

MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



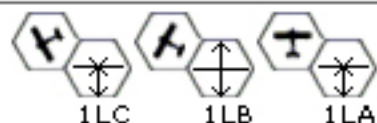
0LA



0SA



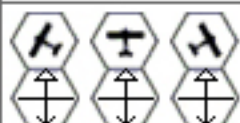
0RA



1LC

1LB

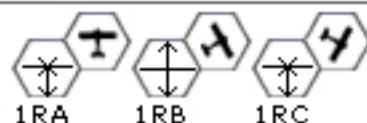
1LA



1SB

1SA

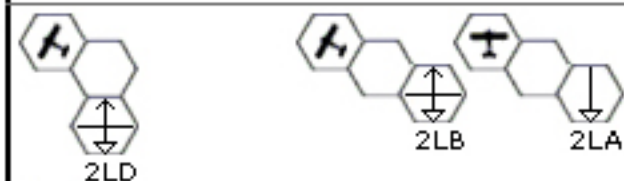
1SC



1RA

1RB

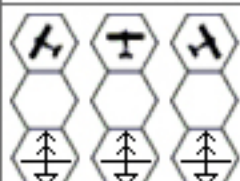
1RC



2LD

2LB

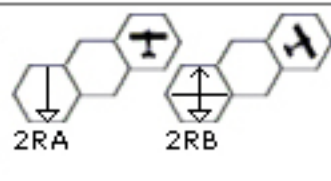
2LA



2SB

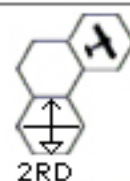
2SA

2SC



2RA

2RB

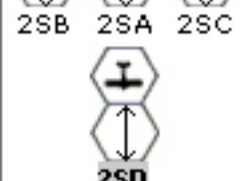


2RD



2LE

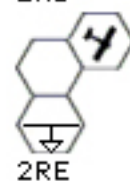
2LF



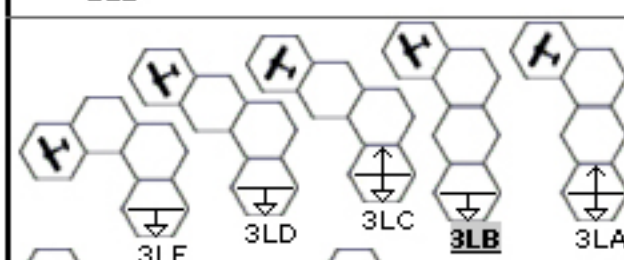
2SD



2RF



2RE



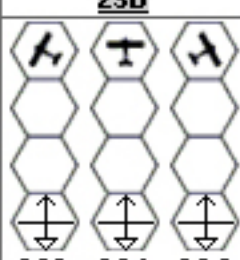
3LE

3LD

3LC

3LB

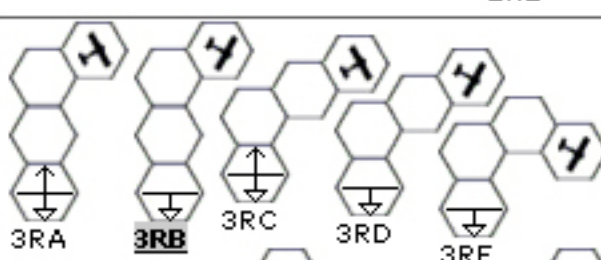
3LA



3SB

3SA

3SC



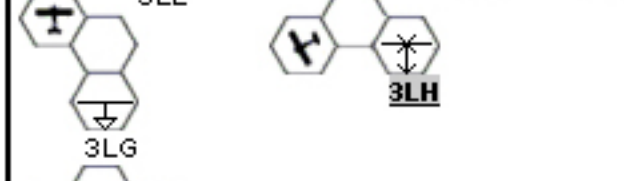
3RA

3RB

3RC

3RD

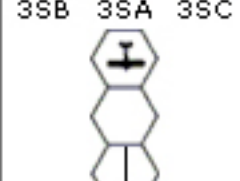
3RE



3LH

3LG

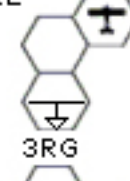
3LJ



3SD

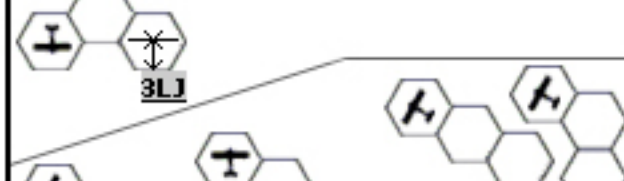


3RH



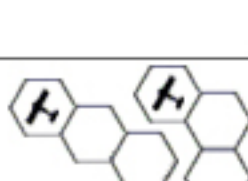
3RG

3RJ



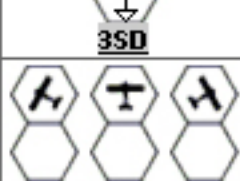
4LE

4LD



4LB

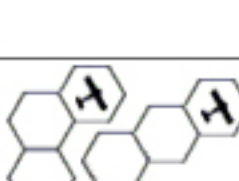
4LA



4SB

4SA

4SC



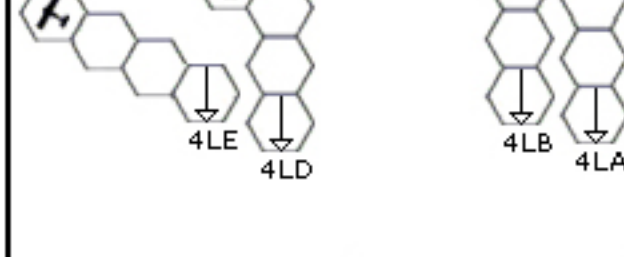
4RA

4RB



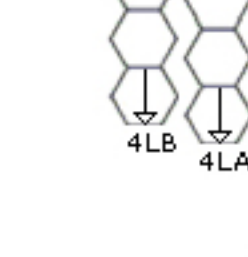
4RD

4RE



4LE

4LD



4LB

4LA



4SB

4SA

4SC



4RA

4RB



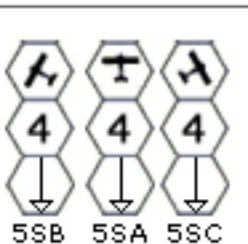
4RD

4RE



4LE

4LD



5SB

5SA

5SC



4RA

4RB



4RD

4RE

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

ME 109F



PERFORMANCE

Acceleration	3
Deceleration	2
Climb	3
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1 x 20mm CN	1	↕	4	3	2	1

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