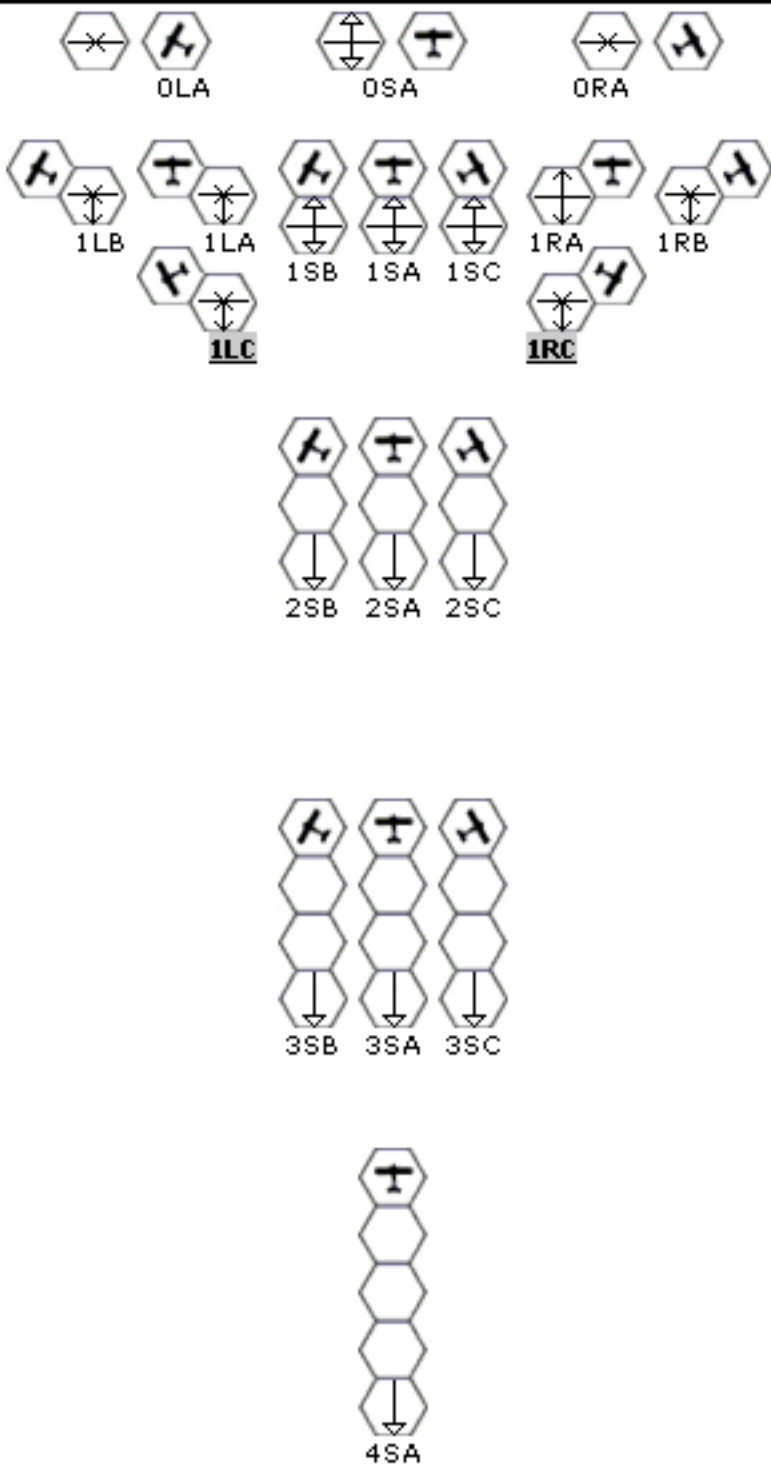
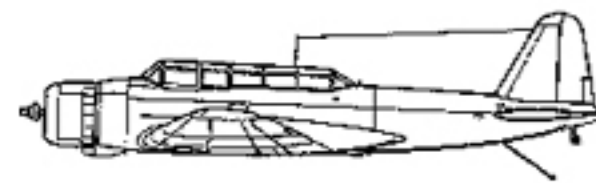


MANEUVER SCHEDULE



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
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14		
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16		
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32		
33		
34		
35		

B5N Kate



PERFORMANCE

Acceleration: 1 Deceleration: 2 Climb: 1 Dive: 2

DAMAGE

Engines: 1: □□□□ □□□□ ○○
 Wings: □□□□ □□□□ □□□□ ○○○○
 Fusel.: □□□□ □□□□ □□□□ □□□□ ○○○○

FIREPOWER

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

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot (None)	1	↕	M S D
Dorsal Gunner (1 x 7.9mm MG) □□□□ □□□□ □□□□	5	↑	M S D
Radio Operator			M S D

NOTES

May be loaded with 3 small bombs, 1 medium bomb, 1 large bomb, or 1 torpedo.
 No crew 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