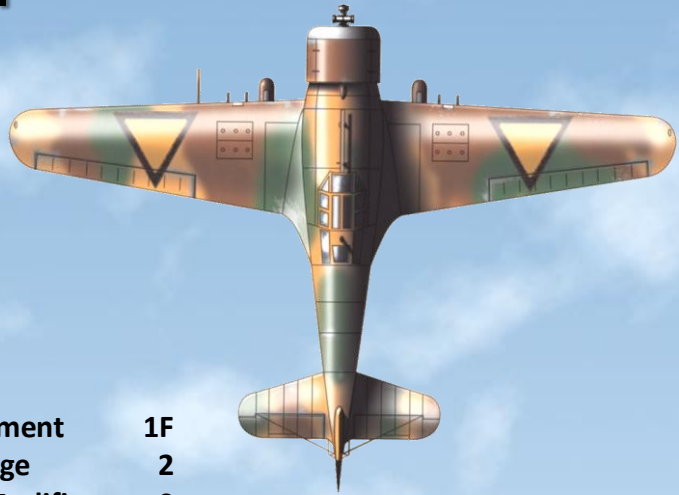


# Fokker D.XXI

## Fighter



### SPEEDS:

Level	5
Climb	4
Climb Rate	1
Dive	6
Brake Factor	2

### MANEUVER REQS:

Turn	2
Slip	2
Half Roll	5
Half Loop	5

Armament	1F
Damage	2
Size Modifier	0
Man. Unloaded	6
Man. Loaded	3
Bomb Factor	0
Point Value	4



# Fokker D.XXI

## 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