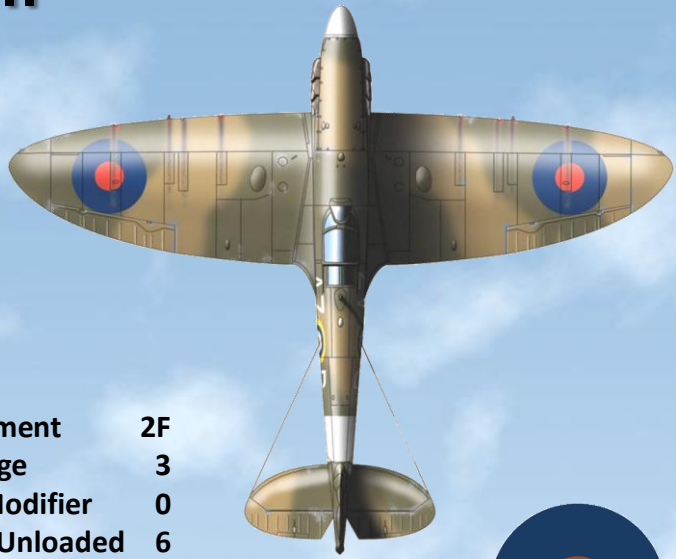


Spitfire Mk. II Fighter



SPEEDS:

Level	6
Climb	3
Climb Rate	1
Dive	8
Brake Factor	2

MANEUVER REQS:

Turn	3
Slip	4
Half Roll	7
Half Loop	6

Armament	2F
Damage	3
Size Modifier	0
Man. Unloaded	6
Man. Loaded	4
Bomb Factor	0
Point Value	7



Spitfire 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