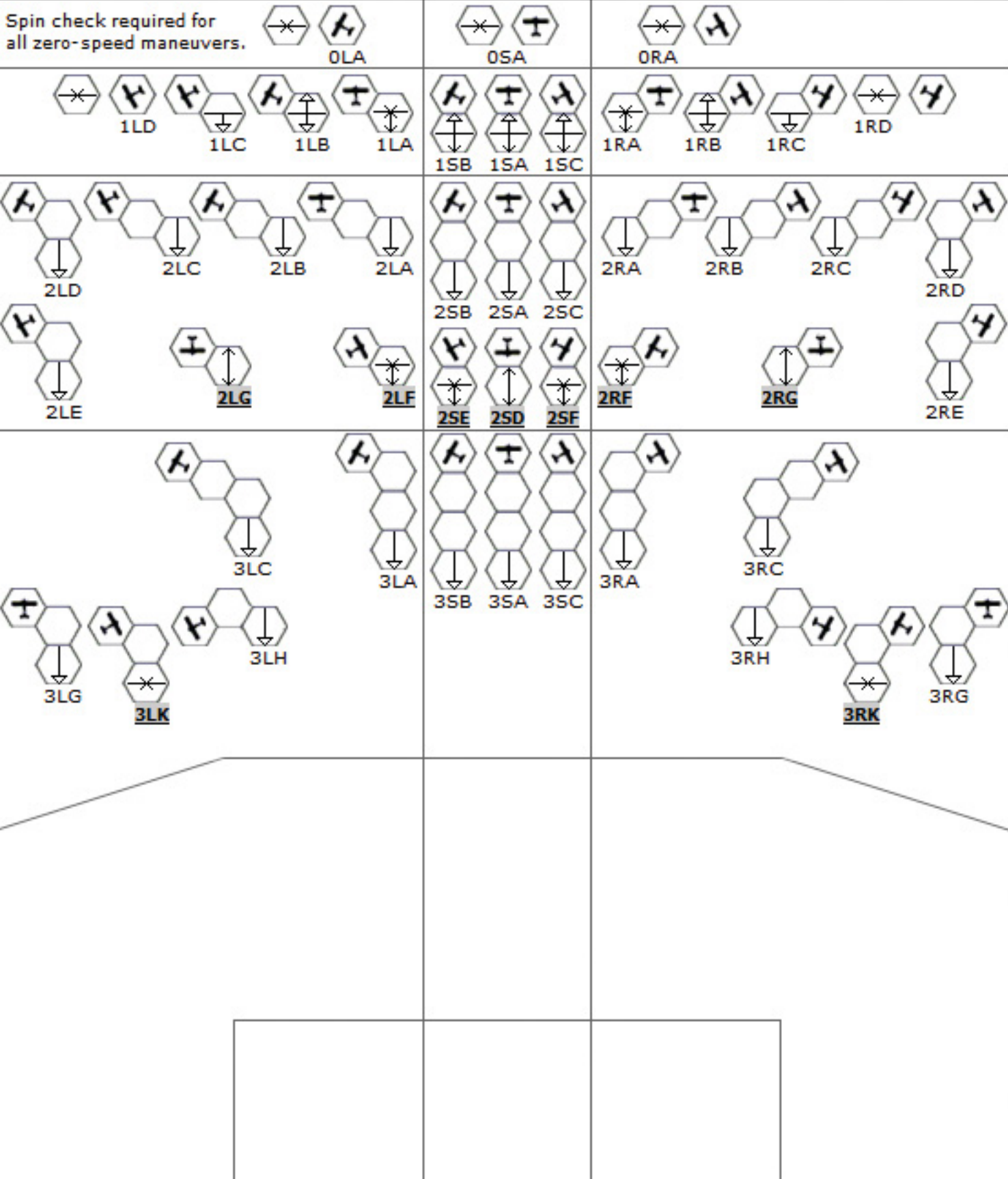
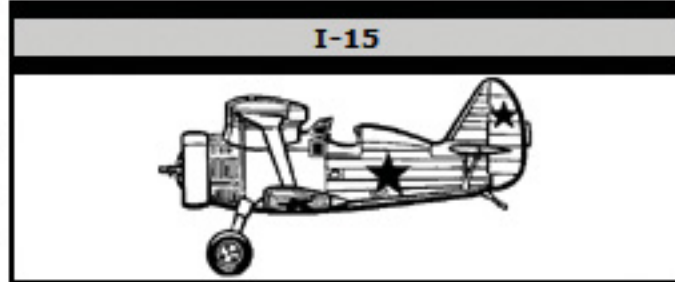


MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



| Turn | Man. | Alt |
|------|------|-----|
| 1 | | |
| 2 | | |
| 3 | | |
| 4 | | |
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| 33 | | |
| 34 | | |
| 35 | | |



| PERFORMANCE | |
|--------------|---|
| Acceleration | 1 |
| Deceleration | 2 |
| Climb | 2 |
| Dive | 3 |

| FIREPOWER | | | | | | |
|------------|-----|-----|----------------|---|---|---|
| Weapon | Arc | Trv | Range in Hexes | | | |
| | | | 1 | 2 | 3 | 4 |
| 4 x .30 MG | 1 | ↕ | 4 | 3 | 2 | 0 |

Ammo:

| DAMAGE | | |
|----------|---|---|
| Engine 1 | <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"/> <input type="checkbox"/> |
| Wings: | <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Fusel.: | <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Pilot M S D

NOTES

Poor gunsight: -1 to hit when shooting.

No pilot armor, +1 to all "Crew Wound" rolls.

May carry 2 or 4 small bombs, or 6 rockets.

↕ 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