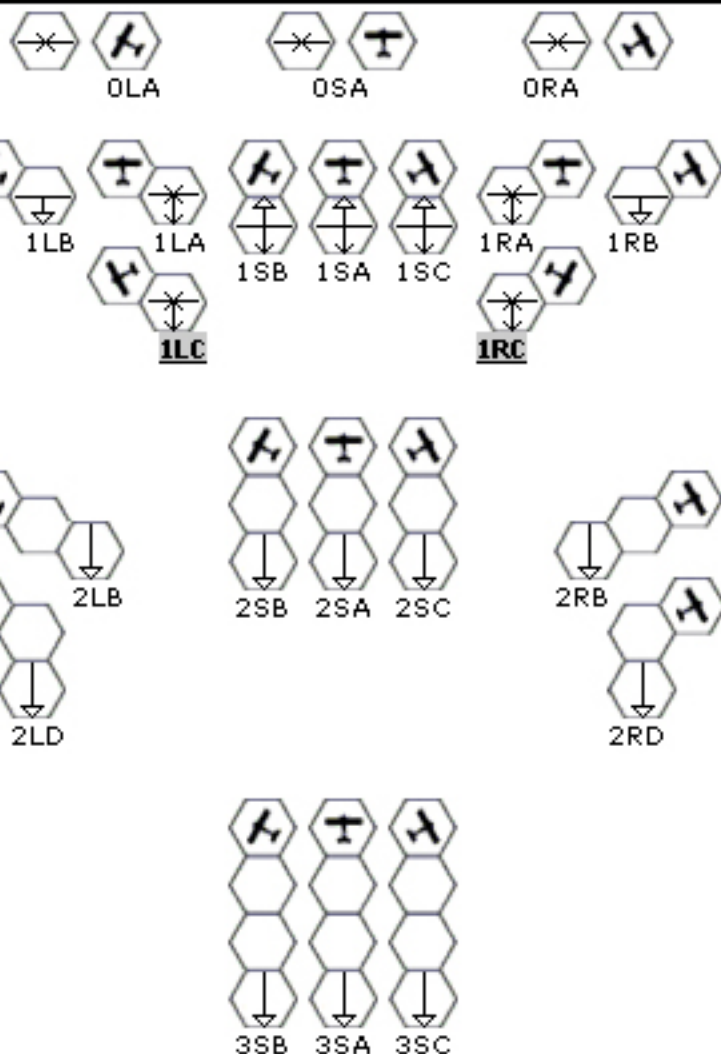
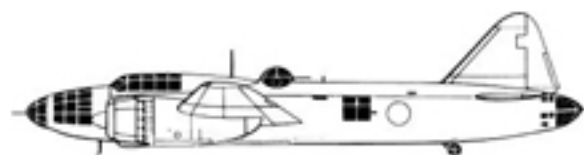


MANEUVER SCHEDULE



Turn	Man.	Alt
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35		

G4M1 Betty



PERFORMANCE

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

DAMAGE

Engines: 1: 2:

Wings:

Fusel.:

FIREPOWER

Weapon	Range in Hexes			
	1	2	3	4
1 x 7.7mm MG	1	1	1	0
1 x 20mm CN	4	3	2	1

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot			M S D
Copilot			M S D
Tail Gunner (1 x 20mm CN) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5	↕	M S D
Engineer/Top Turret Gunner (1 x 7.7mm MG) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2-7	↑	M S D
Navigator (1 x 7.7mm MG) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	↕	M S D
Right Waist Gunner (1 x 7.7mm MG) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3-4	↕	M S D
Left Waist Gunner (1 x 7.7mm MG) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6-7	↕	M S D

NOTES

May carry 8 small bombs, 3 medium bombs, 1 heavy bomb and 2 medium bombs, or 1 torpedo.

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