

G.IA Faucher Fighter



SPEEDS:

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

MANEUVER REQS:

Turn	2
Slip	3
Half Roll	6
Half Loop	4

Armament	2F, 1R d6
Damage	5
Size Modifier	2
Man. Unloaded	5
Man. Loaded	2
Bomb Factor	2
Point Value	9



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PLANE #: _____ Ammo: ○ ○

Damage ○ ○ ○ ○ ○

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○¹ ○² ○

1) 1/2 Level, Climb, & Dive Speeds for game
2) -1 level, Climb, & Dive Speeds per turn

PLANE #: _____ Ammo: ○ ○

Damage ○ ○ ○ ○ ○

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

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