

# Blenheim IF

## Fighter, Fighter Bomber



### SPEEDS:

Level	4
Climb	2
Climb Rate	2
Dive	6
Brake Factor	2/1

### MANEUVER REQS:

Turn	4
Slip	5
Half Roll	9
Half Loop	4

Armament	1F d6
Damage	6
Size Modifier	3
Man. Unloaded	3
Man. Loaded	0
Bomb Factor	1
Point Value	6



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PLANE #: \_\_\_\_\_ Ammo: ○  
 Damage ○ ○ ○ ○ ○ ○ ○  
 Elevator ○ (No climb/dive)  
 Aileron/Rudder ○ (No turn/slip)  
 Engine ○<sup>1</sup> ○<sup>2</sup> ○

1) 1/2 Level, Climb, & Dive Speeds for game  
 2) -1 level, Climb, & Dive Speeds per turn

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