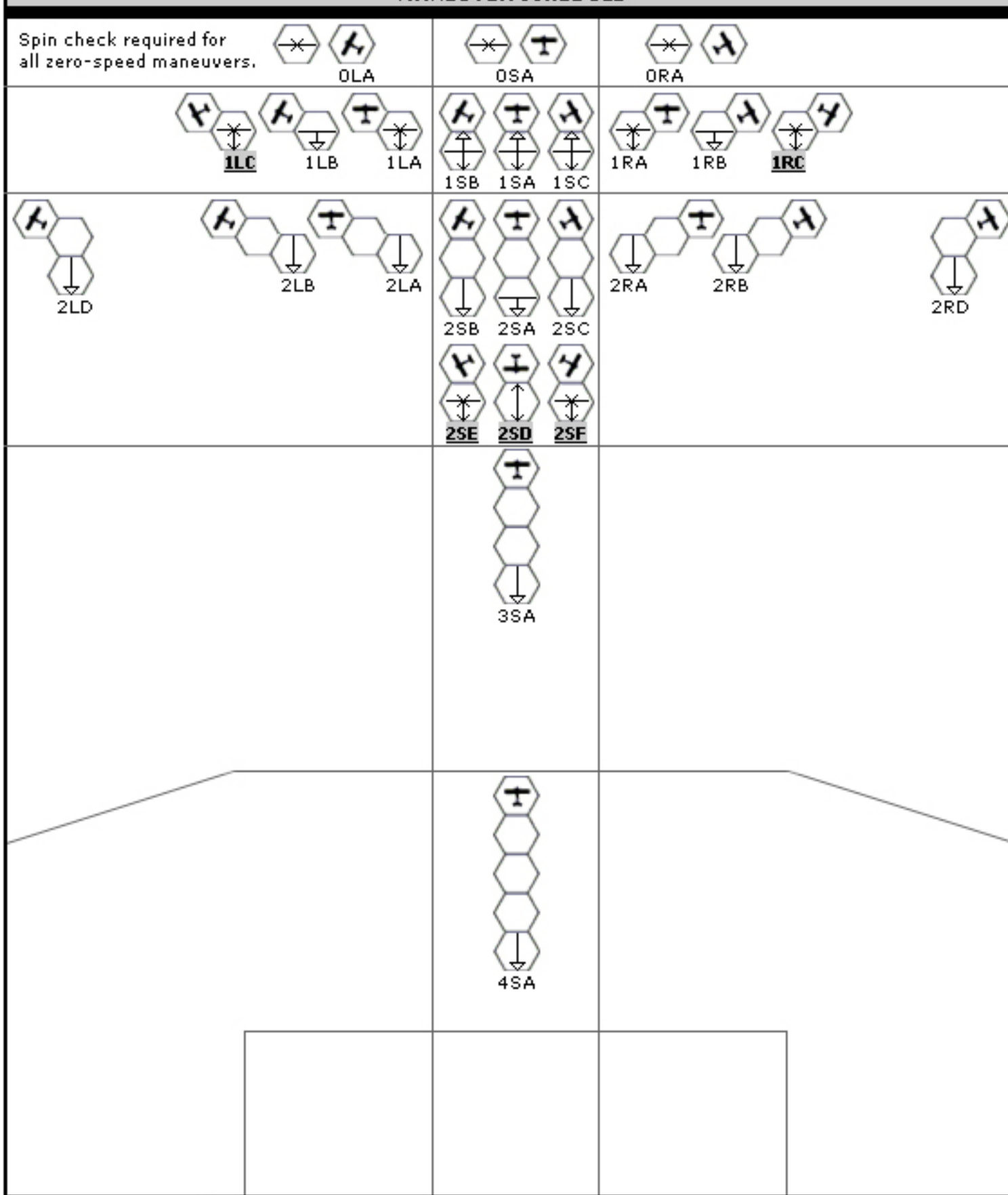



MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
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II-2 M



PERFORMANCE	
Acceleration	2
Deceleration	3
Climb	1
Dive	3

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	2
Ammo: □□□□ □□□□ □□□□						
2 x .30 MG	1	↕	2	1	1	0
Ammo: □□□□ □□□□ □□						
1 x 12.7mm MG	5	↑	2	2	1	1
Ammo: □□□□ □□□□ □□□□						

DAMAGE	
Engine 1	□□□□ ○○○○
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ ○○○○○
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ ○○○○○ ○○○○
Pilot	M S D
Tail Gunner	M S D

NOTES

Heavy pilot armor: 4s on crew wound chart do not cause wounds.
 Poor gun sights: -1 to all to-hit rolls with pilots MGs or CN.
 May be loaded with 4 small bombs, or 2 medium bombs, and 4 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