

Supermarine Spitfire Mk IIB

Damage: 18+2

Climb: 2 Ceiling: 13

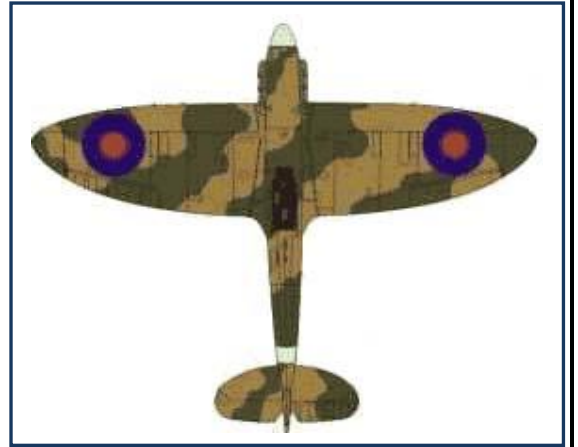
Manoeuvre Deck A (Slips are not steep)

Crew: 1 – Pilot

Short Range:



Long Range:



Cannon Jam: If shooting causes two C damage and both are zero then one cannon has jammed. If it causes one C damage and it is a zero draw a second C damage. If both are zero then one cannon has jammed. Discard the second C damage. It is not possible to unjam the cannon while airborne.

Short Range

One jammed



Two jammed



Long Range

One jammed



Two jammed



Supermarine Spitfire Mk IIA

Damage: 18+2

Climb: 2 Ceiling: 13

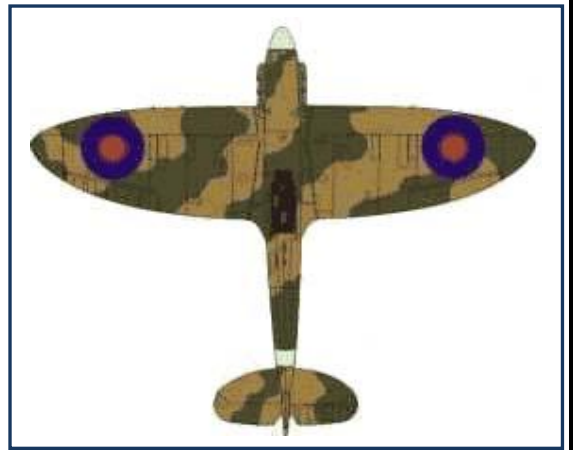
Manoeuvre Deck A (Slips are not steep)

Crew: 1 – Pilot

Short Range:



Long Range:



Supermarine Spitfire Mk I

Damage: 17+2

Climb: 2 Ceiling: 13

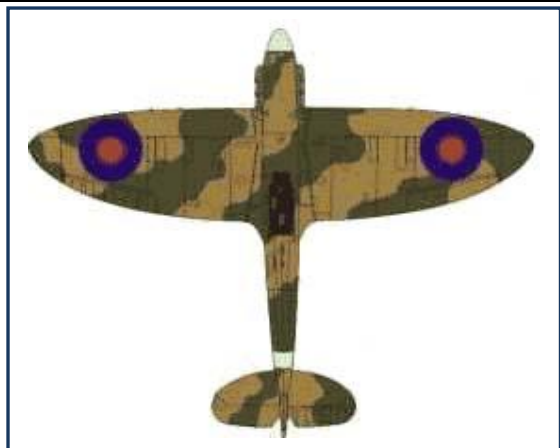
Manoeuvre Deck A (Slips are not steep)

Crew: 1 – Pilot

Short Range:



Long Range:



Messerschmitt Bf 110 C

Damage: 20+2

Climb: 3 (4 loaded) Ceiling: 11

Manoeuvre Deck D

Crew: 2 – Pilot and Rear gunner

Forward Firing:

Short Range:



Long Range:



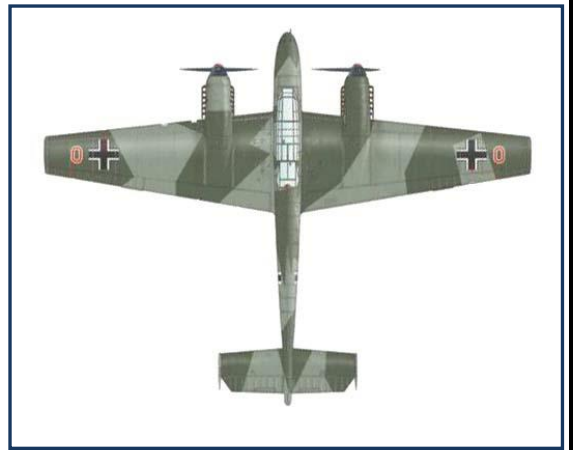
Rear Firing:

Blind spots for rear guns.

Short Range:



Long Range:



Messerschmitt Bf 109 E-4

Damage: 18+2

Climb: 2 (3 loaded) Ceiling: 13

Manoeuvre Deck B (Slips are not steep)

Crew: 1 – Pilot

Short Range:



Long Range:



Messerschmitt Bf 109 E-3

Damage: 17+2

Climb: 2 Ceiling: 13

Manoeuvre Deck B (Slips are not steep)

Crew: 1 – Pilot

Short Range:



Long Range:



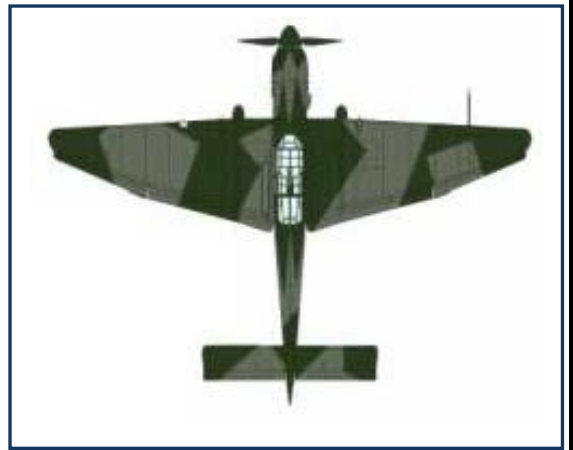
Junkers Ju 87 B

Damage: 19+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck G (plus 2 x Dive Bomb)

Crew: 2 – Pilot and Rear gunner



Forward Firing:

Short Range:



Long Range:



Rear Firing:

Blind spots for rear guns.

Short Range:



Long Range:



Hawker Hurricane Mk IIB

Damage: 19+2

Climb: 2 Ceiling: 12

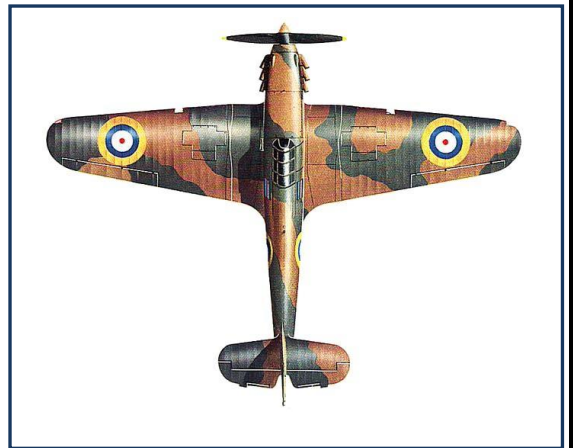
Manoeuvre Deck C

Crew: 1 – Pilot

Short Range:



Long Range:



Cannon Jam: If shooting causes two C damage and both are zero then one cannon has jammed. If it causes one C damage and it is a zero draw a second C damage. If both are zero then one cannon has jammed. Discard the second C damage. It is not possible to unjam the cannon while airborne.

Short Range

One jammed



Two jammed



Long Range

One jammed



Two jammed



Hawker Hurricane Mk IIA

Damage: 19+2

Climb: 2 Ceiling: 12

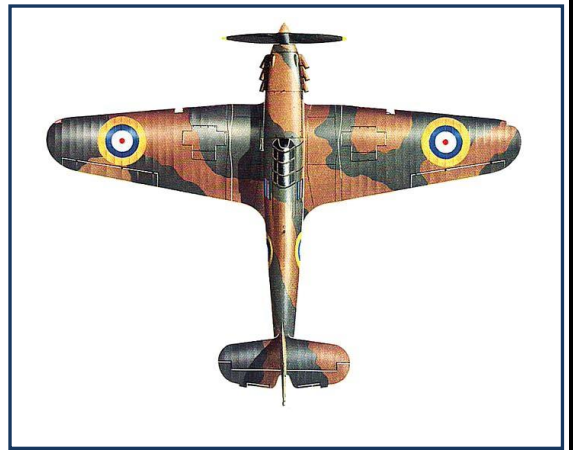
Manoeuvre Deck C

Crew: 1 – Pilot

Short Range:



Long Range:



Hawker Hurricane Mk I

Damage: 18+2

Climb: 2 Ceiling: 12

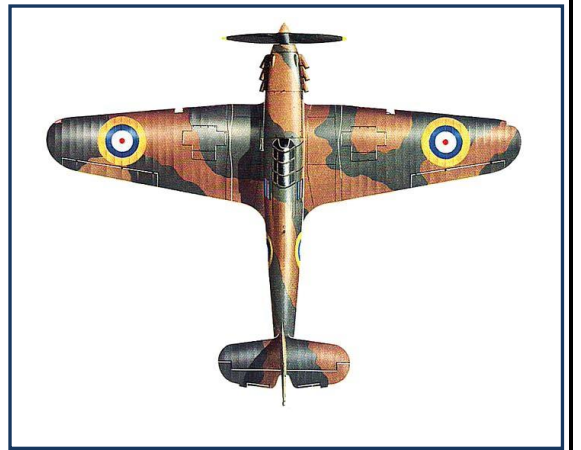
Manoeuvre Deck C

Crew: 1 – Pilot

Short Range:



Long Range:



Bristol Blenheim Mk I

Damage: 24

Climb: 4 (5 loaded) Ceiling: 10

Manoeuvre Deck F



Pilot



Forward Firing:

Short Range:



Long Range:



Bombardier



Rear Firing Dorsal turret:

- Blind spots for rear guns.
- Arc of fire from 3 to 9 o'clock.

Short Range:



Long Range:

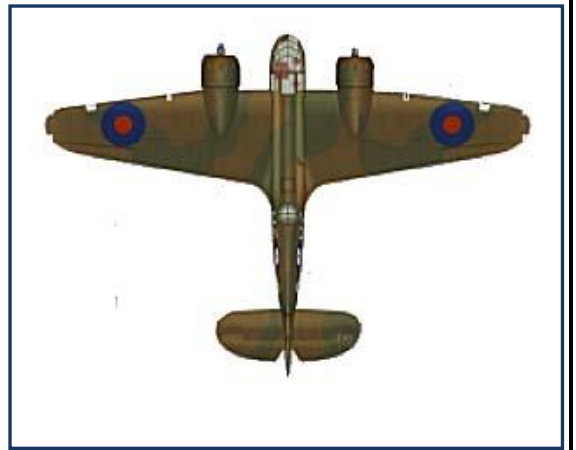


Bristol Blenheim Mk IV

Damage: 24+2

Climb: 4 (5 loaded) Ceiling: 10

Manoeuvre Deck F



Pilot



Forward Firing:

Short Range:



Long Range:



Bombardier



Rear Firing Dorsal turret:

- Blind spots for rear guns.
- Arc of fire from 3 to 9 o'clock.

Short Range:



Long Range:



Dornier Do 17 Z or Do 17 P

Damage: 24+2

Climb: 4 (5 loaded) Ceiling: 9

Manoeuvre Deck G (No Immelmann)



Pilot



Forward Firing:

Short Range:



Long Range:



Rear Firing (Ventral):

- Can only fire at targets lower than the firer.
- Arc of fire from 4 to 8 o'clock.

Short Range:



Long Range:



Bombardier



Rear Firing (Dorsal):

- Cannot fire at targets lower than the firer.
- Blind spots for rear guns.
- Arc of fire from 3 to 9 o'clock.

Short Range:



Long Range:



Dewoitine D.520

Damage: 17+2

Climb: 2 Ceiling: 12

Manoeuvre Deck C

Crew: 1 – Pilot

Short Range:



Long Range:



Gloster Gladiator Mk II

Damage: 15+2

Climb: 3 Ceiling: 11

Manoeuvre Deck E (Note: slips are not steep)

Crew: 1 – Pilot

Short Range:



Long Range:

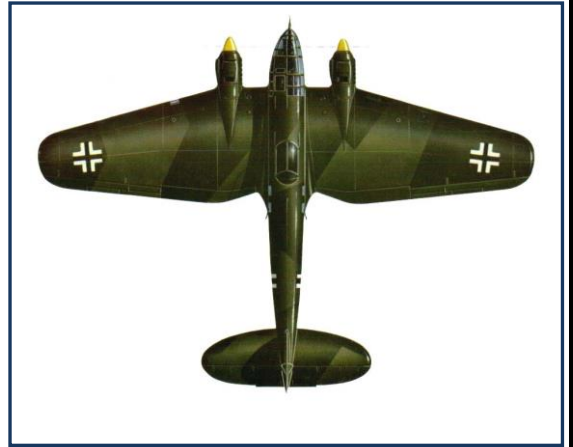


Heinkel He 111 H-3

Damage: 30+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck G (No Immelmann)



Pilot



Forward Firing: Arc 1

Short Range:



Long Range:



Bombardier



Starboard Waist Gun: Arc 4

Short Range:



Long Range:



Port Waist Gun: Arc 3

Short Range:



Long Range:



Forward Ventral Gun: Arc 6 Can only fire at lower targets.

Short Range:



Long Range:



Aft Ventral Gun: Arc 7 Can only fire at lower targets.

Short Range:



Long Range:



Rear Firing Dorsal Gun: Arc of fire is 3 to 9 o'clock, not as shown on the base! Blind spots for rear guns. Cannot fire at lower targets.

Short Range:



Long Range:



Heinkel He 59-C

Damage: 15

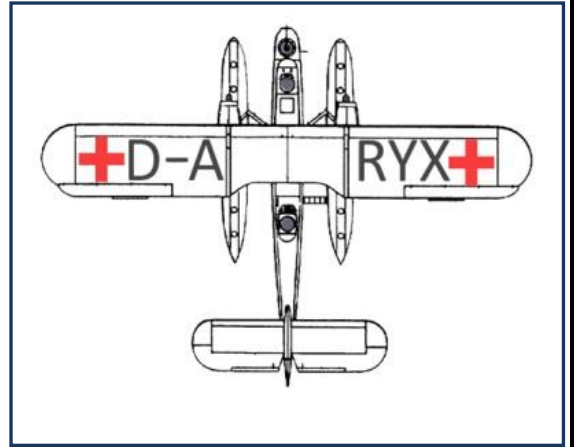
Climb: 4 Ceiling: 9

Manoeuvre Deck G

Crew: 4

Short Range: None

Long Range: None



Miles "Maggie" Magister

Damage: 14

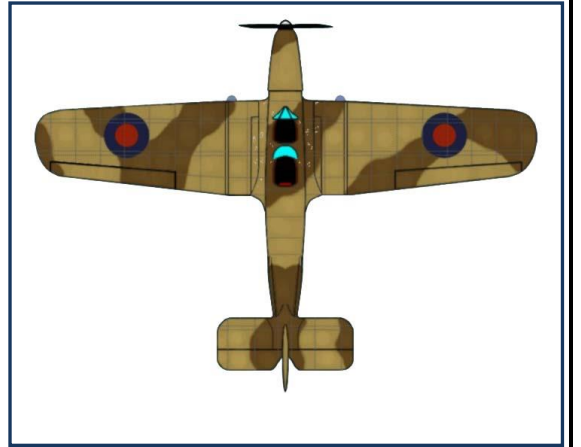
Climb: 4 Ceiling: 9

Manoeuvre Deck F

Crew: 2 – Pilot, Instructor

Short Range: None

Long Range: None

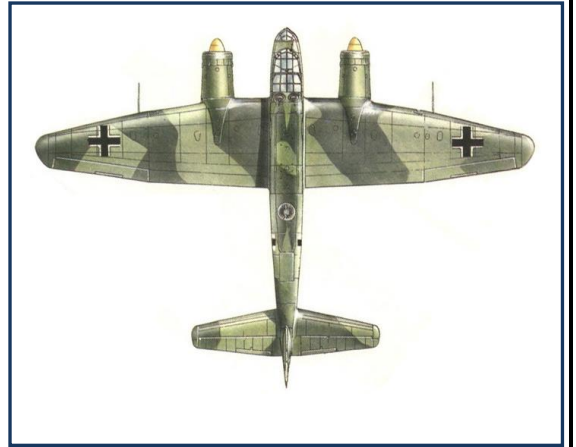


Junkers Ju 88 A-1

Damage: 24+2

Climb: 3 (4 loaded) Ceiling: 8

Manoeuvre Deck F



Pilot



Forward Firing:

Short Range:



Long Range:



Bombardier



Rear Firing (Ventral):

- Can only fire at targets lower than the firer.
- Arc of fire from 4 to 8 o'clock.

Short Range:



Long Range:



Rear Firing (Dorsal):



- Cannot fire at targets lower than the firer.
- Blind spots for rear guns.
- Arc of fire from 3 to 9 o'clock.

Short Range:



Long Range:



Fairey Battle Mk II

Damage: 20+2

Climb: 5 (6 loaded) Ceiling: 8

Manoeuvre Deck G

Crew: 3 - Pilot/forward gunner, bombardier, rear gunner.



Forward Firing:

Short Range:



Long Range:



Rear Firing:

- Blind spots for rear guns.
- Arc of fire from 3 to 9 o'clock.

Short Range:



Long Range:



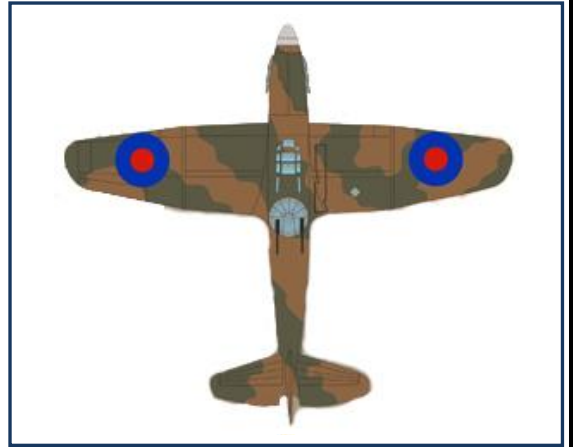
Bouton Paul Defiant

Damage: 18+2

Climb: 4 Ceiling: 11

Manoeuvre Deck F

Crew: 2 – Pilot, Rear gunner



Rear Firing (Turret):

- Blind spots for rear guns.
- Cannot fire at targets where the line of fire crosses the front of the base.
- Cannot fire at targets at a lower altitude between 9 o'clock and 3 o'clock.

Short Range:



Long Range:

