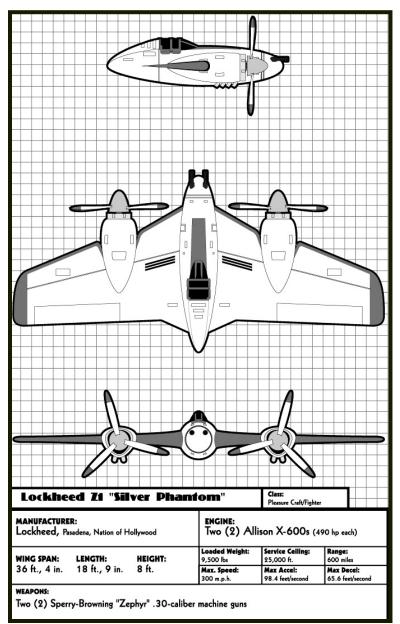


## Lockheed Zt "Silver Phantom"



The prototype "Phantom" was an early 1930s flying wing concept model originally designed by Rolls-Royce and developed in North America after the patent was purchased by Lockheed. Only 50 such aircraft were produced, each painted a bright, polished silver color (spawning the nickname "Silver Phantom." Though never produced in large numbers, the Z1 contributed to the development of the Hughes-Lockheed Firebrand.

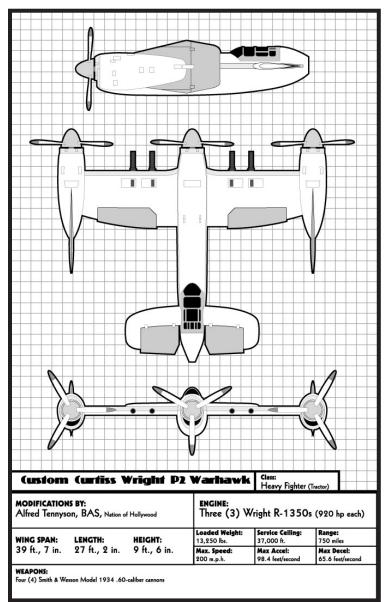
The Lockheed Z1 (as it was designated) was not a combat aircraft—it possessed limited armor and even less weaponry; instead it was designed as a personal aircraft, a luxury item for the wealthy. It was, however, highly maneuverable. The plane's twin props were designed to spin at variable speeds; when making a port turn, the

port side engine would decrease RPMs, while the starboard prop would increase power. This feature—popular briefly in the mid-1930s—has since fallen out of favor, as it makes the craft very difficult to control.

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Redlining Engine 8 (Base Number) + Amount over Curr + 2 if Shocked	Flips  5 6 7 8 9  Wing Trailing  Calculation  ent Max.  Skill	Stalling Calcula  8 (Base Numb + Amount over + 2 if Shocked	Pilot   Wing   Cal   Gear   Gear   Cal   Gear   Cal   Gear   Cal   Gear   Cal   Ca	1 2 Starb	N	7 8 9 10  Trailing  formance	15 Turn 16 Turn 17 Turn 18 Turn 19 Turn 20 Turn 21	Maneuver  Maneuver  Maneuver  Maneuver  Maneuver	Gs Gs Gs Gs	Spoke  Spoke  Push  Smoke  Push  Smoke  Push  Smoke  Push  Smoke  Push  Smoke  Push	Shock Shock-G dais Shock	Jammed Jammed Jammed Jammed Jammed
Redlining Engine 8 (Base Number) + Amount over Curr + 2 if Shocked - Pilot Natural Touch	Flips  5 6 7 8 9  Wing Trailing  Calculation  ent Max.  Skill	Stalling Calcula  Stalling Calcula  (Base Numb  + Amount over  + 2 if Shocked  - Pilot Natural To	Pilot   Wing   Cal   Gear   Gear   Cal   Gear   Cal   Gear   Cal   Gear   Cal   Ca	1 2 Starb	Wing Spar  Flaps  Aircraft Per  Max Spar  (G) Port 4	7 8 9 10  Trailing  formance	15 Turn 16 Turn 17 Turn 18 Turn 19 Turn 20 Turn 21 Turn 22	Maneuver  Maneuver  Maneuver  Maneuver  Maneuver  Maneuver	G: G: G: G: G: G: G:	Spoke Push Smoke Spoke Spoke Spoke Spoke Spoke Spoke	Shock Shock-G dais Shock Shock-G	Jammed Jammed Jammed Jammed Jammed
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Redlining Engine 8 (Base Number) + Amount over Curr + 2 if Shocked - Pilot Natural Touch = Target Numb  Starboard Gs Cald	Calculation ent Max. Skill	Stalling Calcul  Stalling Calcul  B (Base Numb + Amount over + 2 if Shocked - Pilot Natural To  Target Nu  Port Gs Calcul	Zep Gear Gal	1 2 Starb	Aircraft Per    Max Sport   4   3   2   1   0   3   2   1   0   3   2   1   0   0   0   0   0   0   0   0   0	7 8 9 10 Trailing  formance  Max Gs Starboard 0 1 2 3 4 5	15 Turn 16 Turn 17 Turn 18 Turn 19 Turn 20 Turn 21 Turn	Maneuver  Maneuver  Maneuver  Maneuver  Maneuver  Maneuver	G: G: G: G: G: G: G:	Spoke Push Smoke Spoke Spoke Spoke Spoke Spoke Spoke	Shock Shock-G dais Shock Shock-G	Jammed Jammed Jammed Jammed Jammed
Redlining Engine 8 (Base Number) + Amount over Curr + 2 if Shocked - Pilot Natural Touch = Target Numb  Starboard Gs Calc 8 (Base Number)	Calculation ent Max. Skill er	Stalling Calcula  8 (Base Numb + Amount over + 2 if Shocked - Pilot Natural Taget Nu  Port Gs Calcula 8 (Base Numb	Pilot   Wing   Cal   Gear   Cal   Gear   Cal	1 2 Starb	Aircraft Per    Max Sport   4   3   2   1   0   3   2   1   0   3   2   1   0   0   0   0   0   0   0   0   0	7 8 9 10  Trailing  formance  Max Gs Starboard 0 1 2 3 4 5	15 Turn 16 Turn 17 Turn 18 Turn 19 Turn 20 Turn 21 Turn 22	Maneuver  Maneuver  Maneuver  Maneuver  Maneuver  Maneuver	G: G: G: G: G: G: G:	Spoke Push Smoke Spoke Spoke Spoke Spoke Spoke Spoke Spoke Spoke Spoke	Shock Shock-G dats	Jammed Jammed Jammed Jammed Jammed
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Redlining Engine 8 (Base Number) + Amount over Curr + 2 if Shocked - Pilot Natural Touch = Target Numb  Starboard Gs Calc 8 (Base Number) + Amount over Curr + 2 if Shocked	Calculation ent Max. Skill er culation ent Max.	Stalling Calcula  8 (Base Numb + Amount over + 2 if Shocked - Pilot Natural Te = Target Num  Port Gs Calcula 8 (Base Numb + Amount over + 2 if Shocked - Pilot Natural Te - Target Numb + Amount over + 2 if Shocked	Zep Gear Call Grant Gran	1 2 Starb	N   1   N   N   N   N   N   N   N   N	7 8 9 10 Trailing  formance  Max Gs Starboard 0 1 2 3 4 5	15 Turn 16 Turn 17 Turn 18 Turn 19 Turn 20 Turn 21 Turn 22 Turn	Maneuver  Maneuver  Maneuver  Maneuver  Maneuver  Maneuver  Maneuver	G: G	Smoke Spe Push Smoke	Shock Shock-G dais Shock Shock-G	Jammed  Jammed  Jammed  Jammed  Jammed  Jammed
Redlining Engine 8 (Base Number) + Amount over Curr + 2 if Shocked - Pilot Natural Touch = Target Numb  Starboard Gs Calc 8 (Base Number) + Amount over Curr	Calculation ent Max. Skill er culation ent Max. Skill	Stalling Calculation (Sale Number + 2 if Shocked - Pilot Natural To = Target Number + Amount over + 2 if Shocked - Pilot Natural To = Target Number + Amount over	Zep Gear Cal Gear Gear Gear Gear Gear Gear Gear Gear	1 2 Starb	Aircraft Per    Max Sport   4   3   2   1   0   3   2   1   0   3   2   1   0   0   0   0   0   0   0   0   0	7 8 9 10  Trailing  formance  Max Gs Starboard 0 1 2 3 4 5	15 Turn 16 Turn 17 Turn 18 Turn 19 Turn 20 Turn 21 Turn 22 Turn 23	Maneuver  Maneuver  Maneuver  Maneuver  Maneuver  Maneuver  Maneuver	G: G	Spoke Push Smoke Spoke Push Smoke Spoke Push Smoke Spoke	Shock Shock-G data	Jammed  Jammed  Jammed  Jammed  Jammed  Jammed



# "Lightning Girl"



This custom-modified P2 Warhawk, once a favorite of Paladin Blake, was a very special lady. Blake's right-hand man, Tennyson, fine-tuned and specially refitted the Wright R-1350 engines to coax out maximum performance. Tenny also stripped some armor off the Warhawk and trimmed some of the superstructure to reduce the plane's weight. The net result is a Warhawk that is about 30% faster—with three times the pickup!—but with a net loss of durability, both in terms of armor and G-stress.

Tennyson also had the Sperry-Browning .60-caliber cannons replaced with Smith & Wesson .60-calibers, possibly out of belief in superior manufacturing; the Smith & Wesson design is somewhat more efficient and less likely to jam. Tennyson has taken advantage of this and fire-linked the cannon to maximize firepower.

Though Lightning Girl was destroyed in 1934, Curtiss-Wright has recently approached Blake Aviation Security for permission to release an authorized "Paladin Blake" version of the P2 Warhawk. Look for it in 1938!

					Turn	Maneuver	Gs	Specials	Jammed
	KIREST				1			Push Shock	
					Turn	Maneuver	Gs	Smoke Shock-G	Jammed
		V-1:0-10	747	DO 111 1	2			Push Shock	
Pilot Name	Kills	Squadron Name	uruss-wright	P2 Warhawk	Turn	Maneuver	Gs	Smoke Shock-G	Jammed
Paladin Blake	curity "Li	3	Malleurei	- u	Push Shock	Jannined			
2.51.5 1300 (2.53113)	39333		0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 - 0.000 -					Smoke Shock-G	
Natural Touch Sixth Sense	Dead Eye Steady Hand		Constitution Quick Draw		Turn	Maneuver	Gs	Specials Push Shock	Jammed
6 8	7	9	5	7	4			Smoke Shock-G	
GUNS   1 2 3	4 5 6	5 7 8	Combat Experience:	ience Points	Turn	Maneuver	Gs	Specials Push Shock	Jammed
Caliber	60 60	0 60 60	Survived Mission & Inflicted 1st Kill of mission (20 pts	)	5			Smoke Shock-G	
Ammo			2nd Kill of mission (40 pt 3rd Kill of mission (60 pt	.)	Turn	Maneuver	Gs	Specials Push Shock	Jammed
Range		1 1 1	Additional Kills (80 pts e	ach)	6			Smoke Shock-G	
Jammed		+	Successful landing or zeppe Retrieved "memento" during		Turn	Maneuver	Gs	Specials Push Shock	Jammed
74			Rescued cargo or passenger Bailed out without being sh	(10 pts)	7			Smoke Shock-G	
ROCKETS 1 2 3	4 5	7 8	Fled engagement (-20 pts		Turn	Maneuver	Gs	Specials	Jammed
Туре			Total experience earne	d for mission	8			Push Shock Smoke Shock-G	
Range			Notes I: I. :	C: II 40 III	Turn	Maneuver	Gs	Specials	Jammed
				g Girl's .60-caliber e-linked (in pairs)	9			Push Shock Smoke Shock-G	
		Fuselage	and are half as	likely to jam; they	Turn	Maneuver	Gs	Specials	Jammed
Base To-Hit	1 2 3 4	5 6 7 8 9 10	jam ir the to-ni	t roll fails by 2 or	10			Push Shock	
2			more during a "d attempt.	double-down	Turn	Maneuver	Gs	Smoke Shock-G	Jammed
<b>Z</b>			- Cttempt:		11			Push Shock	
					Turn	Maneuver	Gs	Smoke Shock-G	Jammed
Port Wing Leading			Starboard Win		12			Push Shock	
1 2 3 4 3 0 7 0	G U N Max \$	G U	1 1 3 4 3 6	, , , ,	Turn	Maneuver	Gs	Smoke Shock-G	Jammed
	C T	peed Max Speed N 2 C G A			13	maneurei	- u	Push Shock	January
	N U	Max N O			200			Smoke Shock-G	
	y Speed 2	Speed 1 y		+++++	14	Maneuver	Gs	Push Shock	Jammed
Wing Spar	16	Eng. Datry Right	Wing Spar	R R R R	8 8			Smoke Shock-G	
C C C C U G U	Wing Wing Cargo Tank Ctrl Area	Pilot Wing Zep Ctrl	Wing U G U	C C C C	Turn	Maneuver	Gs	Push Shock	Jammed
1 2 3 4 5 7 6 Wing Spar		Gear	7 , 8 Wing Spa	5 6 7 8	15			Smoke Shock-G	
Aileton Flaps	A Fundage N Tank	Tail Fuselage A Ctrl Tank N	Flaps	Aileron	Turn	Maneuver	Gs	Specials Push Shock	Jammed
	P	LT. RT. Elevator Y			16			Smoke Shock-G	
		R R D D R R			Turn	Maneuver	Gs	Specials Push Shock	Jammed
					17			Smoke Shock-G	
					Turn	Maneuver	Gs	Specials Push Shock	Jammed
1 2 3 4 5 6 7 8			1 2 3 4 5 6		18			Smoke Shock-G	
Port Wing Trailing			Starboard Win	is italilla	Turn	Maneuver	Gs	Specials  Push Shock	Jammed
	1 0 2 1	E			19			Push Shock Smoke Shock-G	
		5 6 7 8 9 10 Fuselage			Turn	Maneuver	Gs	Specials	Jammed
					20			Push Shock Smoke Shock-G	
Redlining Engine Calculation	Stalling Calcula	tion	Aircraft P	erformance	Turn	Maneuver	Gs	Specials	Jammed
8 (Base Number) 8 (Base Number)			Max	Speed	21			Push Shock Smoke Shock-G	
+ Amount over Current Max. + 2 if Shocked + 2 if Shocked					Turn	Maneuver	Gs	Specials	Jammed
<ul> <li>Pilot Natural Touch Skill</li> <li>Target Number</li> </ul>	- Pilot Natural Tou = Target Nun	N/	Max Gs Port   2   1   0	3 0 1 2	22			Push Shock	
PAGE 1000 1000 1000 1000 1000 1000 1000 10		13		2	Turn	Maneuver	Gs	Smoke Shock-G	Jammed
Starboard Gs Calculation 8 (Base Number)	Port Gs Calcula 8 (Base Numbe	September 2011	<b>3</b> 0	0 0 2	23			Push Shock	
+ Amount over Current Max. + Amount over Current Max.			Max Decel	1 2 Accel	Turn	Maneuver	Gs	Smoke Shock-G	Jammed
- Pilot Natural Touch Skill - Pilot Natural Touch Skill			lë 📑	3 8	24			Push Shock	
= Target Number	= Target Nun	nber						Smoke Shock-G	







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