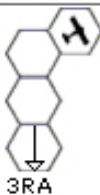
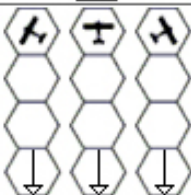
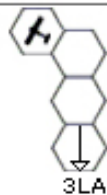
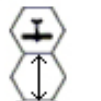
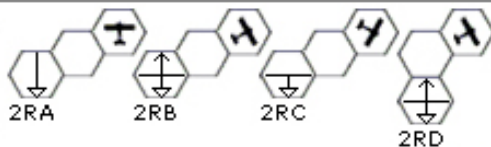
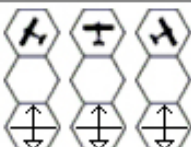
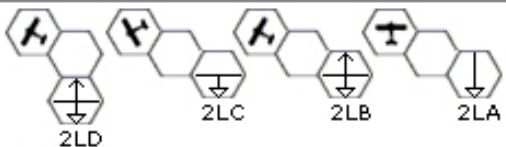
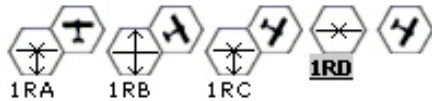
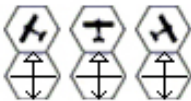
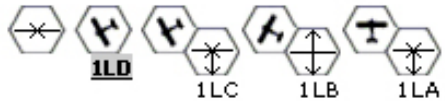
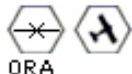
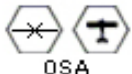


MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.

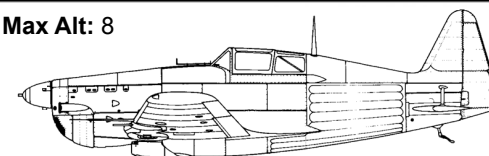


3SB 3SA 3SC

Turn	Man.	Alt
1		
2		
3		
4		
5		
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32		
33		
34		
35		

MS 406

Max Alt: 8



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1 x 20mm CN	1	↕	4	3	2	1
Ammo: □□□□ □□□□						
2 x 7.5mm MG	1	↕	2	1	1	0
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