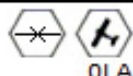
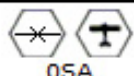


### MANEUVER SCHEDULE

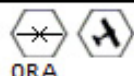
Spin check required for all zero-speed maneuvers.



0LA



0SA



0RA

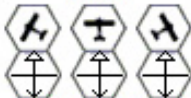


1LD

1LC

1LB

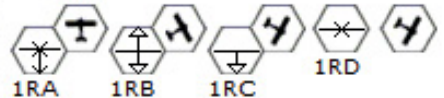
1LA



1SB

1SA

1SC

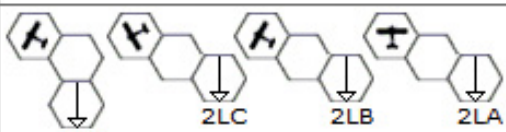


1RA

1RB

1RC

1RD



2LD

2LC

2LB

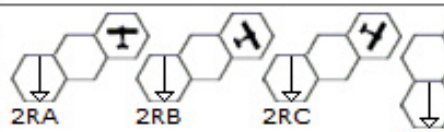
2LA



2SB

2SA

2SC



2RA

2RB

2RC

2RD



2LE

2LG

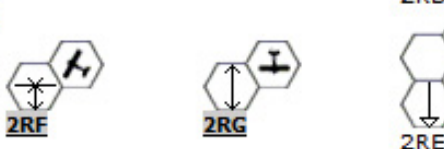
2LF



2SE

2SD

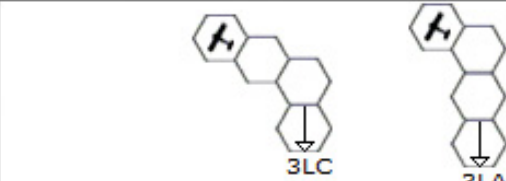
2SF



2RF

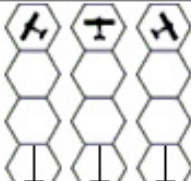
2RG

2RE



3LC

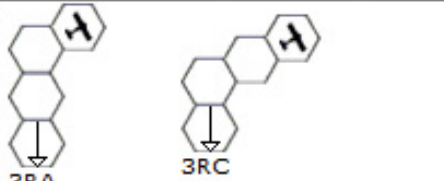
3LA



3SB

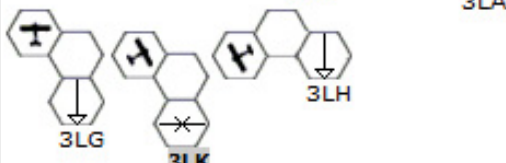
3SA

3SC



3RA

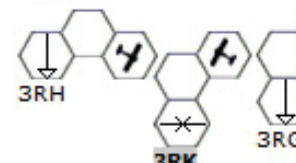
3RC



3LG

3LH

3LK



3RH

3RK

3RG

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
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34		
35		

### I-15bis



Max Alt: 7

### PERFORMANCE

Acceleration	1
Deceleration	2
Climb	2
Dive	2

### FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
4 x .30 MG	1	↕	4	3	2	0

Ammo: □□□□ □□□□ □□□□

### DAMAGE

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

### NOTES

Poor gunsight: -1 to hit when shooting.

No pilot armor, +1 to all "Crew Wound" rolls.

May carry 2 or 4 small bombs, or 6 rockets.

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