



F-4 Cheeta

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						
	Ammo	AP						
	Range	7						
Jammed								

ROCKETS	1	2	3	4	5	6	7	8									
	Type	A	P	H	E	A	P	H	E	FL	FL	D	R	S	S	FK	FK
	Range	4	4	4	4	7	7	7	7	7	7	7	7	7	7	7	7

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) _____

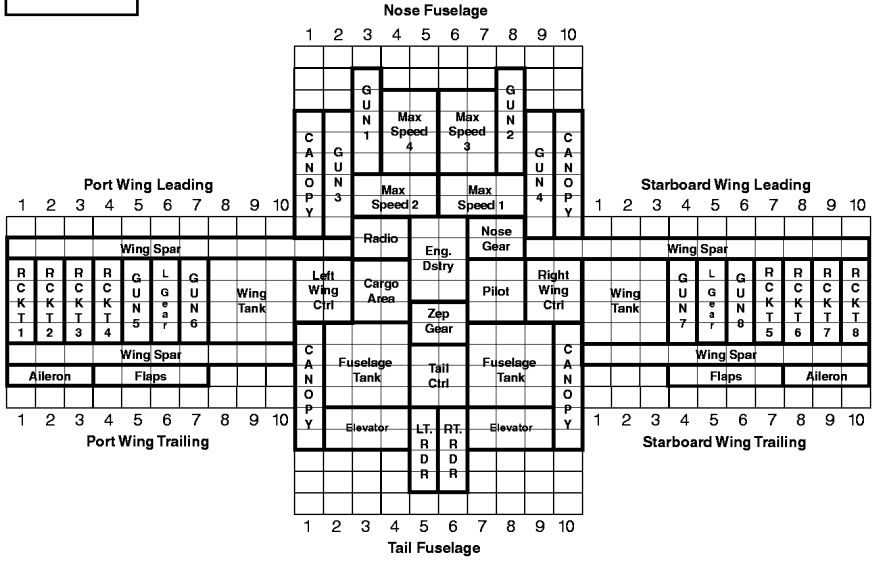
Bailed out without being shot down (-20 pts) _____

Fled engagement (-20 pts) _____

Total experience earned for mission _____

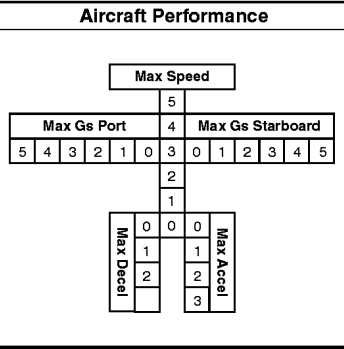
Base To-Hit

10



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