

## MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.			
 OLA	 OSA	 ORA	
 1LC 1LB 1LA	  1SB 1SA 1SC	 1RA 1RB 1RC	
 2LD 2LB	  2SB 2SA 2SC	 2RB 2RD	
	  3SB 3SA 3SC   3SD		
	  4SA		

Turn	Man.	Alt.
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### TBF Avenger

#### PERFORMANCE

Acceleration	2
Deceleration	2
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	4-6	↑	2	1	1	0
Ammo: □□□□ □□□□ □□□□						
1 x .50 MG	5	↓	2	2	1	1
Ammo: □□□□ □□□□ □□□□						

#### DAMAGE

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

Pilot	M S D
Dorsal Gunner	M S D
Ventral Gunner	M S D

#### NOTES

May carry 4 medium bombs or 2 large bombs or 1 very large bomb or 1 torpedo.

↕ 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