

AIRCRAFT CONTROL PANEL

HEIGHT

					10,000						20,000						30,000
0	2	4	6	8	0	2	4	6	8	0	2	4	6	8	0	2	

ORDERS

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DAMAGE

ENGINE	WING	BODY
ENGINE	WING	BODY

AMMUNITION

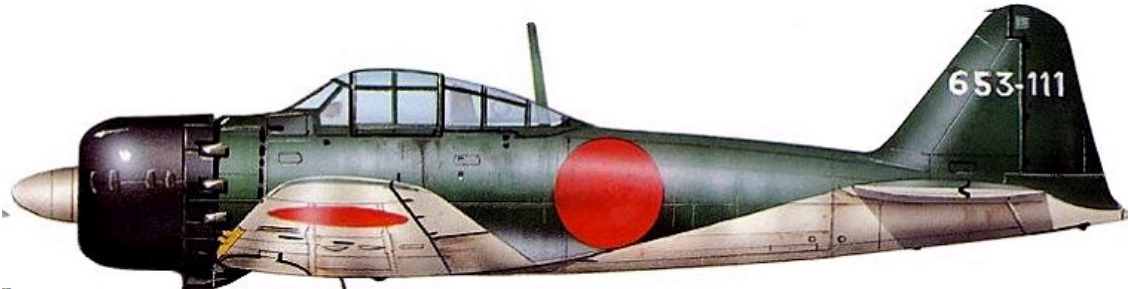
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Turn Procedure:

1. Mark Orders (all players)
2. Move Aircraft (umpires)
3. Firing (30° arc within 4,000 ft height)
4. Resolve Damage

Order Summary

<div style="background-color: yellow; border: 1px solid black; padding: 2px; font-size: 8px;">MOVE</div>	Move forward 4"
<div style="display: inline-block; background-color: green; border: 1px solid black; padding: 2px; font-size: 8px;">LEFT TURN</div> <div style="display: inline-block; background-color: cyan; border: 1px solid black; padding: 2px; font-size: 8px;">RIGHT TURN</div>	Turn 45°
<div style="background-color: magenta; border: 1px solid black; padding: 2px; font-size: 8px;">CLIMB</div>	Increase height by 2000 and move forward 4"
<div style="background-color: red; border: 1px solid black; padding: 2px; font-size: 8px;">DIVE</div>	Decrease height by 2000 and move forward 4"



A6M Zero