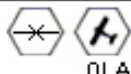
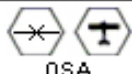


MANEUVER SCHEDULE

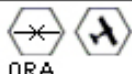
Spin check required for all zero-speed maneuvers.



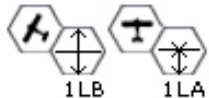
0LA



0SA

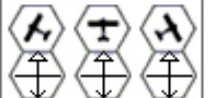


0RA



1LB

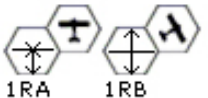
1LA



1SB

1SA

1SC

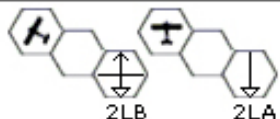


1RA

1RB



2LD



2LB

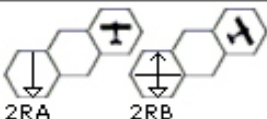
2LA



2SB

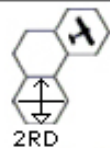
2SA

2SC

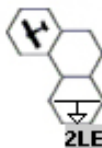


2RA

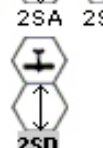
2RB



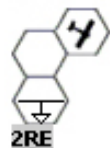
2RD



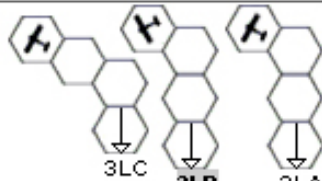
2LE



2SD



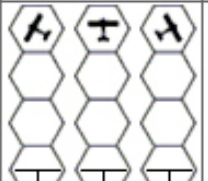
2RE



3LC

3LB

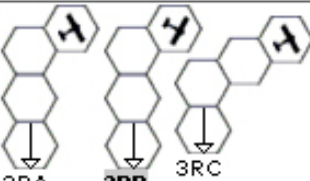
3LA



3SB

3SA

3SC



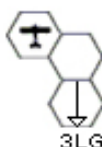
3RA

3RB

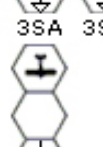
3RC



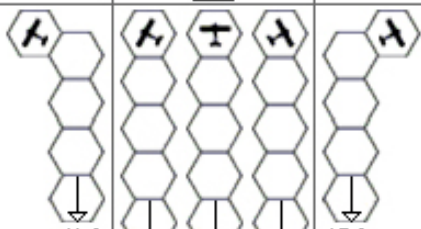
3RG



3LG



3SD



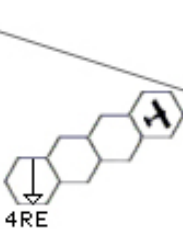
4LA

4SA

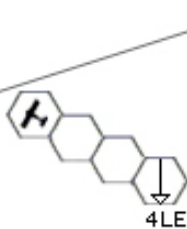
4SC



4RA



4RE



4LE

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
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28		
29		
30		
31		
32		
33		
34		
35		

Beaufighter Mk VI

Max Alt: 7 loaded/8 empty



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
4 x 20mm CN	1	↑↓	16	12	8	4
Ammo: □□□□ □□□□ □□□□						
6 x .303 MG	1	↑↓	6	4	3	0
Ammo: □□□□ □□□□ □□						

DAMAGE

Engine 1	□□□□ □□□
Engine 2	□□□□ □□□
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Pilot	M	S	D
Observer	M	S	D

NOTES

May carry two large bombs or one torpedo.

↕ 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