



Turn	Man.	Alt
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Blenheim Mk IV

Max Alt: 7 loaded/8 empty

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	1
Dive	2

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1 x .303 MG	1	↕	1	1	1	0
Ammo: □□□□ □□□□ □□						
2 x .303 MG	4-6	↑	2	1	1	0
Ammo: □□□□ □□□□ □□						

DAMAGE

Engine 1	□□□□ ○○○
Engine 2	□□□□ ○○○
Wings:	□□□□ □□□□ □□□□ □□□□ ○○○○
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ ○○○○○
Pilot	M S D
Bombardier	M S D
Dorsal Gunner	M S D

NOTES

May carry two medium or four small bombs.

↕ 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