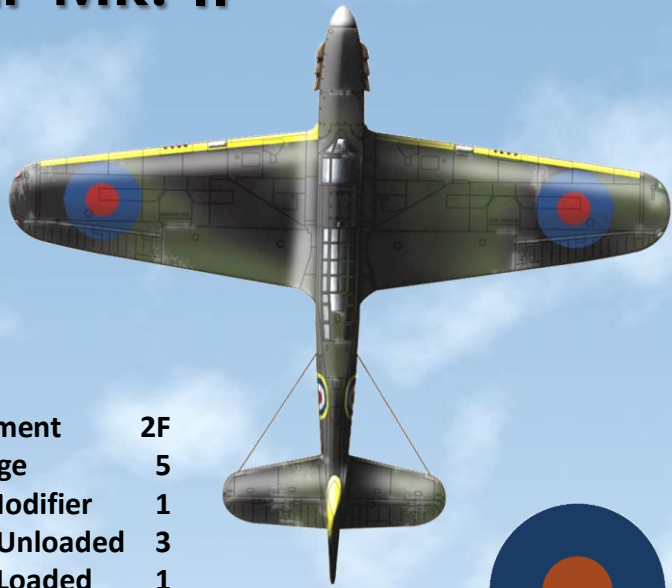


Fairey Fulmar Mk. II Fighter



SPEEDS:

Level	4
Climb	1
Climb Rate	2
Dive	5
Brake Factor	2

MANEUVER REQS:

Turn	4
Slip	4
Half Roll	8
Half Loop	3

Armament	2F
Damage	5
Size Modifier	1
Man. Unloaded	3
Man. Loaded	1
Bomb Factor	0
Point Value	4



Fairey Fulmar Mk. II Fighter



PLANE #: _____ Ammo: ○ ○

Damage ○ ○ ○ ○ ○

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○¹ ○

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

PLANE #: _____ Ammo: ○ ○ ○

Damage ○ ○ ○ ○ ○

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○¹ ○

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

PLANE #: _____ Ammo: ○ ○

Damage ○ ○ ○ ○ ○

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○¹ ○

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