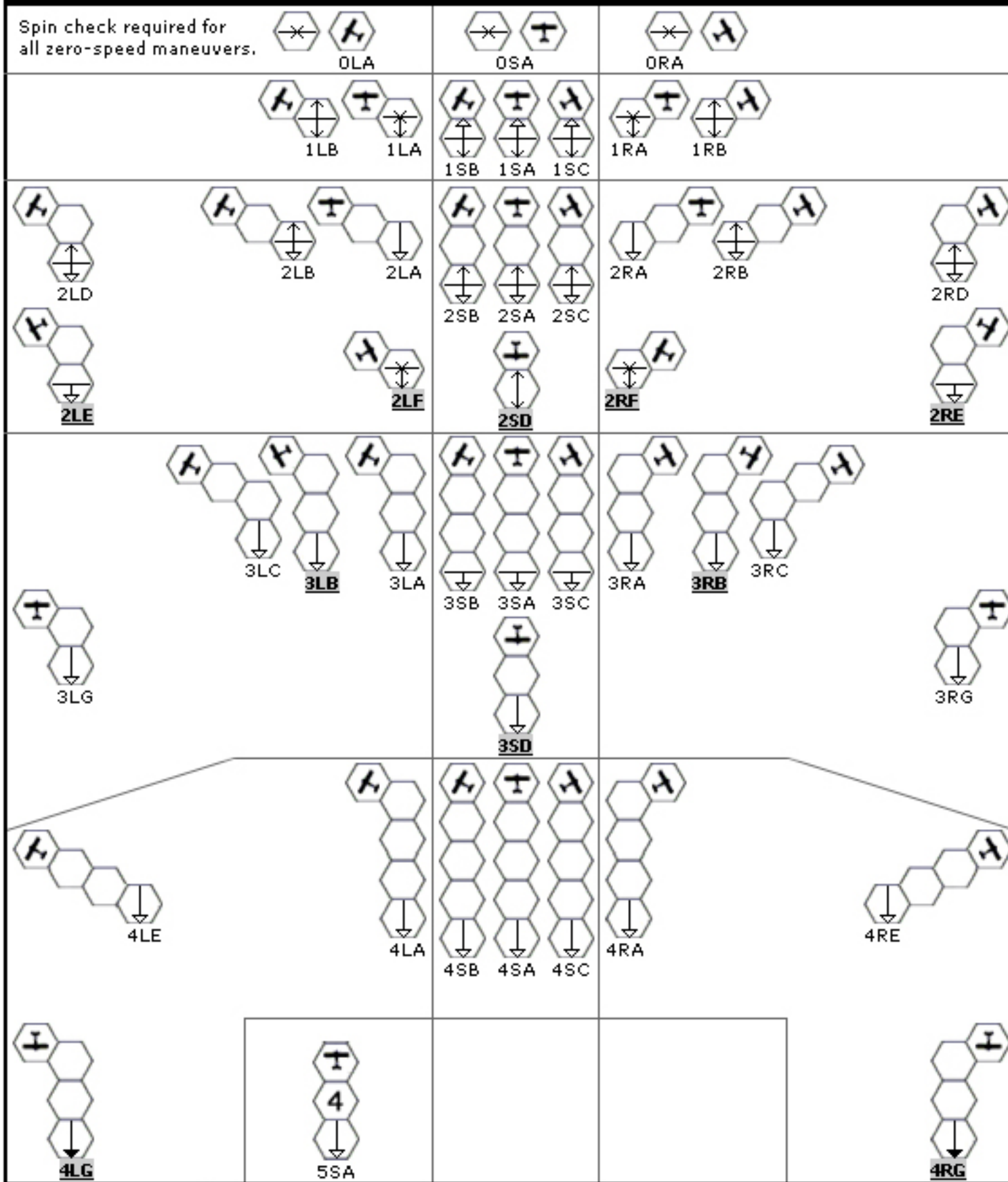


MANEUVER SCHEDULE



Turn	Man.	Alt.
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Pe2

PERFORMANCE					
Acceleration	2				
Deceleration	2				
Climb	2				
Dive	4				

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1x12.7 MG and 1x7.62 MG	1	↕	3	2	2	1
Ammo: □□□□□ □□□□□ □□□□□						
1 x 12.7mm MG	5	↑	2	2	1	1
Ammo: □□□□□ □□□□□ □□□□□						
1 x 12.7mm MG	5	↓	2	2	1	1
Ammo: □□□□□ □□□□□ □□□□□						

DAMAGE							
Engine 1	□□□□□ ○○○						
Engine 2	□□□□□ ○○○						
Wings:	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ ○○○○○						
Fusel.:	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ ○○○○○						
Pilot					M	S	D
Dorsal Gunner					M	S	D
Ventral Gunner					M	S	D

NOTES

May carry 6 small, 2 small and 2 medium, or up to 4 medium or heavy bombs.

Poor gun sites: -1 to hit for pilot operated guns.

↗ 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