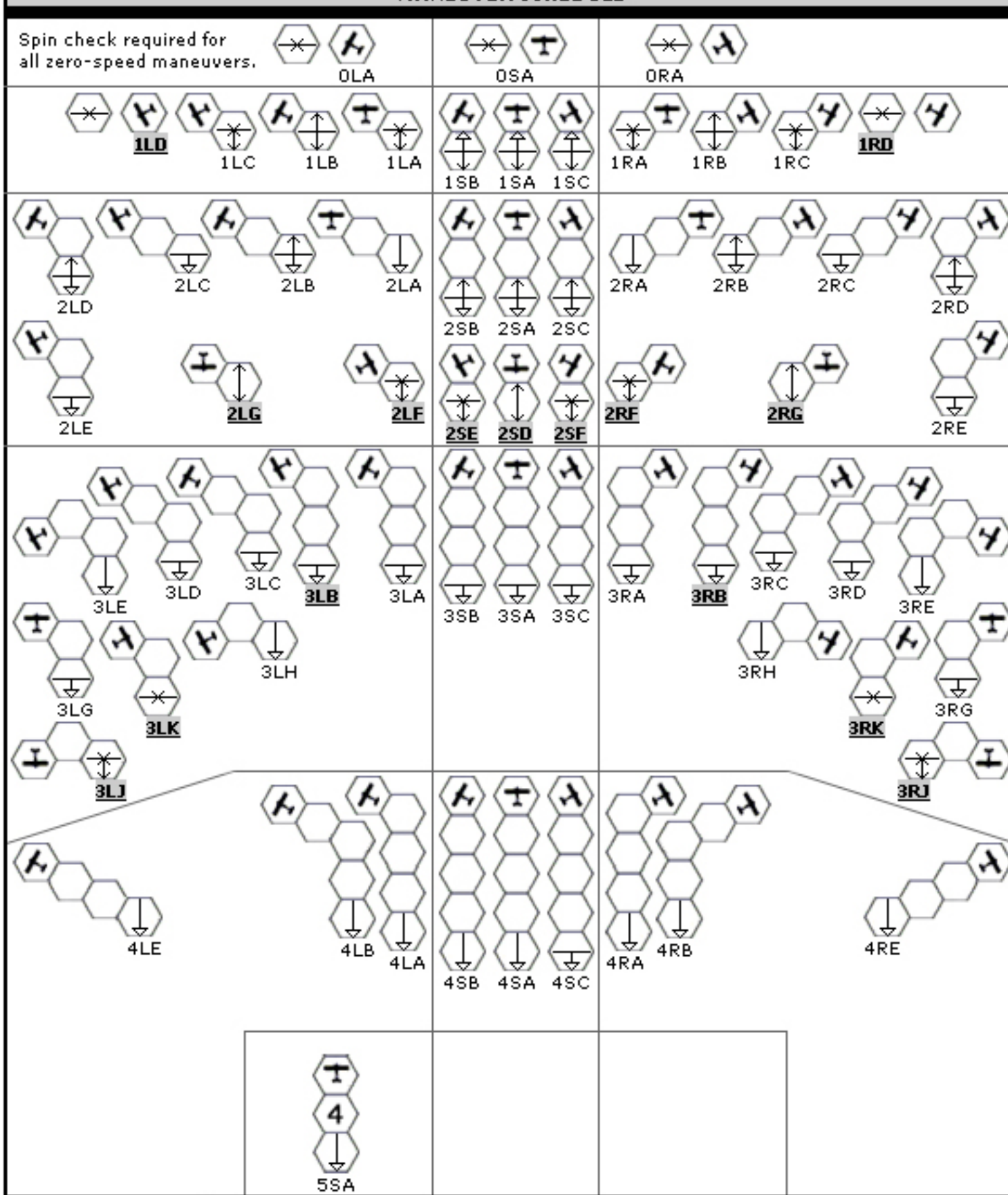


MANEUVER SCHEDULE



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

Spitfire MKV

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