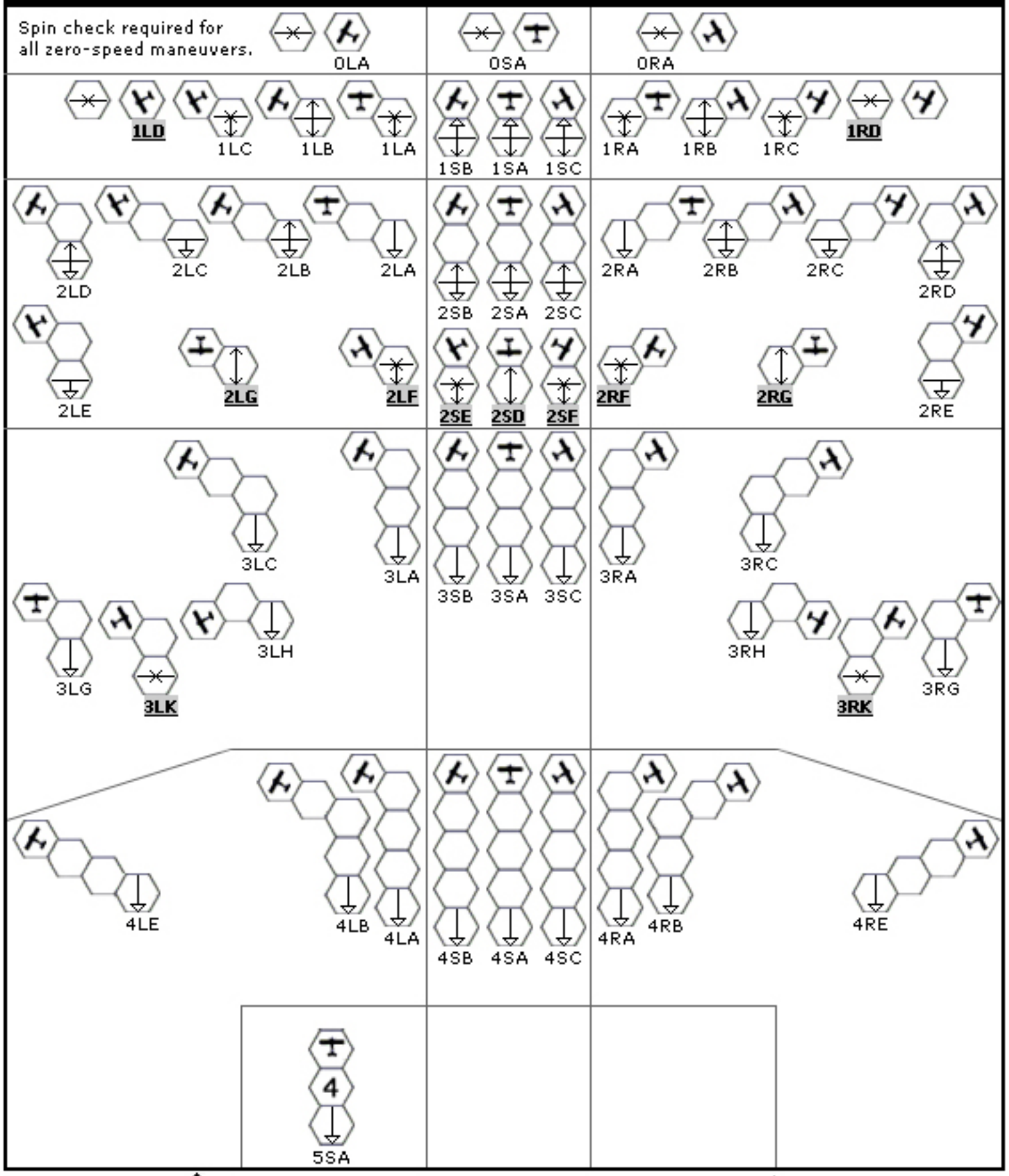
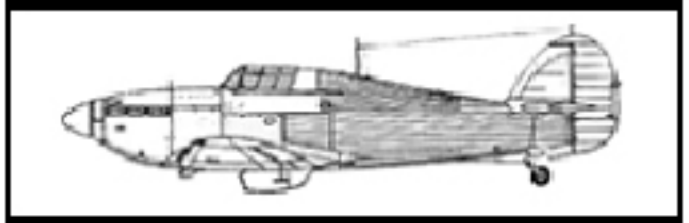
MANEUVER SCHEDULE



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

Hurricane MKI



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
8 x .303 MG	1	↕	8	6	4	0

Ammo: □□□□□ □□□□□ □□

DAMAGE

Engine 1	□□□□O OOO
Wings:	□□□□□ □□□□□ □□□□□ □□□□□ □□OOO OOOOO
Fusel.:	□□□□□ □□□□□ □□□□□ □□□□O OOOOO
Pilot	M S 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