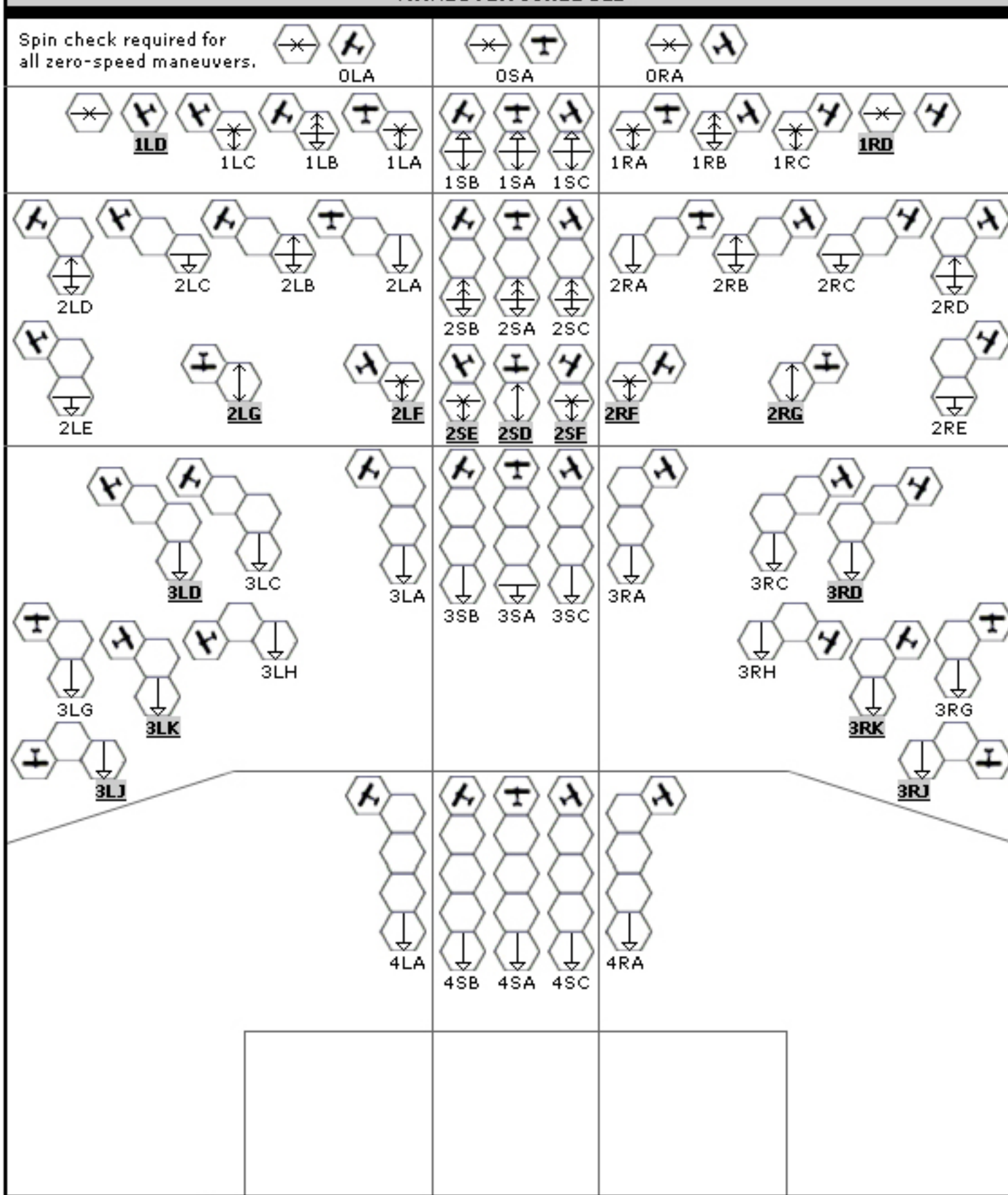
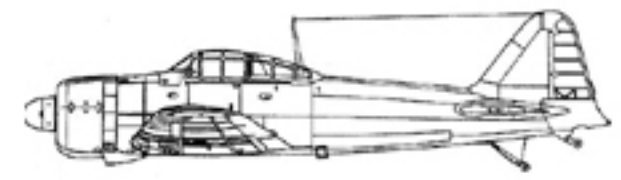


MANEUVER SCHEDULE



| 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 | | |

A6M2 Zero



PERFORMANCE

| | |
|--------------|---|
| Acceleration | 2 |
| 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 | 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