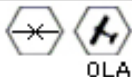


MANEUVER SCHEDULE

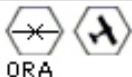
Spin check required for all zero-speed maneuvers.



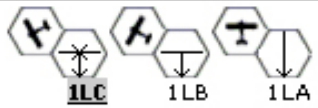
OLA



OSA



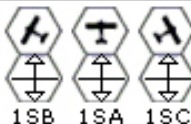
ORA



1LC

1LB

1LA



1SB

1SA

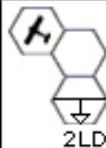
1SC



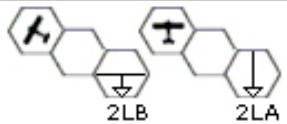
1RA

1RB

1RC

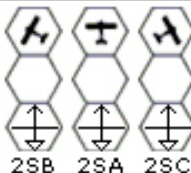


2LD



2LB

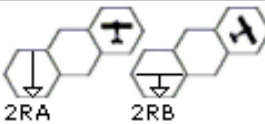
2LA



2SB

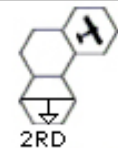
2SA

2SC

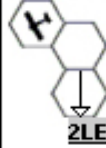


2RB

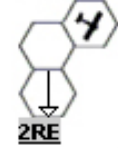
2RA



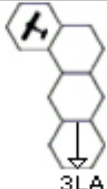
2RD



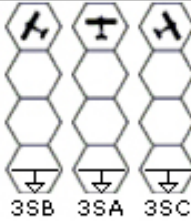
2LE



2RE



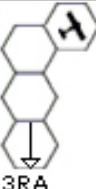
3LA



3SB

3SA

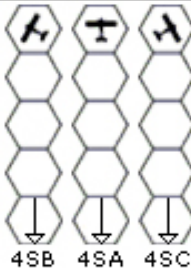
3SC



3RA



3SD



4SB

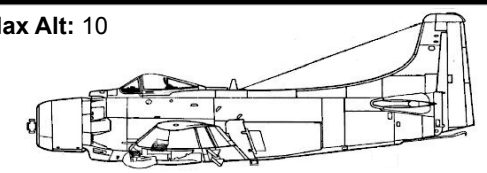
4SA

4SC

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

AD-2 Skyraider

Max Alt: 10



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	0

Ammo: □□□□ □□□□ □□

DAMAGE

Engine 1	□□□□ □○○○○ ○○
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□ ○○○○○
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ ○○○○○

Pilot M S D

NOTES

May carry 14 medium, 8 large, or 2 very large bombs, or 12 rockets.
This plane uses the dive bomber scatter table for missed 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