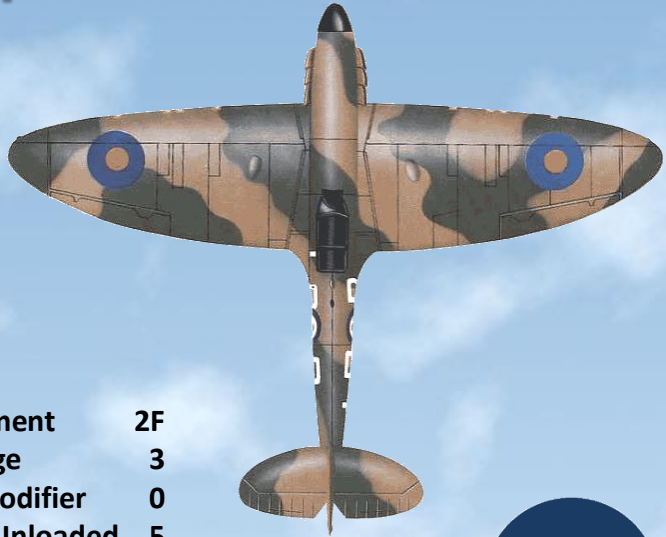


# Spitfire Mk. I Fighter



## SPEEDS:

Level	6
Climb	3
Climb Rate	1
Dive	7
Brake Factor	2

## MANEUVER REQS:

Turn	3
Slip	4
Half Roll	8
Half Loop	5

Armament	2F
Damage	3
Size Modifier	0
Man. Unloaded	5
Man. Loaded	3
Bomb Factor	0
Point Value	5



# Spitfire Mk. I Fighter



PLANE #: \_\_\_\_\_ Ammo: ○ ○

Damage ○ ○ ○

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup> ○

1) -1 Level, Climb, & Dive Speeds per turn

PLANE #: \_\_\_\_\_ Ammo: ○ ○

Damage ○ ○ ○

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup> ○

1) -1 Level, Climb, & Dive Speeds per turn

PLANE #: \_\_\_\_\_ Ammo: ○ ○

Damage ○ ○ ○

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup> ○

1) -1 Level, Climb, & Dive Speeds per turn