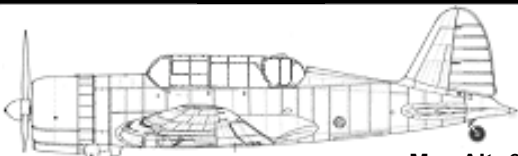


MANEUVER SCHEDULE		
Spin check required for all zero-speed maneuvers.		
OLA	OSA	ORA
1LC 1LB 1LA	1SB 1SA 1SC	1RA 1RB 1RC
2LB 2LA	2SB 2SA 2SC	2RA 2RB
	2SE 2SD 2SF	
	3SA	

Turn	Man.	Alt
1		
2		
3		
4		
5		
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SU-2



Max Alt: 6

PERFORMANCE	
Acceleration	2
Deceleration	3
Climb	1
Dive	3

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
4 x .30 MG	1	↕	4	3	2	0
Ammo: □□□□ □□□□ □□□□						
1 x .30 MG	5	↑	1	1	1	0
Ammo: □□□□ □□□□ □□□□						
1 x .30 MG	5	↓	1	1	1	0
Ammo: □□□□ □□□□ □□□□						

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

NOTES

Poor gun sights: -1 to all to-hit rolls with pilot's MGs.

May be loaded with 4 small bombs, 2 medium bombs, or 4 rockets.

This plane uses dive bomber scatter table for missed bombs.

Ver: 1.2jw

↕ 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