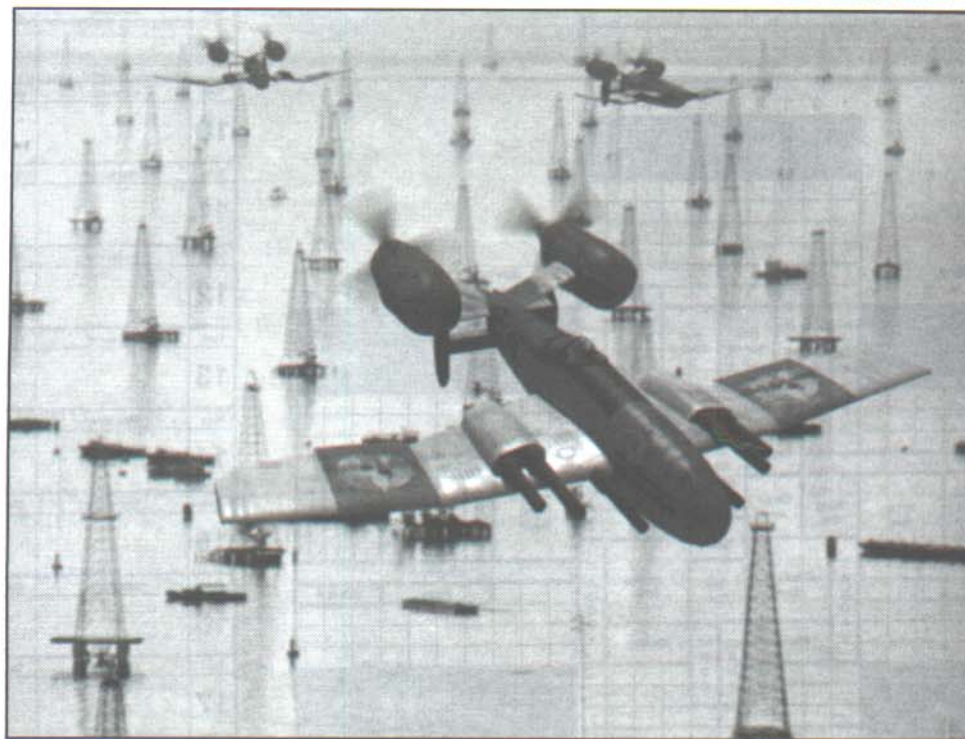




RECORD SHEETS AND TEMPLATES



FASA CORPORATION

1998

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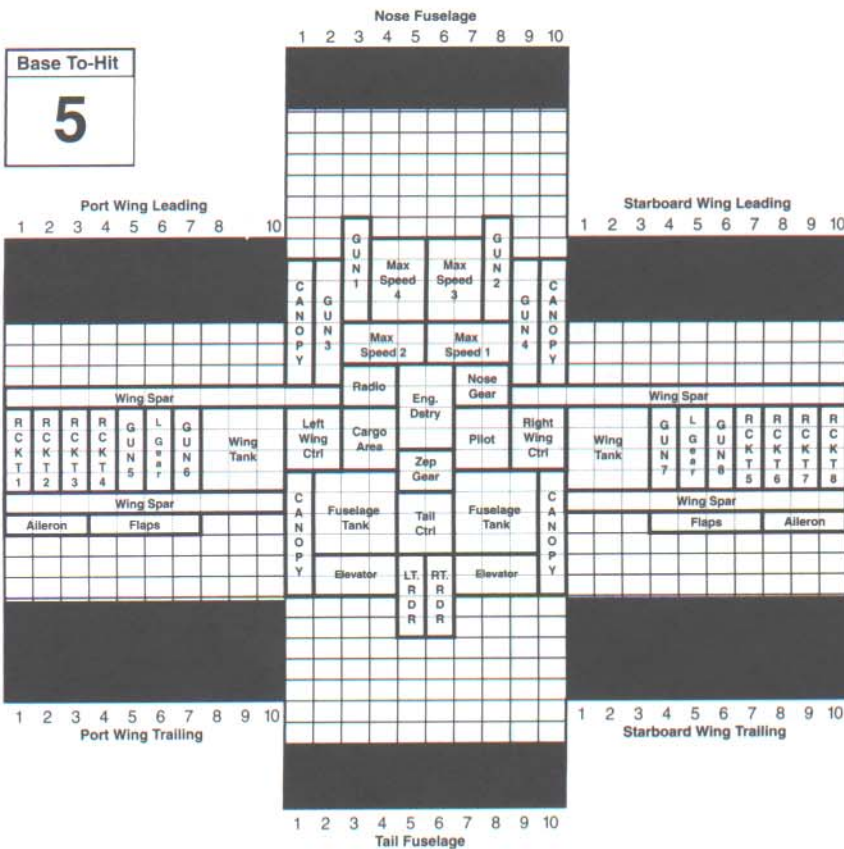
Hughes P21-J MkIII Devastator

Pilot Name	Kills	Squadron Name	Plane Name
Natural Touch	Sixth Sense	Dead Eye	Steady Hand

GUNS	1	2	3	4	5	6	7	8
Caliber					40	40	40	40
Ammo								
Range								
Jammed								
ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points
Combat Experience:
Survived Mission & Inflicted Damage (20pts) _____
1st Kill of mission (20 pts) _____
2nd Kill of mission (40 pts) _____
3rd Kill of mission (80 pts) _____
Additional Kills (80 pts each) _____
Additional Experience
Successful landing or zeppelin hook (10 pts) _____
Retrieved "memento" during bail-out (5 pts) _____
Rescued cargo or passenger (10 pts) _____
Bailed out without being shot down (-20 pts) _____
Fled engagement (-20 pts) _____
Total experience earned for mission _____

Turn	Maneuver	Gs	Specials	Jammed
1			Push Shock Smoke Shock-G	
2			Push Shock Smoke Shock-G	
3			Push Shock Smoke Shock-G	
4			Push Shock Smoke Shock-G	
5			Push Shock Smoke Shock-G	
6			Push Shock Smoke Shock-G	
7			Push Shock Smoke Shock-G	
8			Push Shock Smoke Shock-G	
9			Push Shock Smoke Shock-G	
10			Push Shock Smoke Shock-G	
11			Push Shock Smoke Shock-G	
12			Push Shock Smoke Shock-G	
13			Push Shock Smoke Shock-G	
14			Push Shock Smoke Shock-G	
15			Push Shock Smoke Shock-G	
16			Push Shock Smoke Shock-G	
17			Push Shock Smoke Shock-G	
18			Push Shock Smoke Shock-G	
19			Push Shock Smoke Shock-G	
20			Push Shock Smoke Shock-G	
21			Push Shock Smoke Shock-G	
22			Push Shock Smoke Shock-G	
23			Push Shock Smoke Shock-G	
24			Push Shock Smoke Shock-G	



Redlining Engine Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Starboard Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Stalling Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Port Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Aircraft Performance

Max Speed
Max Gs Port
Max Gs Starboard
Max Accel
Max Decel



Pilot Name	Kills	Squadron Name	Plane Name

Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

GUNS	1	2	3	4	5	6	7	8
Caliber	50	50			40	40	40	40
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points	
Combat Experience:	
Survived Mission & Inflicted Damage (20pts)	_____
1st Kill of mission (20 pts)	_____
2nd Kill of mission (40 pts)	_____
3rd Kill of mission (60 pts)	_____
Additional Kills (80 pts each)	_____
Additional Experience	
Successful landing or zeppelin hook (10 pts)	_____
Retrieved "memento" during bail-out (5 pts)	_____
Rescued cargo or passenger (10 pts)	_____
Bailed out without being shot down (20 pts)	_____
Fled engagement (-20 pts)	_____
Total experience earned for mission	

Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
2			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
3			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
4			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
5			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
6			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
7			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
8			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
9			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
10			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
11			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
12			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
13			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
14			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
15			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
16			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
17			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
18			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
19			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
20			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
21			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
22			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
23			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
24			Push	Shock	
			Smoke	Shock-G	

[illegible]

Redlining Engine Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Starboard Gs Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Stalling Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Port Gs Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Aircraft Performance

Diagram illustrating the 16-bit data bus structure, divided into four 4-bit sections:

- Max Speed** (4 bits)
- Max Gs Port** (4 bits) and **Max Gs Starboard** (4 bits)
- Max Accel** (4 bits) and **Max Decel** (4 bits)



Pilot Name		Kills	Squadron Name		Plane Name	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw	

GUNS	1	2	3	4	5	6	7	8
Caliber	30	30		70		40	40	
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points	
Combat Experience:	
Survived Mission & Inflicted Damage (20pts)	_____
1st Kill of mission (20 pts)	_____
2nd Kill of mission (40 pts)	_____
3rd Kill of mission (60 pts)	_____
Additional Kills (80 pts each)	_____
Additional Experience	
Successful landing or zeppelin hook (10 pts)	_____
Retrieved "memento" during bail-out (5 pts) *	_____
Rescued cargo or passenger (10 pts)	_____
Bailed out without being shot down (-20 pts)	_____
Fled engagement (-20 pts)	_____
Total experience earned for mission	

Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
2			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
3			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
4			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
5			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
6			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
7			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
8			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
9			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
10			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
11			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
12			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
13			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
14			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
15			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
16			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
17			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
18			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
19			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
20			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
21			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
22			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
23			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
24			Push	Shock	
			Smoke	Shock-G	

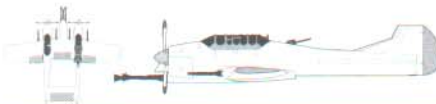
Redlining Engine Calculation
8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Starboard Gs Calculation
8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Stalling Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Port Gs Calculation
8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Aircraft Performance									
Max Speed									
Max Gs Port					Max Gs Starboard				
	3	2	1	0	3	0	1	2	3
2									
1									
Max Decel	0	0	0				Max Accel		
	1		1						
	2		2						



McDonnell S2B Kestrel

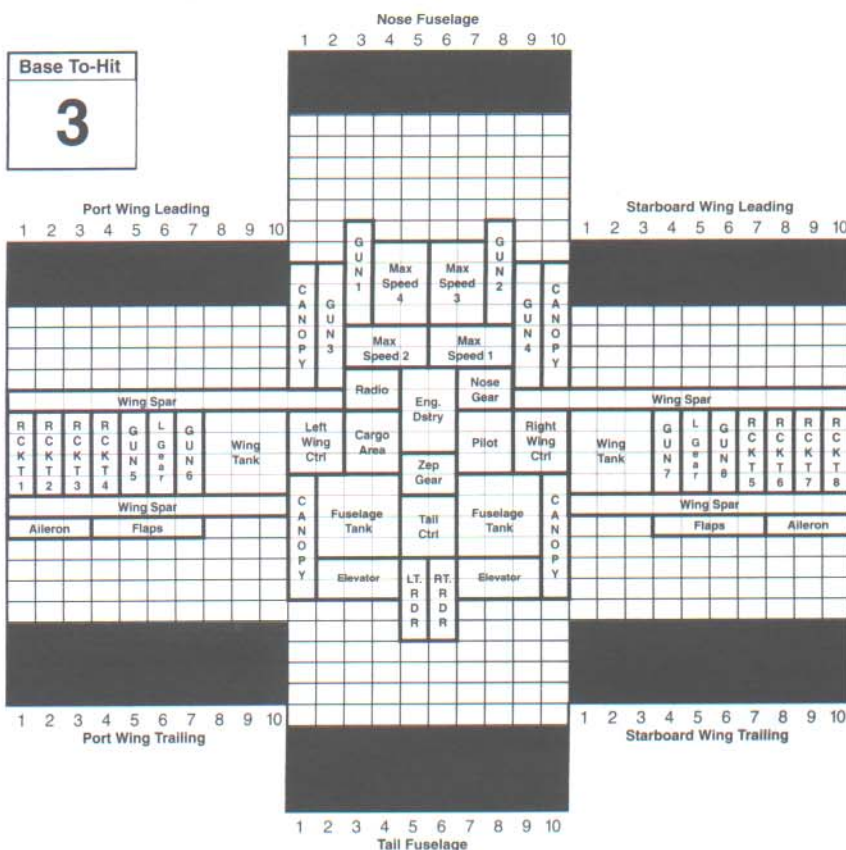
Pilot Name	Kills	Squadron Name	Plane Name

Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

GUNS	1	2	3	4	5	6	7	8
Caliber	60	60	60	40	30	30	30	
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points
Combat Experience:
Survived Mission & Inflicted Damage (20pts) _____
1st Kill of mission (20 pts) _____
2nd Kill of mission (40 pts) _____
3rd Kill of mission (60 pts) _____
Additional Kills (80 pts each) _____
Additional Experience:
Successful landing or zeppelin hook (10 pts) _____
Retrieved "memento" during bail-out (5 pts) _____
Rescued cargo or passenger (10 pts) _____
Bailed out without being shot down (-20 pts) _____
Fled engagement (-20 pts) _____
Total experience earned for mission _____



Redlining Engine Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Starboard Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Stalling Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Port Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Aircraft Performance

Max Speed										
Max Gs Port					Max Gs Starboard					
		2	1	0	3	0	1	2		
					2					
					1					
		0	0	0			Max Accel			
		1					1			
		2					2			
							3			
Max Decel										

Turn	Maneuver	Gs	Specials	Jammed
1			Push Shock Smoke Shock-G	
2			Push Shock Smoke Shock-G	
3			Push Shock Smoke Shock-G	
4			Push Shock Smoke Shock-G	
5			Push Shock Smoke Shock-G	
6			Push Shock Smoke Shock-G	
7			Push Shock Smoke Shock-G	
8			Push Shock Smoke Shock-G	
9			Push Shock Smoke Shock-G	
10			Push Shock Smoke Shock-G	
11			Push Shock Smoke Shock-G	
12			Push Shock Smoke Shock-G	
13			Push Shock Smoke Shock-G	
14			Push Shock Smoke Shock-G	
15			Push Shock Smoke Shock-G	
16			Push Shock Smoke Shock-G	
17			Push Shock Smoke Shock-G	
18			Push Shock Smoke Shock-G	
19			Push Shock Smoke Shock-G	
20			Push Shock Smoke Shock-G	
21			Push Shock Smoke Shock-G	
22			Push Shock Smoke Shock-G	
23			Push Shock Smoke Shock-G	
24			Push Shock Smoke Shock-G	





Sanderson FB14 "Vampire"

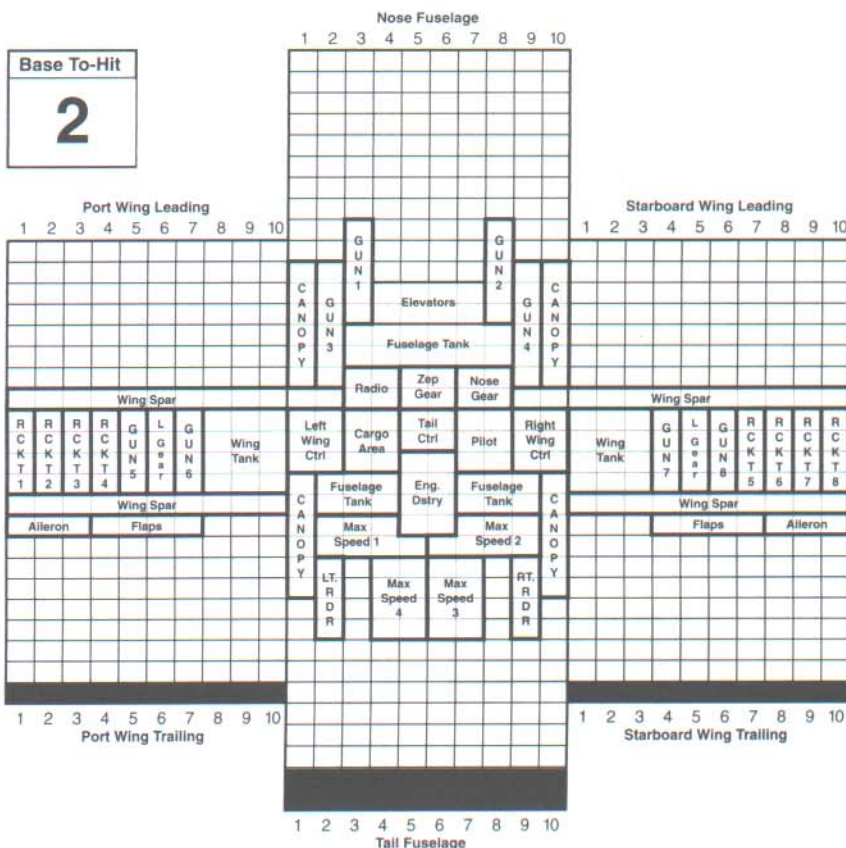
Pilot Name	Kills	Squadron Name	Plane Name

Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

GUNS	1	2	3	4	5	6	7	8
Caliber	40	40			60	70	70	60
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points
Combat Experience:
Survived Mission & Inflicted Damage (20pts) _____
1st Kill of mission (20 pts) _____
2nd Kill of mission (40 pts) _____
3rd Kill of mission (60 pts) _____
Additional Kills (80 pts each) _____
Additional Experience
Successful landing or zeppelin hook (10 pts) _____
Retrieved "memento" during bail-out (5 pts) _____
Rescued cargo or passenger (10 pts) _____
Bailed out without being shot down (-20 pts) _____
Fled engagement (-20 pts) _____
Total experience earned for mission _____



Redlining Engine Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Starboard Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Stalling Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Port Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Aircraft Performance

Max Speed									
Max Gs Port					Max Gs Starboard				
		2	1	0		0	1	2	
					2				
					1				
					0	0	0		
Max Decel					1		1	Max Accel	
					2				

Turn	Maneuver	Gs	Specials	Jammed
1			Push Shock Smoke Shock-G	
2			Push Shock Smoke Shock-G	
3			Push Shock Smoke Shock-G	
4			Push Shock Smoke Shock-G	
5			Push Shock Smoke Shock-G	
6			Push Shock Smoke Shock-G	
7			Push Shock Smoke Shock-G	
8			Push Shock Smoke Shock-G	
9			Push Shock Smoke Shock-G	
10			Push Shock Smoke Shock-G	
11			Push Shock Smoke Shock-G	
12			Push Shock Smoke Shock-G	
13			Push Shock Smoke Shock-G	
14			Push Shock Smoke Shock-G	
15			Push Shock Smoke Shock-G	
16			Push Shock Smoke Shock-G	
17			Push Shock Smoke Shock-G	
18			Push Shock Smoke Shock-G	
19			Push Shock Smoke Shock-G	
20			Push Shock Smoke Shock-G	
21			Push Shock Smoke Shock-G	
22			Push Shock Smoke Shock-G	
23			Push Shock Smoke Shock-G	
24			Push Shock Smoke Shock-G	



Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
2			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
3			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
4			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
5			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
6			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
7			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
8			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
9			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
10			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
11			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
12			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
13			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
14			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
15			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
16			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
17			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
18			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
19			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
20			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
21			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
22			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
23			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
24			Push	Shock	
			Smoke	Shock-G	

Base To-Hit

5

Nose Fuselage

Port Wing Leading

Starboard Wing Leading

Wing Spar

Wing Tank

Wing Spar

Flaps

Aileron

Tail Fuselage

Port Gs Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Max Speed									
Max Gs Port					Max Gs Starboard				
		2	1	0	3	0	1	2	
					2				
					1				
		0			0	0			
		1							1
		2							2
									3
		Max Decel						Max Accel	



Ravenscroft Coyote

Pilot Name	Kills	Squadron Name	Plane Name

Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

GUNS	1	2	3	4	5	6	7	8
Caliber	40	40			40	70	70	40
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points

Combat Experience:

Survived Mission & Inflicted Damage (20pts) _____

1st Kill of mission (20 pts) _____

2nd Kill of mission (40 pts) _____

3rd Kill of mission (60 pts) _____

Additional Kills (80 pts each) _____

Additional Experience

Successful landing or zeppelin hook (10 pts) _____

Retrieved "memento" during bail-out (5 pts) _____

Rescued cargo or passenger (10 pts) _____

Bailed out without being shot down (-20 pts) _____

Fled engagement (-20 pts) _____

Total experience earned for mission _____

Turn	Maneuver	Gs	Specials	Jammed
1			Push Shock Smoke Shock-G	
2			Push Shock Smoke Shock-G	
3			Push Shock Smoke Shock-G	
4			Push Shock Smoke Shock-G	
5			Push Shock Smoke Shock-G	
6			Push Shock Smoke Shock-G	
7			Push Shock Smoke Shock-G	
8			Push Shock Smoke Shock-G	
9			Push Shock Smoke Shock-G	
10			Push Shock Smoke Shock-G	
11			Push Shock Smoke Shock-G	
12			Push Shock Smoke Shock-G	
13			Push Shock Smoke Shock-G	
14			Push Shock Smoke Shock-G	
15			Push Shock Smoke Shock-G	
16			Push Shock Smoke Shock-G	
17			Push Shock Smoke Shock-G	
18			Push Shock Smoke Shock-G	
19			Push Shock Smoke Shock-G	
20			Push Shock Smoke Shock-G	
21			Push Shock Smoke Shock-G	
22			Push Shock Smoke Shock-G	
23			Push Shock Smoke Shock-G	
24			Push Shock Smoke Shock-G	

Base To-Hit

4

Nose Fuselage

1 2 3 4 5 6 7 8 9 10

Port Wing Leading

1 2 3 4 5 6 7 8 9 10

Starboard Wing Leading

1 2 3 4 5 6 7 8 9 10

Port Wing Trailing

1 2 3 4 5 6 7 8 9 10

Starboard Wing Trailing

1 2 3 4 5 6 7 8 9 10

Tail Fuselage

1 2 3 4 5 6 7 8 9 10

Redlining Engine Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Starboard Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Stalling Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Port Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Aircraft Performance

Max Speed										
Max Gs Port					Max Gs Starboard					
		2	1	0	3	0	1	2		
					2					
					1					
					0	0	0			
					1	1	1			
					2	2	2			
					Max Decel	Max Accel				



Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
2			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
3			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
4			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
5			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
6			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
7			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
8			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
9			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
10			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
11			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
12			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
13			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
14			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
15			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
16			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
17			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
18			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
19			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
20			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
21			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
22			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
23			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
24			Push	Shock	
			Smoke	Shock-G	

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Combat Experience:

Survived Mission & Inflicted Damage	(20pts)	
1st Kill of mission	(20 pts)	
2nd Kill of mission	(40 pts)	
3rd Kill of mission	(60 pts)	
Additional Kills	(80 pts each)	

Additional Experience

Successful landing or zeppelin hook	(10 pts)	
Retrieved 'memento' during bail-out	(5 pts)	
Rescued cargo or passenger	(10 pts)	
Bailed out without being shot down	(-20 pts)	
Fled engagement	(-20 pts)	

Total experience earned for mission

Stalling Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Port Gs Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Aircraft Performance

Max Speed												
					5							
Max Gs Port					4	Max Gs Starboard						
5	4	3	2	1	0	3	0	1	2	3	4	5
					2							
					1							
					0	0	0					
Max Decel					1	Max Accel						
					2							
					3							
					4							

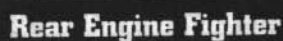


Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
2			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
3			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
4			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
5			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
6			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
7			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
8			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
9			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
10			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
11			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
12			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
13			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
14			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
15			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
16			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
17			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
18			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
19			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
20			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
21			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
22			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
23			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
24			Push	Shock	
			Smoke	Shock-G	

[illegible]

Port Gs Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

[illegible]



Experience Points	
Combat Experience:	
Survived Mission & Inflicted Damage	(20pts)
1st Kill of mission	(20 pts)
2nd Kill of mission	(40 pts)
3rd Kill of mission	(60 pts)
Additional Kills	(80 pts each)
Additional Experience	
Successful landing or zeppelin hook	(10 pts)
Retrieved "memento" during bail-out	(5 pts)
Rescued cargo or passenger	(10 pts)
Bailed out without being shot down	(-20 pts)
Fled engagement	(-20 pts)
Total experience earned for mission	

Max Speed												
					5							
Max Gs Port					4	Max Gs Starboard						
5	4	3	2	1	0	3	0	1	2	3	4	5
					2							
					1							
					0	0						
Max Decel							Max Accel					
					1		1					
					2		2					
					3		3					



Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
2			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
3			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
4			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
5			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
6			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
7			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
8			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
9			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
10			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
11			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
12			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
13			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
14			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
15			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
16			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
17			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
18			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
19			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
20			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
21			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
22			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
23			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
24			Push	Shock	
			Smoke	Shock-G	

Base To-Hit

2

Nose Fuselage

Port Wing Leading

Starboard Wing Leading

Wing Spar

Left Wing Ctrl

Right Wing Ctrl

Wing Tank

Fuselage Tank

Elevator

Aileron

Flaps

Tall Fuselage

Port Wing Trailing

Starboard Wing Trailing

Port Gs Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

[illegible]



Pilot Name		Kills		Squadron Name		Plane Name	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw		

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points

Combat Experience:

Survived Mission & Inflicted Damage (20pts) _____

1st Kill of mission (20 pts) _____

2nd Kill of mission (40 pts) _____

3rd Kill of mission (60 pts) _____

Additional Kills (80 pts each) _____

Additional Experience

Successful landing or zeppelin hook (10 pts) _____

Retrieved "memento" during bail-out (5 pts) _____

Rescued cargo or passenger (10 pts) _____

Bailed out without being shot down (-20 pts) _____

Fled engagement (-20 pts) _____

Total experience earned for mission _____

Port Gs Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Max Speed									
Max Gs Port					Max Gs Starboard				
		2	1	0	3	0	1	2	
					2				
					1				
Max Decel			0	0	0	Max Accel			
1						1			
2						2			



Pilot Name	Kills	Squadron Name	Plane Name
0-10-12 1704C			

Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw
100%	100%	100%	100%	100%	100%

GUNS	1	2	3	4	5	6	7	8
Caliber	50	50			70			70
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points	
Combat Experience:	
Survived Mission & Inflicted Damage	(20pts) _____
1st Kill of mission	(20 pts) _____
2nd Kill of mission	(40 pts) _____
3rd Kill of mission	(60 pts) _____
Additional Kills	(80 pts each) _____
Additional Experience	
Successful landing or zeppelin hook	(10 pts) _____
Retrieved "memento" during bail-out	(5 pts) _____
Rescued cargo or passenger	(10 pts) _____
Bailed out without being shot down	(-20 pts) _____
Fled engagement	(-20 pts) _____
Total experience earned for mission	

Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
2			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
3			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
4			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
5			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
6			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
7			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
8			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
9			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
10			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
11			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
12			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
13			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
14			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
15			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
16			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
17			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
18			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
19			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
20			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
21			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
22			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
23			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
24			Push	Shock	
			Smoke	Shock-G	

Base To-Hit

4

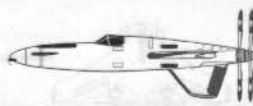
8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Max Speed									
Max Gs Port					Max Gs Starboard				
		2	1	0	3	0	1	2	
					2				
					1				
		0	0	0					
		1					1		
		2							
Max Decel					Max Accel				





Marquette PR-1 Defender

Pilot Name		Kills	Squadron Name		Plane Name	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw	

GUNS	1	2	3	4	5	6	7	8
Caliber			30	30	30	50	50	30
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points

Combat Experience:

Survived Mission & Inflicted Damage (20pts) _____

1st Kill of mission (20 pts) _____

2nd Kill of mission (40 pts) _____

3rd Kill of mission (60 pts) _____

Additional Kills (80 pts each) _____

Additional Experience

Successful landing or zepplin hook (10 pts) _____

Retrieved "mementos" during bail-out (5 pts) _____

Rescued cargo or passenger (10 pts) _____

Bailed out without being shot down (-20 pts) _____

Fled engagement (-20 pts) _____

Total experience earned for mission _____

Base To-Hit									
7									
1 2 3 4 5 6 7 8 9 10									
Nose Fuselage									
1 2 3 4 5 6 7 8 9 10									
Port Wing Leading									
1 2 3 4 5 6 7 8 9 10									
Starboard Wing Leading									
1 2 3 4 5 6 7 8 9 10									
Port Wing Trailing									
1 2 3 4 5 6 7 8 9 10									
Starboard Wing Trailing									
1 2 3 4 5 6 7 8 9 10									
Tail Fuselage									
1 2 3 4 5 6 7 8 9 10									

Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
2			Push	Shock	
			Smoke	Shock-G	
3			Push	Shock	
			Smoke	Shock-G	
4			Push	Shock	
			Smoke	Shock-G	
5			Push	Shock	
			Smoke	Shock-G	
6			Push	Shock	
			Smoke	Shock-G	
7			Push	Shock	
			Smoke	Shock-G	
8			Push	Shock	
			Smoke	Shock-G	
9			Push	Shock	
			Smoke	Shock-G	
10			Push	Shock	
			Smoke	Shock-G	
11			Push	Shock	
			Smoke	Shock-G	
12			Push	Shock	
			Smoke	Shock-G	
13			Push	Shock	
			Smoke	Shock-G	
14			Push	Shock	
			Smoke	Shock-G	
15			Push	Shock	
			Smoke	Shock-G	
16			Push	Shock	
			Smoke	Shock-G	
17			Push	Shock	
			Smoke	Shock-G	
18			Push	Shock	
			Smoke	Shock-G	
19			Push	Shock	
			Smoke	Shock-G	
20			Push	Shock	
			Smoke	Shock-G	
21			Push	Shock	
			Smoke	Shock-G	
22			Push	Shock	
			Smoke	Shock-G	
23			Push	Shock	
			Smoke	Shock-G	
24			Push	Shock	
			Smoke	Shock-G	

Redlining Engine Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Starboard Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Stalling Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Port Gs Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Aircraft Performance

Max Speed										
Max Gs Port					Max Gs Starboard					
4	3	2	1	0	3	0	1	2	3	4
2										
1										
0 0 0										
1 1 1										
2										
Max Decel										
Max Accel										



Pilot Name		Kills	Squadron Name		Plane Name	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw	

GUNS	1	2	3	4	5	6	7	8
Caliber			50	50	50	50	30	30
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points	
Combat Experience:	
Survived Mission & Inflicted Damage (20pts)	_____
1st Kill of mission (20 pts)	_____
2nd Kill of mission (40 pts)	_____
3rd Kill of mission (60 pts)	_____
Additional Kills (80 pts each)	_____
Additional Experience	
Successful landing or zeppelin hook (10 pts)	_____ *
Retrieved "memento" during bail-out (5 pts)	_____
Rescued cargo or passenger (10 pts)	_____
Bailed out without being shot down (-20 pts)	_____
Fled engagement (-20 pts)	_____
Total experience earned for mission	

The diagram illustrates the layout of a ship, divided into various sections and compartments. The layout is symmetrical around a central vertical axis, with the bow at the top and the stern at the bottom. The main sections are labeled as follows:

- Base To-Hit:** A large black rectangular area at the top of the ship.
- Nose Fuselage:** A long horizontal strip at the top, containing various equipment and structures.
- Port Wing Leading:** A large black rectangular area on the left side of the ship.
- Starboard Wing Leading:** A large black rectangular area on the right side of the ship.
- Port Wing Trailing:** A large black rectangular area on the left side of the ship, below the leading wing.
- Starboard Wing Trailing:** A large black rectangular area on the right side of the ship, below the leading wing.
- Tail Fuselage:** A long horizontal strip at the bottom of the ship.

The central area of the ship is divided into numerous smaller compartments, each labeled with a specific function or equipment. The labels include:

- Gun:** GUN 1, GUN 2, GUN 3, GUN 4, GUN 5, GUN 6, GUN 7, GUN 8, GUN 9, GUN 10, GUN 11, GUN 12, GUN 13, GUN 14, GUN 15, GUN 16, GUN 17, GUN 18, GUN 19, GUN 20, GUN 21, GUN 22, GUN 23, GUN 24, GUN 25, GUN 26, GUN 27, GUN 28, GUN 29, GUN 30, GUN 31, GUN 32, GUN 33, GUN 34, GUN 35, GUN 36, GUN 37, GUN 38, GUN 39, GUN 40, GUN 41, GUN 42, GUN 43, GUN 44, GUN 45, GUN 46, GUN 47, GUN 48, GUN 49, GUN 50, GUN 51, GUN 52, GUN 53, GUN 54, GUN 55, GUN 56, GUN 57, GUN 58, GUN 59, GUN 60, GUN 61, GUN 62, GUN 63, GUN 64, GUN 65, GUN 66, GUN 67, GUN 68, GUN 69, GUN 70, GUN 71, GUN 72, GUN 73, GUN 74, GUN 75, GUN 76, GUN 77, GUN 78, GUN 79, GUN 80, GUN 81, GUN 82, GUN 83, GUN 84, GUN 85, GUN 86, GUN 87, GUN 88, GUN 89, GUN 90, GUN 91, GUN 92, GUN 93, GUN 94, GUN 95, GUN 96, GUN 97, GUN 98, GUN 99, GUN 100.
- Max Speed:** Max Speed 1, Max Speed 2, Max Speed 3, Max Speed 4.
- Radio:** Radio.
- Eng. Dstry:** Eng. Dstry.
- Nose Gear:** Nose Gear.
- Wing Spar:** Wing Spar.
- Left Wing Ctrl:** Left Wing Ctrl.
- Cargo Area:** Cargo Area.
- Pilot:** Pilot.
- Right Wing Ctrl:** Right Wing Ctrl.
- Wing Tank:** Wing Tank.
- Land Gear:** Land Gear.
- GUN 5:** GUN 5.
- GUN 6:** GUN 6.
- GUN 7:** GUN 7.
- GUN 8:** GUN 8.
- GUN 9:** GUN 9.
- GUN 10:** GUN 10.
- GUN 11:** GUN 11.
- GUN 12:** GUN 12.
- GUN 13:** GUN 13.
- GUN 14:** GUN 14.
- GUN 15:** GUN 15.
- GUN 16:** GUN 16.
- GUN 17:** GUN 17.
- GUN 18:** GUN 18.
- GUN 19:** GUN 19.
- GUN 20:** GUN 20.
- GUN 21:** GUN 21.
- GUN 22:** GUN 22.
- GUN 23:** GUN 23.
- GUN 24:** GUN 24.
- GUN 25:** GUN 25.
- GUN 26:** GUN 26.
- GUN 27:** GUN 27.
- GUN 28:** GUN 28.
- GUN 29:** GUN 29.
- GUN 30:** GUN 30.
- GUN 31:** GUN 31.
- GUN 32:** GUN 32.
- GUN 33:** GUN 33.
- GUN 34:** GUN 34.
- GUN 35:** GUN 35.
- GUN 36:** GUN 36.
- GUN 37:** GUN 37.
- GUN 38:** GUN 38.
- GUN 39:** GUN 39.
- GUN 40:** GUN 40.
- GUN 41:** GUN 41.
- GUN 42:** GUN 42.
- GUN 43:** GUN 43.
- GUN 44:** GUN 44.
- GUN 45:** GUN 45.
- GUN 46:** GUN 46.
- GUN 47:** GUN 47.
- GUN 48:** GUN 48.
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- GUN 56:** GUN 56.
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- GUN 60:** GUN 60.
- GUN 61:** GUN 61.
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- GUN 66:** GUN 66.
- GUN 67:** GUN 67.
- GUN 68:** GUN 68.
- GUN 69:** GUN 69.
- GUN 70:** GUN 70.
- GUN 71:** GUN 71.
- GUN 72:** GUN 72.
- GUN 73:** GUN 73.
- GUN 74:** GUN 74.
- GUN 75:** GUN 75.
- GUN 76:** GUN 76.
- GUN 77:** GUN 77.
- GUN 78:** GUN 78.
- GUN 79:** GUN 79.
- GUN 80:** GUN 80.
- GUN 81:** GUN 81.
- GUN 82:** GUN 82.
- GUN 83:** GUN 83.
- GUN 84:** GUN 84.
- GUN 85:** GUN 85.
- GUN 86:** GUN 86.
- GUN 87:** GUN 87.
- GUN 88:** GUN 88.
- GUN 89:** GUN 89.
- GUN 90:** GUN 90.
- GUN 91:** GUN 91.
- GUN 92:** GUN 92.
- GUN 93:** GUN 93.
- GUN 94:** GUN 94.
- GUN 95:** GUN 95.
- GUN 96:** GUN 96.
- GUN 97:** GUN 97.
- GUN 98:** GUN 98.
- GUN 99:** GUN 99.
- GUN 100:** GUN 100.

Port Gs Calculation
 8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

Max Speed									
Max Gs Port					Max Gs Starboard				
		2	1	0	3	0	1	2	
					2				
					1				
Max Decel		0	0	0	Max Accel				
		1		1					
		2		2					



Rear Engine Fighter w/Turret

Pilot Name	Kills	Squadron Name	Plane Name

Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

GUNS	1	2	3	4	5	6	7	8
Caliber								
Ammo								
Range								
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Experience Points

Combat Experience:

- Survived Mission & Inflicted Damage (20pts) _____
- 1st Kill of mission (20 pts) _____
- 2nd Kill of mission (40 pts) _____
- 3rd Kill of mission (60 pts) _____
- Additional Kills (80 pts each) _____

Additional Experience

- Successful landing or zeppelin hook (10 pts) _____
- Retrieved "memento" during bail-out (5 pts) _____
- Rescued cargo or passenger (10 pts) _____
- Bailed out without being shot down (-20 pts) _____
- Fled engagement (-20 pts) _____

Total experience earned for mission _____

Base To-Hit

Port Wing Leading

1 2 3 4 5 6 7 8 9 10

R	C	K	T	1	2	3	4	5	6
C	K	T	1	2	3	4	5	6	7
K	T	1	2	3	4	5	6	7	8
T	1	2	3	4	5	6	7	8	9

Nose Fuselage

1 2 3 4 5 6 7 8 9 10

Aircraft Performance

Max Speed									

Redlining Engine Calculation

8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Stalling Calculation

8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Starboard Gs Calculation

8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Port Gs Calculation

8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= Target Number

Turn	Maneuver	Gs	Specials	Jammed
1			Push Shock Smoke Shock-G	
2			Push Shock Smoke Shock-G	
3			Push Shock Smoke Shock-G	
4			Push Shock Smoke Shock-G	
5			Push Shock Smoke Shock-G	
6			Push Shock Smoke Shock-G	
7			Push Shock Smoke Shock-G	
8			Push Shock Smoke Shock-G	
9			Push Shock Smoke Shock-G	
10			Push Shock Smoke Shock-G	
11			Push Shock Smoke Shock-G	
12			Push Shock Smoke Shock-G	
13			Push Shock Smoke Shock-G	
14			Push Shock Smoke Shock-G	
15			Push Shock Smoke Shock-G	
16			Push Shock Smoke Shock-G	
17			Push Shock Smoke Shock-G	
18			Push Shock Smoke Shock-G	
19			Push Shock Smoke Shock-G	
20			Push Shock Smoke Shock-G	
21			Push Shock Smoke Shock-G	
22			Push Shock Smoke Shock-G	
23			Push Shock Smoke Shock-G	
24			Push Shock Smoke Shock-G	



Zepplin Name	Captain	Owner	Home Port				
<table border="1"> <thead> <tr> <th>Engine/Turret Base To-Hit</th> </tr> </thead> <tbody> <tr> <td>7</td> </tr> </tbody> </table>		Engine/Turret Base To-Hit	7	<table border="1"> <thead> <tr> <th>Gas Cell Base To-Hit</th> </tr> </thead> <tbody> <tr> <td>1</td> </tr> </tbody> </table>		Gas Cell Base To-Hit	1
Engine/Turret Base To-Hit							
7							
Gas Cell Base To-Hit							
1							

[illegible][illegible][illegible][illegible]

The diagram shows a Zappelin Gun Pod (Tail) mounted on a platform. The pod is oriented vertically, with the tail section at the top and the gun section at the bottom. The gun section is divided into two main parts: a 'Gun Platform Destroyed' section on the left and a 'Gun Platform' section on the right. The 'Gun Platform' section contains two gun positions, labeled '1' and '2'. Each gun position has a 'Gun' and a 'Turret Rotation Motor'. The 'Gun' is labeled 'G' and the 'Turret Rotation Motor' is labeled 'U'. The 'Gun Platform Destroyed' section also contains two gun positions, labeled '1' and '2'. Each gun position has a 'Gun' and a 'Turret Rotation Motor'. The 'Gun' is labeled 'G' and the 'Turret Rotation Motor' is labeled 'U'. The diagram is a top-down view, showing the layout of the guns and the rotation motors. The 'Gun Platform Destroyed' section is on the left, and the 'Gun Platform' section is on the right. The 'Gun' is labeled 'G' and the 'Turret Rotation Motor' is labeled 'U'. The 'Gun Platform Destroyed' section contains two gun positions, labeled '1' and '2'. Each gun position has a 'Gun' and a 'Turret Rotation Motor'. The 'Gun' is labeled 'G' and the 'Turret Rotation Motor' is labeled 'U'. The 'Gun Platform' section contains two gun positions, labeled '1' and '2'. Each gun position has a 'Gun' and a 'Turret Rotation Motor'. The 'Gun' is labeled 'G' and the 'Turret Rotation Motor' is labeled 'U'.



Gas Cell 4

Gas

[illegible][illegible][illegible][illegible]

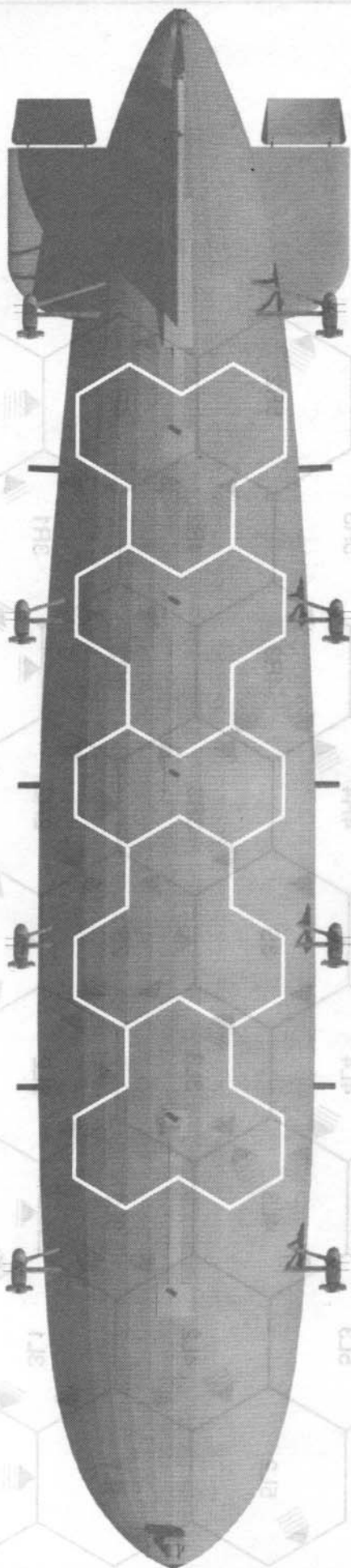
	Gunner	Turret Rotation Meter	Gunner	
Zeppelin Gun / Engine Pod (Right)				
1				
2				
3	G		G	
4	U		U	
5	N		N	
6				
7				
8				
9				
10				
Gunnery Pod Destroyed	1		2	
Gunnery Pod Destroyed				
Gunnery Pod Destroyed				
Gunnery Pod Destroyed				
Engine Pod Destroyed				



Zeppelin Record Sheet

Military Flak Cannons

Zeppelin Name	Captain	Owner	Home Port
			Flak Gun Base To-Hit 6



Zeppelin Flak Gun (Left 1)

1	2	3	4	5	6	7	8	9	10

Flak Gun Destroyed

Zeppelin Flak Gun (Left 2)

1	2	3	4	5	6	7	8	9	10

Flak Gun Destroyed

Zeppelin Flak Gun (Left 3)

1	2	3	4	5	6	7	8	9	10

Flak Gun Destroyed

Zeppelin Flak Gun (Right 1)

1	2	3	4	5	6	7	8	9	10

Flak Gun Destroyed

Zeppelin Flak Gun (Right 2)

1	2	3	4	5	6	7	8	9	10

Flak Gun Destroyed

Zeppelin Flak Gun (Right 3)

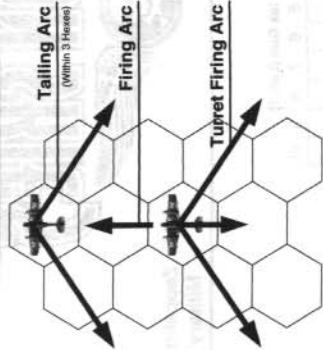
1	2	3	4	5	6	7	8	9	10

Flak Gun Destroyed



Maneuver Template

Firing/Tailing Arc Diagram

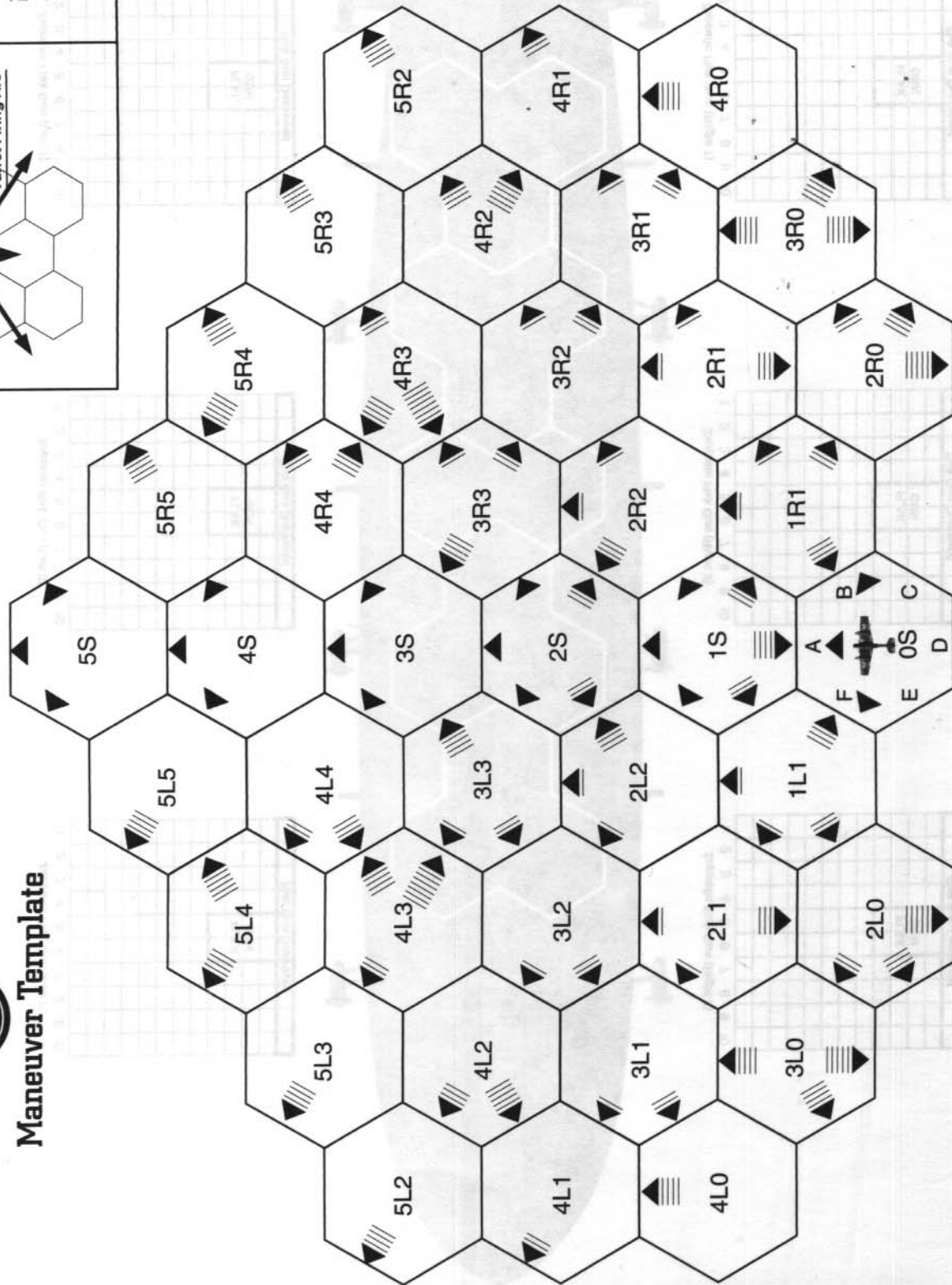


Deflection Modifier/ Hit Location Table

+2 To-Hit Nose Table 1-3 P. Wing 4-7 Nose 8-10 S. Wing	+3 To-Hit Star, Leading Table 1-6 Nose 7-10 S. Wing
+1 To-Hit Port Trailing Table 1-6 Tail 7-10 P. Wing	+1 To-Hit Star, Trailing Table 1-6 Tail 7-10 S. Wing
+0 To-Hit Tail Table 1-3 P. Wing 4-7 Tail 8-10 S. Wing	

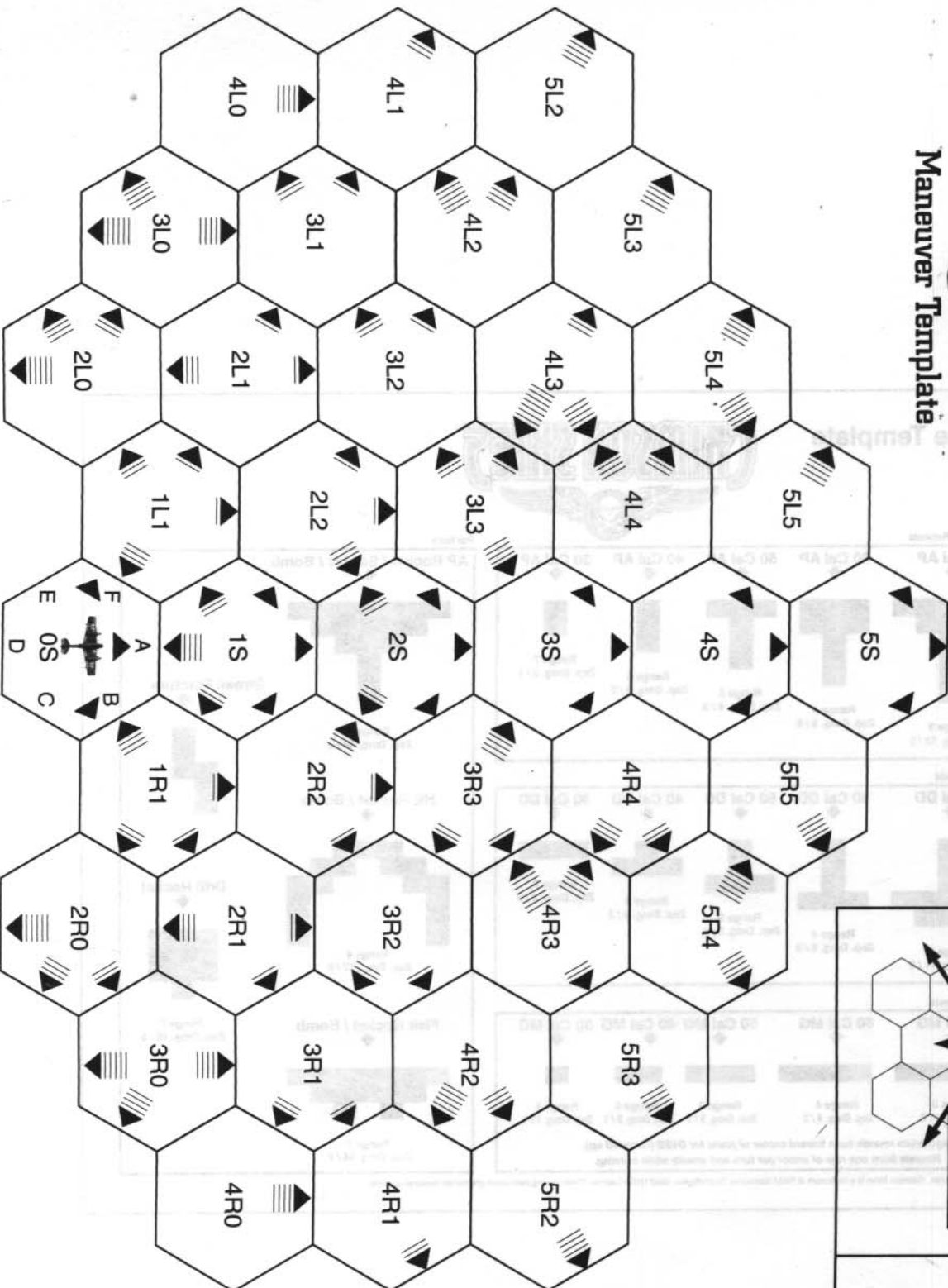
To-Hit Calculation

- Target's Base To-Hit Number**
- + Deflection Modifier (+3,+2,+1,0)
 - + Range
 - + 1 if Firing a Rocket
 - + 1 if Gunner is Firing
 - + 2 if Shocked
 - Pilot Dead Eye Skill
- = Target Number**

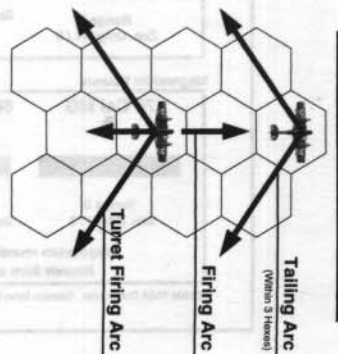




Maneuver Template



Firing/Tailing Arc Diagram



Deflection Modifier/ Hit Location Table

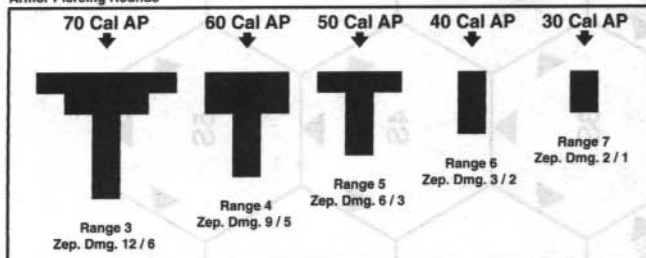
+2 To-Hit Nose Table 1-3 P. Wing 4-7 Nose 8-10 S. Wing	+3 To-Hit Star. Leading Table 1-6 Nose 7-10 S. Wing
+1 To-Hit Port Leading Table 1-6 Nose 7-10 P. Wing	+1 To-Hit Star. Trailing Table 1-6 Tail 7-10 S. Wing
+1 To-Hit Port Trailing Table 1-6 Tail 7-10 P. Wing	+0 To-Hit Tail Table 1-3 P. Wing 4-7 Tail 8-10 S. Wing

To-Hit Calculation
Target's Base To-Hit Number
 + Deflection Modifier (+3,+2,+1,0)
 + Range
 + 1 if Firing a Rocket
 + 1 if Gunner is Firing
 + 2 if Shocked
 - Pilot Dead-Eye Skill
 = **Target Number**

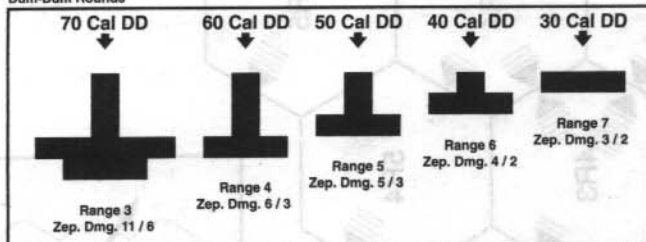
Damage Template



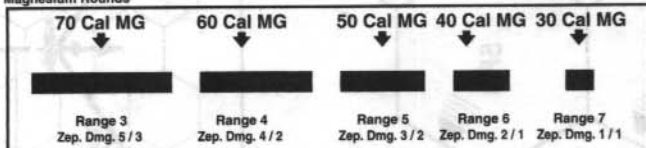
Armor Piercing Rounds



Dum-Dum Rounds

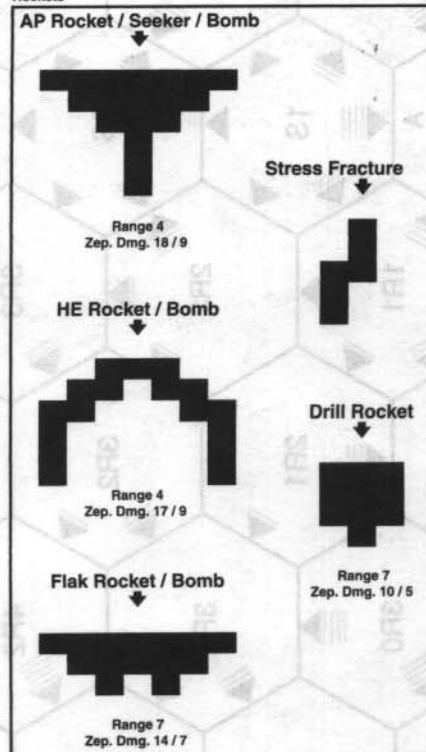


Magnesium Rounds



Magnesium rounds burn toward center of plane for D10/2 (rounded up).
Rounds burn one row of armor per turn and smoke while burning.

Rockets



Stress Fracture

Drill Rocket

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Instructions:

To create an additional or replacement damage template, photocopy this page, attach it to lightweight cardboard and cut out the black damage indicators.