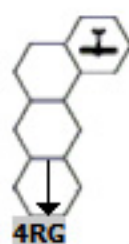
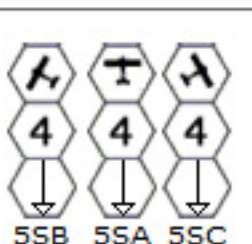
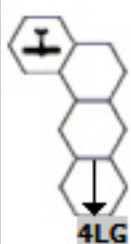
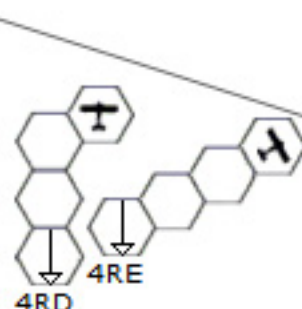
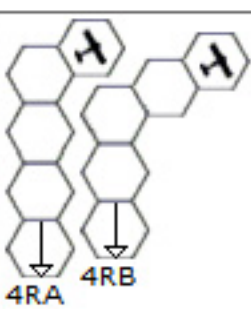
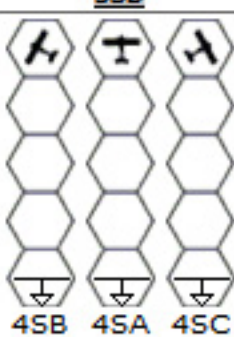
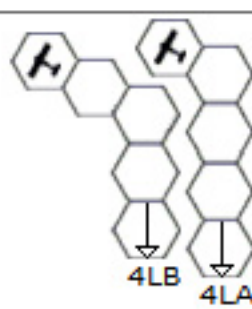
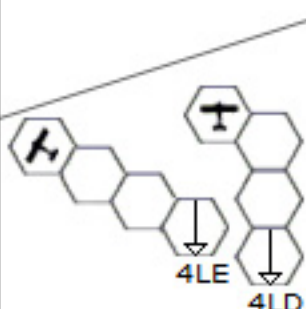
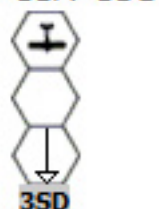
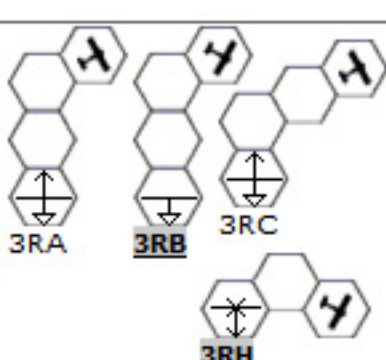
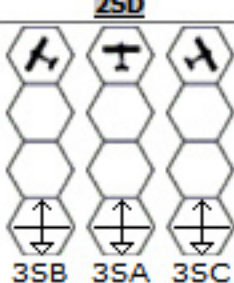
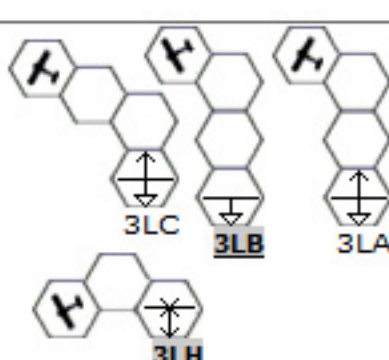
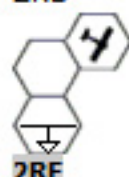
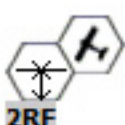
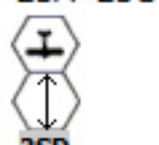
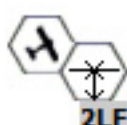
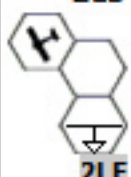
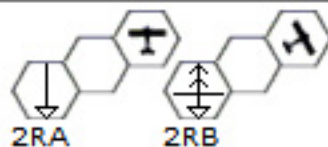
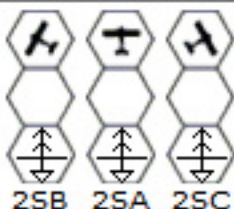
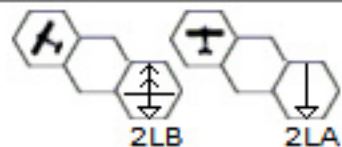
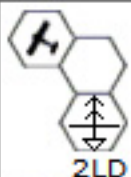
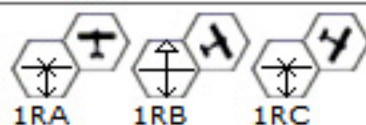
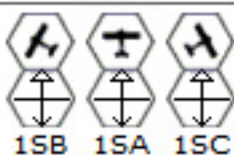
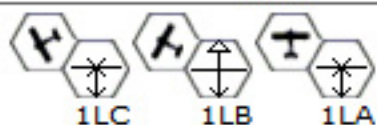
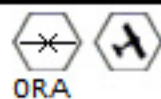
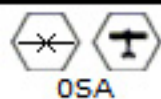


## MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
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## ME 109G-6 V2



### PERFORMANCE

Acceleration	3
Deceleration	2
Climb	3
Dive	3

### FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 13mm MG	1	↕	4	3	2	1
Ammo: □□□□ □□□□ □□□□						
1 x 30mm CN	1	↕	4	2	1	0
Ammo: □□□□ □□□□ □□						

### DAMAGE

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

### NOTES

May be loaded with 1 small or medium bomb.

30mm Cannon: Roll to hit separately, treat L results as H, and treat H results as 2H (concentrated).