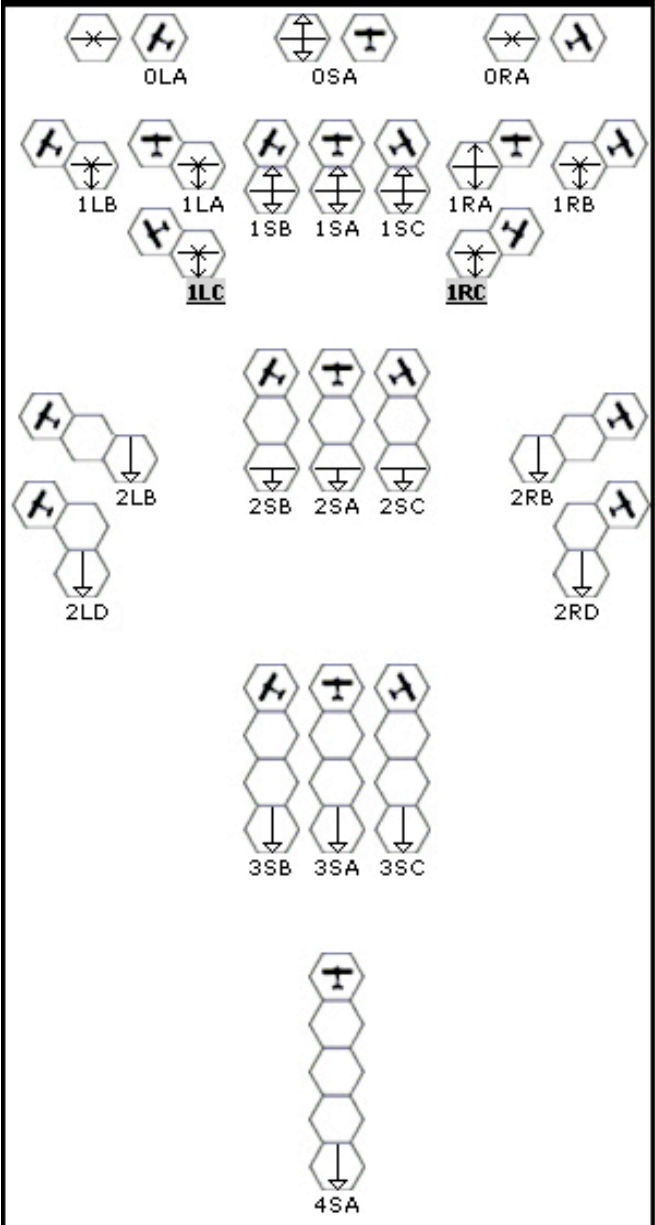


MANEUVER SCHEDULE



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
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33		
34		
35		

DO-17



Max Alt: 10 loaded/11 empty

PERFORMANCE

Acceleration: 2 Deceleration:2 Climb:1 Dive:3

DAMAGE

Engines: 1: □□□□ □□□□ □□ 2: □□□□ □□□□ □□
 Wings: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 Fusel.: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

FIREPOWER

Weapon	Range in Hexes			
	1	2	3	4
1 x 7.9mm MG	1	1	1	0

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot (1 x 7.9mm MG) □□□□ □□□□ □□□□	1	↕	M S D
Bombardier (1 x 7.9mm MG) □□□□ □□□□ □□□□	2	↕	M S D
Dorsal Gunner (1 x 7.9mm MG) □□□□ □□□□ □□□□	5	↑	M S D
Ventral Gunner (1 x 7.9mm MG) □□□□ □□□□ □□□□	5	↓	M S D

NOTES

May load 8 small bombs, 4 medium bombs, 2 large bombs.
 No crew armor: +1 to all crew wound rolls.

↕ 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