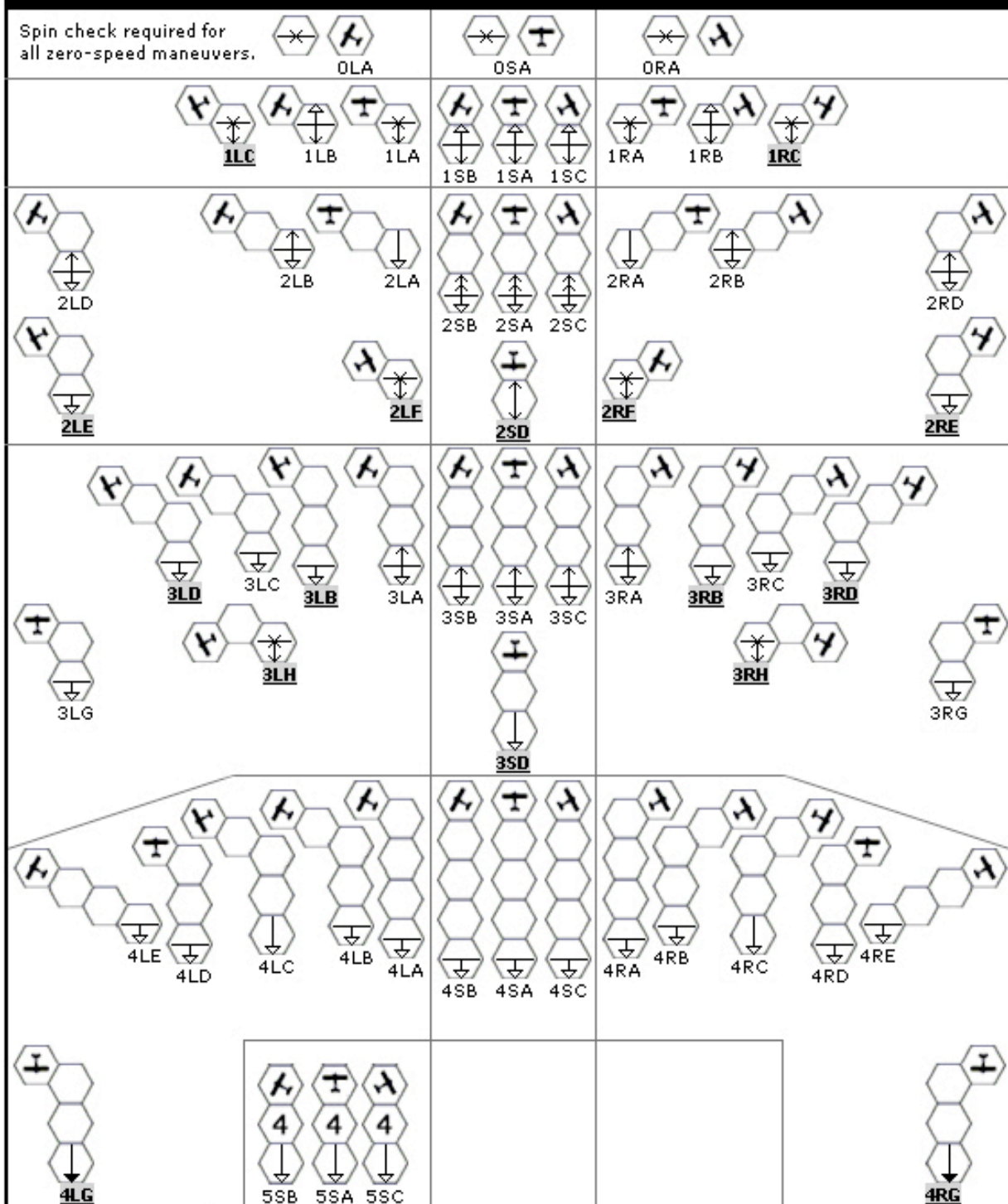


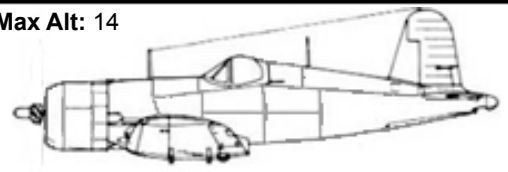
MANEUVER SCHEDULE



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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22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

F4U-1 Corsair

Max Alt: 14



PERFORMANCE

Acceleration	3
Deceleration	2
Climb	3
Dive	4

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
6 x .50 MGs	1	↕	12	9	6	3

Ammo: □□□□ □□□□ □□□□ □□□

DAMAGE

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

Pilot M S D

NOTES

May carry 8 rockets and, 1-3 medium or large bombs or 1 very large bomb.

↕ 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