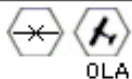
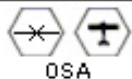


MANEUVER SCHEDULE

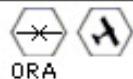
Spin check required for all zero-speed maneuvers.



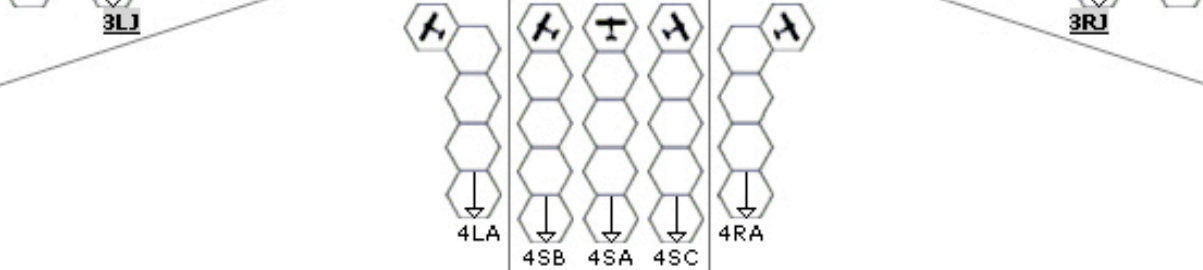
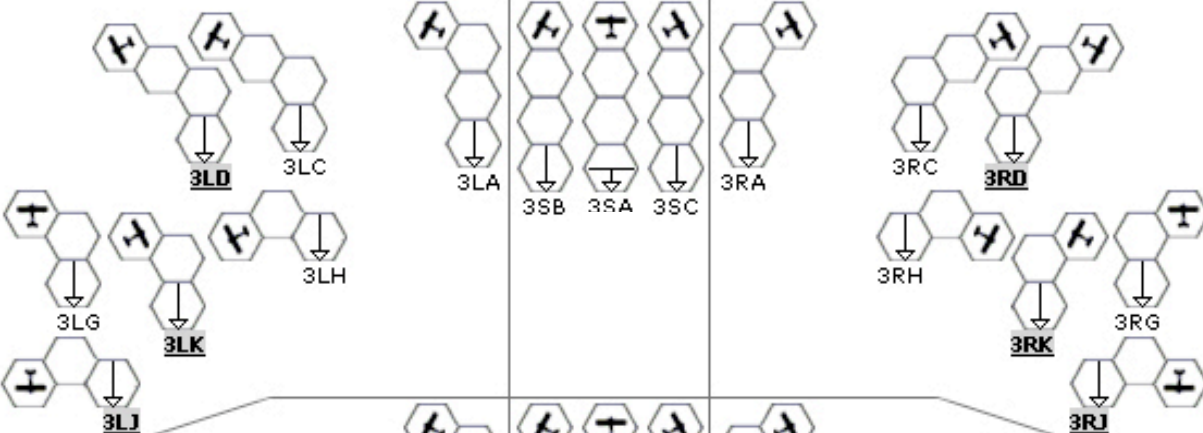
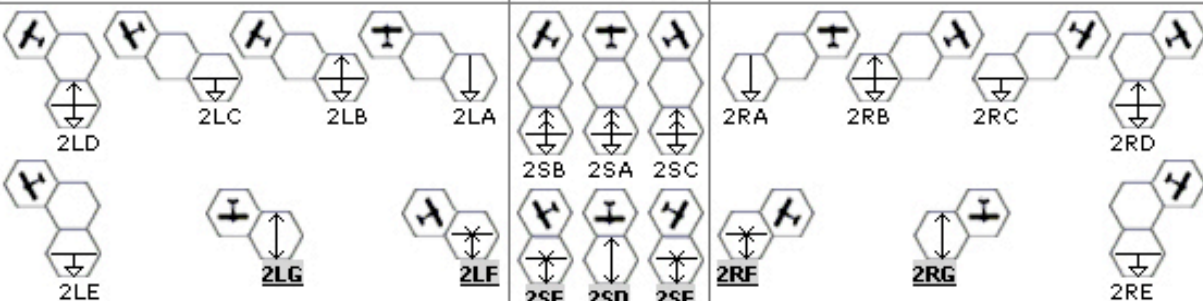
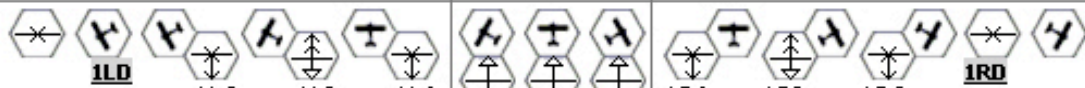
0LA



0SA



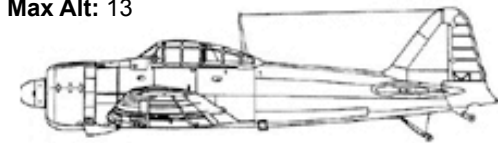
0RA



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		

A6M5b 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 13mm MG	1	↕	4	3	2	1
Ammo: □□□□ □□□□ □□□□						
2 x 20mm CN	1	↕	8	6	4	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.

↔ 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