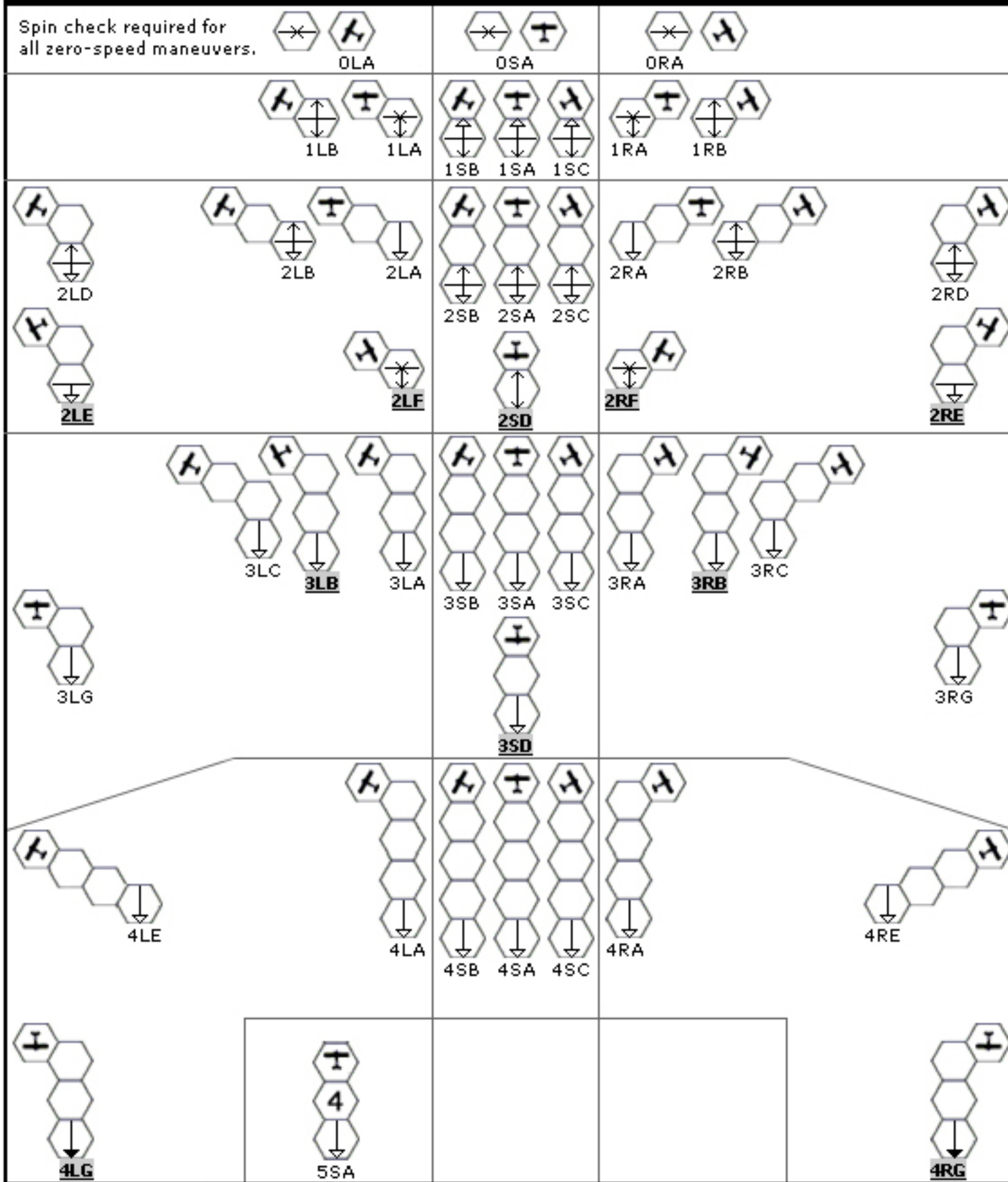


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
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33		
34		
35		

Me 110C

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	0
Ammo: □□□□ □□□□ □□□□ □□						
4 x 7.9mm MG	1	↕	4	3	2	0
Ammo: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□						
1 x 7.9mm MG	5	↑	1	1	1	0
Ammo: □□□□ □□□□ □□□□						

DAMAGE

Engine 1	□□□□ □□□
Engine 2	□□□□ □□□
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Pilot	M S D
Dorsal Gunner	M S D

NOTES

May carry two medium bombs.

↗ 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