

# BLUE DAMAGE MARKERS

SMOKE	SMOKE	SMOKE	SMOKE	1 TAIL	1 TAIL	1 TAIL	1 TAIL
1 FUSELAGE	1 FUSELAGE	1 FUSELAGE	1 FUSELAGE	2 TAIL	2 TAIL	2 TAIL	2 TAIL
1 FUSELAGE	2 FUSELAGE	2 FUSELAGE	2 FUSELAGE	4 FUSELAGE (Test for Crew Wound)	4 FUSELAGE (Test for Crew Wound)	3 FUSELAGE (Test for Crew Wound)	3 FUSELAGE (Test for Crew Wound)
1 WING	1 WING	1 WING	4 FUSELAGE	4 FUSELAGE	2 FUSELAGE (Test for Crew Wound)	2 FUSELAGE (Test for Crew Wound)	2 FUSELAGE (Test for Crew Wound)
2 WING	2 WING	2 WING	2 WING	3 WING	3 WING	3 WING	3 WING
4 WING	4 WING	4 WING	4 WING	1 ENGINE	1 ENGINE	1 ENGINE	1 ENGINE
1 WEAPON DESTROYED 2 FUSELAGE	1 WEAPON DESTROYED 2 FUSELAGE	Test for Observer Wound May not fire for 3 turns 3 FUSELAGE	2 ENGINE	2 ENGINE	2 ENGINE	1 ENGINE	1 ENGINE
3 FUSELAGE (Test for Crew Wound)	Test for Observer Wound May not fire for 3 turns 3 FUSELAGE	Test for Observer Wound May not fire for 3 turns 3 FUSELAGE	FABRIC TEAR: No restricted maneuver 4 WING	FABRIC TEAR: No restricted maneuver 4 WING	FABRIC TEAR: No restricted maneuver 4 WING	FABRIC TEAR: No restricted maneuver 4 WING	ENGINE DAMAGE 2 ENGINE 1 FUSELAGE
STRUTS DAMAGED No restricted maneuver 1 TAIL	STRUTS DAMAGED No restricted maneuver 1 TAIL	Test for Observer Wound May not fire for 3 turns 3 FUSELAGE	Test for Pilot Wound Must do straight maneuver next turn 1 FUSELAGE	Test for Pilot Wound Must do straight maneuver next turn 1 FUSELAGE	Test for Pilot Wound Must do straight maneuver next turn 1 FUSELAGE	Test for Pilot Wound Must do straight maneuver next turn 1 FUSELAGE	ENGINE DAMAGE 2 ENGINE 1 FUSELAGE