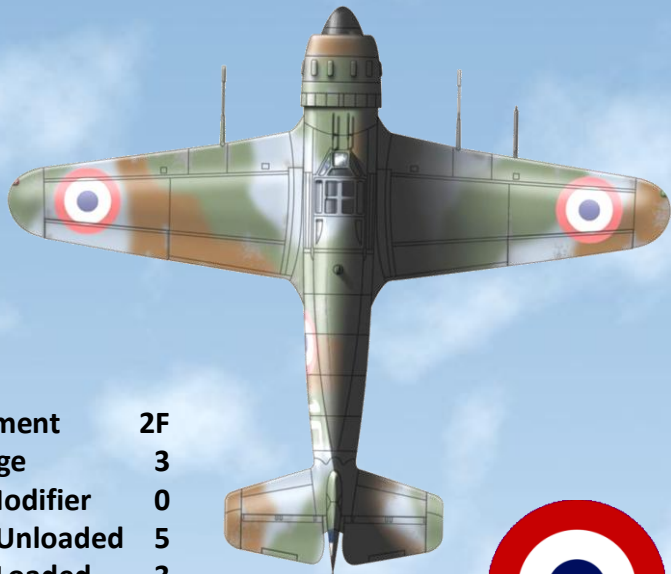


# MB.152

## Fighter



### SPEEDS:

Level	5
Climb	3
Climb Rate	1
Dive	6
Brake Factor	2

### MANEUVER REQS:

Turn	5
Slip	5
Half Roll	11
Half Loop	5

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



# MB.152

## 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