

# 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	4
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

**ORDERS**

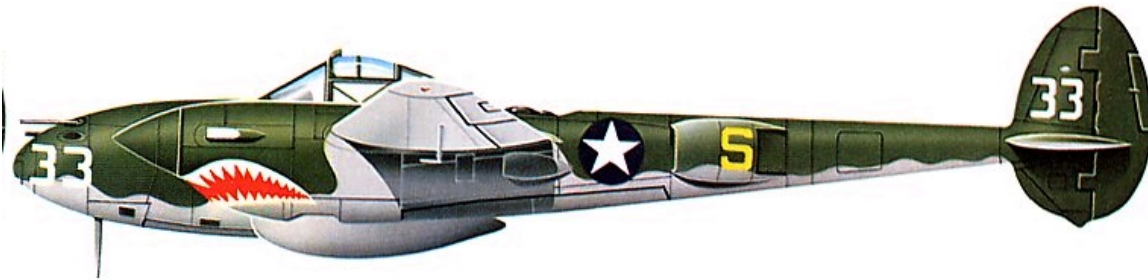
--	--	--	--	--	--	--	--

**DAMAGE**

ENGINE	ENGINE	WING	BODY
ENGINE		WING	BODY

**AMMUNITION**

--	--	--	--	--	--	--	--	--	--



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

- MOVE
Move forward 4"
- |              |               |
|--------------|---------------|
| LEFT<br>TURN | RIGHT<br>TURN |
|--------------|---------------|

Turn 45°
- CLIMB
Increase height by 2000 and move forward 4"
- DIVE
Decrease height by 2000 and move forward 4"
- DROP TANKS
Reduced to 4 orders until tanks dropped

## P38 Lightning