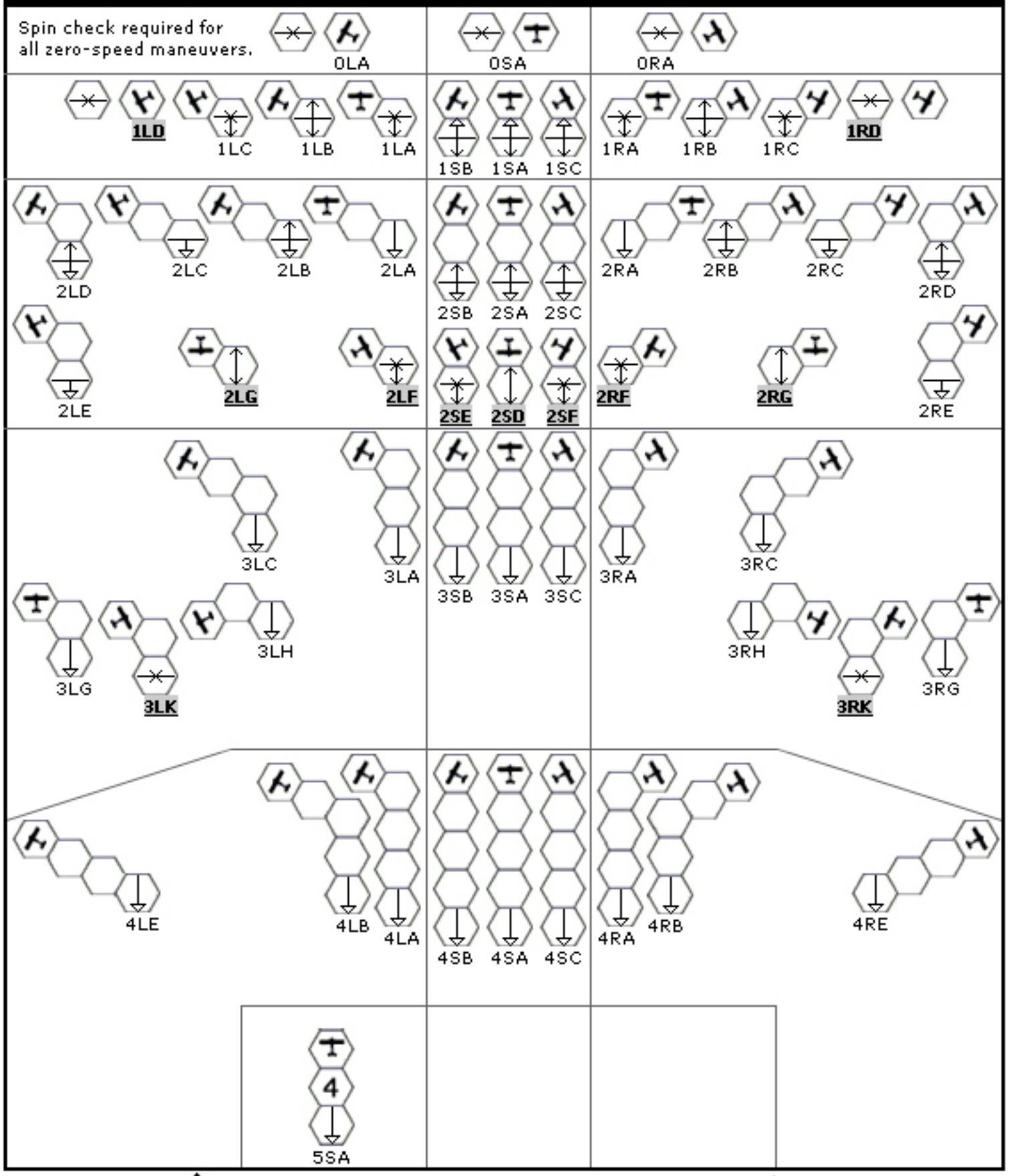
MANEUVER SCHEDULE



Turn	Man.	Alt
1		
2		
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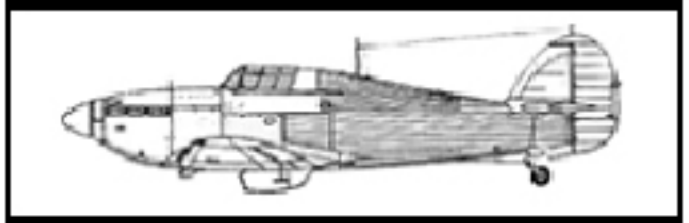
Hurricane MKII B



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
10 x .303 MG	1	↕	10	8	5	0

Ammo: □□□□□ □□□□□ □□

DAMAGE

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

NOTES

May carry 2 light 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