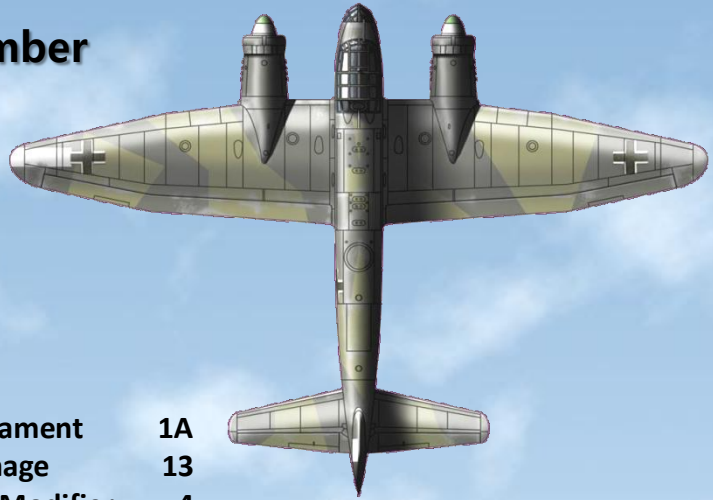


# Ju-88A

## Bomber, Dive Bomber



### SPEEDS:

|              |     |
|--------------|-----|
| Level        | 5   |
| Climb        | 1   |
| Climb Rate   | 3   |
| Dive         | 6   |
| Brake Factor | 1/2 |

### MANEUVER REQS:

|           |     |
|-----------|-----|
| Turn      | 9   |
| Slip      | 8   |
| Half Roll | n/a |
| Half Loop | n/a |

|               |    |
|---------------|----|
| Armament      | 1A |
| Damage        | 13 |
| Size Modifier | 4  |
| Man. Unloaded | 0  |
| Man. Loaded   | -1 |
| Bomb Factor   | 7  |
| Point Value   | 16 |



# Ju-88A

## Bomber, Dive Bomber



PLANE #: \_\_\_\_\_

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

PLANE #: \_\_\_\_\_

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

PLANE #: \_\_\_\_\_

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

PLANE #: \_\_\_\_\_

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