



Turn	Man.	Alt
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### Fw 190 D

Max Alt: 15

#### PERFORMANCE

Acceleration	3
Deceleration	2
Climb	3
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 13mm MG	1	↕	4	3	2	1
Ammo: □□□□ □□□□ □□□□						

#### DAMAGE

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

#### NOTES

Heavy pilot armor: 4s on crew wound chart do not cause wounds.  
May carry 1 small bomb.

↕ 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