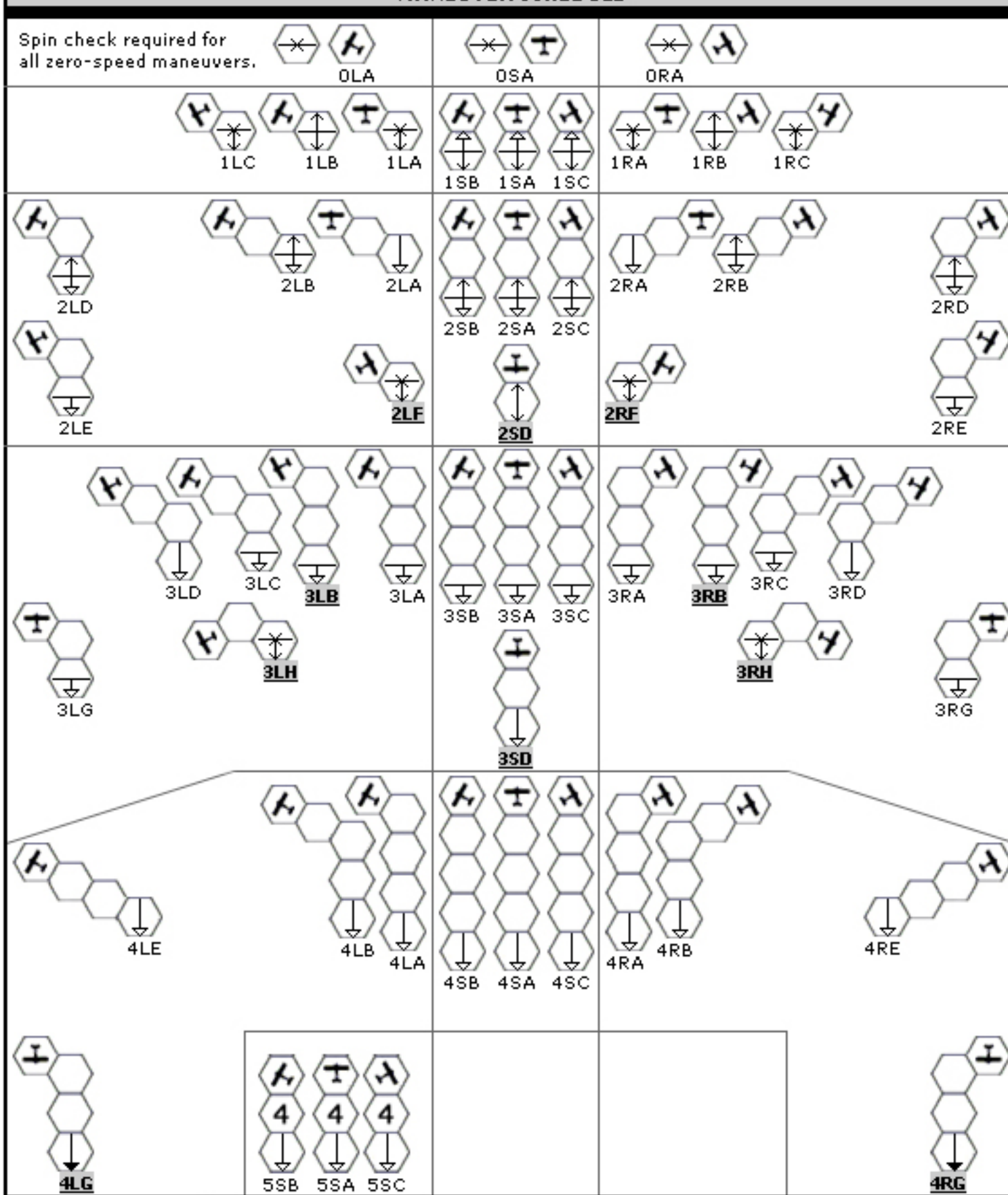


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
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35		

ME 109E

PERFORMANCE					
Acceleration	2				
Deceleration	2				
Climb	3				
Dive	3				

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	0
Ammo: □□□□□ □□□□						
2 x 7.9mm MG	1	↕	2	1	1	0
Ammo: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □						

DAMAGE	
Engine 1	□□□□□ ○○○
Wings:	□□□□□ □□□□□ □□□□□ □□□□□ ○○○○○
Fusel.:	□□□□□ □□□□□ □□□□□ ○○○○○
Pilot	M S D

NOTES

↗ May climb max ↗ May climb 1-2 ↑ May climb 1 — Level flight allowed ↓ May dive 1 ↘ May dive max ▼ MUST dive 2+ ✕ Level this turn but MUST dive next turn