MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.

0LA 0SA 0RA

1LC 1LB 1LA 1SB 1SA 1SC 1RA 1RB 1RC

2LD 2LB 2LA 2SB 2SA 2SC 2RA 2RB 2RD

2LE 2LG 2LF 2SD 2RF 2RG 2RE

3LD 3LC 3LB 3LA 3SB 3SA 3SC 3RA 3RB 3RC 3RD

3LG 3LH 3SD 3RH 3RG

3LJ 3RJ

4LE 4LB 4LA 4SB 4SA 4SC 4RA 4RB 4RE

4LG 5SB 5SA 5SC 4RG

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

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
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21		
22		
23		
24		
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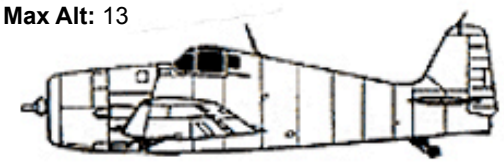
27		
28		
29		
30		
31		
32		
33		
34		
35		

F6F Hellcat

Max Alt: 13



PERFORMANCE

Acceleration	2
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 up to 6 rockets and 2 medium bombs , or 6 rockets and 1 large bomb.

Ver: 1.1jw