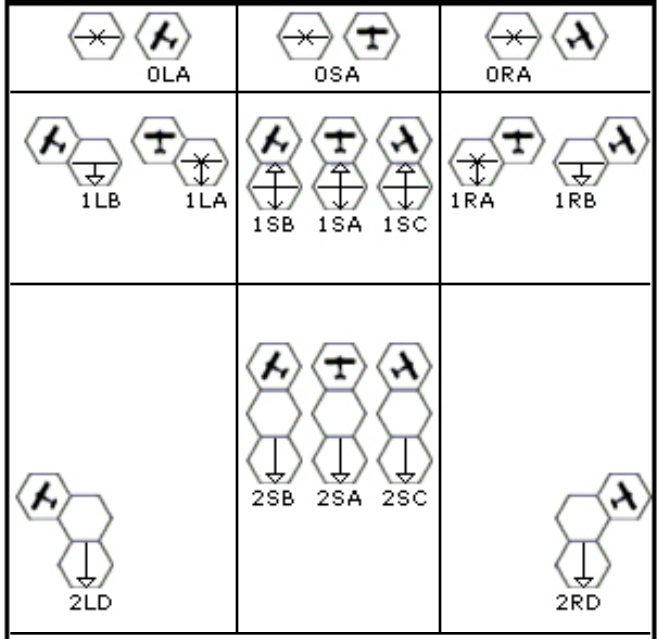
MANEUVER SCHEDULE



Turn	Man.	Alt
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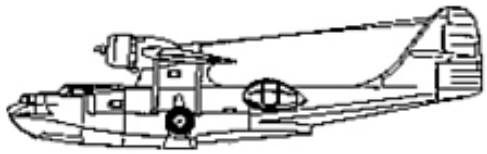
PBY-5a Catalina



Max Alt: 5

PERFORMANCE

Acceleration: 1 **Deceleration:**2 **Climb:**1 **Dive:**2

DAMAGE

Engines: 1: □□□□□ □○○○○ ○○ 2: □□□□□ □○○○○ ○○

Wings: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□○ ○○○○○ ○○○○○

Fusel.: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □○○○○ ○○○○○

FIREPOWER

Weapon	Range in Hexes			
	1	2	3	4
1 x .50 MG	2	2	1	1
2 x .30 MG	2	1	1	0
1 x .30 MG	1	1	1	0

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot			M S D
Copilot			M S D
Navigator (2 x .30 MG)□□□□□ □□□□□ □□□□□	7-3	↕	M S D
Right Waist Gunner (1 x .50 MG)□□□□□ □□□□□ □□□□□	3,4	↕	M S D
Left Waist Gunner (1 x .50 MG)□□□□□ □□□□□ □□□□□	6,7	↕	M S D
Radio Operator (1 x .30 MG)□□□□□ □□□□□ □□□□□	5	↓	M S D

NOTES

May carry 2 large, 2 medium, or 4 light bombs, or 2 torpedos.

No pilot armor, +1 to all "Crew Wound" rolls.
Burns easily, -1 to all "Smoke" rolls.

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