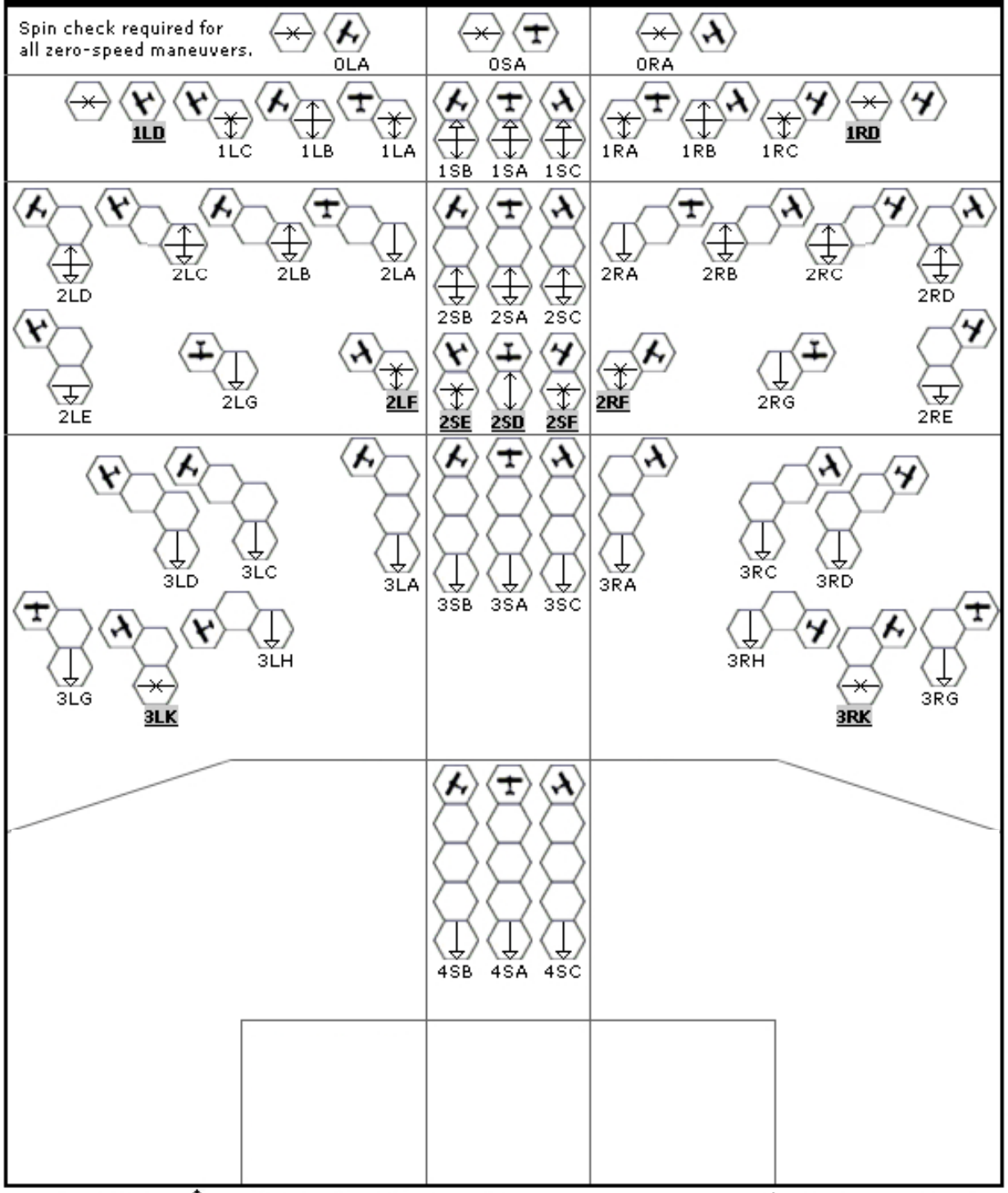
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
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8		
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14		
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35		

MC 200 Saetta

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