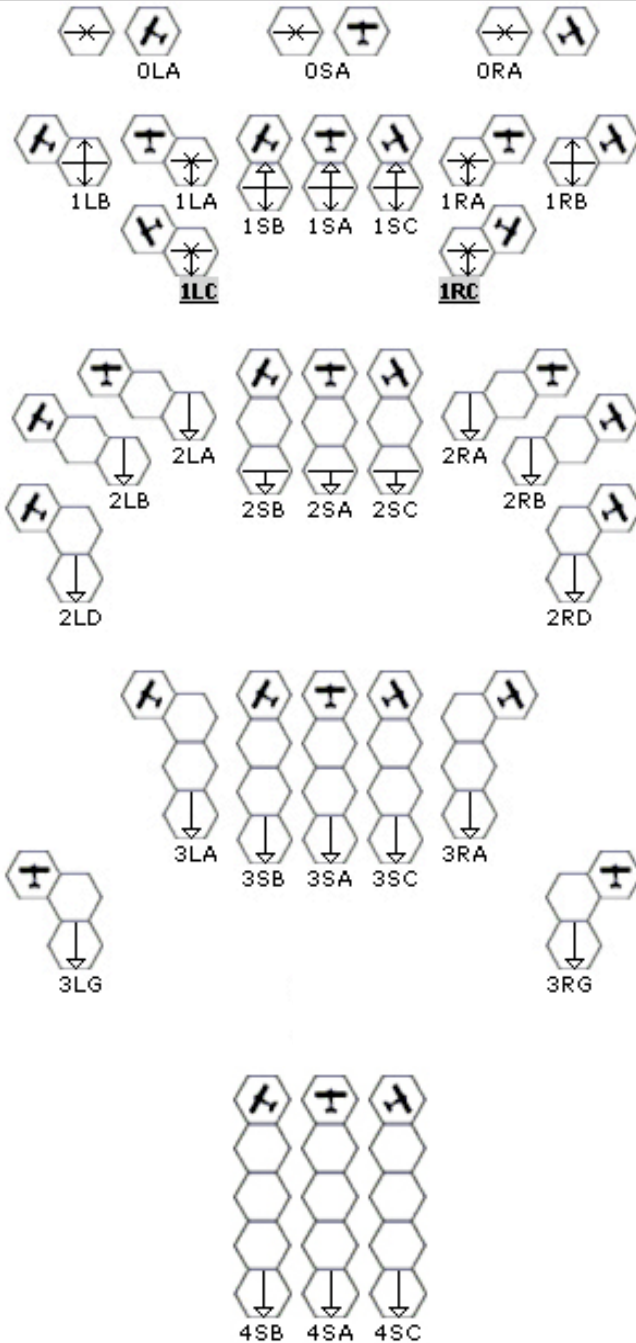


**MANEUVER SCHEDULE**



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
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22		
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24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

**Ju-88 A**



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			M	S	D
Dorsal Gunner (1 x 7.9mm MG) □□□□□ □□□□□ □□□□□	4-6	↑	M	S	D
Navigator (1 x 7.9mm MG) □□□□□ □□□□□ □□□□□	2	↕	M	S	D
Ventral Gunner (1 x 7.9mm MG) □□□□□ □□□□□ □□□□□	5	↓	M	S	D

**NOTES**

May carry 2 very large, 4 large, 4 medium, 2 medium and 4 small, or 10 small bombs.

↕ 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