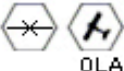
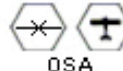
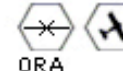





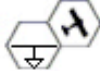
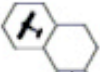





MANEUVER SCHEDULE		
 OLA	 OSA	 ORA
 1LB	 1LA	 1RA
 1SA	 1SC	 1RB
 2LD	 2SA	 2RD
	 3SA	

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
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32		
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34		
35		

TBD Devastator				
Max Alt: 6				
PERFORMANCE				
Acceleration: 1		Deceleration: 2		Climb: 1
				Dive: 2
DAMAGE				
Engines: 1: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
Wings: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
Fusel.: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
FIREPOWER				
Weapon			Range in Hexes	
			1	2
1 x .30 MG			1	1
1 x .50 MG			2	2
CREW				
Crew/Weapon/Ammo			ARC	TRV
Pilot (1 x .50 MG) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			1	↕
Bombardier				M S D
Dorsal Gunner (1 x .30 MG) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			5	↑
NOTES				
May carry 1 large, 1 medium, or 2 light bombs, or 1 torpedo.				
No pilot armor, +1 to all "Crew Wound" rolls.				

↕ 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