## **BOMBER RECORD CARDS**

Type:	Points:

Crew:	(	Skills		Guns:	l ake th	e game data from the Ma	aster Gun Table. The	to hit modifier should	d allow for both th	ne type and n	umber of guns.
Dive rates	– Sh:		S	t:	Pw:	Vt:	AB L:	AB C:	•	•	
AS		ST		MV L	MV C	CLIMB	CEIL	DV L	DV (		DAM

Type: Points:

AS	ST		MV L	ΜV	′ C	CLIMB	CE	ΞIL	DV L	DV	С	DAM	
Dive rates – Sh: St:					Pw:		Vt:	AB L:		AB C:			
Crew:	Skills	:	Guns:	Ta	ake the ga	me data from the Mas	ster Gun Ta	able. The to I	nit modifier should	allow for both	the type an	d number of guns.	
	Р	G	Other	Arc:	# of guns	Туре	:		To Hit Mo	d: Range:	# of D10s (attacks):	Deplete norma	
				1									