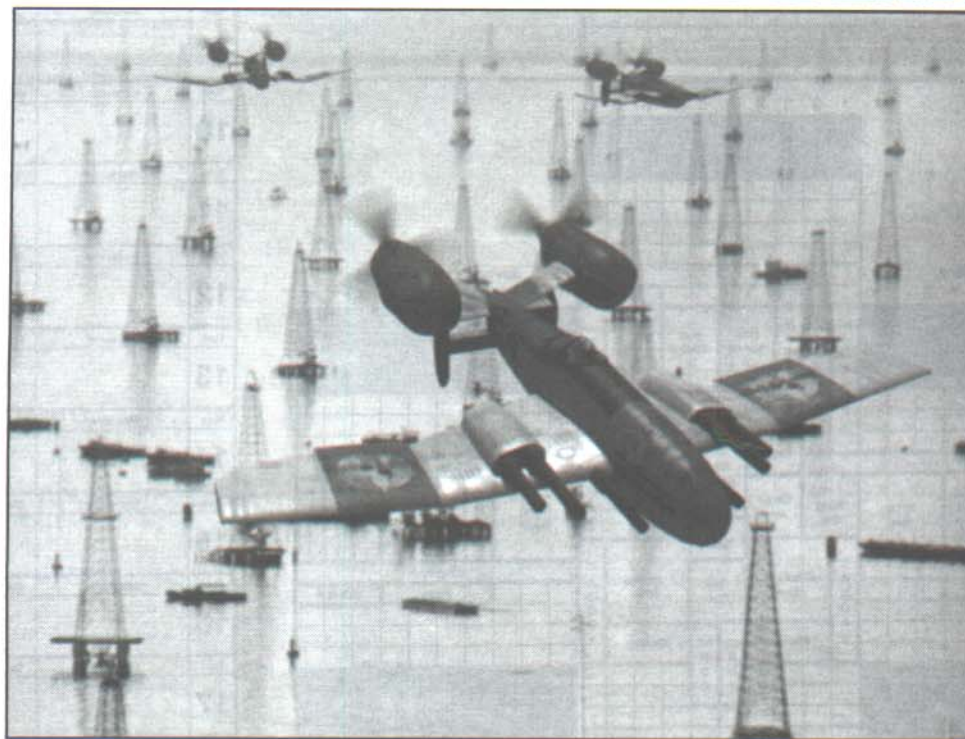




RECORD SHEETS AND TEMPLATES



FASA CORPORATION

1998

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Hughes P21-J MkIII Devastator

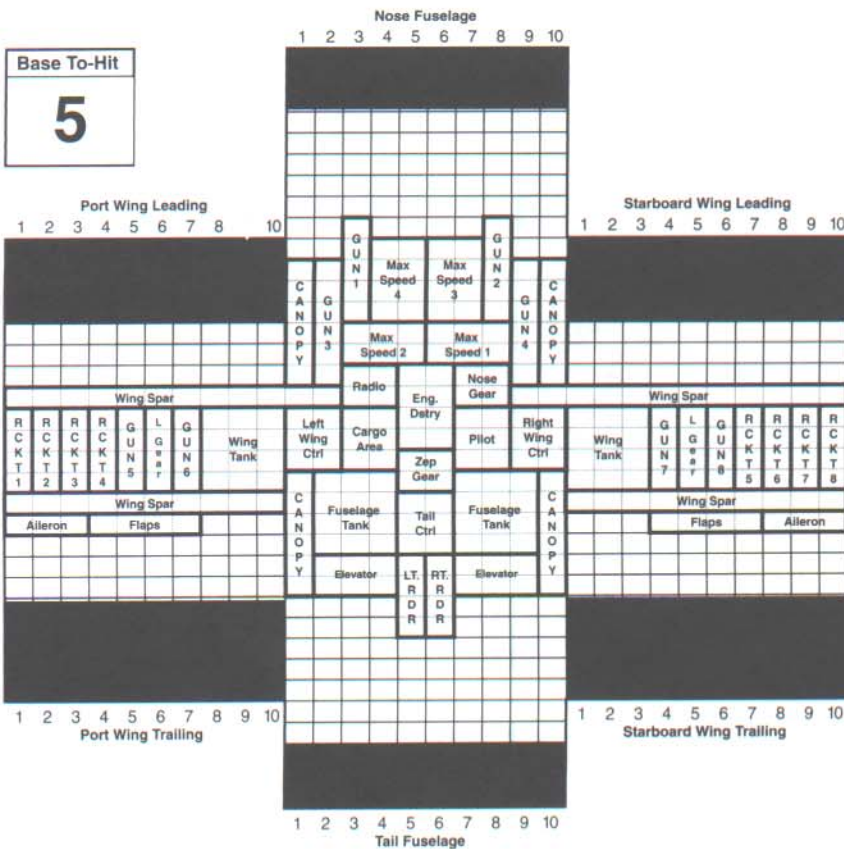
Pilot Name	Kills	Squadron Name	Plane Name
Natural Touch	Sixth Sense	Dead Eye	Steady Hand

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
3	3
2	2
1	1
0	0
1	1
2	2
3	3



Whittly & Douglas M210 Raven

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								

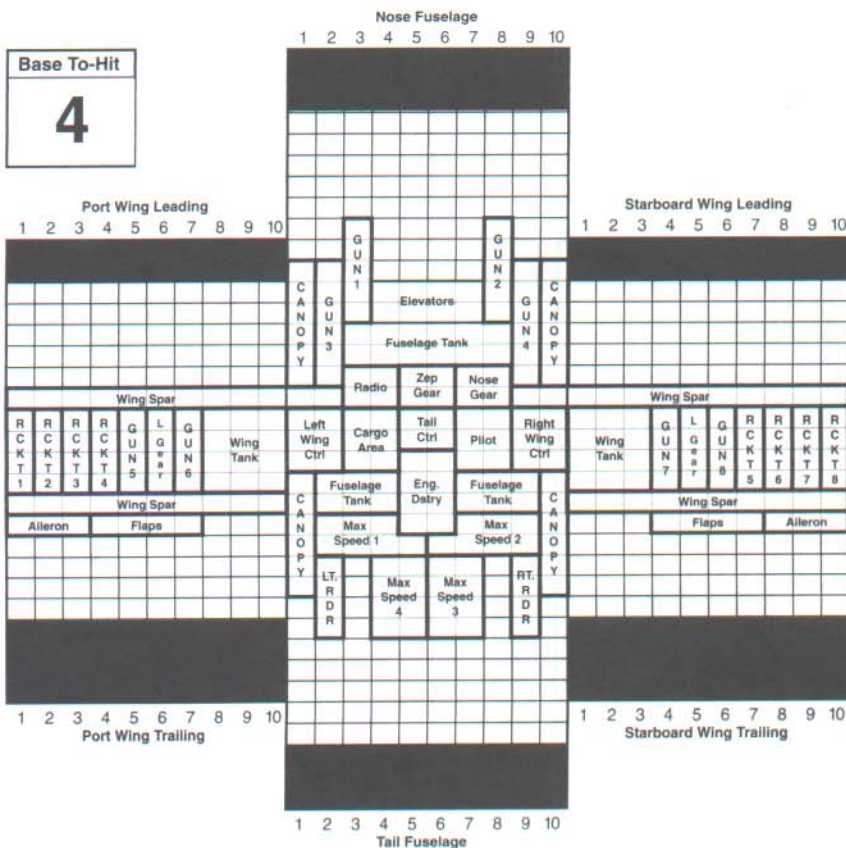
ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

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	
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



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 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	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	

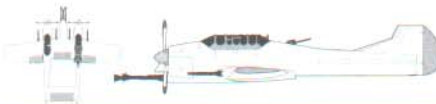
Redlining Engine Calculation
8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

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

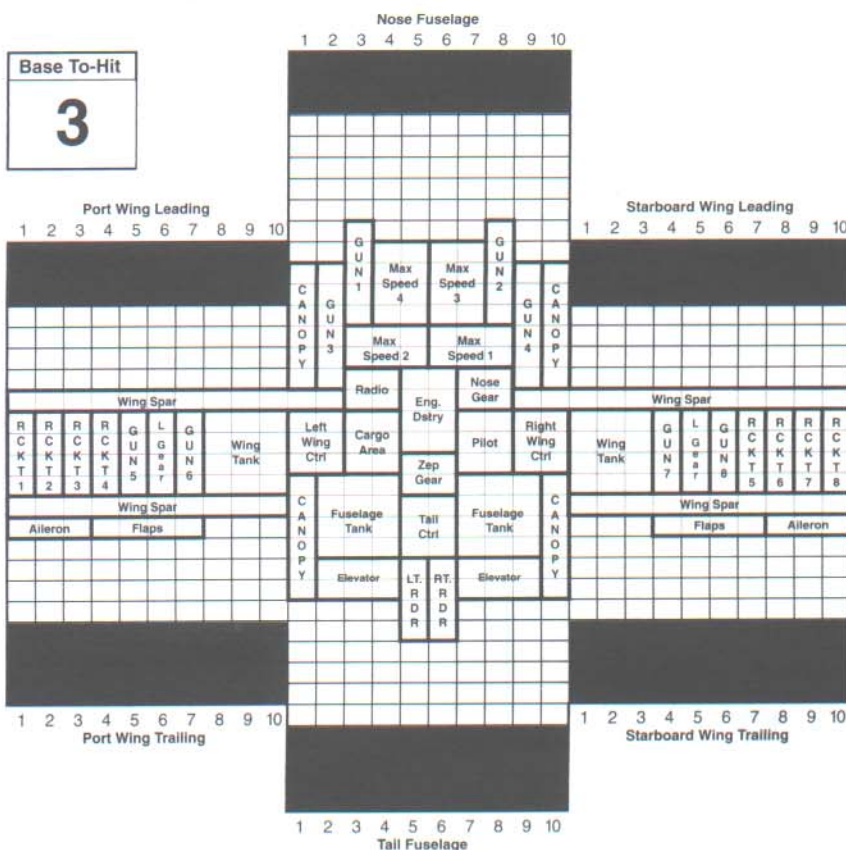
Pilot Name	Kills	Squadron Name	Plane Name

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**

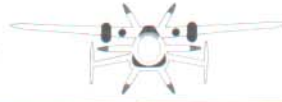
Stalling Calculation
8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

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					
		1					1		
		2					2		
							3		

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	



Bell Valiant MkII

Pilot Name	Kills	Squadron Name	Plane Name

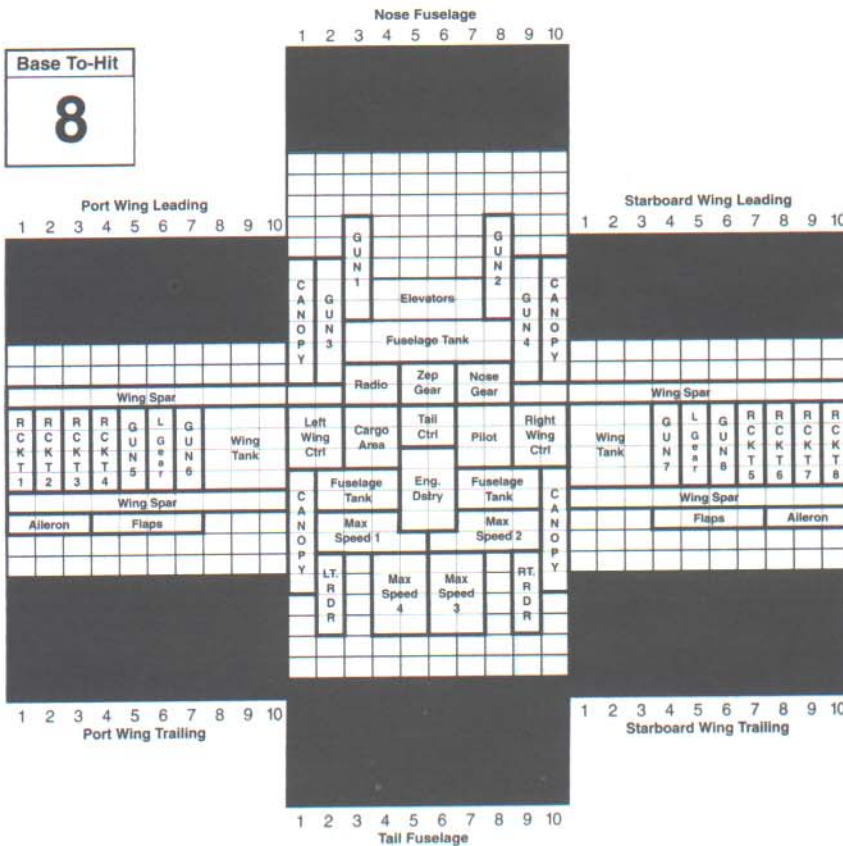
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

GUNS	1	2	3	4	5	6	7	8
Caliber	30	30			30	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 _____

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



Sanderson FB14 "Vampire"

Pilot Name	Kills	Squadron Name	Plane Name

Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw

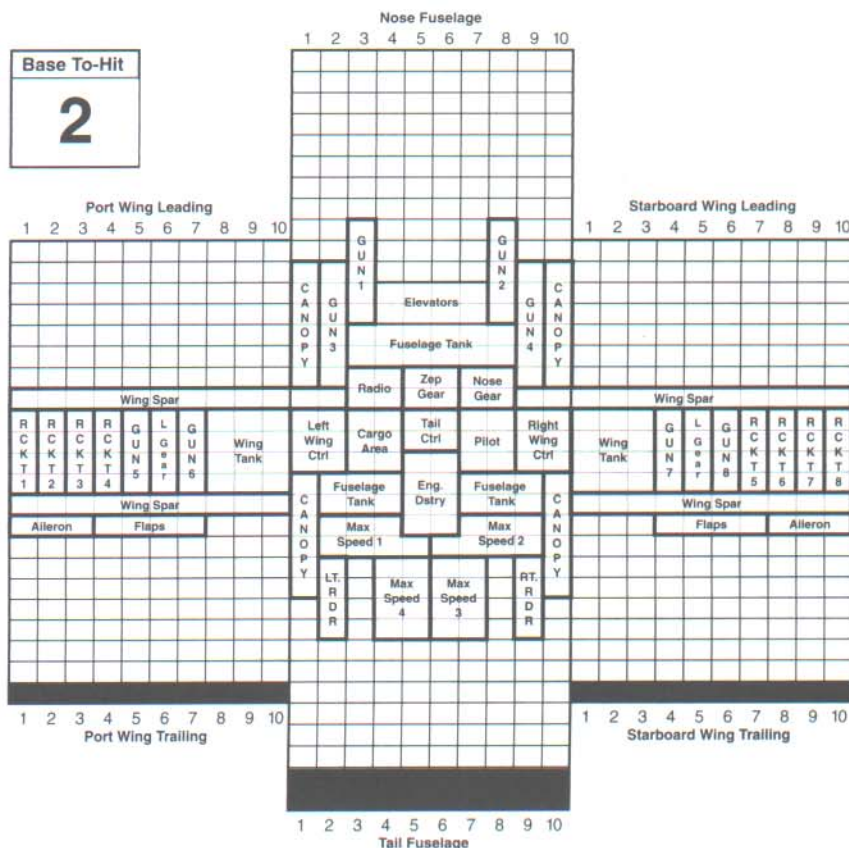
GUNS	1	2	3	4	5	6	7	8
Caliber	40	40			60	70	70	60
Ammo								
Range								
Jammed								

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 _____

Base To-Hit

2



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	



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								

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 "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

[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

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			





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	

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	

[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 "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	

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					



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	

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	_____

Base To-Hit

7

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

Labels and Components:

- Base To-Hit:** 7
- Nose Fuselage:** GUN 1, Max Speed 4, Max Speed 3, Max Speed 2, Max Speed 1, GUN 2, GUN 3, GUN 4, CANNOPY
- Port Wing Leading:** Wing Spar, Wing Tank, Left Wing Ctrl, Cargo Area, Radio, Eng. Dstry, Nose Gear, Pilot, Right Wing Ctrl, Wing Tank, Fuselage Tank, Elevator, LT. RDR, RT. RDR
- Starboard Wing Leading:** Wing Spar, Wing Tank, Fuselage Tank, Elevator, LT. RDR, RT. RDR
- Port Wing Trailing:** Wing Spar, Aileron, Flaps
- Starboard Wing Trailing:** Wing Spar, Flaps, Aileron

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						
			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

Base To-Hit

4

Nose Fuselage

Port Wing Leading

Starboard Wing Leading

Port Wing Trailing

Starboard Wing Trailing

Tail Fuselage

Gun 1

Gun 2

Elevators

Fuselage Tank

Radio

Zep Gear

Nose Gear

Wing Spar

Wing Tank

Left Wing Ctr

Cargo Area

Tail Ctr

Pilot

Right Wing Ctr

Wing Spar

Wing Tank

Aileron

Flaps

Max Speed 1

Max Speed 2

Max Speed 3

Max Speed 4

LT: RDR

RT: RDR

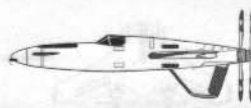
8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

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			0	0	0
		1					1		
		2							
Max Decel					Max Accel				



Hughes Aviation Bloodhawk

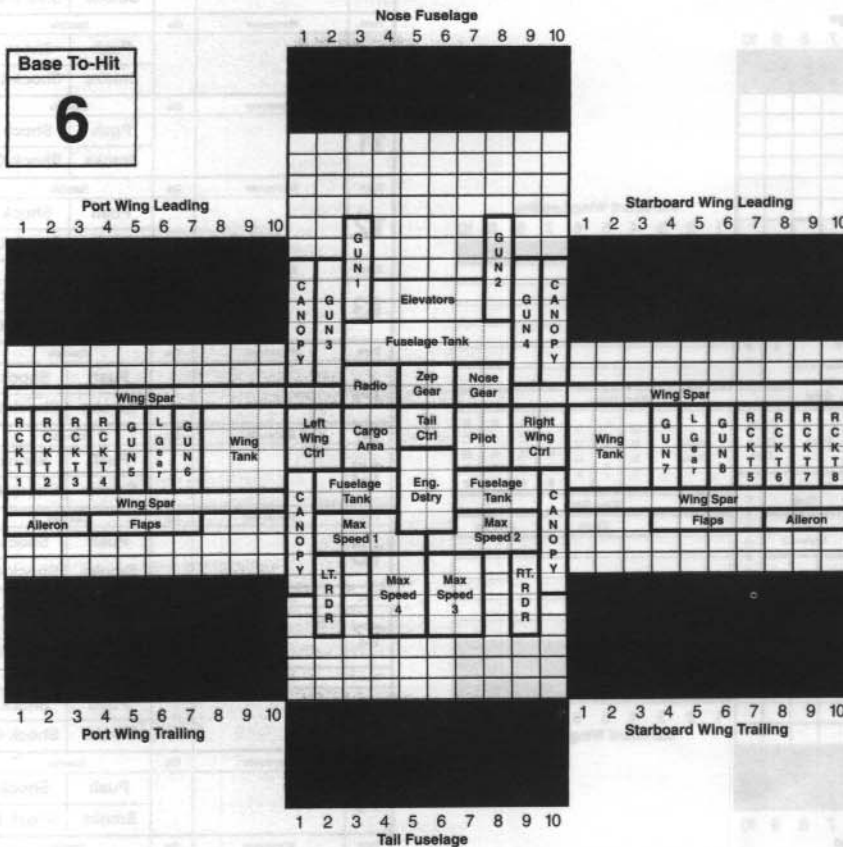
Pilot Name	Kills	Squadron Name	Plane Name
Natural Touch	Sixth Sense	Dead Eye	Steady Hand
Constitution	Quick Draw		

GUNS	1	2	3	4	5	6	7	8
Caliber	30	30	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	

Base To-Hit
6



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 4 Max Gs Starboard
4 3 2 1 0 3 0 1 2 3 4
2
1
0 0 0
1 1
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								

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 internal structure of a biplane, showing the fuselage, wings, and various mechanical components. The fuselage is divided into sections labeled 1 through 10. The wings are also labeled with numbers 1 through 10. The diagram includes a 'Base To-Hit' box with the number 6, indicating a specific point of impact or damage. The components shown include the engine, propeller, landing gear, fuel tank, oil tank, and various structural parts like the fuselage tank, wing spar, and aileron.

Base To-Hit

6

Nose Fuselage

Port Wing Leading

Starboard Wing Leading

Port Wing Trailing

Starboard Wing Trailing

Tail Fuselage

Internal Components:

- Engine
- Propeller
- Landing Gear
- Fuel Tank
- Oil Tank
- Fuselage Tank
- Wing Spar
- Aileron
- Flaps
- Elevator
- Radio
- Eng. Detry
- Pilot
- Zip Gear
- Tail Ctrl
- LT. RDR
- RT. RDR
- GUN 1
- GUN 2
- GUN 3
- GUN 4
- GUN 5
- GUN 6
- GUN 7
- GUN 8

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**

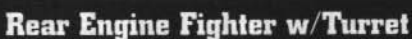
Starboard Gs Calculation
8 (Base Number)
 + Amount over Current Max.
 + 2 if Shocked
 - Pilot Natural Touch Skill
 = **Target Number**

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

Aircraft Performance

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						

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Zeppelin Record Sheet

Engines, Gas Cells, and Turrets

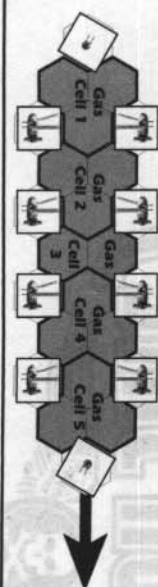
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Zeppelin Record Sheet

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)

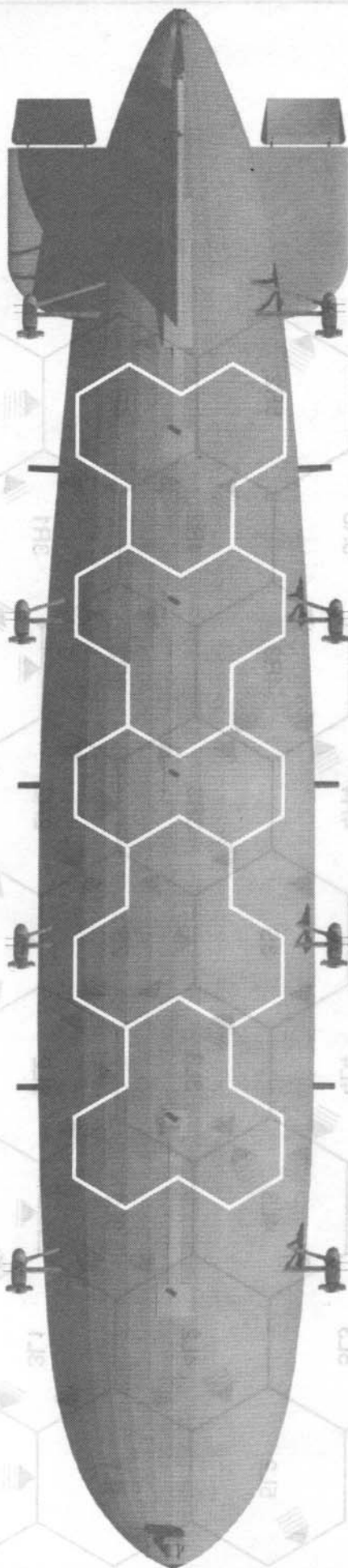
1	2	3	4	5	6	7	8	9	10

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)

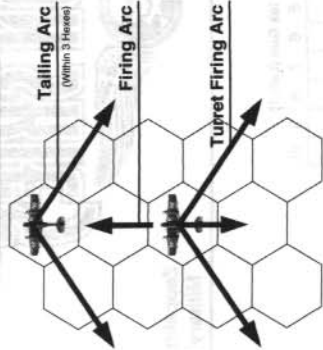
1	2	3	4	5	6	7	8	9	10

Flak Gun Destroyed



Maneuver Template

Firing/Tailing Arc Diagram

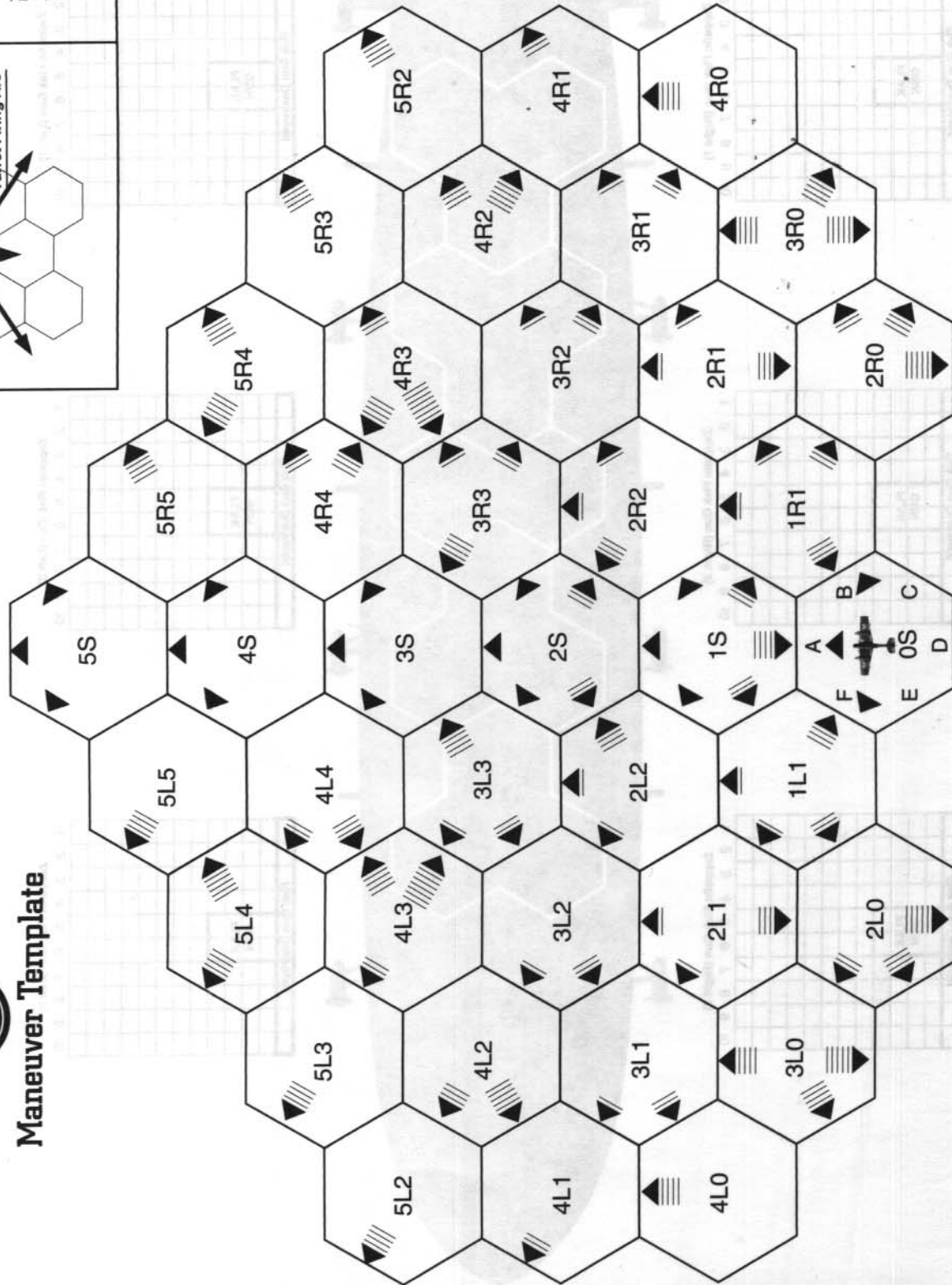


Deflection Modifier/ Hit Location Table

+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	

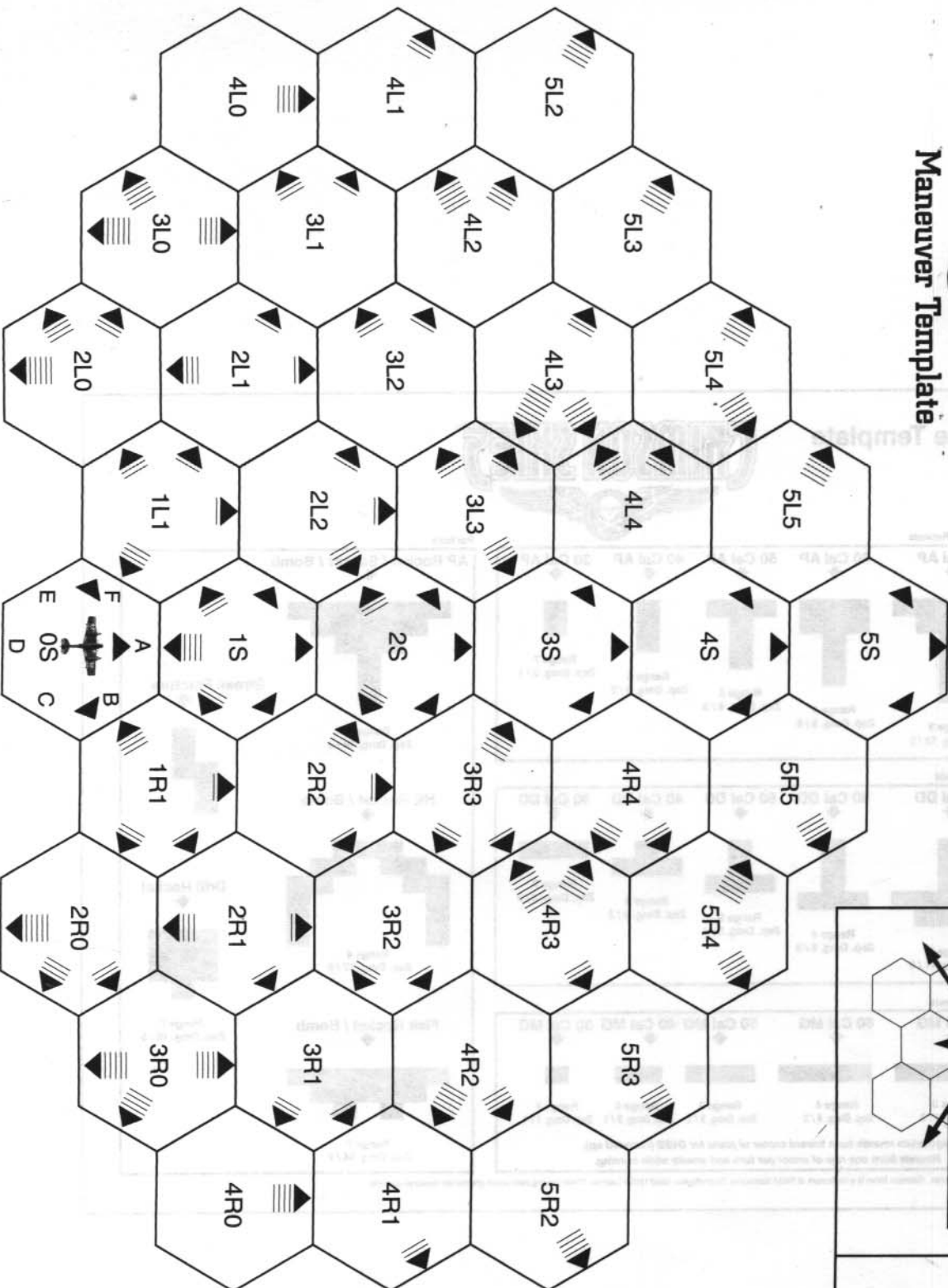
To-Hit Calculation

- 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**

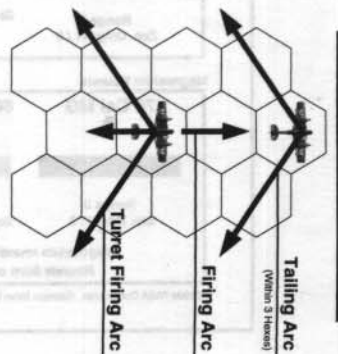




Maneuver Template



Firing/Tailing Arc Diagram



Deflection Modifier/ Hit Location Table

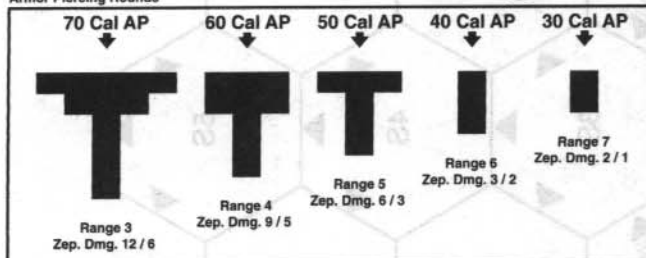
+2 To-Hit Nose Table 1-3 P. Wing 4-7 Nose 8-10 S. Wing	+3 To-Hit Star. Leading Table 1-6 Nose 7-10 S. Wing
+1 To-Hit Port Leading Table 1-6 Nose 7-10 P. Wing	+1 To-Hit Star. Trailing Table 1-6 Tail 7-10 S. Wing
+1 To-Hit Port Trailing Table 1-6 Tail 7-10 P. Wing	+0 To-Hit Tail Table 1-3 P. Wing 4-7 Tail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

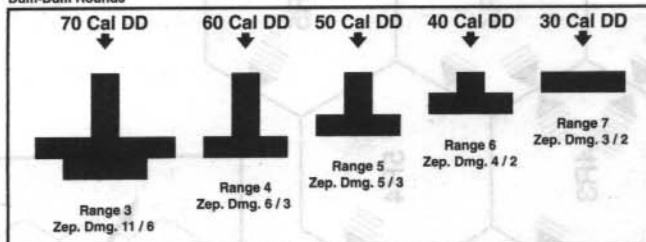
Damage Template



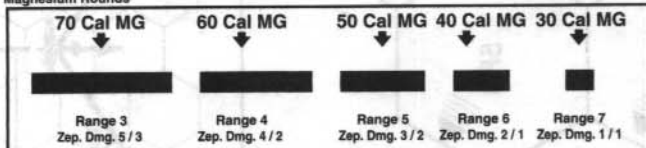
Armor Piercing Rounds



Dum-Dum Rounds

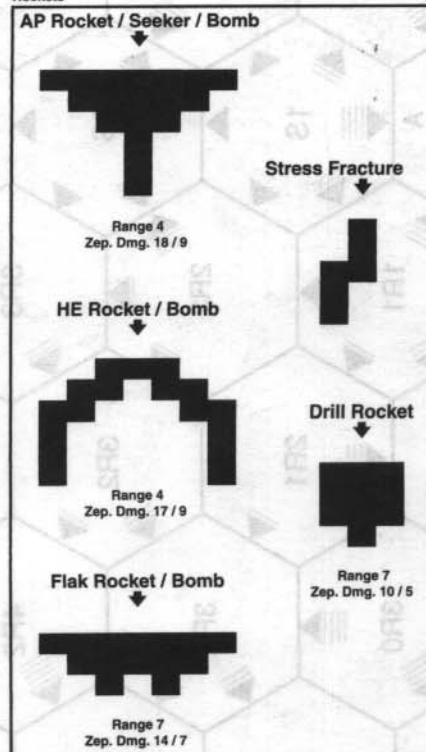


Magnesium Rounds



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



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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.