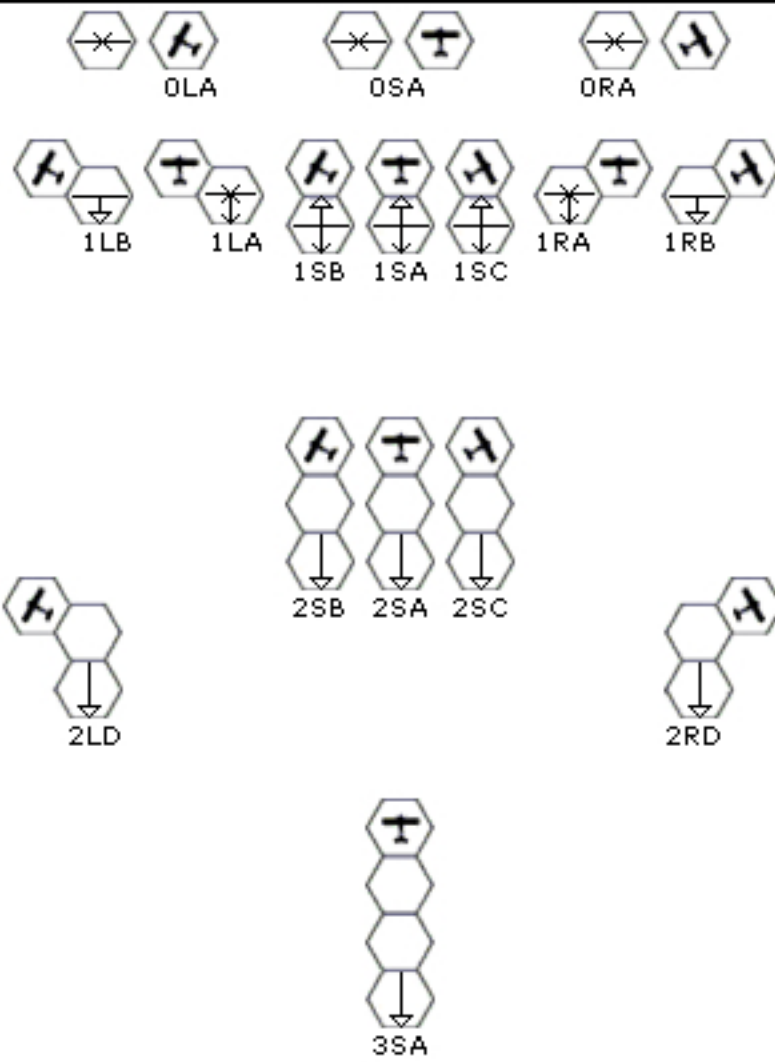
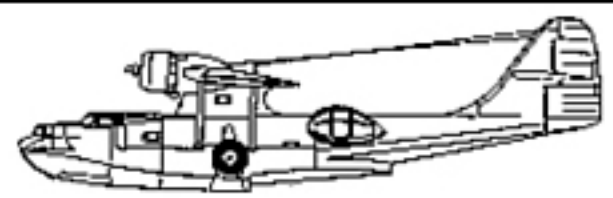


**MANEUVER SCHEDULE**



Turn	Man.	Alt
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35		

**PBY Catalina**



**PERFORMANCE**

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

**DAMAGE**

Engines: 1: □□□□ □□□□ □□ 2: □□□□ □□□□ □□

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

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

**FIREPOWER**

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

**CREW**

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot			M S D
Copilot			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) □□□□ □□□□ □□□□	7-3	↕	M S D

**NOTES**

May carry 2 large, 2 medium, or 4 light bombs, or 2 torpedos.

No pilot armor, +1 to all "Crew Wound" rolls.

Burns easily, -1 to all "Smoke" rolls.

↕ 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