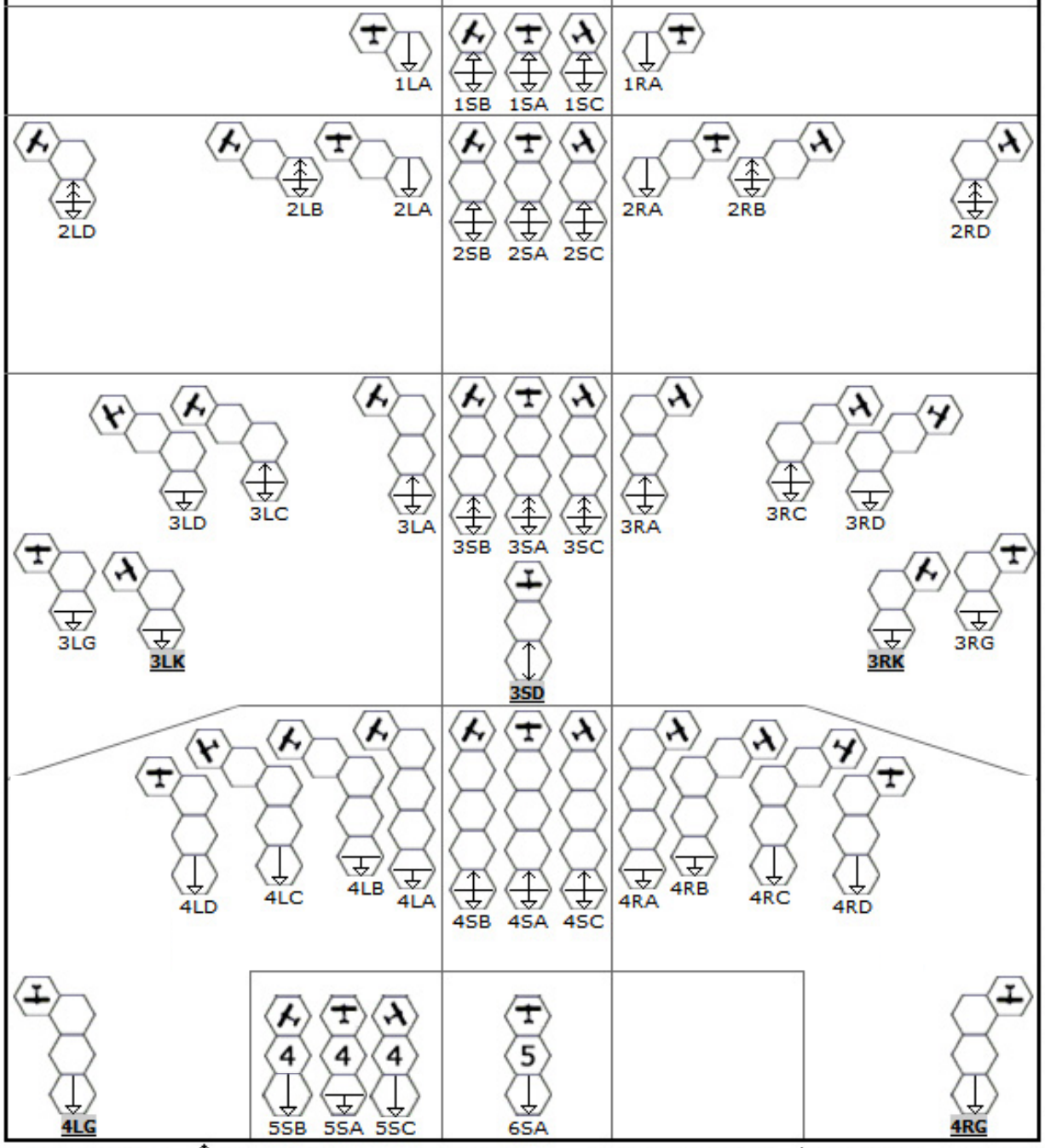
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
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21		
22		
23		
24		
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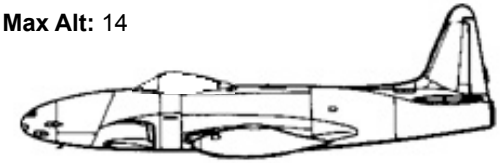
32		
33		
34		
35		

F-80 C Shooting Star

Max Alt: 14



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	4

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
6 x .50 MG	1	↕	14	10	7	4

Ammo: □□□□□ □□□□□ □□□

DAMAGE

Engine 1	□□□○○ ○
Wings:	□□□□□ □□□□□ □□□□□ □□□□□ □□○○○ ○○○○○
Fusel.:	□□□□□ □□□□□ □□□□□ □□□□□ □□□□○ ○○○○○
Pilot	M S D

NOTES

May Carry 2 small medium or large bombs, or 8 rockets.

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