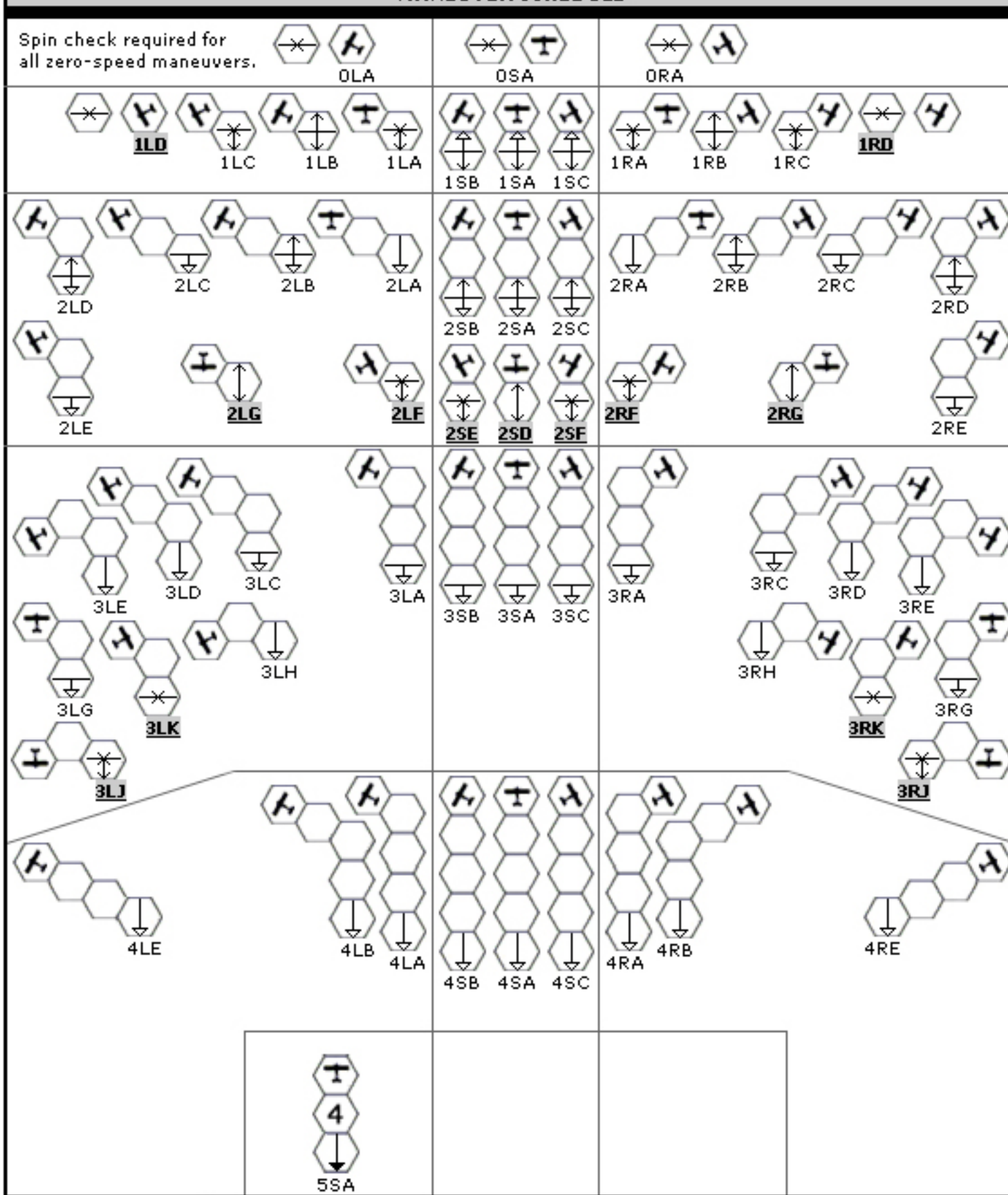


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
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11		
12		
13		
14		
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35		

Spitfire MKI

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
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: □□□□□ ○○○

Wings: □□□□□ □□□□□ □□□□□
□□□□□ ○○○○○

Fusel.: □□□□□ □□□□□ □□□□□
□□□□□ ○○○○○

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