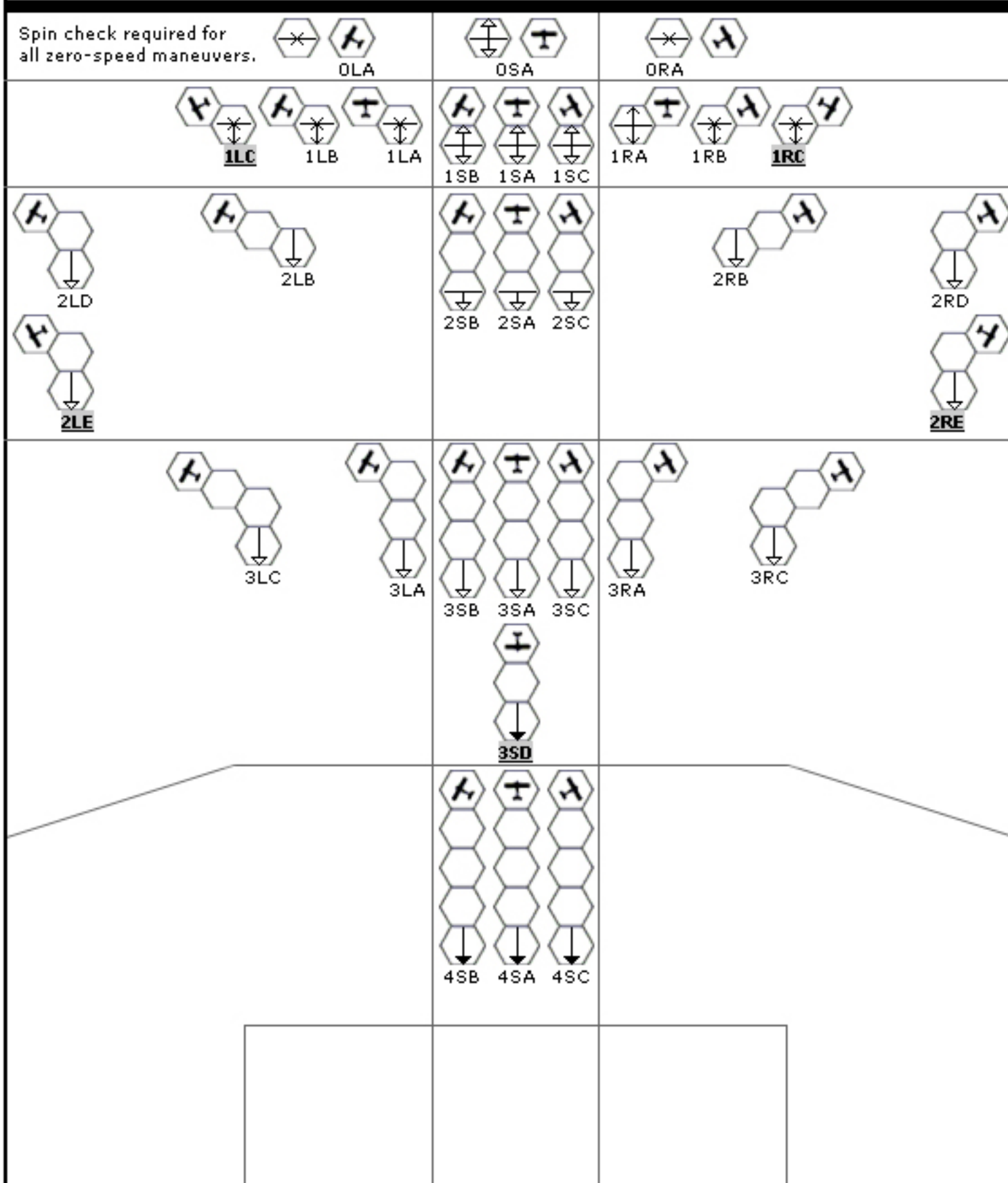


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
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13		
14		
15		
16		
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35		

SBD Dauntless

PERFORMANCE	
Acceleration	2
Deceleration	3
Climb	1
Dive	3

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x .50 MG	1	↕	4	3	2	1
Ammo: □□□□ □□□□ □□□□						
2 x .30 MG	5	↑	2	1	1	0
Ammo: □□□□ □□□□ □□□□						

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

Pilot	M S D
Dorsal Gunner	M S D

NOTES

May carry 1-3 medium bombs, or 1 large or very large bomb.

This plane uses the dive bomber scatter table for missed 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