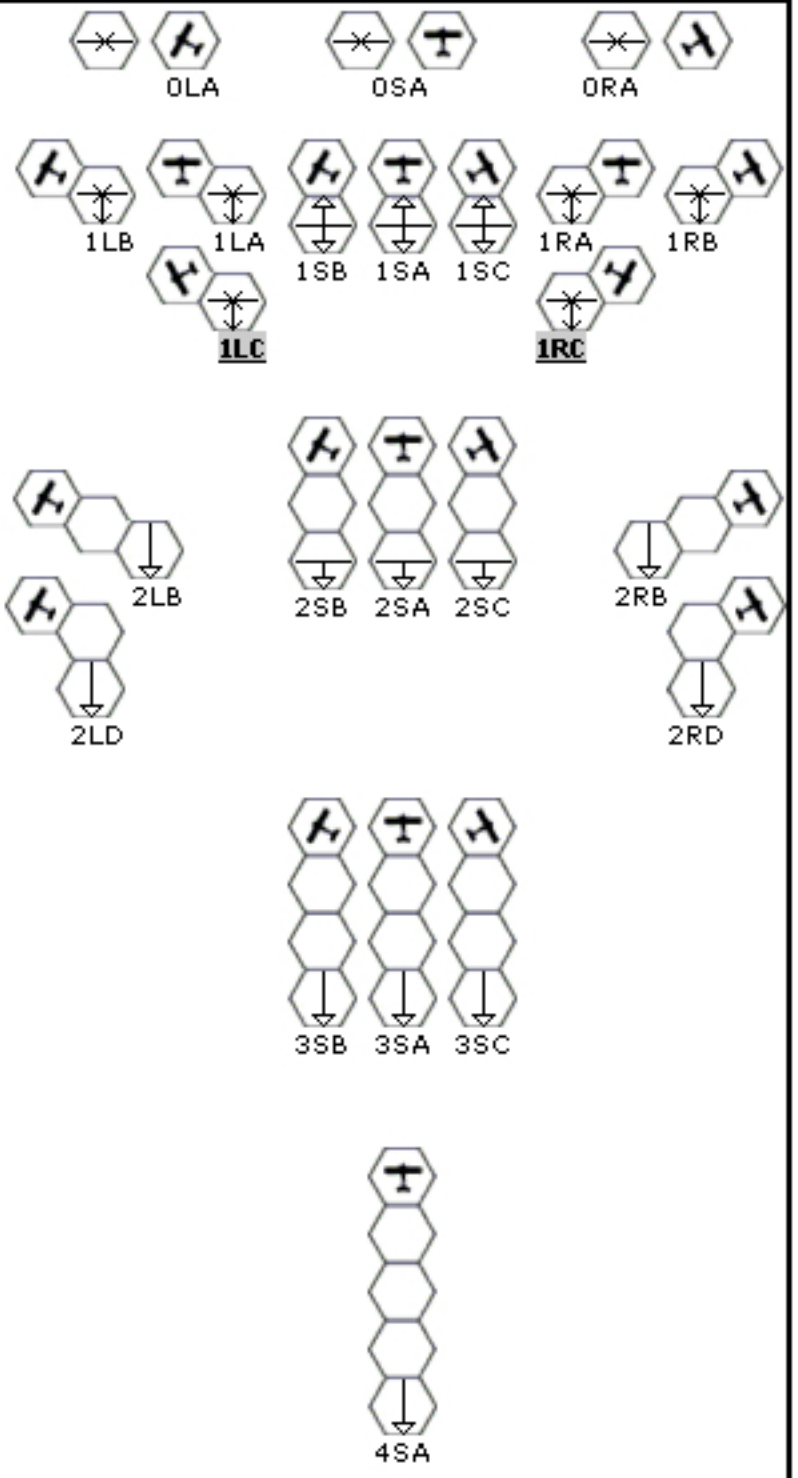
MANEUVER SCHEDULE



Turn	Man.	Alt
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DO-17

PERFORMANCE

Acceleration: 2 **Deceleration:**2 **Climb:**1 **Dive:**3

DAMAGE

Engines: 1: □□□□□ □○○○○ ○○ 2: □□□□□ □○○○○ ○○

Wings: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □○○○○ ○○○○○

Fusel.: □□□□□ □□□□□ □□□□□ □□□□○ ○○○○○

FIREPOWER

Weapon	Range in Hexes			
	1	2	3	4
1 x 7.9mm MG	1	1	1	0

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot (1 x 7.9mm MG)□□□□□ □□□□□ □□□□□	1	↕	M S D
Bomb. (1 x 7.9mm MG)□□□□□ □□□□□ □□□□□	2	↕	M S D
Dorsal Gunner (1 x 7.9mm MG)□□□□□ □□□□□ □□□□□	5	↑	M S D
Ventral Gunner (1 x 7.9mm MG)□□□□□ □□□□□ □□□□□	5	↓	M S D

NOTES

May load 8 small bombs or 4 medium bombs or 2 large bombs.

No crew Armor: +1 to all crew wound rolls.

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