FIGHTER RECORD CARDS

Туре:									Points:			
AS	ST I		MV L	MV C		CLIMB	CEIL		DV L	DV C		DAM
Dive rates – Sh: St:			Pw:		Vt:	AB L:		AB C:				
Crew:	Skills: Guns:		Take the game data from the Master Gun Table. The to hit modifier should allow for both the type and number 1.00 miles and 1.00 miles are the same data from the Master Gun Table. The to hit modifier should allow for both the type and number 1.00 miles are the same data from the Master Gun Table.							number of gu		
	P G Other		Arc:	# of guns Type		:		To Hit Mo	d: Range:	# of D10s Depl (attacks): norm		
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Туре:									Points:			
AS	ST		MV L	MV C		CLIMB	CEIL		DV L	DV	DV C	
			W V			CENVID			DVL			DAM
Dive rates			Pw: Vt:		AB L: AB C:							
Crew:	Skills: Guns:			Take the game data from the Master Gun Table. The to hit modifier should allow for both the type and number of gu								
	P G Other Arc:			# of guns Type: To			To Hit Mo	# of D10s Deplete Deplete o Hit Mod: Range: (attacks): normal Long Bur				
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Туре:	Points:											
AS	ST		MV L	MV	' C	CLIMB	CEIL		DV L	DV	С	DAM
Dive rates -	- Sh:	5	St:	Pw:		Vt:	AB L:		AB C:		I	
	Skills: Guns:			Take the game data from the Master Gun Table. The to hit modifier should allow for both the type and number of gur								
Crew:	SKIII	P G Other Arc:			# of guns Type:			To Hit Mod: Range:			# of D10s Deplete Deplete (attacks): normal Long Bu	
Crew:		Other	Arc:		Туре	<u> </u>		To Hit Mo	d: Range:	(attacks):	normal	Long Bu
Crew:		Other	Arc:		Туре	: 		To Hit Mo	d: Range:	(attacks):	normal	Long Bu
Crew:		Other	Arc:		Туре	:		To Hit Mo	d: Range:	(attacks):	normal	Long Bu
Crew:		Other	Arc:		Туре	:		To Hit Mo	d: Range:	(attacks):	normal	Long Bu