



Turn	Man.	Alt
1		
2		
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35		

Pe2 FT

Max Alt: 8

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	4

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1x12.7 MG and 1x7.62 MG	1	↕	3	2	2	1

Ammo: □□□□ □□□□ □□□□

1 x 12.7mm MG 5 ↑ 2 2 1 1

Ammo: □□□□ □□□□ □□□□

1 x 12.7mm MG 5 ↓ 2 2 1 1

Ammo: □□□□ □□□□ □□□□

DAMAGE

Engine 1: □□□□ ○○○

Engine 2: □□□□ ○○○

Wings: □□□□ □□□□ □□□□
□□□□ □□□□ □□□□
○○○○

Fusel.: □□□□ □□□□ □□□□
□□□□ □□□□ □□□□
○○○○

Pilot	M	S	D
Dorsal Gunner	M	S	D
Ventral Gunner	M	S	D

NOTES

May carry 6 small, 2 small and 2 medium, or up to 4 medium or heavy bombs.

Poor gun sites: -1 to hit for pilot operated guns.

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