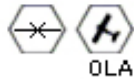
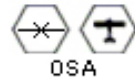


MANEUVER SCHEDULE

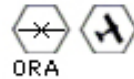
Spin check required for all zero-speed maneuvers.



OLA



OSA



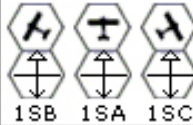
ORA



1LC

1LB

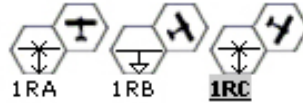
1LA



1SB

1SA

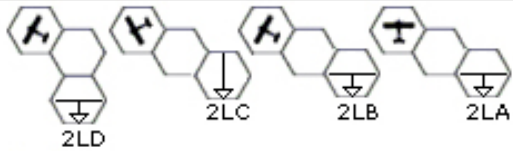
1SC



1RA

1RB

1RC



2LD

2LC

2LB

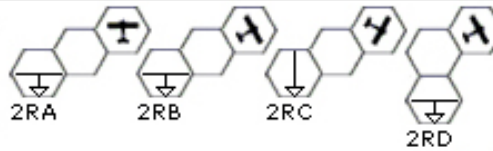
2LA



2SB

2SA

2SC



2RA

2RB

2RC

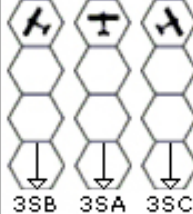
2RD



2SE

2SD

2SF



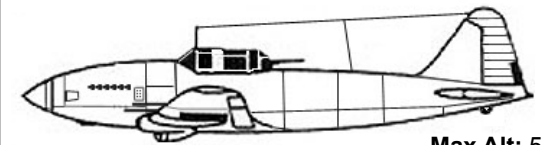
3SB

3SA

3SC

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
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30		
31		
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33		
34		
35		

II-10



Max Alt: 5

PERFORMANCE

Acceleration	2
Deceleration	3
Climb	1
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 X 23mm CN	1	↕	10	8	6	0
Ammo: □□□□ □□□□ □□						
2 x 12.7mm MG	1	↕	4	3	2	1
Ammo: □□□□ □□□□ □□						
1 x 12.7mm MG	5	↑	2	2	1	1
Ammo: □□□□ □□□□ □□□□						

DAMAGE

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

NOTES

Heavy pilot armor: 1-4 on crew wound chart no effect.
 Poor gun sights: -1 to all to-hit rolls with pilots MGs or CN.
 May be loaded with 4 small bombs, or 2 medium bombs, and 4 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