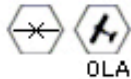
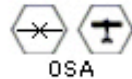


MANEUVER SCHEDULE

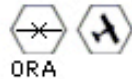
Spin check required for all zero-speed maneuvers.



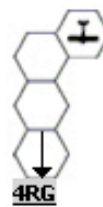
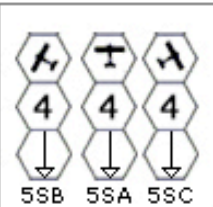
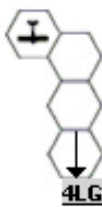
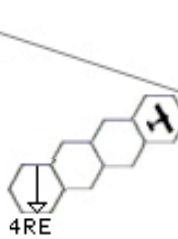
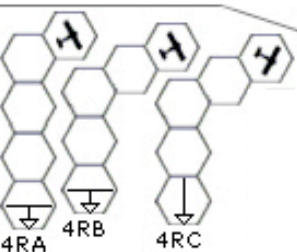
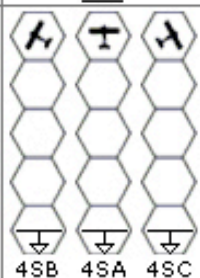
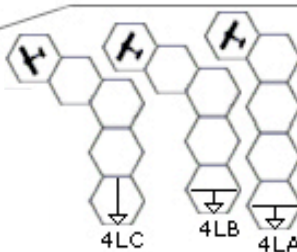
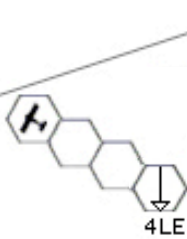
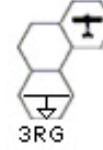
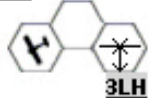
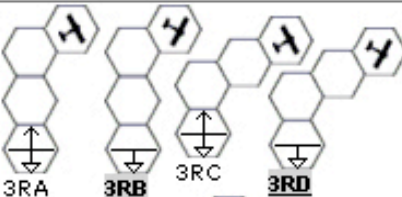
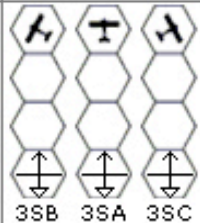
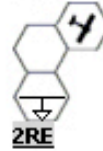
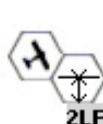
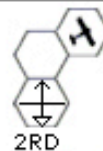
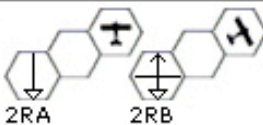
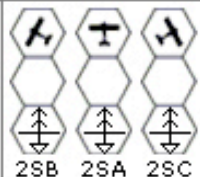
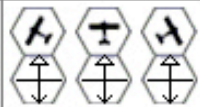
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0SA



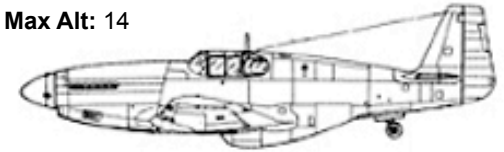
0RA



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
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23		
24		
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26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

P-51B Mustang

Max Alt: 14



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	4

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
4 x .50 MGs	1	↓	8	6	4	2

Ammo: □□□□ □□□□ □□□□
□□□

DAMAGE

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

NOTES

May carry 2 light or medium bombs.

↕ 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