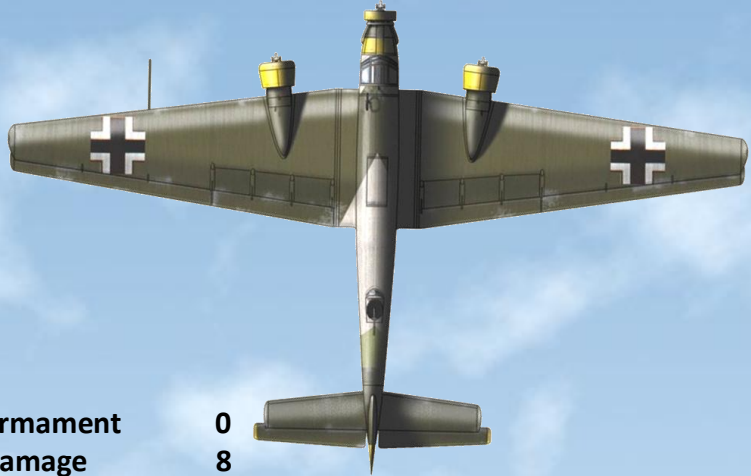


# Ju-52/3M

## Transport



### SPEEDS:

Level	3
Climb	1
Climb Rate	5
Dive	4
Brake Factor	1

### MANEUVER REQS:

Turn	2
Slip	3
Half Roll	5
Half Loop	2

Armament	0
Damage	8
Size Modifier	10
Man. Unloaded	2
Man. Loaded	0
Bomb Factor	0
Point Value	5



# Ju-52/3M

## Transport



PLANE #: \_\_\_\_\_

Damage ○○○○○○○○●

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup>○<sup>2</sup>○<sup>3</sup>●

1) 1/3 Level, Climb, & Dive Speeds 2) 2/3 Level, Climb, & Dive Speeds  
3) -1 Level, Climb, & Dive Speeds per turn

PLANE #: \_\_\_\_\_

Damage ○○○○○○○○●

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup>○<sup>2</sup>○<sup>3</sup>●

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3) -1 Level, Climb, & Dive Speeds per turn

PLANE #: \_\_\_\_\_

Damage ○○○○○○○○●

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup>○<sup>2</sup>○<sup>3</sup>●

1) 1/3 Level, Climb, & Dive Speeds 2) 2/3 Level, Climb, & Dive Speeds  
3) -1 Level, Climb, & Dive Speeds per turn

PLANE #: \_\_\_\_\_

Damage ○○○○○○○○●

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup>○<sup>2</sup>○<sup>3</sup>●

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