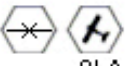

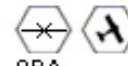
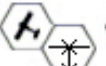

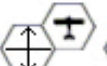
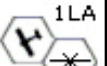


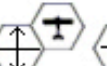

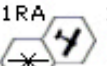
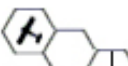

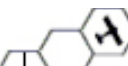



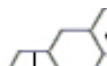
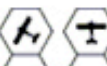






MANEUVER SCHEDULE		
 OLA	 OSA	 ORA
 1LB	 1LA	 1RA
 1LC	 1SB	 1SA
	 1SC	 1RB
		 1RC
 2LB	 2SB	 2RB
 2LD	 2SA	 2RD
	 2SC	
	 3SB	
	 3SA	
	 3SC	
	 4SA	

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

B5N Kate				
				
Max Alt: 9				
PERFORMANCE				
Acceleration: 1		Deceleration: 2		Climb: 1
				Dive: 2
DAMAGE				
Engines: 1: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
Wings: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
Fusel.: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
FIREPOWER				
Weapon			Range in Hexes	
			1	2
1 x 7.9mm MG			2	1
			3	4
			1	0
CREW				
Crew/Weapon/Ammo			ARC	TRV
Pilot				M S D
Dorsal Gunner (1 x 7.9mm MG)			5	M S D
Radio Operator				M S D
NOTES				
May be loaded with 3 small bombs, 1 medium bomb, 1 large bomb, or 1 torpedo.				
No crew 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