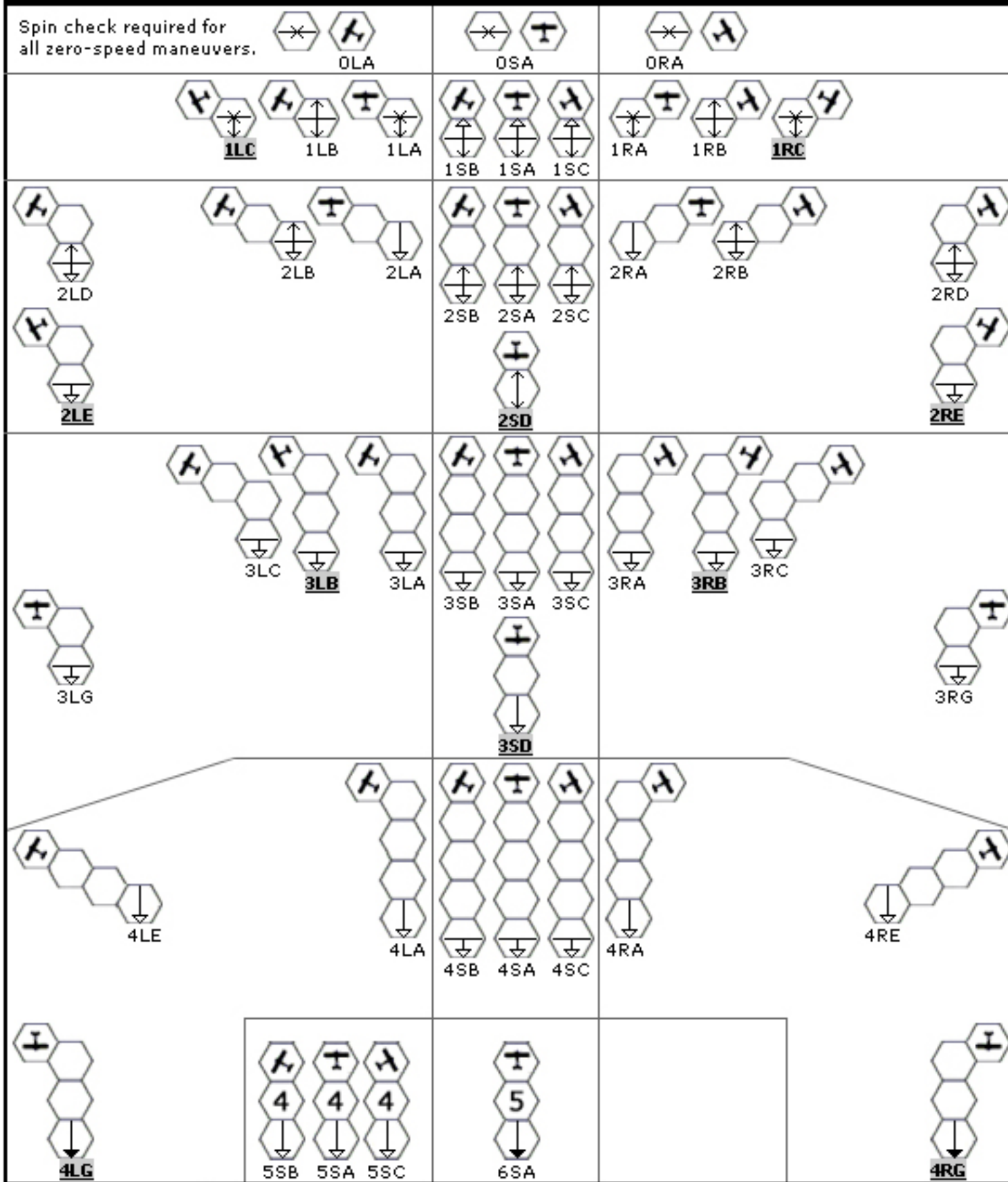


## MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
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35		

### P-47D Thunderbolt

#### PERFORMANCE

Acceleration	3
Deceleration	2
Climb	2
Dive	4

#### FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
8 x .50 MG	1	↕	16	12	8	4

Ammo: □□□□ □□□□ □□□□

#### DAMAGE

Engine 1	□□□□ □○○○○ ○○
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□ □○○○○ ○○○○○
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ ○○○○○ ○○○○○
Pilot	M S D

#### NOTES

- Heavy pilot armor: 4s on crew wound chart do not cause wounds.
- May carry 2 medium bombs and 1 large or very large bomb, plus six 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