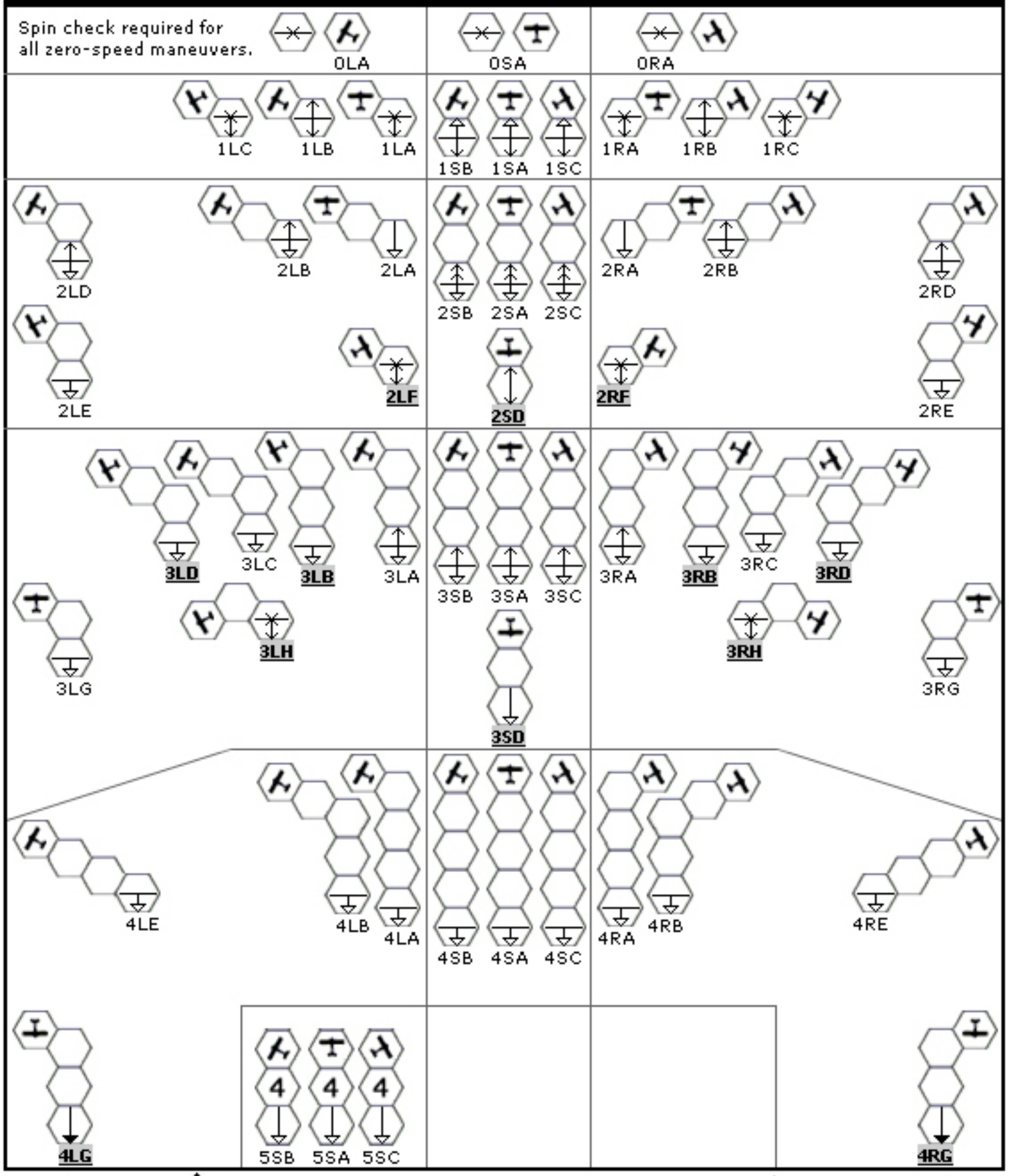
MANEUVER SCHEDULE



Turn	Man.	Alt
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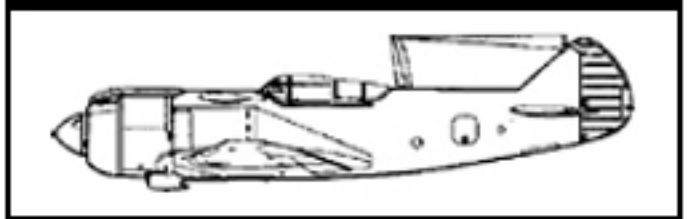
LA 5 FN



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	4

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	2

Ammo: □□□□□ □□□□□ □□□□□ □□□□□ □□□□

DAMAGE

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

NOTES

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