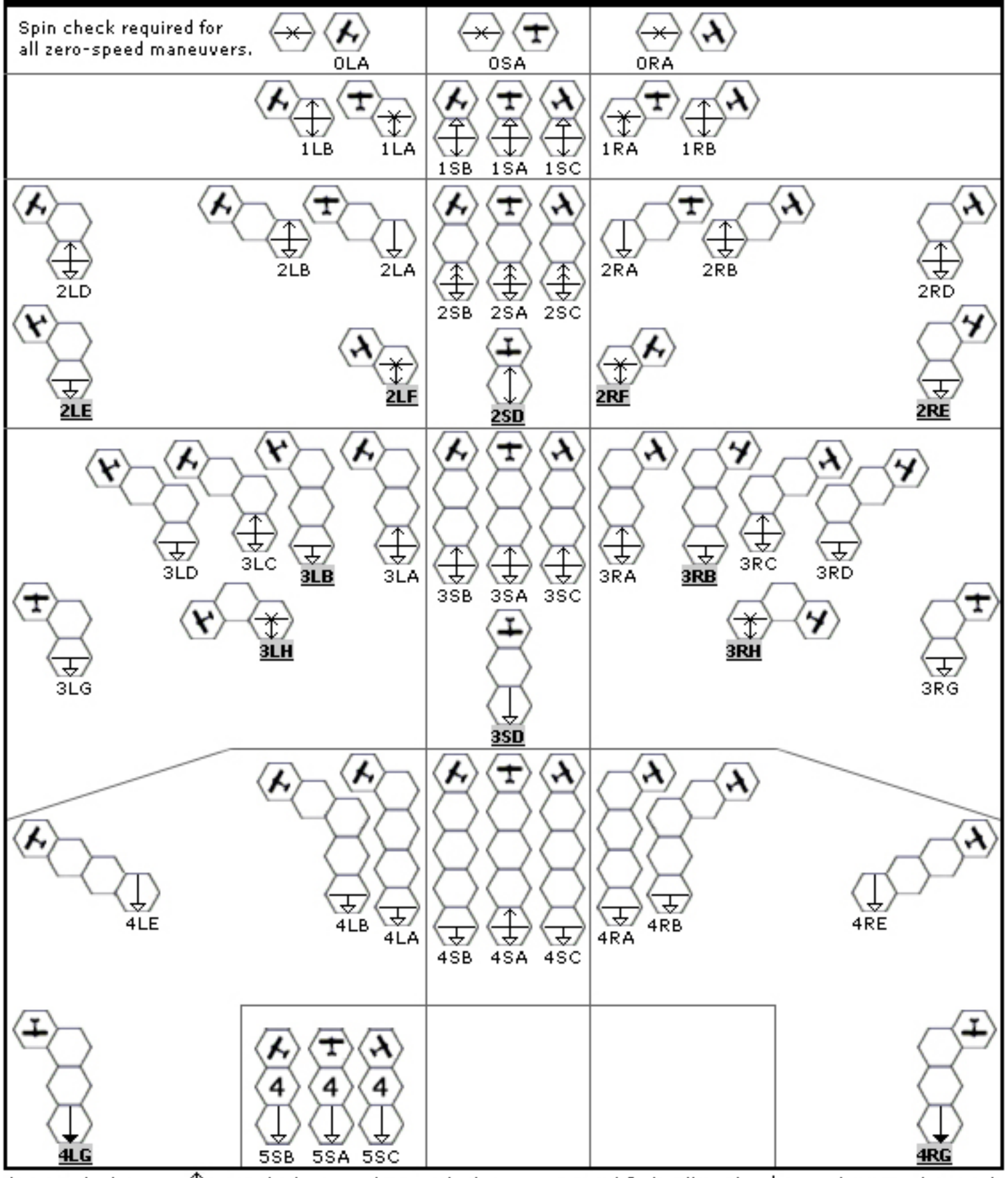
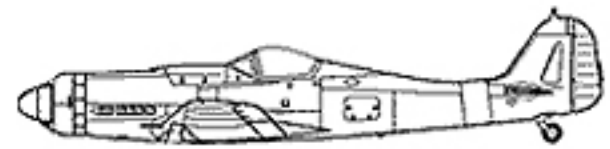
MANEUVER SCHEDULE



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

Fw 190 D



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: □□□□□ □□□□□ □□□□□						
2 x 13mm MG	1	↕	4	3	2	1
Ammo: □□□□□ □□□□□ □□□□□						

DAMAGE

Engine 1	□□□□□ □○○○○ ○○
Wings:	□□□□□ □□□□□ □□□□□ □□□□□ □□○○○ ○○○○○
Fusel.:	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □○○○○ ○○○○○
Pilot	M S D

NOTES

Heavy pilot armor: 4s on crew wound chart do not cause wounds.
May carry 1 small bomb.

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