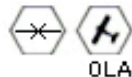
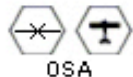


MANEUVER SCHEDULE

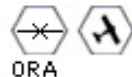
Spin check required for all zero-speed maneuvers.



OLA



OSA



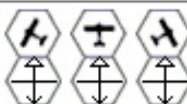
ORA



1LC

1LB

1LA



1SB

1SA

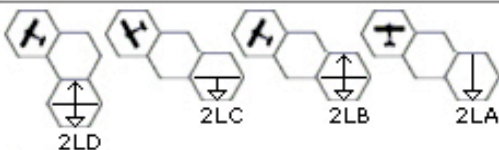
1SC



1RA

1RB

1RC

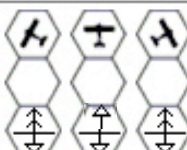


2LD

2LC

2LB

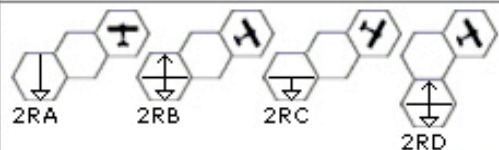
2LA



2SB

2SA

2SC



2RA

2RB

2RC

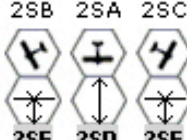
2RD



2LE

2LG

2LF



2SE

2SD

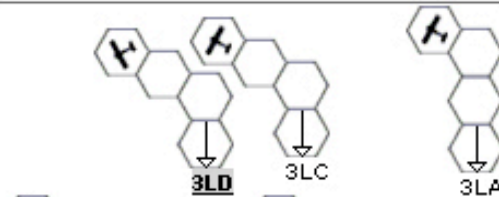
2SF



2RE

2RG

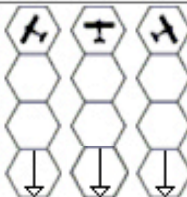
2RE



3LD

3LC

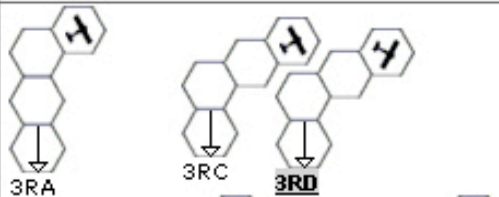
3LA



3SB

3SA

3SC



3RA

3RH

3RD

3RC



3LG

3LH

3LK

3RH

3RD

3RG



4LA



4SB

4SA

4SC

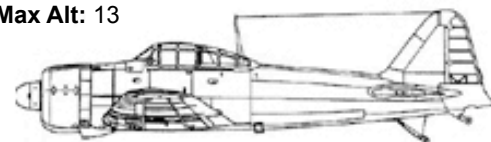


4RA

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

A6M2 Zero

Max Alt: 13



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
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
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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.