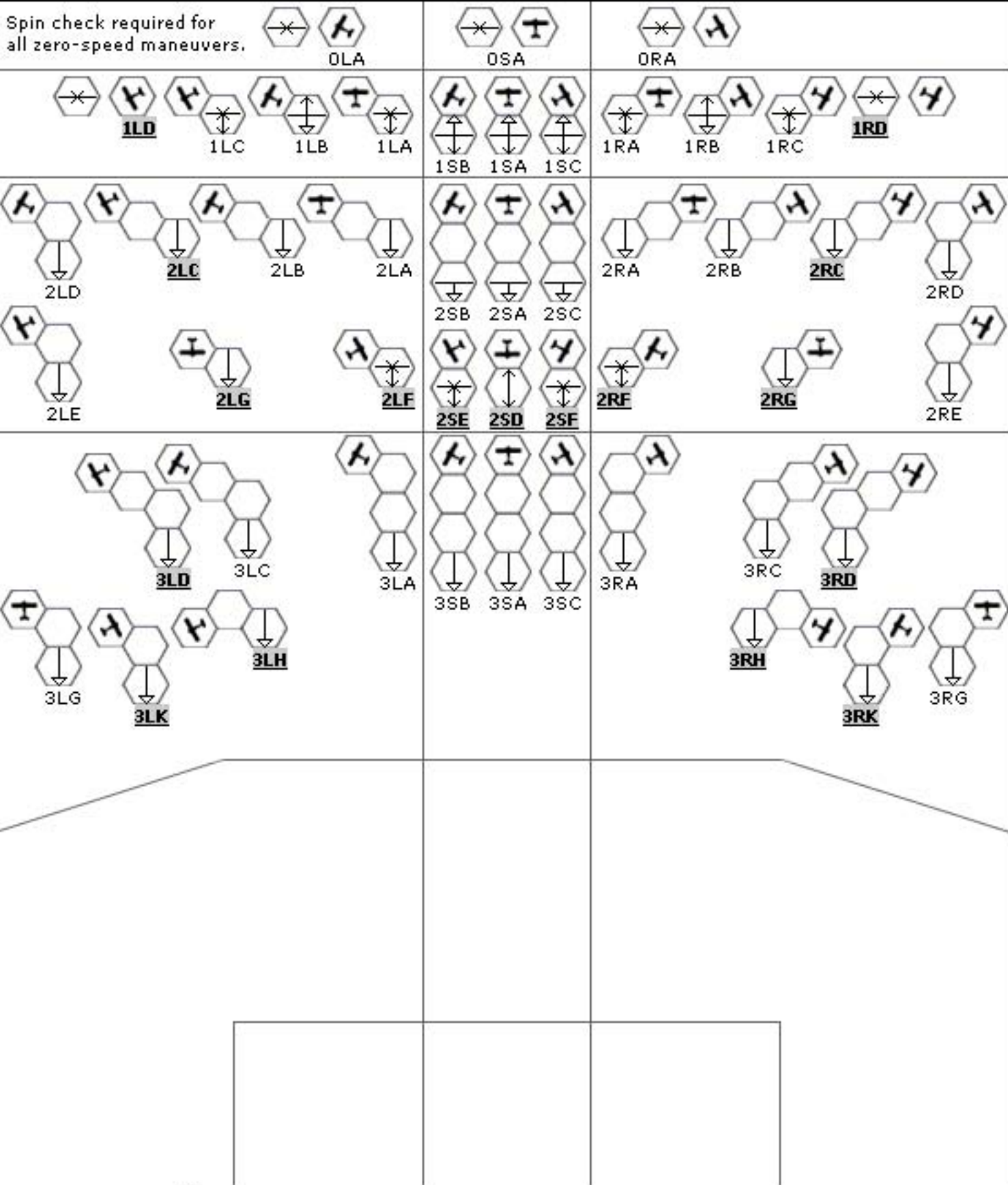


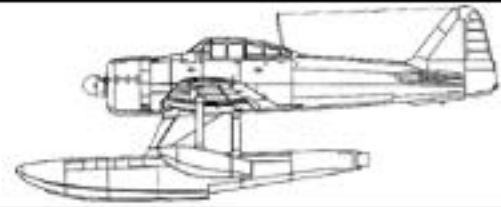
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
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A6M2-N Rufe



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	0
Ammo: □□□□ □□□□						
2 x 7.7mm MG	1	↕	2	1	1	0
Ammo: □□□□ □□□□ □□□□ □□□□						

DAMAGE

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

NOTES

No pilot armor, +1 to all "Crew Wound" rolls.
Burns easily, -1 to all "Smoke" 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