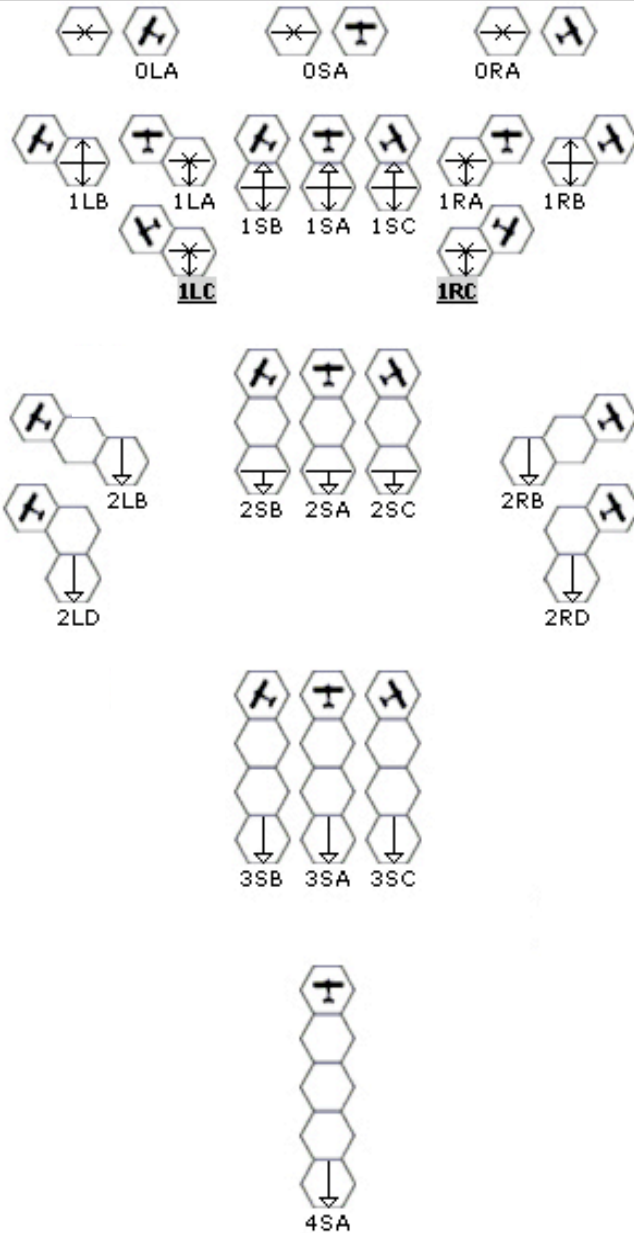
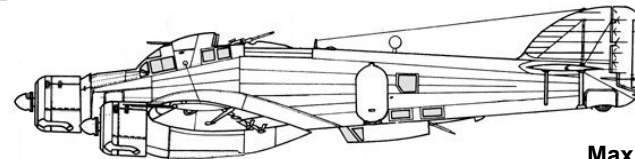


**MANEUVER SCHEDULE**



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		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

**Savoia-Marchetti SM.79**



Max Alt: 7 loaded / 8 empty

**PERFORMANCE**

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

**DAMAGE**

Engines: 1: □□□□□ ○○○ 2: □□□□□ ○○○ 3: □□□□□ ○○○  
 Wings: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
 Fusel.: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

**FIREPOWER**

Weapon	Range in Hexes			
	1	2	3	4
1 x 12.7mm MG	2	2	1	1
1 x 7.7mm MG	1	1	1	0

**CREW**

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot (1 x 12.7mm MG)	1	↑	M S D
Copilot			M S D
Bombardier/Ventral Gunner (1 x 12.7mm MG)	4-6	↓	M S D
Top Gunner (1 x 12.7mm MG)	4-6	↑	M S D
Waist Gunner (1 x 7.7mm MG Left)	3-4	↕	M S D
or (1 x 7.7mm MG Right)	6-7	↕	M S D

May carry 5 small or 2 medium bombs, or 1 torpedo.

↕ 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