



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
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31		
32		
33		
34		
35		

B-24J

Max Alt: 8 loaded / 10 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 (2 x .50 MG)	7-3	↕	M S D
Bomb.			M S D
Radio Operator			M S D

NOTES

May be loaded with 20 small bombs, 8 large bombs or 4 very large bombs.