FIGHTER RECORD CARDS

Type: **Points:**

AS	ST	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 of guns.

	P	G	Other	Arc:	# of guns	Type:	To Hit Mod:	Range:	# of D10s (attacks):	Deplete normal	Deplete Long Burst

Type: **Points:**

AS	ST	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 of guns.

	P	G	Other	Arc:	# of guns	Type:	To Hit Mod:	Range:	# of D10s (attacks):	Deplete normal	Deplete Long Burst

Type: **Points:**

AS	ST	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 of guns.

	P	G	Other	Arc:	# of guns	Type:	To Hit Mod:	Range:	# of D10s (attacks):	Deplete normal	Deplete Long Burst

BOMBER RECORD CARDS

Type: **Points:**

AS	ST	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 of guns.

	P	G	Other	Arc:	# of guns	Type:	To Hit Mod:	Range:	# of D10s (attacks):	Deplete normal	Deplete Long Burst

Type: **Points:**

AS	ST	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 of guns.

	P	G	Other	Arc:	# of guns	Type:	To Hit Mod:	Range:	# of D10s (attacks):	Deplete normal	Deplete Long Burst