

MANEUVER SCHEDULE			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		

Gunshots per quadrant
L=level, A=above, B=below
Twin turrets/Single guns

B-17 F						
Max Alt: 11 loaded / 12 empty						
PERFORMANCE						
Acceleration: 1		Deceleration: 2		Climb: 1		
Dive: 2						
DAMAGE						
Engines: 1: □□□□ □□□□ 2: □□□□ □□□□ 3: □□□□ □□□□ 4: □□□□ □□□□						
Wings: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□						
Fusel.: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□						
FIREPOWER						
Weapon			Range in Hexes			
			1	2	3	4
1 x .50 MG			2	2	1	1
2 x .50 MG			4	3	2	1
CREW						
Crew/Weapon/Ammo			ARC	TRV	Wounds	
Pilot					M S D	
Copilot					M S D	
Engineer/Top Turret Gunner (2 x .50 MG)			2-7	↑	M S D	
Ventral Gunner (2 x .50 MG)			2-7	↓	M S D	
Tail Gunner (2 x .50 MG)			5	↕	M S D	
Right Waist Gunner (1 x .50 MG)			3-4	↕	M S D	
Left Waist Gunner (1 x .50 MG)			6-7	↕	M S D	
Navigator (1 x .50 MG)			2	↕	M S D	
Bomb. (1 x .50 MG)			3,7	↕	M S D	
Radio Operator (1 x .50 MG)			5	↑	M S D	
NOTES						
May be loaded with 26 small bombs, 12 medium bombs or 2 very large bomb:						
+1 to extinguishing fires						