



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		

Mig 1

Max Alt: 15

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1 x 12.7mm MG	1	↕	2	2	1	1
Ammo: □□□□ □□□□ □□						
2 x .30 MG	1	↕	2	1	1	0
Ammo: □□□□ □□□□ □□□□						

DAMAGE

Engine 1	□□□□○ ○○○
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Fusel.:	□□□□ □□□□ □□□□ ○○○○○

Pilot: _____ M S D

NOTES

Poor Gunsight: -1 to hit when shooting.

Unstable: -1 to all "spin check" and "landing" 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