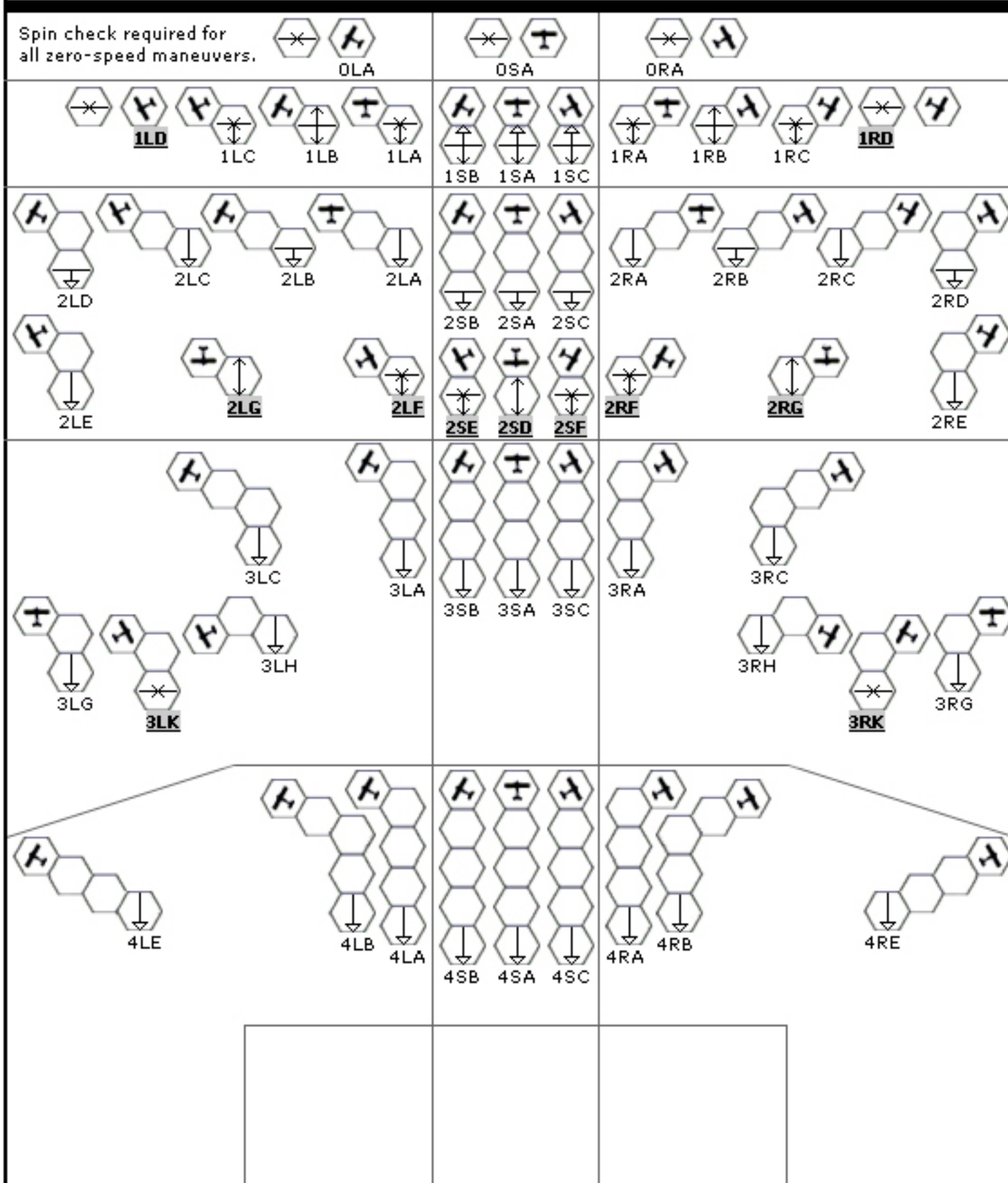


## MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
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13		
14		
15		
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35		

**I-16**

**PERFORMANCE**

Acceleration	2
Deceleration	2
Climb	3
Dive	3

**FIREPOWER**

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

Ammo: □□□□ □□□□ □□□□

2 x 20mm CN	1	↕	8	6	4	2
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Ammo: □□□□ □□□□ □□

**DAMAGE**

Engine 1	□□□□ □□□□ ○○
Wings:	□□□□ □□□□ □□□□ □□□□ ○○○○
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ ○○○○

Pilot M S D

**NOTES**

Unstable: -1 to all spin checks.  
 Poor gunsight: -1 to hit when shooting.

May carry 2 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