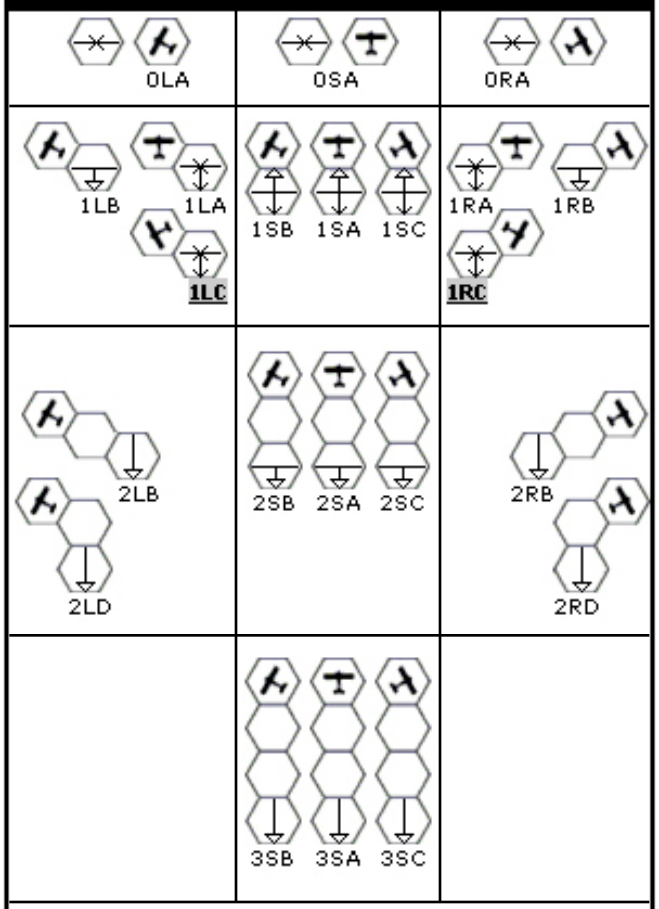
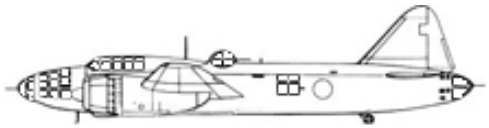
MANEUVER SCHEDULE



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		

G4M1 Betty



Max Alt: 10

PERFORMANCE

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

DAMAGE

Engines: 1: □□□□□ □○○○○ ○○ 2: □□□□□ □○○○○ ○○

Wings: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□○ ○○○○○ ○○○○○

Fusel.: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ ○○○○○ ○○○○○

FIREPOWER

Weapon	Range in Hexes			
	1	2	3	4
1 x 7.7mm MG	1	1	1	0
1 x 20mm CN	4	3	2	1

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot			M S D
Copilot			M S D
Tail Gunner (1 x 20mm CN)□□□□□ □□□□□ □□□□□	5	↕	M S D
Engineer/Top Turet Gunner (1 x 7.7mm MG)□□□□□ □□□□□ □ □□□□	2-7	↑	M S D
Navigator (1 x 7.7mm MG)□□□□□ □□□□□ □□□□□	2	↕	M S D
Right Waist Gunner (1 x 7.7mm MG)□□□□□ □□□□□ □□□□□	3-4	↕	M S D
Left Waist Gunner (1 x 7.7mm MG)□□□□□ □□□□□ □□□□□	6-7	↕	M S D

NOTES

May carry 8 small bombs, 3 medium bombs, 1 heavy bomb and 2 medium bombs, or 1 torpedo.

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

Ver: 1.1jw

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