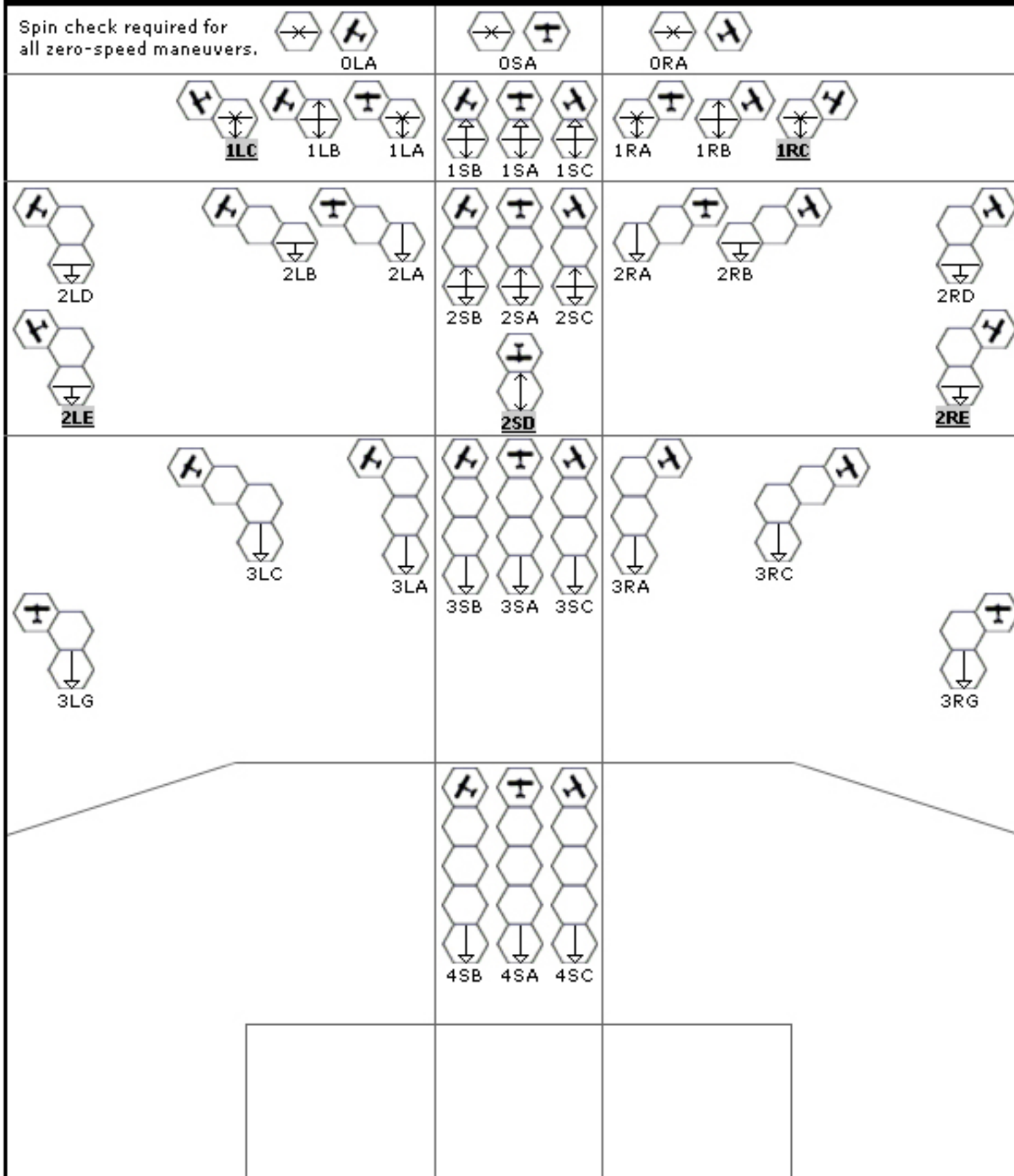


## MANEUVER SCHEDULE



Turn	Man.	Alt
1		
2		
3		
4		
5		
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11		
12		
13		
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35		

### Defiant

PERFORMANCE	
Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
4 x .303 MG	3-7	↑	4	3	2	0

Ammo:

DAMAGE	
Engine 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wings:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fusel.:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Pilot	<input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> D

### NOTES

↻ 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