MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.

0LA 0SA 0RA

1LD 1LC 1LB 1LA 1SB 1SA 1SC 1RA 1RB 1RC 1RD

2LD 2LC 2LB 2LA 2SB 2SA 2SC 2RA 2RB 2RC 2RD

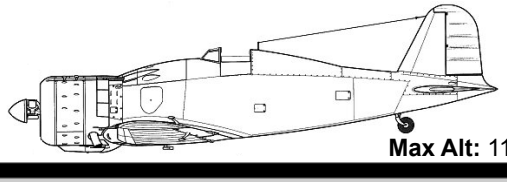
2LE 2LG 2LF 2SE 2SD 2SF 2RF 2RG 2RE

3LD 3LC 3LA 3SB 3SA 3SC 3RA 3RC 3RD

3LK 3RK

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

FIAT G.50



Max Alt: 11

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 12.7mm MG	1	↕	4	3	2	1

Ammo: □□□□□ □□□□□ □□□□□ □□□□□ □

DAMAGE

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

NOTES

Ver: 1.1jw

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