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This file should be printed on card stock, and duplexed on the long edge.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20


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#




UNIT NAME




AVID




Nose




Aft




Left




Right



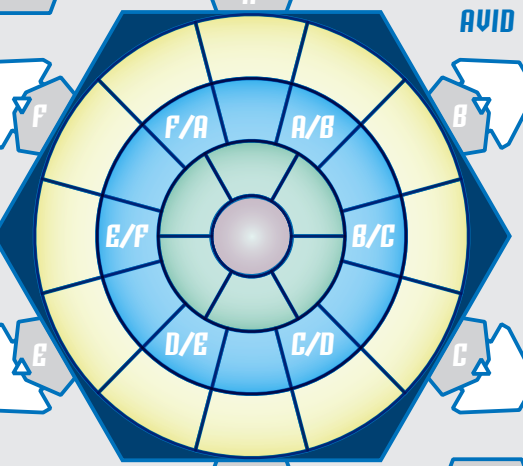
Top




Bttm.




Mid





+M

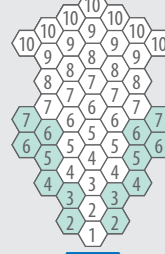


-P

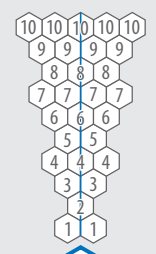
**VERTICAL PLOTTING GRID**

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**HORIZONTAL PLOTTING GRID**

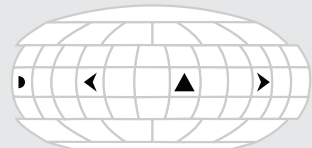



HEX  
EDGE




HEX  
CORNER

**TARGET BEARING**





ECM



ECCM


S	T	U	V	W	X	Y	Z		

S	T	U	V	W	X	Y	Z		


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1	2	3	4	5	6	7	8	9	10
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1	2	3	4	5	6	7	8	9	10
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
UNIT NAME




AVID




Nose




Aft




Left




Right



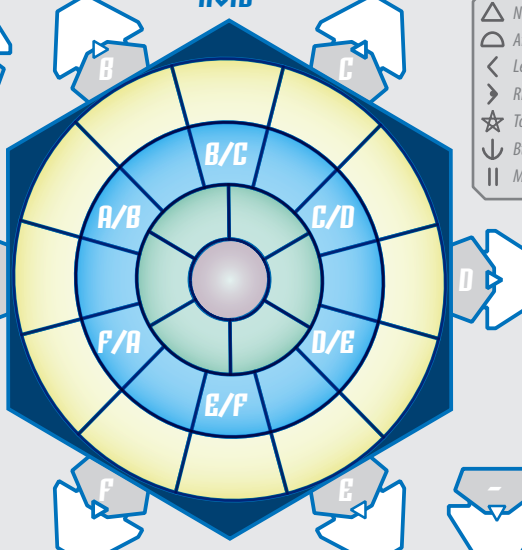
Top




Bttm.




Mid





+M

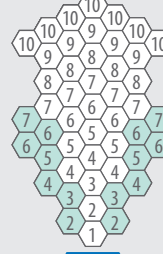


-P

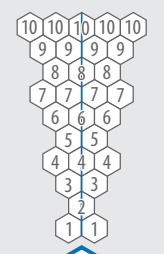
**VERTICAL PLOTTING GRID**

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**HORIZONTAL PLOTTING GRID**

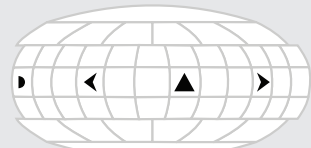



HEX  
EDGE




HEX  
CORNER

**TARGET BEARING**





ECM



ECCM

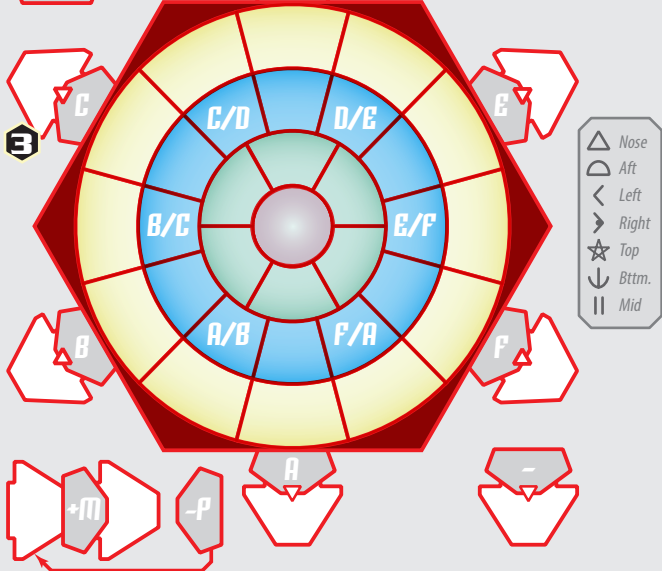
S	T	U	V	W	X	Y	Z		

S	T	U	V	W	X	Y	Z		

MOVE CARD / COPYRIGHT (C) 2013 AD ASTRA GAMES v833

1 2 3 4 5 6 7 8 9 10  
11 12 13 14 15 16 17 18 19 20

# UNIT NAME  
AVID

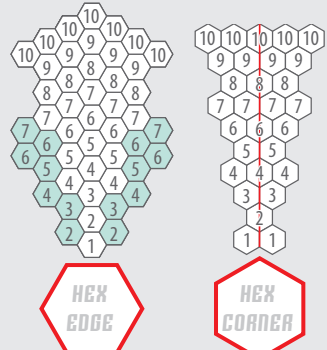


- △ Nose
- ▽ Aft
- < Left
- > Right
- ☆ Top
- ↓ Bttm.
- || Mid

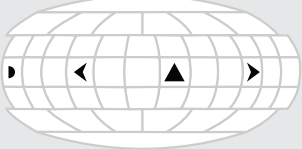
VERTICAL PLOTTING GRID



HORIZONTAL PLOTTING GRID



TARGET BEARING

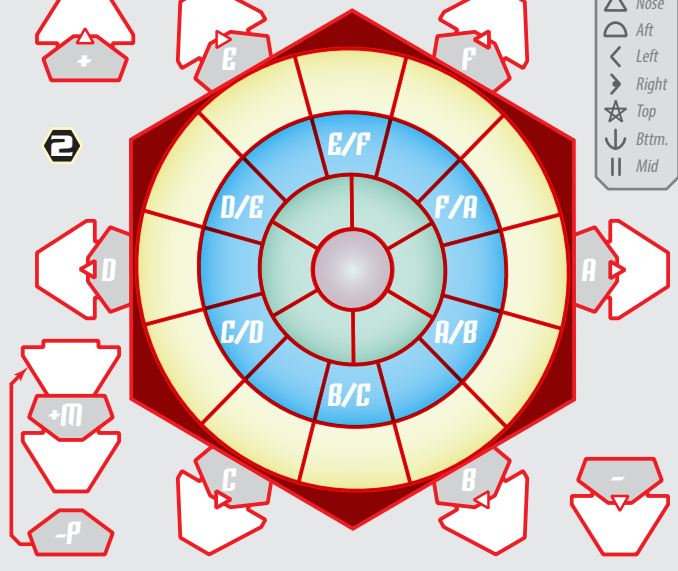


ECM ECCM

S T U V W X Y Z

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# UNIT NAME  
AVID

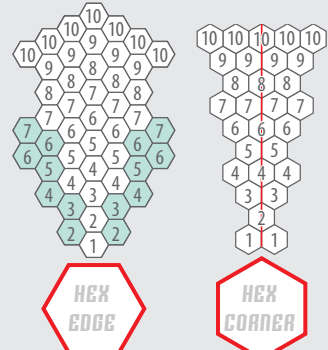


- △ Nose
- ▽ Aft
- < Left
- > Right
- ☆ Top
- ↓ Bttm.
- || Mid

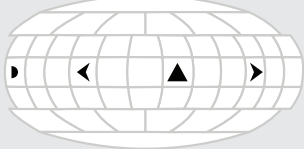
VERTICAL PLOTTING GRID



HORIZONTAL PLOTTING GRID



TARGET BEARING



ECM ECCM

S T U V W X Y Z