
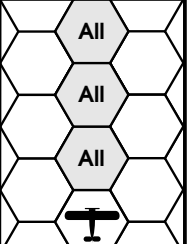


H = May fire at targets one altitude level higher
 L = May fire at targets one altitude level lower
 Blind Spot 2 = May not fire at targets at one altitude level lower


All = May attack High, Low and Same Level targets in these hexes
 S = May fire at targets at the same altitude level
 Blind Spot 1 = May not fire at targets at same altitude or lower

Fire Template 1 

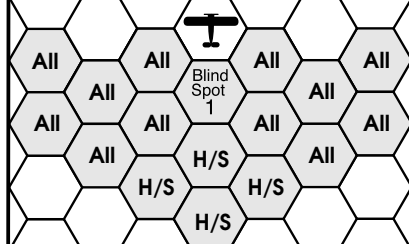
▲ Aircraft's front facing




May fire 1 altitude level higher, or lower, or at targets same altitude. If a rigid machine gun, on the following movement phase, aircraft will have to dive if it fires a long or medium burst at lower targets; aircraft will have to climb if it fires at higher targets.

Fire Template 2 

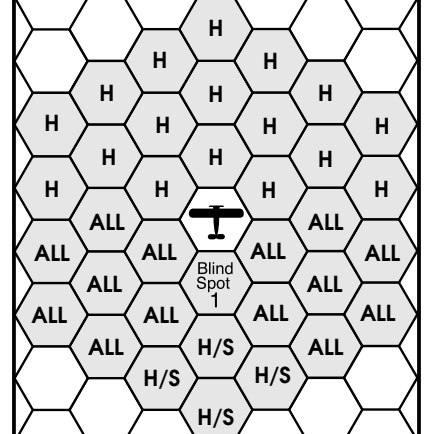
▲ Aircraft's front facing




Blind Spot 1

Fire Template 3 

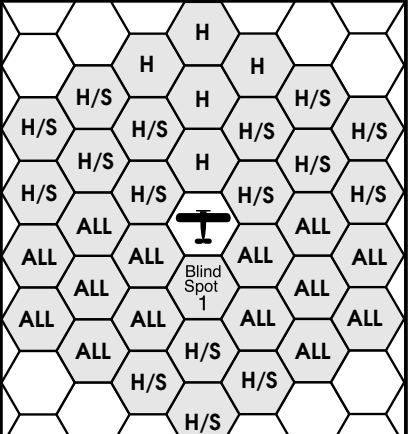
▲ Aircraft's front facing




Blind Spot 1

Fire Template 4 

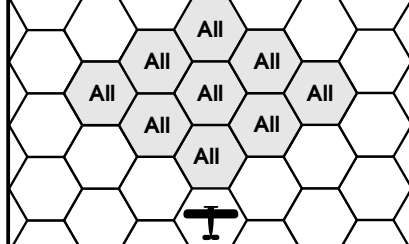
▲ Aircraft's front facing




Blind Spot 1

Fire Template 5 

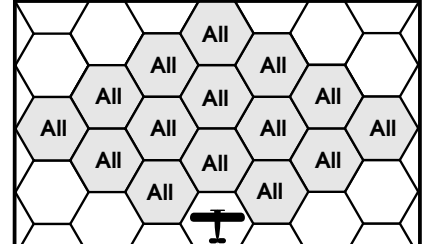
▲ Aircraft's front facing




Blind Spot 1

Fire Template 7 

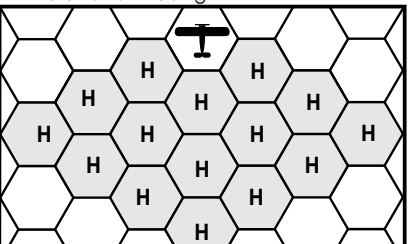
▲ Aircraft's front facing




Blind Spot 1

Fire Template 8 

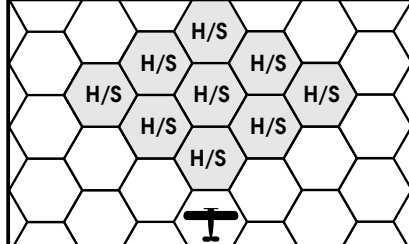
▲ Aircraft's front facing




Blind Spot 1

Fire Template 6 

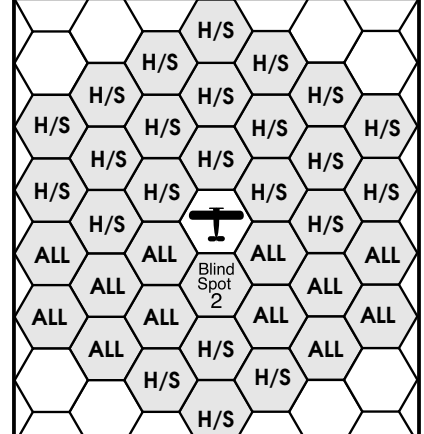
▲ Aircraft's front facing




Blind Spot 1

Fire Template 11 

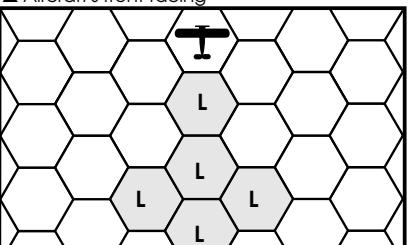
▲ Aircraft's front facing




Blind Spot 2

Fire Template 9 

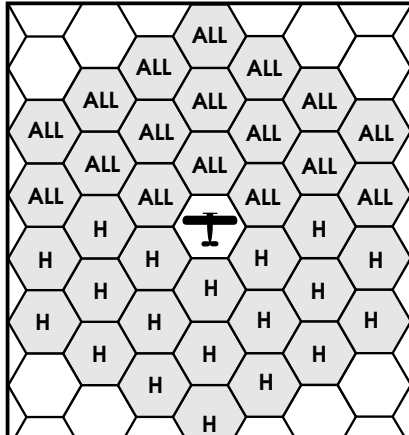
▲ Aircraft's front facing




Blind Spot 1

Fire Template 10 

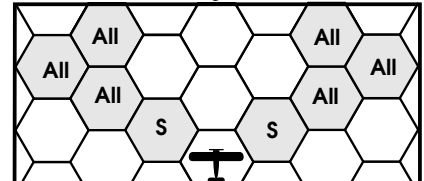
▲ Aircraft's front facing




Blind Spot 1

Fire Template 14 

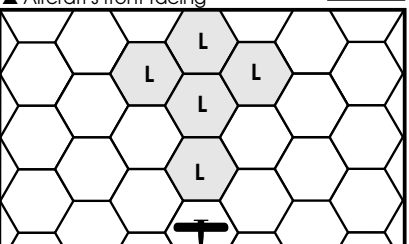
▲ Aircraft's front facing




Blind Spot 1

Fire Template 12 

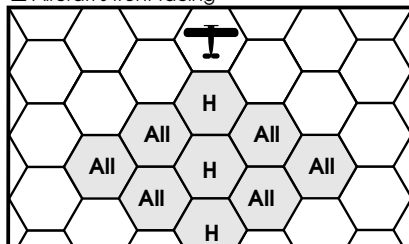
▲ Aircraft's front facing





Blind Spot 1

Fire Template 13 

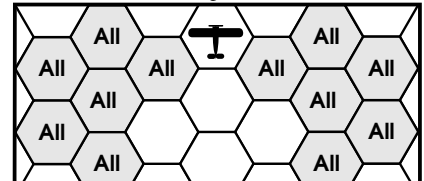
▲ Aircraft's front facing



Blind Spot 1

Fire Templates 15 & 16  

▲ Aircraft's front facing



Blind Spot 1