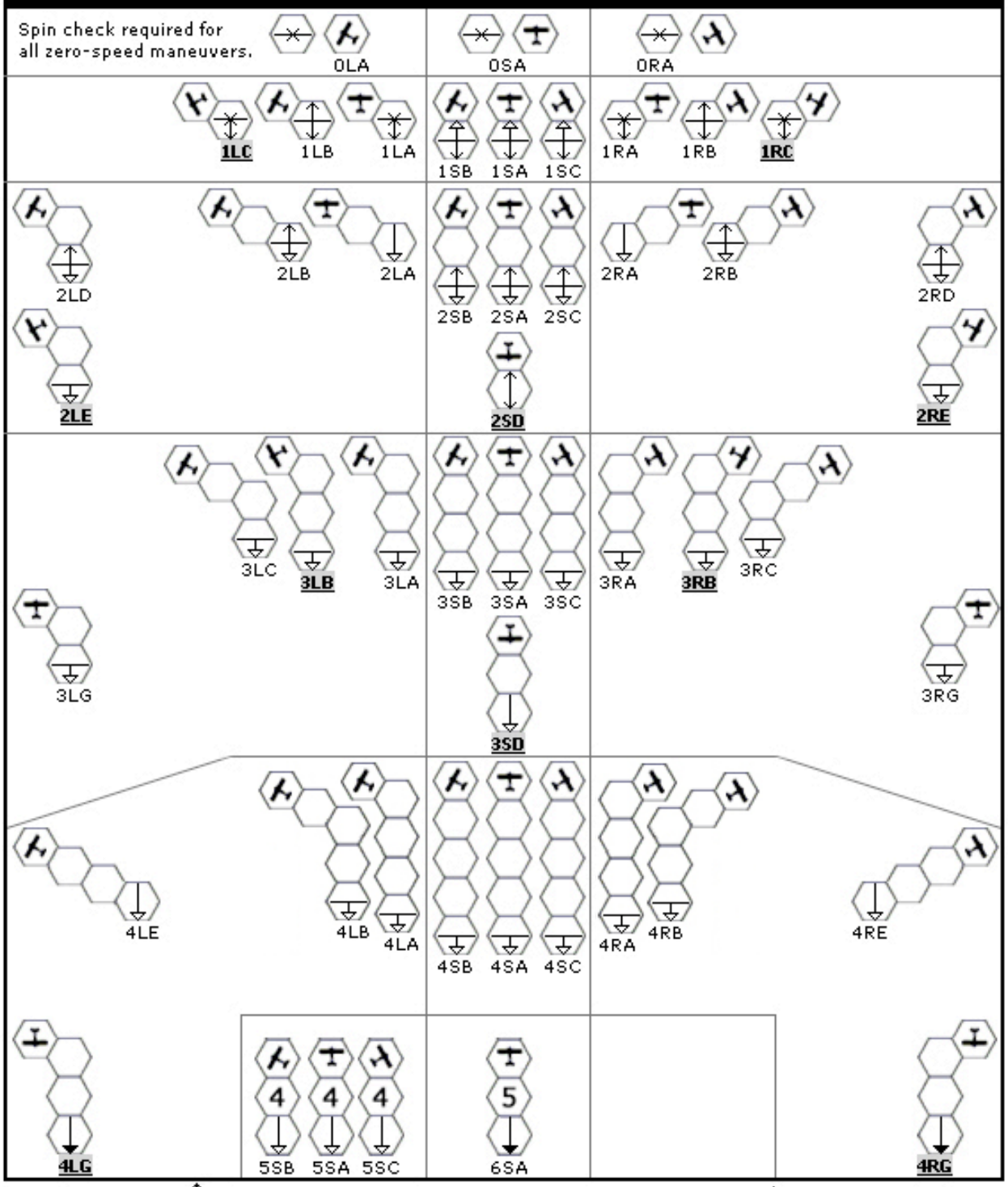
MANEUVER SCHEDULE

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		
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23		
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32		
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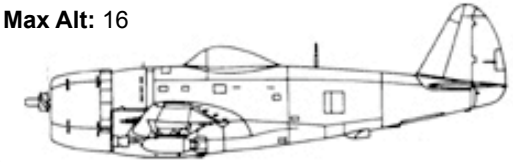
34		
35		

P-47D Thunderbolt

Max Alt: 16



PERFORMANCE

Acceleration	3
Deceleration	2
Climb	2
Dive	4

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
8 x .50 MG	1	↕	16	12	8	4

Ammo: □□□□□ □□□□□ □□□□□

DAMAGE

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

NOTES

-Heavy pilot armor: 4s on crew wound chart do not cause wounds.

-May carry 2 medium bombs and 1 large or very large bomb, plus six 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