



Turn	Man.	Alt
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I-16 C

Max Alt: 5

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x .30 MG	1	↑	2	1	1	0
Ammo: □□□□ □□□□ □□□□						
2 x 20mm CN	1	↑	8	6	4	2
Ammo: □□□□ □□□□ □□						

DAMAGE

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

NOTES

Unstable: -1 to all spin checks.
 Poor gunsight: -1 to hit when shooting.

May carry 2 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