

MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



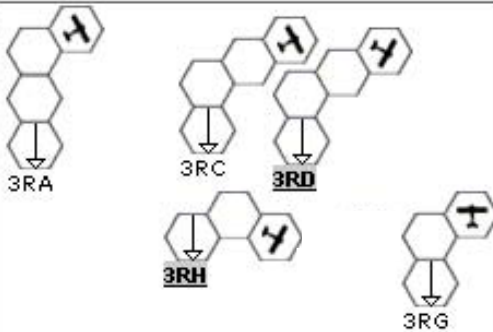
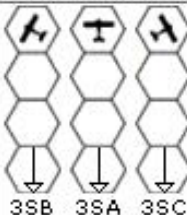
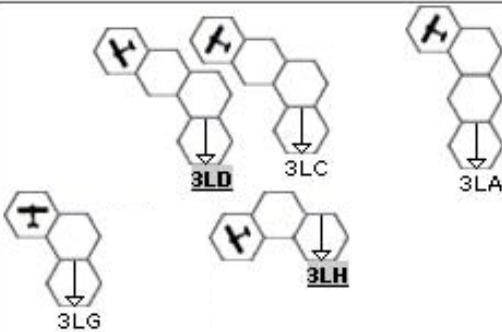
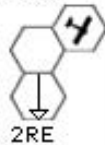
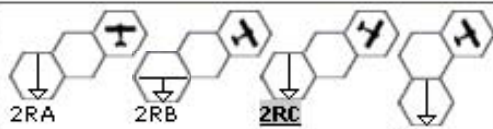
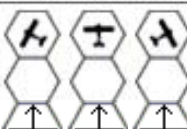
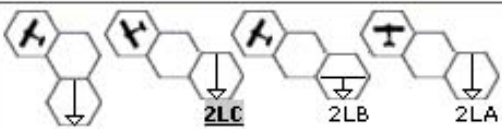
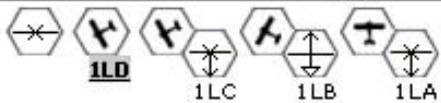
OLA



OSA

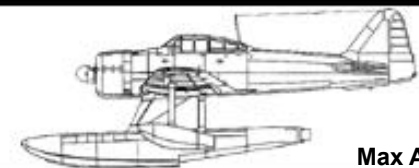


ORA



Turn	Man.	Alt
1		
2		
3		
4		
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35		

A6M2-N Rufe



Max Alt: 11

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↑	8	6	4	0
Ammo: □□□□ □□□□						
2 x 7.7mm MG	1	↑	2	1	1	0
Ammo: □□□□ □□□□ □□□□ □□□						

DAMAGE

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

NOTES

No pilot armor, +1 to all "Crew Wound" rolls.
Burns easily, -1 to all "Smoke" rolls.