

| 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     |     |
|   |             |             |     |

| Turn | Man. | Alt |
|------|------|-----|
| 1    |      |     |
| 2    |      |     |
| 3    |      |     |
| 4    |      |     |
| 5    |      |     |
| 6    |      |     |
| 7    |      |     |
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| 33   |      |     |
| 34   |      |     |
| 35   |      |     |

| Swordfish Mk I  |                                     |
|---|-------------------------------------|
|   |                                     |
| <b>Max Alt: 5</b>                                       |                                     |
| PERFORMANCE   |                                     |
| Acceleration  | 1                                   |
| Deceleration  | 2                                   |
| Climb   | 1                                   |
| Dive  | 2                                   |
| FIREPOWER   |                                     |
| Weapon  | Arc Trv Range in Hexes              |
|   | 1 2 3 4                             |
| 1 x 7.7mm MG  | 1 ↑ 1 1 1 0                         |
| Ammo: □□□□□ □□□□□ □□                                    |                                     |
| 1 x 7.7mm MG  | 4-6 ↑ 1 1 1 0                       |
| Ammo: □□□□□ □□□□□ □□                                    |                                     |
| DAMAGE  |                                     |
| Engine 1  | □□□□□ ○○○                           |
| Wings:  | □□□□□ □□□□□ □□□□□<br>□□□□□ □□□□□ ○○ |
| Fusel.:   | □□□□□ □□□□□ □□□□□<br>□□□□□ ○○○○     |
| Pilot   | M S D                               |
| Observer  | M S D                               |
| Gunner/Radio Operator                                   | M S D                               |
| NOTES   |                                     |
| May carry 1 torpedo or 3 medium bombs or 4 small bombs. |                                     |
| No armor, +1 to all "Crew Wound" rolls.                 |                                     |
| 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