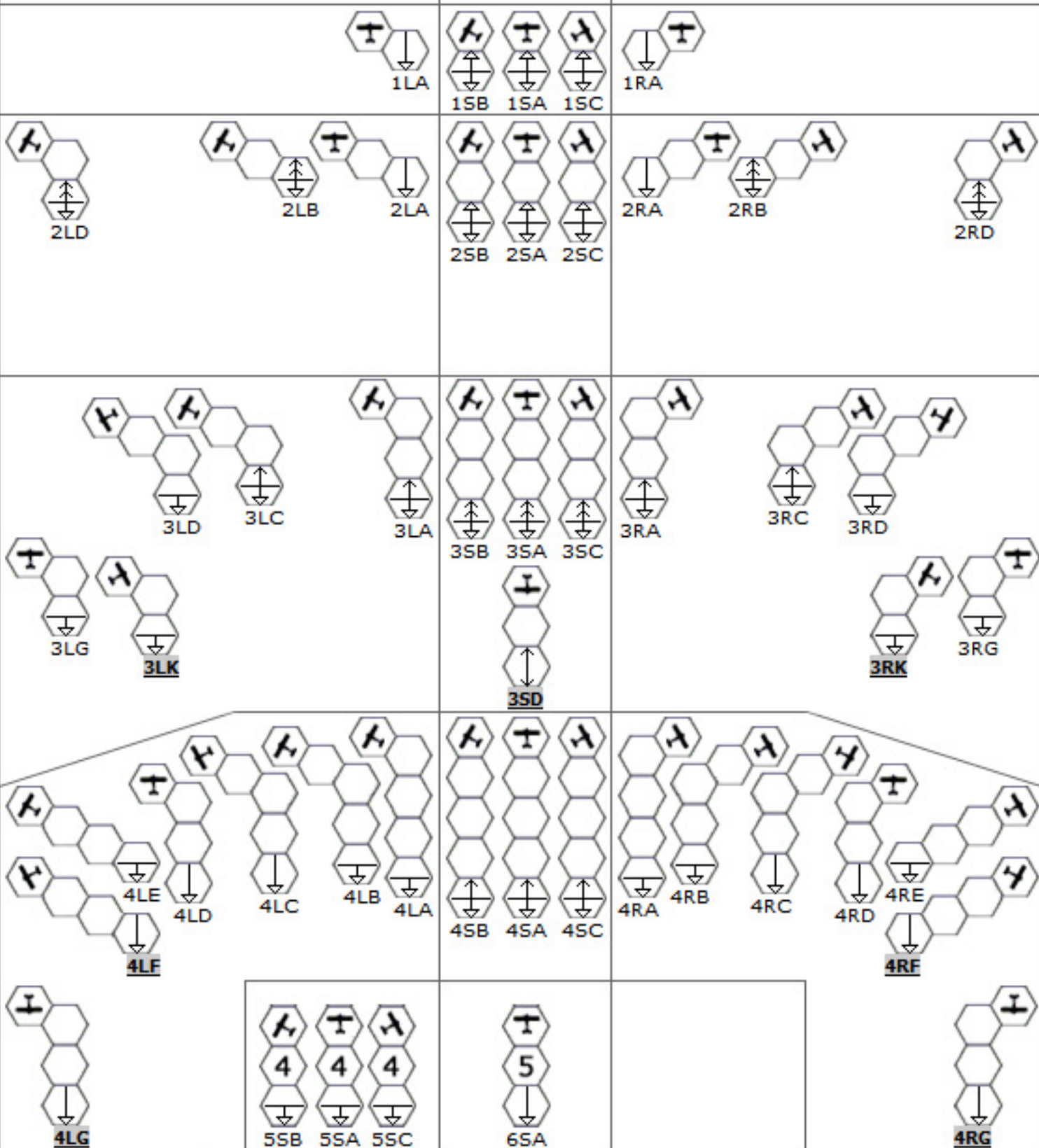


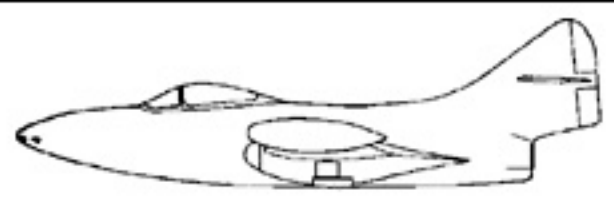
## MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
4		
5		
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32		
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35		

## F9F Panther



### PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	4

### FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
4 x 20mm CN	1	↕	16	12	8	4

Ammo: □□□□ □□□□ □□□

### DAMAGE

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

Pilot M S D

### NOTES

May Carry 2 small, medium or large bombs, or 8 rockets.

↕ 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