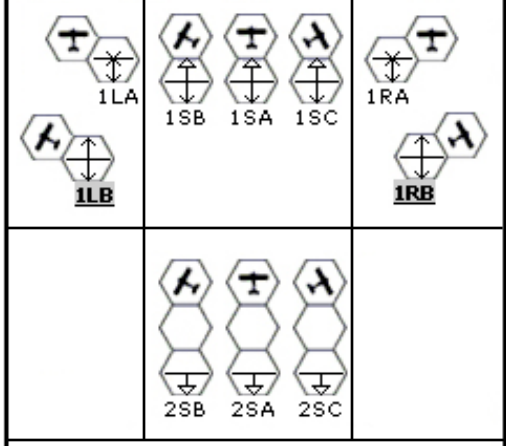
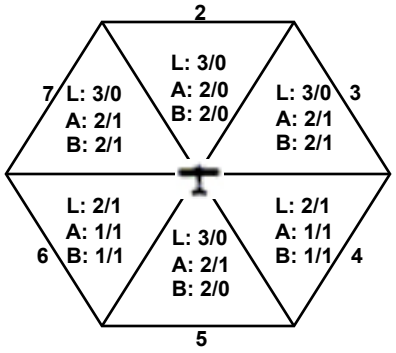
MANEUVER SCHEDULE



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



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

B-17 G

Max Alt: 10 loaded / 11 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 Turet 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 (2 x .50 MG)	7-3	↕	M S D
Radio Operator (1 x .50 MG)	5	↑	M S D
Bombardier (2 x .50 MG)	7-3	↕	M S D

NOTES

May be loaded with 26 small bombs, 12 medium bombs or 2 very large bomb:

+1 to extinguishing fires

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