


MANEUVER SCHEDULE		
Spin check required for all zero-speed maneuvers.		
OLA	OSA	ORA
1LC 1LB 1LA	1SB 1SA 1SC	1RA 1RB 1RC
2LD 2LB 2LA	2SB 2SA 2SC	2RA 2RB 2RD
	2SE 2SD 2SF	
	3SA	

Turn	Man.	Alt
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2		
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34		
35		

II-2 M



Max Alt: 6

PERFORMANCE	
Acceleration	2
Deceleration	3
Climb	1
Dive	3

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	2
Ammo: □□□□□ □□□□□ □□□□□						
2 x .30 MG	1	↕	2	1	1	0
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: 4s on crew wound chart do not cause wounds.
 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