

CRIMSON SKIES - AIRCRAFT SHEETS



New aircraft sheet format with many improvements:

- *A5 format, two aircrafts per page!*
- *Full color sheet, more attractive for newcomers*
- *Color key on components to match what is broken (ie. blue for G's)*
- *Additional cheats in the aircraft sheet for easy to forget rules*
- *Additional specs or hardpoint limit, special characteristics and more*
- *About 120% more mojo than regular sheets!*
- *Pre-built sheets for all Topo Solitario's 3D Print models!*
- *All basic box planes plus Balmoral, Warthog, Sparrow and Revenant*



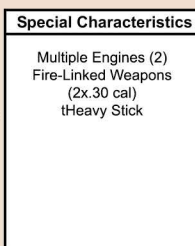
Grumman E1C AVENGER

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 → 9-10 →→	Constitution	Quick Draw

[illegible]

5	6

Base To-Hit	7
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Available
Hardpoints
4

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

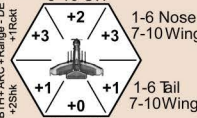
Bristol Type 140 **BALMORAL**

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 9-10 →→	Constitution	Quick Draw

Base To-Hit

1

1-3 PW
4-7 Nose
8-10 SW



1-3 PW
4-7 Tail
8-10 SW

Tailing SSa - SSd -2smk -2shk
 < 0 Speed
 0-2 Spd + Direction
 3+ Target box

Special Characteristics

Difficult to bail
Multiple engines
Second turret
700lbs cargo

Max Speed						
Max Gs			Max Gs			
2	1	0		0	1	
Port			2	Starboard		
			1			
Max Decel			0	0	0	
			1		1	
			2	Max Accel		

Available
Hardpoints
8

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
13			Push Shock Smoke Nitro Chute	
14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

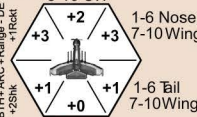
Bristol Type 140 BALMORAL

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8	Constitution	Quick Draw
				9-10 →→→		

Base To-Hit

1

1-3 PW
4-7 Nose
8-10 SW



1-3 PW
4-7 Tail
8-10 SW

Tailing SSa - SSd -2smk -2shk
 < 0 Speed
 0-2 Spd + Direction
 3+ Target hex

Special Characteristics

Difficult to bail
Multiple engines
Second turret
700lbs cargo

Max Speed						
Max Gs			Max Gs			
2	1	0		0	1	
Port			2	Starboard		
			1			
Max Decel		0	0	0	Max Accel	
		1		1		
		2				

Available
Hardpoints
8

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
13			Push Shock Smoke Nitro Chute	
14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

GUNS

	7	5	5	1
Turret	T2			T1
Linked				
Caliber	30	50	50	30
Ammo				
Range	7	5	5	7
Jammed				

Unjam
8 (Base Number)
 + Gs of the last maneuver
 + 2 if Shocked
 - Pilot Steady Hand Skill
 = Target Number

**Redlining
Stalling
Gs**

o	(Base Number)
+	Amount over Current Max
+	2 if Shocked
-	Pilot Natural Touch Skill
=	Target Number

ROCKETS 1

Type	1	2	3	4
Range				

[illegible]

2	4	6	8
T1			T2
30	50	50	30
7	5	5	7

5	6	7	8

GUNS

	7	5	3	1
Turret	T2			T1
Linked				
Caliber	30	50	50	30
Ammo				
Range	7	5	5	7
Jammed				

Unjam

8 (Base Number)
+ Gs of the last maneuver
+ 2 if Shocked
- Pilot Steady Hand Skill
= Target Number

Redlining Stalling
Gs

o	(Base Number)
+	Amount over Current Max
+	2 if Shocked
-	Pilot Natural Touch Skill
=	Target Number

ROCKETS 1

Type	1	2	3	4
Range				

[illegible]

2	4	6	8
T1			T2
30	50	50	30
7	5	5	7

5	6	7	8

Hughes Aviation BLOODHAWK

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 → 9-10 →	Constitution	Quick Draw

GUNS	7	5	3	1
Turret				
Linked				
Caliber			30	40
Ammo				
Range			7	6
Jammed				

8	(Base Number)
+	Gs of the last maneuver
+	2 if Shocked
-	Pilot Steady Hand Skill
=	Target Number

Redlining Stalling
Gs
8 (Base Number)
+ Amount over Current Max
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

ROCKETS	1	2	3
Type			
Range			

2	4	6	8
40	30		
6	7		

[illegible]

Starboard Wing Leading									
1	2	3	4	5	6	7	8	9	10
				Wing Spar					
Wing Tank			G U N 6	L G e r	G U N 8	R C K T 5	R C K T 6	R C K T 7	R C K T 8
				Wing Spar					
				Flaps			Aileron		
1	2	3	4	5	6	7	8	9	10

Base To-Hit

6

1-3 PW
4-7 Nose
8-10 SW

1-6 Nose
7-10 Wing



1-3 PW
4-7 Tail
8-10 SW

1-6 Tail
7-10 Wing

SSa - SSd -2smk -2shk
< 0 Speed
0-2 Spd + Direction

Special Characteristics

- Poor Stall Speed
- Light Stick
- G-efficient Cockpit
- Superior Weapons (all)

The diagram shows a control interface with several sections:

- Max Speed:** A central vertical column with values 4, 3, 2, and 1 from top to bottom.
- Max Gs:** Two horizontal rows of values. The top row has 2, 1, 0 on the left and 0, 1, 2 on the right. The bottom row has 4, 3 on the left and 3, 4 on the right.
- Port:** A label on the left side of the central column.
- Starboard:** A label on the right side of the central column.
- Max Decel:** A vertical column on the left with values 0, 1, and 2 from top to bottom.
- Max Accel:** A vertical column on the right with values 0, 1, and 2 from top to bottom.

Available
Hardpoints
5

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

Hughes Aviation **BLOODHAWK**

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw	
			6-8 9-10			

GUNS	7	5	3	1
Turret				
Linked				
Caliber			30	40
Ammo				
Range			7	6
Jammed				

Unjam

8 (Base Number)
+ Gs of the last maneuver
+ 2 if Shocked
- Pilot Steady Hand Skill
= Target Number

Redlining Stalling Gs

8	(Base Number)
+	Amount over Current Max
+	2 if Shocked
-	Pilot Natural Touch Skill
=	Target Number

	ROCKETS 1	2	3
Type			
Range			

2	4	6	8
40	30		
6	7		

The diagram shows the layout of the tail fuselage, with components arranged from the tail fin (left) to the fuselage (right). The components are as follows:

- Row 1:** LTR DRR (1-2), Max. Speed 4 (3-4), Max. Speed 3 (5-6), RT DRR (7-8).
- Row 2:** LTR DRR (1-2), Max. Speed 1 (3-4), Max. Speed 2 (5-6), RT DRR (7-8).
- Row 3:** Fuselage Tank (1-2), Engine Dest. (3-4), Fuselage Tank (5-6).
- Row 4:** Left Wing Ctrf. (1-2), Cargo (3-4), Tail Ctrf. (5-6), Pilot (7-8), Right Wing Ctrf. (9-10).
- Row 5:** Radio (1-2), Zep Gear (3-4), Nose Gear (5-6).
- Row 6:** Canopy (1-2), Gun 3 (3-4), Elevators (5-6), Gun 2 (7-8), Gun 4 (9-10), Canopy (11-12).
- Row 7:** Gun 1 (3-4), Gun 2 (7-8).
- Row 8:** Gun 1 (3-4), Gun 2 (7-8).
- Row 9:** Gun 1 (3-4), Gun 2 (7-8).
- Row 10:** Gun 1 (3-4), Gun 2 (7-8).

Starboard Wing Leading									
1	2	3	4	5	6	7	8	9	10
				Wing Spar					
Wing Tank		G	L	G	G	R	R	R	R
		U	G	U	U	C	C	C	C
		N	e	N	N	K	K	K	K
		6	a	8	5	6	7	8	
				Wing Spar					
		Flaps				Aileron			
Starboard Wing Trailing									
1	2	3	4	5	6	7	8	9	10

Base To-Hit

6

1-3 PW
4-7 Nose
8-10 SW

1-6 Nose
7-10 Wing



1-3 PW
4-7 Tail
8-10 SW

1-6 Tail
7-10 Wing

SSa - SSd -2smk -2shk
< 0 Speed
0-2 Spd + Direction

Special Characteristics
Poor Stall Speed Light Stick G-efficient Cockpit Superior Weapons (all)

Max Speed

Max Gs

Max Gs

Port

Starboard

Max Decel

Max Accel

Available
Hardpoints
5

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

Fairchild F6II **BRIGAND**

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 → 9-10 →→	Constitution	Quick Draw

[illegible]

Base To-Hit

6

1-3 PW

4-7 Nose

8-10 SW

+2

+3

+1

+0

1-3 PW

4-7 Tail

8-10 SW

1-6 Nose

7-10 W

1-6 Tail

7-10 W

1a - SSd -2smk -2sl

0 Speed

2 Spd + Direction

1 Target hex

Special Characteristics

Light Torque Engine

Superior Range (-10)

Max Speed

Max Gs

10

3

2

1

0

0

0

1

2

Max Accel

Port

Starboard

Available Hardpoints

5

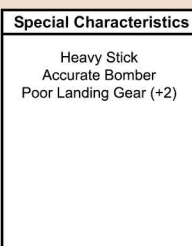
Turn	Maneuver	Gs	Specials		Jam
1			Push	Shock	
			Smoke	Niirro Chute	
2			Push	Shock	
			Smoke	Niirro Chute	
3			Push	Shock	
			Smoke	Niirro Chute	
4			Push	Shock	
			Smoke	Niirro Chute	
5			Push	Shock	
			Smoke	Niirro Chute	
6			Push	Shock	
			Smoke	Niirro Chute	
7			Push	Shock	
			Smoke	Niirro Chute	
8			Push	Shock	
			Smoke	Niirro Chute	
9			Push	Shock	
			Smoke	Niirro Chute	
10			Push	Shock	
			Smoke	Niirro Chute	
11			Push	Shock	
			Smoke	Niirro Chute	
12			Push	Shock	
			Smoke	Niirro Chute	
13			Push	Shock	
			Smoke	Niirro Chute	
14			Push	Shock	
			Smoke	Niirro Chute	
15			Push	Shock	
			Smoke	Niirro Chute	
16			Push	Shock	
			Smoke	Niirro Chute	
17			Push	Shock	
			Smoke	Niirro Chute	
18			Push	Shock	
			Smoke	Niirro Chute	
19			Push	Shock	
			Smoke	Niirro Chute	
20			Push	Shock	
			Smoke	Niirro Chute	
21			Push	Shock	
			Smoke	Niirro Chute	

Ravenscroft COYOTE

PILOT NAME		SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw
			6-8 + 9-10		

[illegible]

Base To-Hit
4



Available
Hardpoints
7

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

Marquette PR1 DEFENDER

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 9-10 11-12	Constitution	Quick Draw

GUNS	7	5	3	1
Turret				
Linked				
Caliber	30	50	30	
Ammo				
Range	7	5	7	
Jammed				

Unjam

8	(Base Number)
+	Gs of the last maneuver
+	2 if Shocked
-	Pilot Steady Hand Skill
=	Target Number

Redlining Stalling Gs

8	(Base Number)
+	Amount over Current Max.
+	2 if Shocked
-	Pilot Natural Touch Skill
=	Target Number

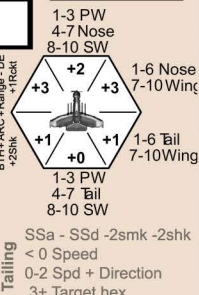
	ROCKETS 1		ROCKETS 2	
Type				
Range				

2	4	6	8
	30	50	30
	7	5	7

[illegible]

Starboard Wing Leading									
1	2	3	4	5	6	7	8	9	10
Wing Spar									
Wing Tank			G U N 6	L G e n g i n e 8	G U N 8	R C K T 5	R C K T 6	R C K T 7	R C K T 8
Wing Spar									
			Flaps				Aileron		
Starboard Wing Trailing									
1	2	3	4	5	6	7	8	9	10

Base To-Hit
7



Special Characteristics
Inferior Engine Inferior Weapons (all) Reduced Cockpit Visibility

Max Speed						
Max Gs				Max Gs		
2	1	0	3	0	1	2
	4	3		3	4	
Port				Starboard		
			1			
Max Decel				Max Accel		
	0	0	0			
	1		1			
	2					

Available
Hardpoints
4

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
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14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

Marquette PR1 DEFENDER

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 9-10 →→→	Constitution	Quick Draw

GUNS	7	5	3	1
Turret				
Linked				
Caliber	30	50	30	
Ammo				
Range	7	5	7	
Jammed				

Unjam
8 (Base Number)
 + Gs of the last maneuver
 + 2 if Shocked
 - Pilot Steady Hand Skill
 = Target Number

Redlining Stalling
Gs
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

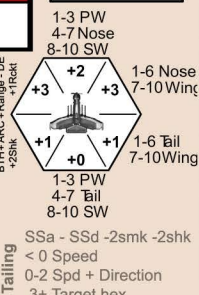
	ROCKETS 1		ROCKETS 2	
Type				
Range				

2	4	6	8
	30	50	30
	7	5	7

[illegible]

Starboard Wing Leading									
1	2	3	4	5	6	7	8	9	10
Wing Spar									
Wing Tank				G	G	R	R	R	R
				U	U	C	C	C	C
			N	a	l	K	K	K	K
			6	r	t	T	T	T	T
				8	5	6	7	8	
Wing Spar									
				Flaps			Aileron		
Starboard Wing Trailing									
1	2	3	4	5	6	7	8	9	10

Base To-Hit
7



Special Characteristics
Inferior Engine Inferior Weapons (all) Reduced Cockpit Visibility

Max Speed					
Max Gs				Max Gs	
2	1	0	3	0	1
	4	3		3	4
Port			2	Starboard	
			1		
Max Decel			0	0	0
			1		1
			2		
				Max Accel	

Available
Hardpoints
4

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
13			Push Shock Smoke Nitro Chute	
14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

Hughes P21J MKIII DEVASTATOR

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw	
			6-8 + 9-10			

GUNS	7	5	3	1
Turret				
Linked				
Caliber	40	40		
Ammo				
Range	6	6		
Jammed				

8 (Base Number)
+ Gs of the last maneuver
+ 2 if Shocked
- Pilot Steady Hand Skill
= Target Number

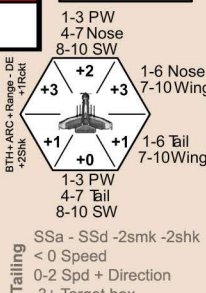
Redlining Stalling Gs

8	(Base Number)
+	Amount over Current Max
+	2 if Shocked
-	Pilot Natural Touch Skill
=	Target Number

ROCKETS	1	2	3
Type			
Range			

[illegible]Base To-Hit

5



Special Characteristics

Cramped Cockpit Difficult to Bail

Max Speed				Max Speed		
Max Gs			4	Max Gs		
2	1	0	3	0	1	2
			3			
Port			2	Starboard		
			1			
Max Decel			0	0	0	Max Accel
			1		1	
			2		2	
					3	

Available
Hardpoints:
6

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

Hughes P21J MKIII DEVASTATOR

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw	
			6-8 + 9-10			

GUNS	7	5	3	1
Turret				
Linked				
Caliber	40	40		
Ammo				
Range	6	6		
Jammed				

8 (Base Number)
+ Gs of the last maneuver
+ 2 if Shocked
- Pilot Steady Hand Skill
= Target Number

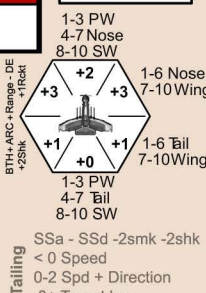
Redlining Stalling Gs

8	(Base Number)
+	Amount over Current Max
+	2 if Shocked
-	Pilot Natural Touch Skill
=	Target Number

ROCKETS	1	2	3
Type			
Range			

[illegible]Base To-Hit

5

Special Characteristics

Cramped Cockpit Difficult to Bail

Max Speed

Max Gs

Max Gs

Port

Starboard

Max Decel

Max Accel

Available
Hardpoints:
6

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
13			Push Shock Smoke Nitro Chute	
14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

Hughes-Lockheed FIREBRAND

PILOT NAME		SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw
				6-8 9-10 →→	

GUNS

	7	5	3	1
Turret				
Linked				
Caliber	70			50
Ammo				
Range	3			5
Jammed				

	2	4	6	8
	50		70	
	5		3	

ROCKETS

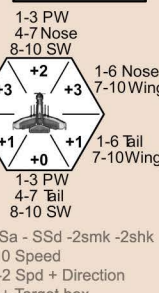
	1	2	3
Type			
Range			

	5	6	7	8

Diagram: Hughes-Lockheed FIREBRAND

Base To-Hit

4



Special Characteristics

Multiple Engines (2)
Superior Range (+25%)
Pintle-Mount Gun
Improved Cockpit Visibility
Difficult to Bail

Max Speed

Max Gs 2 1 1 0 3 0 1 2

Port 1 Starboard 1

Max Decel 1 2

Max Accel 1 2

Available Hardpoints

7

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
13			Push Shock Smoke Nitro Chute	
14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

Hughes-Lockheed FIREBRAND

PILOT NAME		SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw
				6-8 9-10 →→	

GUNS

	7	5	3	1
Turret				
Linked				
Caliber	70			50
Ammo				
Range	3			5
Jammed				

	2	4	6	8
	50		70	
	5		3	

ROCKETS

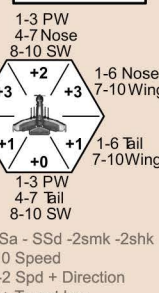
	1	2	3
Type			
Range			

	5	6	7	8

Diagram: Hughes-Lockheed FIREBRAND

Base To-Hit

4



Special Characteristics

Multiple Engines (2)
Superior Range (+25%)
Pintle-Mount Gun
Improved Cockpit Visibility
Difficult to Bail

Max Speed

Max Gs 2 1 1 0 3 0 1 2

Port 1 Starboard 1

Max Decel 1 2

Max Accel 1 2

Available Hardpoints

7

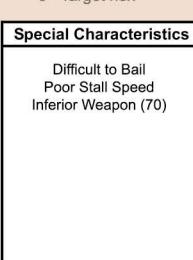
Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
13			Push Shock Smoke Nitro Chute	
14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

Curtiss-Wright J2 *FURY*

Curtiss-Wright J2 <i>FURY</i>					
PILOT NAME		SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw
			6-8 + 9-10		

[illegible]

Base To-Hit	7
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Available
Hardpoints
4

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
13			Push Shock Smoke Nitro Chute	
14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

McDonnell S2B KESTREL

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 9-10 11-12	Constitution	Quick Draw

[illegible]

Special Characteristics	
Multiple Engines (2)	
Superior Engine	
Pintle-Mount Gun	

Base To-Hit

3

1-3 PW
4-7 Nose
8-10 SW

1-6 No
7-10 W

1-3 PW
4-7 Tail
8-10 SW

1-6 Tail
7-10 W

Tailing SSa - SSd -2smk -2sl
 < 0 Speed
 0-2 Spd + Direction
 3+ Target hex

Special Characteristics

Multiple Engines (2)
 Superior Engine
 Pintle-Mount Gun

Max Speed			Max Speed		
Max Gs			Max Gs		
2	1	0	0	1	2
Port			Starboard		
2			1		
Max Decel			Max Accel		
0	0	0	0	1	2
1	2	3	1	2	3
Available Hardpoints					
8					

Turn	Maneuver	Gs	Specials		Jam
1			Push	Shock	
			Smoke	Nitro Chute	
2			Push	Shock	
			Smoke	Nitro Chute	
3			Push	Shock	
			Smoke	Nitro Chute	
4			Push	Shock	
			Smoke	Nitro Chute	
5			Push	Shock	
			Smoke	Nitro Chute	
6			Push	Shock	
			Smoke	Nitro Chute	
7			Push	Shock	
			Smoke	Nitro Chute	
8			Push	Shock	
			Smoke	Nitro Chute	
9			Push	Shock	
			Smoke	Nitro Chute	
10			Push	Shock	
			Smoke	Nitro Chute	
11			Push	Shock	
			Smoke	Nitro Chute	
12			Push	Shock	
			Smoke	Nitro Chute	
13			Push	Shock	
			Smoke	Nitro Chute	
14			Push	Shock	
			Smoke	Nitro Chute	
15			Push	Shock	
			Smoke	Nitro Chute	
16			Push	Shock	
			Smoke	Nitro Chute	
17			Push	Shock	
			Smoke	Nitro Chute	
18			Push	Shock	
			Smoke	Nitro Chute	
19			Push	Shock	
			Smoke	Nitro Chute	
20			Push	Shock	
			Smoke	Nitro Chute	
21			Push	Shock	
			Smoke	Nitro Chute	

William and Colt PEACEMAKER

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 → 9-10 →→	Constitution	Quick Draw

GUNS

	7	5	3	1
Turret				
Linked				
Caliber	60	60		
Ammo				
Range	4	4		
Jammed				

Nose Fuselage

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Port Wing Leading

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Starboard Wing Leading

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Port Wing Trailing

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Starboard Wing Trailing

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Special Characteristics

Heavy Stick
Reduced Cockpit Visibility

Base To-Hit

5

1-3 PW
4-7 Nose
8-10 SW

1-6 No
7-10 W

1-6 Tail
7-10 W

1-3 PW
4-7 Tail
8-10 SW

Special Characteristics
Heavy Stick Improved Cockpit Visibility

Max Speed				
Max Gs			Max Gs	
2	1	0	3	2
Port			Starboard	
		2		
		1		
Max Decel	0	0	0	Max Accel
	1		1	
	2		2	
			3	
Available Hardpoints				
6				

Turn	Maneuver	Gs	Specials		Jam
1			Push	Shock	
			Smoke	Nitro Chute	
2			Push	Shock	
			Smoke	Nitro Chute	
3			Push	Shock	
			Smoke	Nitro Chute	
4			Push	Shock	
			Smoke	Nitro Chute	
5			Push	Shock	
			Smoke	Nitro Chute	
6			Push	Shock	
			Smoke	Nitro Chute	
7			Push	Shock	
			Smoke	Nitro Chute	
8			Push	Shock	
			Smoke	Nitro Chute	
9			Push	Shock	
			Smoke	Nitro Chute	
10			Push	Shock	
			Smoke	Nitro Chute	
11			Push	Shock	
			Smoke	Nitro Chute	
12			Push	Shock	
			Smoke	Nitro Chute	
13			Push	Shock	
			Smoke	Nitro Chute	
14			Push	Shock	
			Smoke	Nitro Chute	
15			Push	Shock	
			Smoke	Nitro Chute	
16			Push	Shock	
			Smoke	Nitro Chute	
17			Push	Shock	
			Smoke	Nitro Chute	
18			Push	Shock	
			Smoke	Nitro Chute	
19			Push	Shock	
			Smoke	Nitro Chute	
20			Push	Shock	
			Smoke	Nitro Chute	
21			Push	Shock	
			Smoke	Nitro Chute	

Whittly & Douglas M210 RAVEN

Whittly & Douglas M210 RAVEN					
PILOT NAME		SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw
			6-8 9-10		

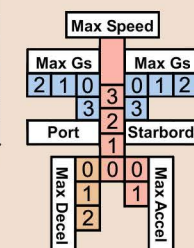
GUNS	7	5	3	1
Turret				
Linked				
Caliber	40	40		50
Ammo				
Range	6	6		5
Jammed				

[illegible]

ROCKETS	1	2	3
Type			
Range			

[illegible]

Base To-Hit
4



Available
Hardpoints
7

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

Chance-Vought **REVENANT** MKIII

Chance-Vought REVENANT MKIII					
PILOT NAME		SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

[illegible]

Base To-Hit
7

Special Characteristics	
Multiple Engines (2)	
Ejector Seat	
Fire Linked Weapons (all)	
Linked Ammo Bins (all)	

Available
Hardpoints
4

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
8			Push Shock Smoke Nitro Chute	
9			Push Shock Smoke Nitro Chute	
10			Push Shock Smoke Nitro Chute	
11			Push Shock Smoke Nitro Chute	
12			Push Shock Smoke Nitro Chute	
13			Push Shock Smoke Nitro Chute	
14			Push Shock Smoke Nitro Chute	
15			Push Shock Smoke Nitro Chute	
16			Push Shock Smoke Nitro Chute	
17			Push Shock Smoke Nitro Chute	
18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

McDonnell S1T SPARROW

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 +1 9-10 +2	Constitution	Quick Draw

[illegible]

Base To-Hit

6

1-3 PW
4-7 Nose
8-10 SW

1-6 Nose
7-10 Wing

1-3 PW
4-7 Tail
8-10 SW

1-6 Tail
7-10 Wing

3a - SSd -2smk -2shk
0 Speed
2 Spd + Direction
+ Target hex

Special Characteristics
 Superior Engine (-2)

Max Speed	
10	3
3	2
1	1

Max Gs	
0	12
3	3
2	3
1	1

Max Decel	
0	0
1	0
2	0

Max Accel	
0	0
1	1
2	3

Available Hardpoints

5

Turn	Maneuver	Gs	Specials		Jam
1			Push	Shock	
			Smoke	Nitro Chute	
2			Push	Shock	
			Smoke	Nitro Chute	
3			Push	Shock	
			Smoke	Nitro Chute	
4			Push	Shock	
			Smoke	Nitro Chute	
5			Push	Shock	
			Smoke	Nitro Chute	
6			Push	Shock	
			Smoke	Nitro Chute	
7			Push	Shock	
			Smoke	Nitro Chute	
8			Push	Shock	
			Smoke	Nitro Chute	
9			Push	Shock	
			Smoke	Nitro Chute	
10			Push	Shock	
			Smoke	Nitro Chute	
11			Push	Shock	
			Smoke	Nitro Chute	
12			Push	Shock	
			Smoke	Nitro Chute	
13			Push	Shock	
			Smoke	Nitro Chute	
14			Push	Shock	
			Smoke	Nitro Chute	
15			Push	Shock	
			Smoke	Nitro Chute	
16			Push	Shock	
			Smoke	Nitro Chute	
17			Push	Shock	
			Smoke	Nitro Chute	
18			Push	Shock	
			Smoke	Nitro Chute	
19			Push	Shock	
			Smoke	Nitro Chute	
20			Push	Shock	
			Smoke	Nitro Chute	
21			Push	Shock	
			Smoke	Nitro Chute	

Bell VALIANT MKII

ROCKETS 1

Type	
Range	

7 8

Available
Hardpoints
3

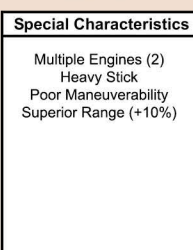
Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

Sanderson FB14 VAMPIRE

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 9-10 →→→	Constitution	Quick Draw

[illegible]

Base To-Hit
2



Available
Hardpoints
9

Turn	Maneuver	Gs	Specials		Jam
1			Push	Shock	
			Smoke	Nitro Chute	
2			Push	Shock	
			Smoke	Nitro Chute	
3			Push	Shock	
			Smoke	Nitro Chute	
4			Push	Shock	
			Smoke	Nitro Chute	
5			Push	Shock	
			Smoke	Nitro Chute	
6			Push	Shock	
			Smoke	Nitro Chute	
7			Push	Shock	
			Smoke	Nitro Chute	
8			Push	Shock	
			Smoke	Nitro Chute	
9			Push	Shock	
			Smoke	Nitro Chute	
10			Push	Shock	
			Smoke	Nitro Chute	
11			Push	Shock	
			Smoke	Nitro Chute	
12			Push	Shock	
			Smoke	Nitro Chute	
13			Push	Shock	
			Smoke	Nitro Chute	
14			Push	Shock	
			Smoke	Nitro Chute	
15			Push	Shock	
			Smoke	Nitro Chute	
16			Push	Shock	
			Smoke	Nitro Chute	
17			Push	Shock	
			Smoke	Nitro Chute	
18			Push	Shock	
			Smoke	Nitro Chute	
19			Push	Shock	
			Smoke	Nitro Chute	
20			Push	Shock	
			Smoke	Nitro Chute	
21			Push	Shock	
			Smoke	Nitro Chute	

Curtiss-Wright P2 WARHAWK

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 → 9-10 →→	Constitution	Quick Draw

[illegible]

Available
Hardpoints
9

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

Fairchild WARTHOG

PILOT NAME			SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	6-8 → 9-10 →→	Constitution	Quick Draw

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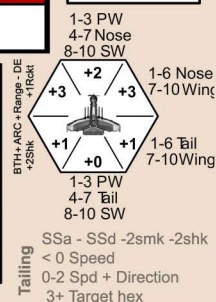
Special Characteristics

Special Characteristics
Multiple engines (2) Fire Linked Weapons (All)

Max Speed				
Max Gs			Max Gs	
2	1	0	3	0
Port			Starboard	
		2		
		1		
Max Decel	0	0	0	Max Accel
	1			1
	2			
Available Hardpoints				
6				

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

Turn	Maneuver	Gs	Specials		Jam
1			Push Smoke	Shock Nitro Chute	
2			Push Smoke	Shock Nitro Chute	
3			Push Smoke	Shock Nitro Chute	
4			Push Smoke	Shock Nitro Chute	
5			Push Smoke	Shock Nitro Chute	
6			Push Smoke	Shock Nitro Chute	
7			Push Smoke	Shock Nitro Chute	
8			Push Smoke	Shock Nitro Chute	
9			Push Smoke	Shock Nitro Chute	
10			Push Smoke	Shock Nitro Chute	
11			Push Smoke	Shock Nitro Chute	
12			Push Smoke	Shock Nitro Chute	
13			Push Smoke	Shock Nitro Chute	
14			Push Smoke	Shock Nitro Chute	
15			Push Smoke	Shock Nitro Chute	
16			Push Smoke	Shock Nitro Chute	
17			Push Smoke	Shock Nitro Chute	
18			Push Smoke	Shock Nitro Chute	
19			Push Smoke	Shock Nitro Chute	
20			Push Smoke	Shock Nitro Chute	
21			Push Smoke	Shock Nitro Chute	

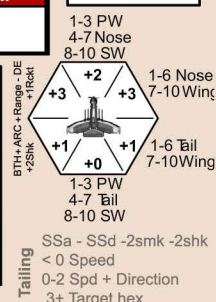
[illegible]

			Max Speed					
			5					
Max Gs			4			Max Gs		
2	1	0	3			0	1	2
5	4	3	2			3	4	5
Port			1			Starboard		
Max Decel			0	0	0	Max Accel		
			1			1		
			2			2		
						3		

Available
Hardpoints

Base To-Hit

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
5			Push Shock Smoke Nitro Chute	
6			Push Shock Smoke Nitro Chute	
7			Push Shock Smoke Nitro Chute	
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18			Push Shock Smoke Nitro Chute	
19			Push Shock Smoke Nitro Chute	
20			Push Shock Smoke Nitro Chute	
21			Push Shock Smoke Nitro Chute	

[illegible]

Max Speed

Max Gs			5 4 3 2 1	Max Gs		
2	1	0		0	1	2
5	4	3		3	4	5
Port				Starboard		

Max Decel	0	0	Max Accel
	1	1	
	2	2	
	3	3	

Available
Hardpoints

PILOT NAME		SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw
				6-8 9-10	

GUNS

Turret			
Linked			
Caliber			
Ammo			
Range			
Jammed			

7 5 3 1										2 4 6 8									
Nose Fuselage										Starboard Wing Leading									
1 2 3 4 5 6 7 8 9 10										1 2 3 4 5 6 7 8 9 10									
Port Wing Leading										Starboard Wing Leading									
1 2 3 4 5 6 7 8 9 10										1 2 3 4 5 6 7 8 9 10									
Unjam 8 (Base Number) + 2 if Shocked + 2 if Pilot Steady Hand Skill Target Number																			
Redlining 8 (Base Number) + 2 if Shocked + 2 if Pilot Natural Touch Skill Target Number																			

ROCKETS

Type	1	2	3	4
Range				

Base To-Hit

1-3 PW
4-7 Nose
8-10 SW

1-6 Nose
7-10 Wing

1-6 Tail
7-10 Wing

1-3 PW
4-7 Tail
8-10 SW

SSa - SSd - 2smk - 2shk
< 0 Speed
0-2 Spd + Direction
3+ Target hex

Special Characteristics

Max Speed

Max Gs	5	Max Gs
2 1 0	4 0 1 2	
5 4 3	3 4 5	
Port	Starboard	

Max Decel

0	0	Max Accel
1	1	2
2	3	

Available Hardpoints

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
3			Push Shock Smoke Nitro Chute	
4			Push Shock Smoke Nitro Chute	
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21			Push Shock Smoke Nitro Chute	

GUNS

Turret			
Linked			
Caliber			
Ammo			
Range			
Jammed			

7 5 3 1										2 4 6 8									
Nose Fuselage										Starboard Wing Leading									
1 2 3 4 5 6 7 8 9 10										1 2 3 4 5 6 7 8 9 10									
Port Wing Leading										Starboard Wing Leading									
1 2 3 4 5 6 7 8 9 10										1 2 3 4 5 6 7 8 9 10									
Unjam 8 (Base Number) + 2 if Shocked + 2 if Pilot Steady Hand Skill Target Number																			
Redlining 8 (Base Number) + 2 if Shocked + 2 if Pilot Natural Touch Skill Target Number																			

ROCKETS

Type	1	2	3	4
Range				

Base To-Hit

1-3 PW
4-7 Nose
8-10 SW

1-6 Nose
7-10 Wing

1-6 Tail
7-10 Wing

1-3 PW
4-7 Tail
8-10 SW

SSa - SSd - 2smk - 2shk
< 0 Speed
0-2 Spd + Direction
3+ Target hex

Special Characteristics

Max Speed

Max Gs	5	Max Gs
2 1 0	4 0 1 2	
5 4 3	3 4 5	
Port	Starboard	

Max Decel

0	0	Max Accel
1	1	2
2	3	

Available Hardpoints

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
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21			Push Shock Smoke Nitro Chute	

PILOT NAME		SQUADRON NAME		AIRCRAFT NAME	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

Base To-Hit



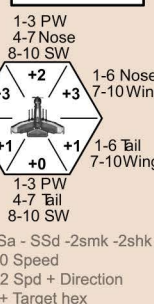
GUNS		7		5		3		1		2		4		6		8	
Turret																	
Linked																	
Caliber																	
Ammo																	
Range																	
Jammed																	
Unjam																	
Target Number																	
Redlining																	
Stalling																	
Gs																	
Target Number																	

Special Characteristics

Max Speed					
Max Gs	5	Max Gs			
2	1	0	1	2	
5	4	3	3	4	5
Port	1	Starboard			
Max Decel	0	0	Max Accel		
1	2	1	2	3	

ROCKETS		1		2		3		4		5		6		7		8	
Type																	
Range																	

Base To-Hit



Special Characteristics

Max Speed					
Max Gs	5	Max Gs			
2	1	0	1	2	
5	4	3	3	4	5
Port	1	Starboard			
Max Decel	0	0	Max Accel		
1	2	1	2	3	

Turn	Maneuver	Gs	Specials	Jam
1			Push Shock Smoke Nitro Chute	
2			Push Shock Smoke Nitro Chute	
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Turn	Maneuver	Gs	Specials	Jam
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21			Push Shock Smoke Nitro Chute	

