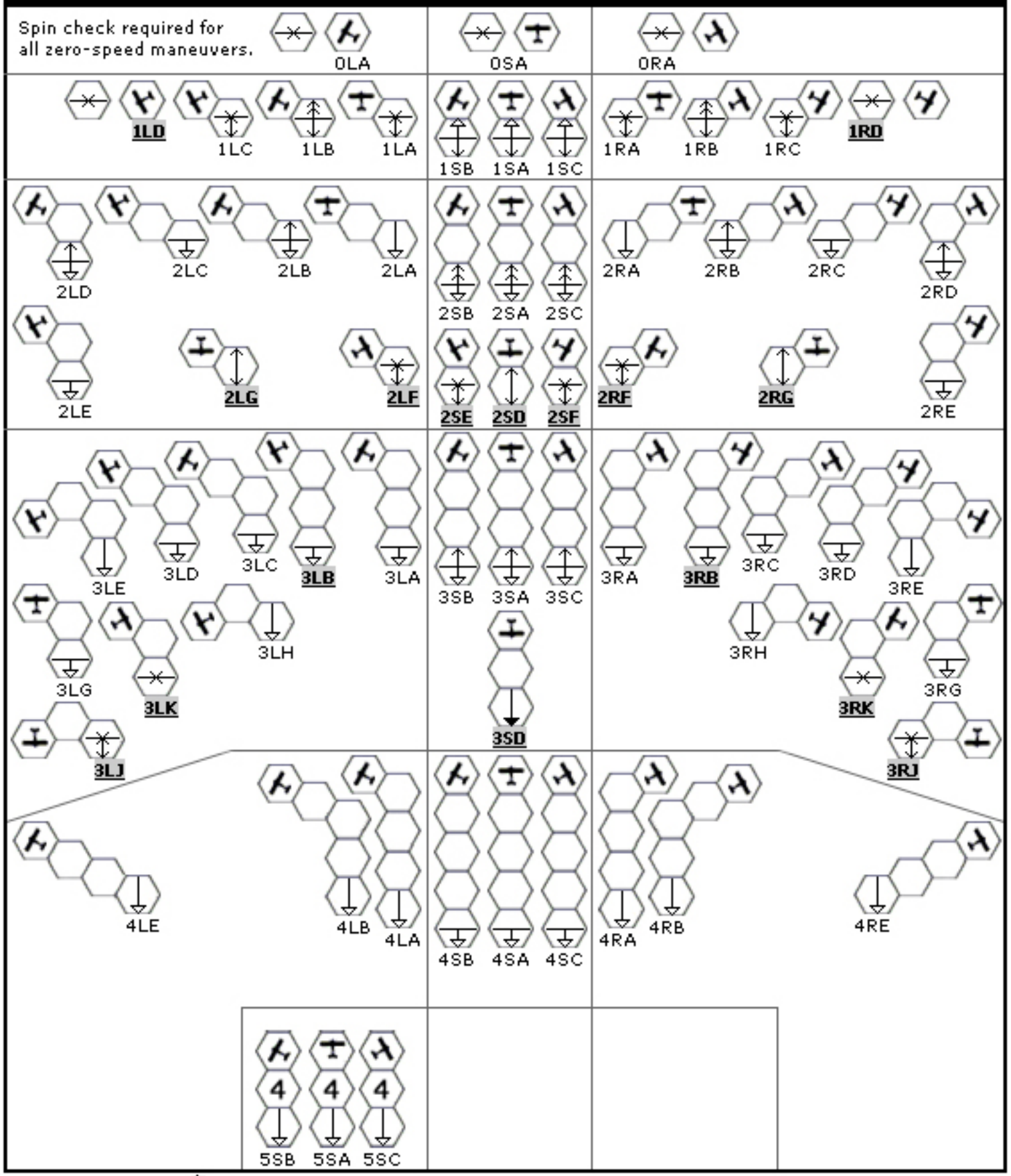
MANEUVER SCHEDULE



Turn	Man.	Alt
1		
2		
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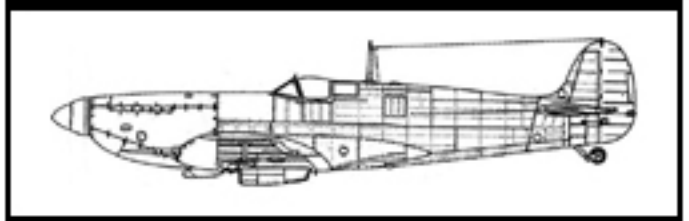
Spitfire MKIX



PERFORMANCE

Acceleration	3
Deceleration	2
Climb	3
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	2
Ammo: □□□□□ □□□□□ □□□□□						
4 x .303 MG	1	↕	4	3	2	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