



Turn	Man.	Alt
1		
2		
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Mig 3

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 20mm CN	1	↕	4	3	2	1
Ammo: □□□□ □□□□ □□□□						
2 x 12.7mm MG	1	↕	2	1	1	0
Ammo: □□□□ □□□□ □□□□ □□□						

DAMAGE

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

Pilot: _____ M S D

NOTES

Poor Gunsight: -1 to hit when shooting.

↕ 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