

# Supermarine Spitfire Mk IIB

Damage: 18+2

Climb: 2 Ceiling: 13

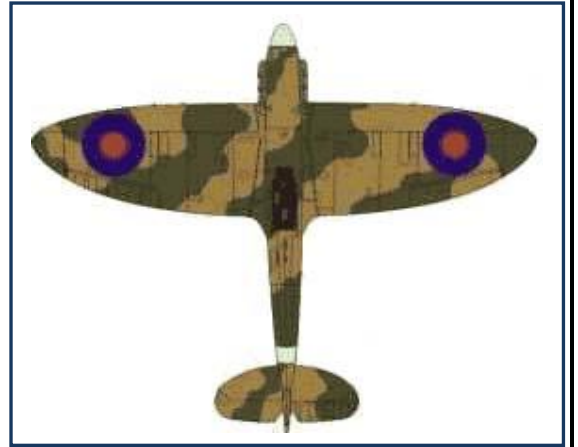
Manoeuvre Deck A (Slips are not steep)

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

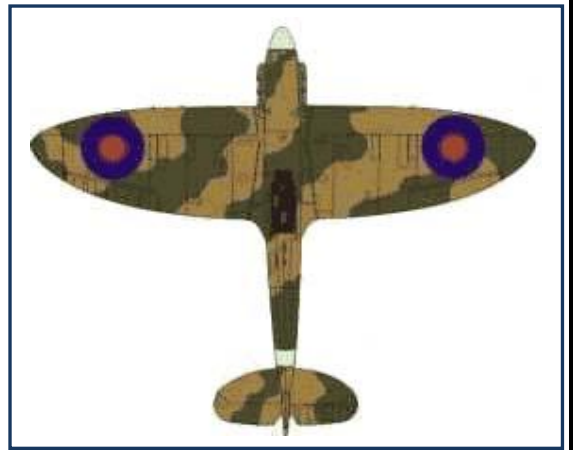
Manoeuvre Deck A (Slips are not steep)

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:



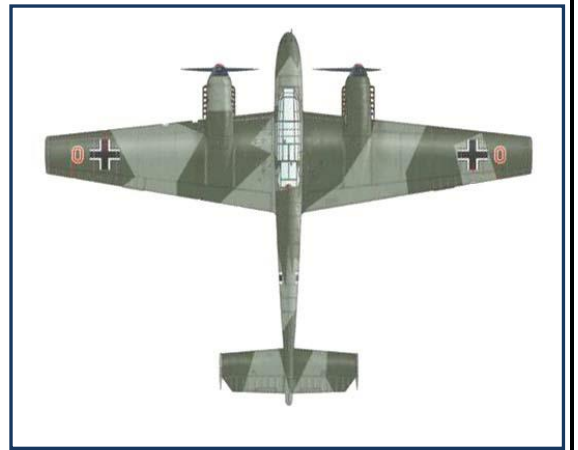
Rear Firing:

Blind spots for rear guns.

Short Range:



Long Range:



# Messerschmitt Bf 109 E-4 E-7

Damage: 18+2

Climb: 2 (3 loaded) Ceiling: 13

Manoeuvre Deck B (Slips are not steep)

Crew: 1 – Pilot

Short Range:



Long Range:



Bf 109 E-7 was a long range version of the Bf 109 E-4 with a 300 L drop tank.

# 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 or R

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:



Ju 87 R was a long range version of the Ju 87B with two 300 L drop tanks.

# Hawker Hurricane Mk IIB

Damage: 19+2

Climb: 2 Ceiling: 12

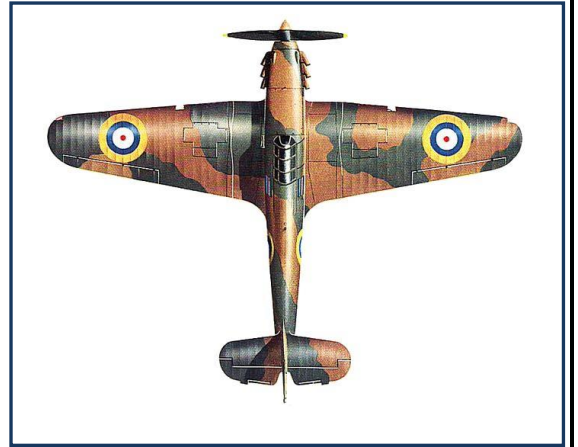
Manoeuvre Deck C

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

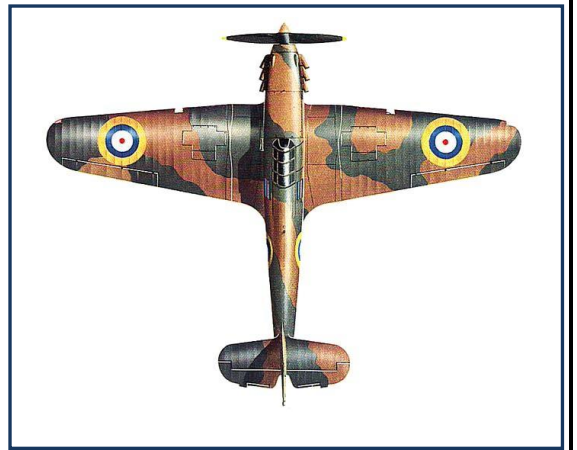
Manoeuvre Deck C

Crew: 1 – Pilot

Short Range:



Long Range:



# Hawker Hurricane Mk I

Damage: 18+2

Climb: 2 Ceiling: 12

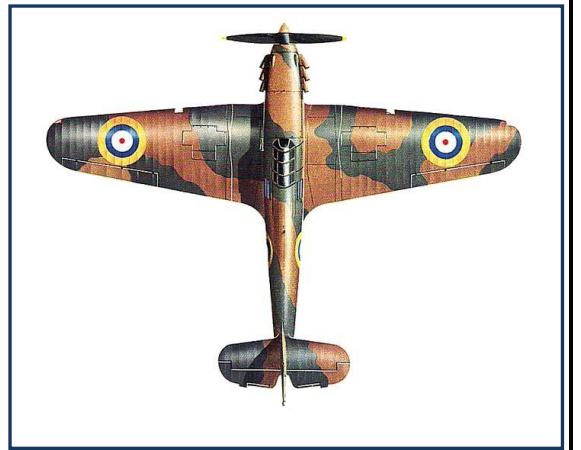
Manoeuvre Deck C

Crew: 1 – Pilot

Short Range:



Long Range:

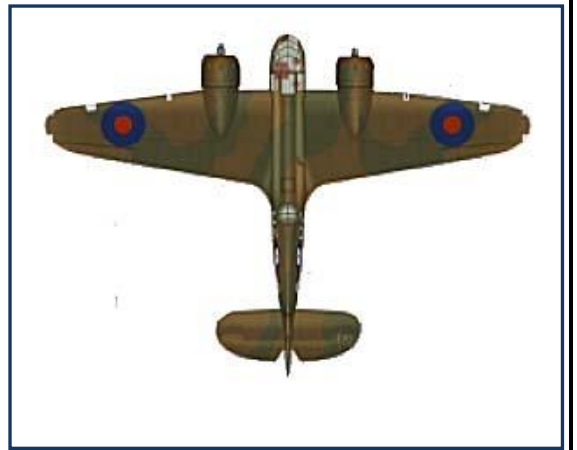


# Bristol Blenheim Mk I

Damage: 24+2

Climb: 4 (5 loaded) Ceiling: 10

Manoeuvre Deck F (No Immelmann)



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:

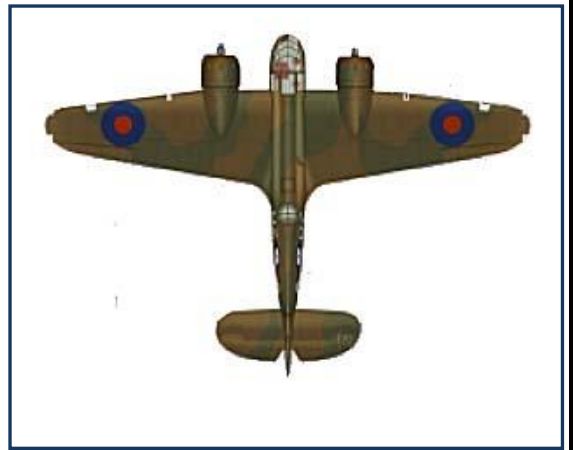


# Bristol Blenheim Mk I

Damage: 24+2

Climb: 4 (5 loaded) Ceiling: 10

Manoeuvre Deck F (No Immelmann)



Pilot

Bombardier



or

Forward Firing:

Short Range:



Long Range:



Rear Firing Dorsal turret:

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

Short Range:



Long Range:

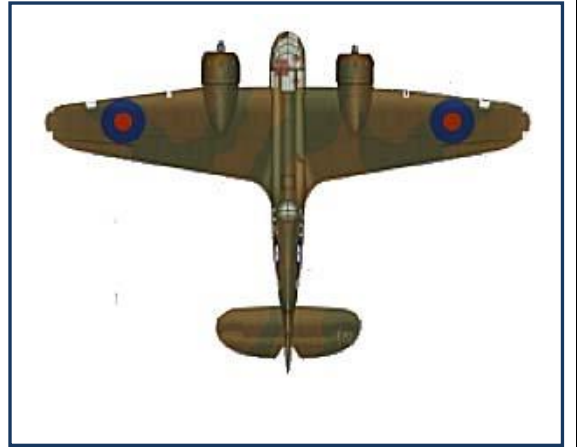


# Bristol Blenheim Mk IV

Damage: 24+2

Climb: 4 (5 loaded) Ceiling: 10

Manoeuvre Deck F (No Immelmann)



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 (No Immelmann)



Pilot

Bombardier



or

Forward Firing:

Short Range:



Long Range:



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 F (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:



# Dornier Do 17 Z or Do 17 P

Damage: 24+2

Climb: 4 (5 loaded) Ceiling: 9

Manoeuvre Deck F (No Immelmann)



Pilot



Forward Firing:

Short Range:



Long Range:



Bombardier

or



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:





# 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:

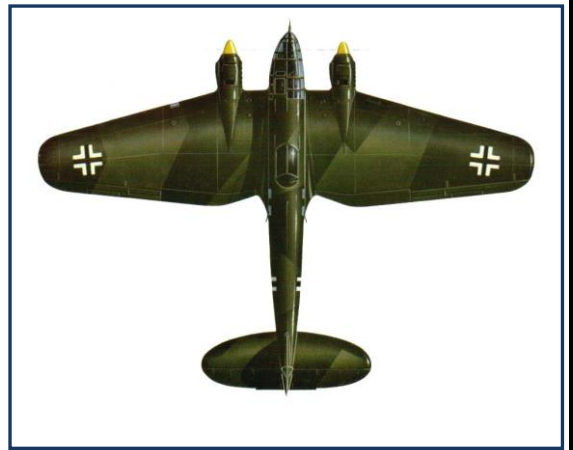


# Heinkel He 111 H-3

Damage: 30+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck I



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:

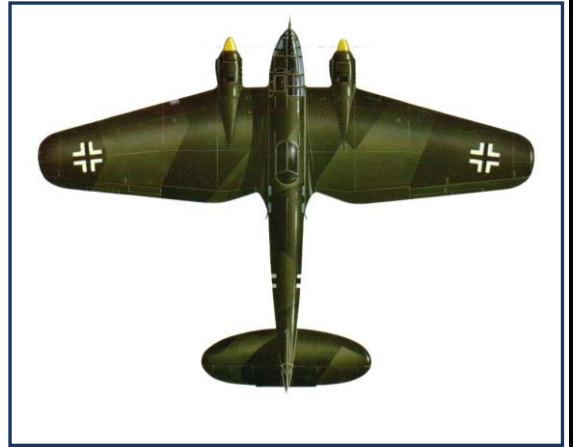


# Heinkel He 111 H-3

Damage: 30+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck I



Pilot

Bombardier



or

Forward Firing: Arc 1

Short Range:



Long Range:



Starboard Waist Gun: Arc 4

Short Range:



Long Range:



or

Port Waist Gun: Arc 3

Short Range:



Long Range:



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

Short Range:



Long Range:



or

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

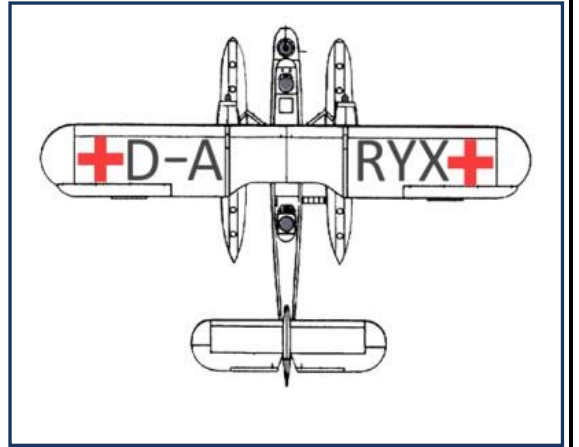
Climb: 4 Ceiling: 9

Manoeuvre Deck G (No Immelmann)

Crew: 4

Short Range: None

Long Range: None



# Miles "Maggie" Magister

Damage: 14

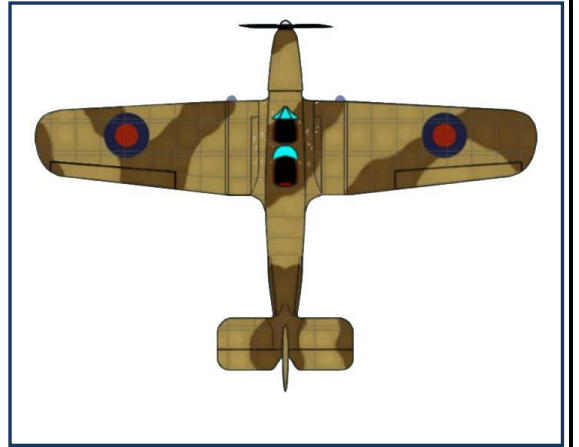
Climb: 4 Ceiling: 9

Manoeuvre Deck F

Crew: 2 – Pilot, Instructor

Short Range: None

Long Range: None

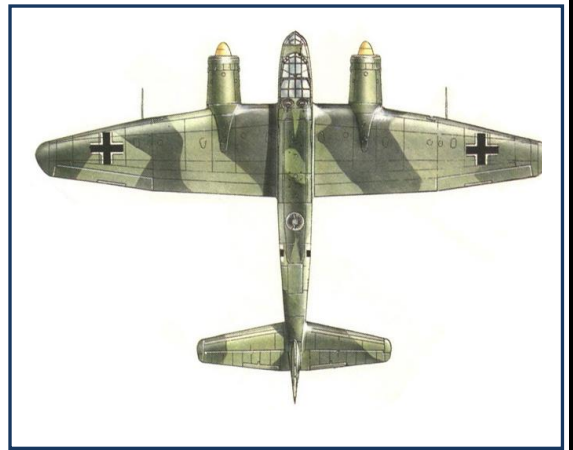


# Junkers Ju 88 A-1

Damage: 24+2

Climb: 3 (4 loaded) Ceiling: 8

Manoeuvre Deck F (No Immelmann)



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:

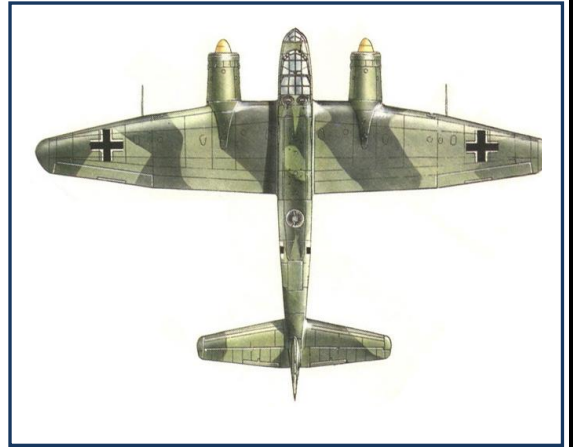


# Junkers Ju 88 A-1

Damage: 24+2

Climb: 3 (4 loaded) Ceiling: 8

Manoeuvre Deck F (No Immelmann)



Pilot

Bombardier



or

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:



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:





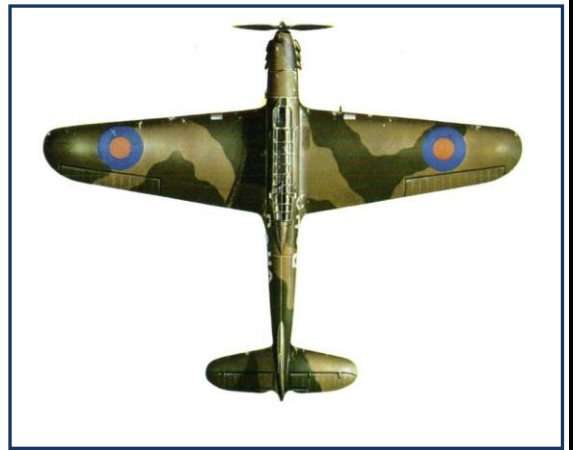
# Fairey Battle Mk II

Damage: 20+2

Climb: 5 (6 loaded) Ceiling: 8

Manoeuvre Deck G (No Immelman)

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:



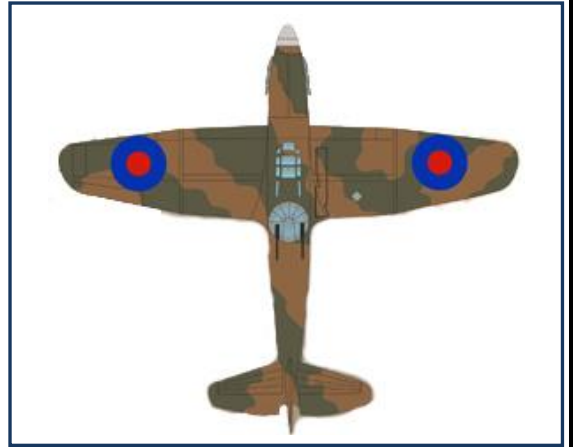
# Bouton Paul Defiant

Damage: 18+2

Climb: 4 Ceiling: 11

Manoeuvre Deck H

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:



# Fiat Cr.42 Falco (Falcon)

Damage: 16+2

Climb: 3 Ceiling: 12

Manoeuvre Deck E (Note: slips are not steep)

Crew: 1 – Pilot

Short Range:



Long Range:



# Macchi C.200 Sietta (Lightning)

Damage: 17+2

Climb: 3 Ceiling: 10

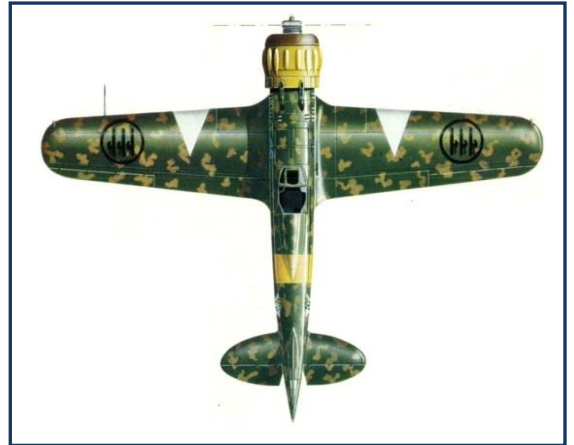
Manoeuvre Deck H

Crew: 1 – Pilot

Short Range:



Long Range:



# Macchi C.202 Folgore (Thunderbolt)

Damage: 18+2

Climb: 2 Ceiling: 13

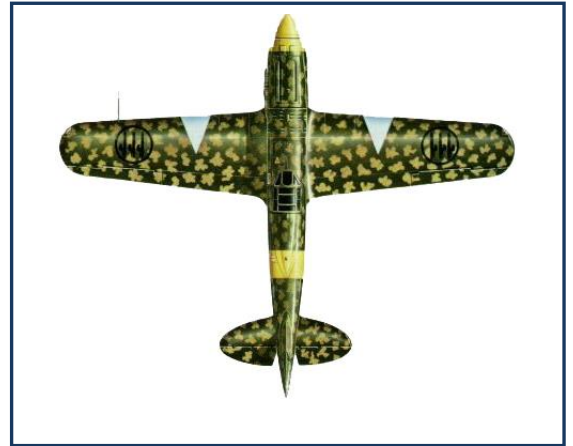
Manoeuvre Deck C

Crew: 1 – Pilot

Short Range:



Long Range:



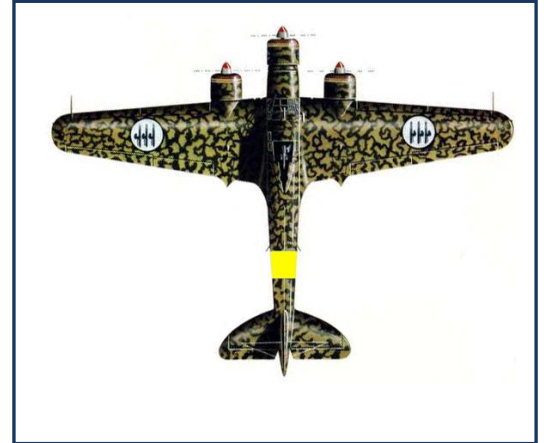
# Savoia-Marchetti SM.79-I Sparviero (Sparrowhawk)

Bomber version.

Damage: 28+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck F (No Immelmann)



Pilot



Co-Pilot



Starboard Waist Gun: Arc of fire is 3 to 5 o'clock

Short Range:



Long Range:



Port Waist Gun: Arc of fire is 7 to 9 o'clock

Short Range:



Long Range:



Forward Firing: Arc of fire is 11 to 1 o'clock

Short Range:



Long Range:



Dorsal Gun: Arc of fire is 5 to 7 o'clock. Blind spot for rear guns. Cannot fire at lower targets.

Short Range:



Long Range:



Ventral Gun: Arc of fire is 5 to 7 o'clock. Can only fire at lower targets.

Short Range:



Long Range:



Bombardier

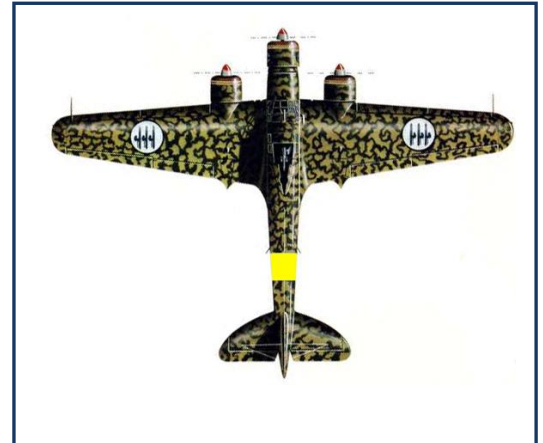
# Savoia-Marchetti SM.79-I Sparviero (Sparrowhawk)

Bomber version.

Damage: 28+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck F (No Immelmann)



Pilot



Co-Pilot

Starboard Waist Gun: Arc of fire is 3 to 5 o'clock

Short Range:



Long Range:



or

Port Waist Gun: Arc of fire is 7 to 9 o'clock

Short Range:



Long Range:



Forward Firing: Arc of fire is 11 to 1 o'clock

Short Range:



Long Range:



Dorsal Gun: Arc of fire is 5 to 7 o'clock. Blind spot for rear guns.  
Cannot fire at lower targets.

Short Range:



Long Range:



Bombardier

or



Ventral Gun: Arc of fire is 5 to 7 o'clock. Can only fire at lower targets.

Short Range:



Long Range:



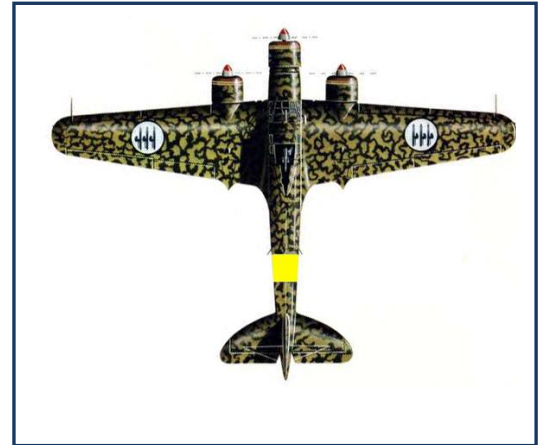
# Savoia-Marchetti SM.79-II Sparviero (Sparrowhawk)

Torpedo Bomber version.

Damage: 29+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck F (No Immelmann)



Pilot



Co-Pilot



Starboard Waist Gun: Arc of fire is 3 to 5 o'clock

Short Range:



Long Range:



Port Waist Gun: Arc of fire is 7 to 9 o'clock

Short Range:



Long Range:



Forward Firing: Arc of fire is 11 to 1 o'clock

Short Range:



Long Range:



Dorsal Gun: Arc of fire is 5 to 7 o'clock. Blind spot for rear guns.  
Cannot fire at lower targets.

Short Range:



Long Range:





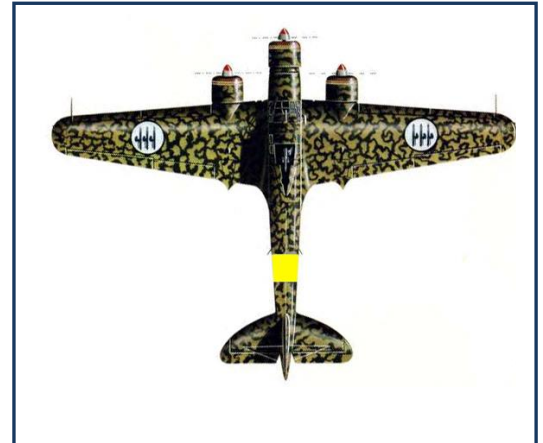
# Savoia-Marchetti SM.79-II Sparviero (Sparrowhawk)

Torpedo Bomber version.

Damage: 29+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck F (No Immelmann)



Pilot



Co-Pilot

Starboard Waist Gun: Arc of fire is 3 to 5 o'clock

Short Range:



Long Range:



or

Port Waist Gun: Arc of fire is 7 to 9 o'clock

Short Range:



Long Range:



Forward Firing: Arc of fire is 11 to 1 o'clock

Short Range:



Long Range:



Dorsal Gun: Arc of fire is 5 to 7 o'clock. Blind spot for rear guns.  
Cannot fire at lower targets.

Short Range:



Long Range:

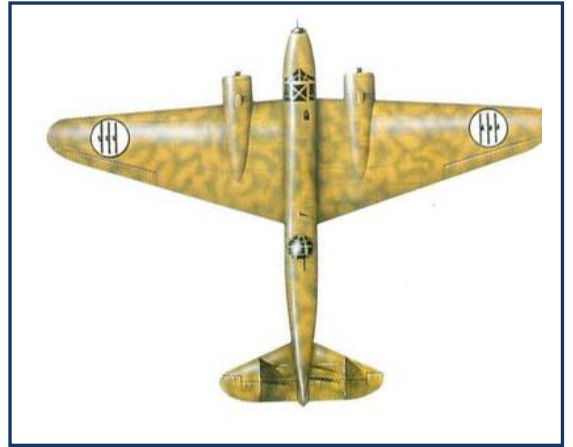


# Fiat B.R.20 Cicogna (Stork)

Damage: 26+2

Climb: 4 (5 loaded) Ceiling: 8

Manoeuvre Deck G (No Immelmann)



Pilot

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Pilot

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Bombardier

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Forward Firing: Arc of fire is 11 to 1 o'clock

Short Range:



Long Range:



Dorsal Gun: 360 arc of fire. No blind spots for rear guns. Cannot fire at lower targets.

Short Range:



Long Range:



Ventral Gun: Arc of fire is 3 to 9 o'clock. Can only fire at lower targets.

Short Range:



Long Range:



# Fairey Swordfish

Damage: 18+2

Climb: 5 (6 loaded) Ceiling: 6

Manoeuvre Deck G

Crew: 2 or 3 – Pilot, Observer & Rear Gunner.

Observer often replaced by auxiliary fuel tank.



Forward Firing:

Short Range:



Long Range:



Rear Firing:

Blind spots for rear guns.

Short Range:



Long Range:



# Bristol Beaufighter Mk.IC

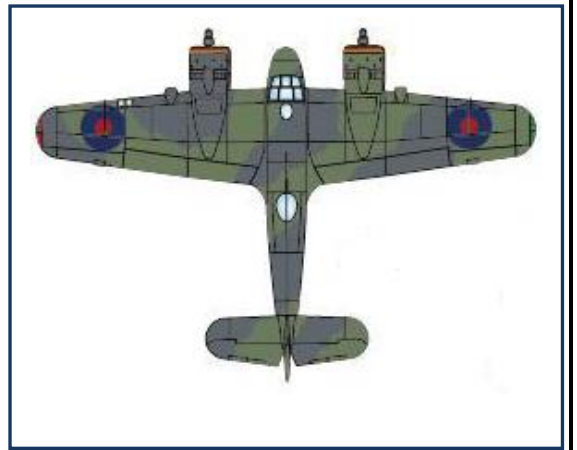
Damage: 23+2

Climb: 4 (5 loaded) Ceiling: 11

Manoeuvre Deck D

Crew: 2 – Pilot & Observer.

Ignore the Observer for game purposes.



Short Range:



Long Range:

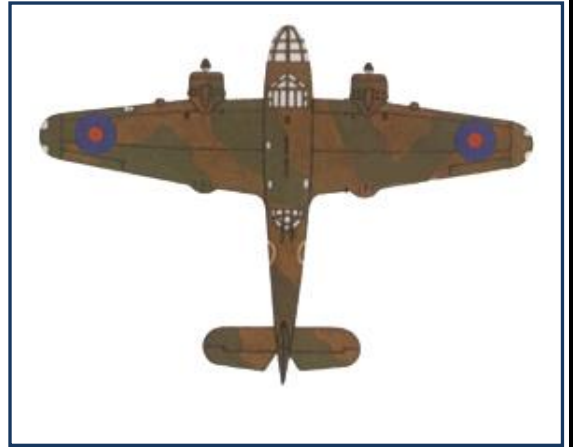


# Bristol Beaufort Mk.I

Damage: 23+2

Climb: 4 (5 loaded) Ceiling: 10

Manoeuvre Deck F



Pilot

Bombardier



or

Forward Firing:

Short Range:



Long Range:



Rear Firing Dorsal turret:



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

Short Range:



Long Range:



Navigator