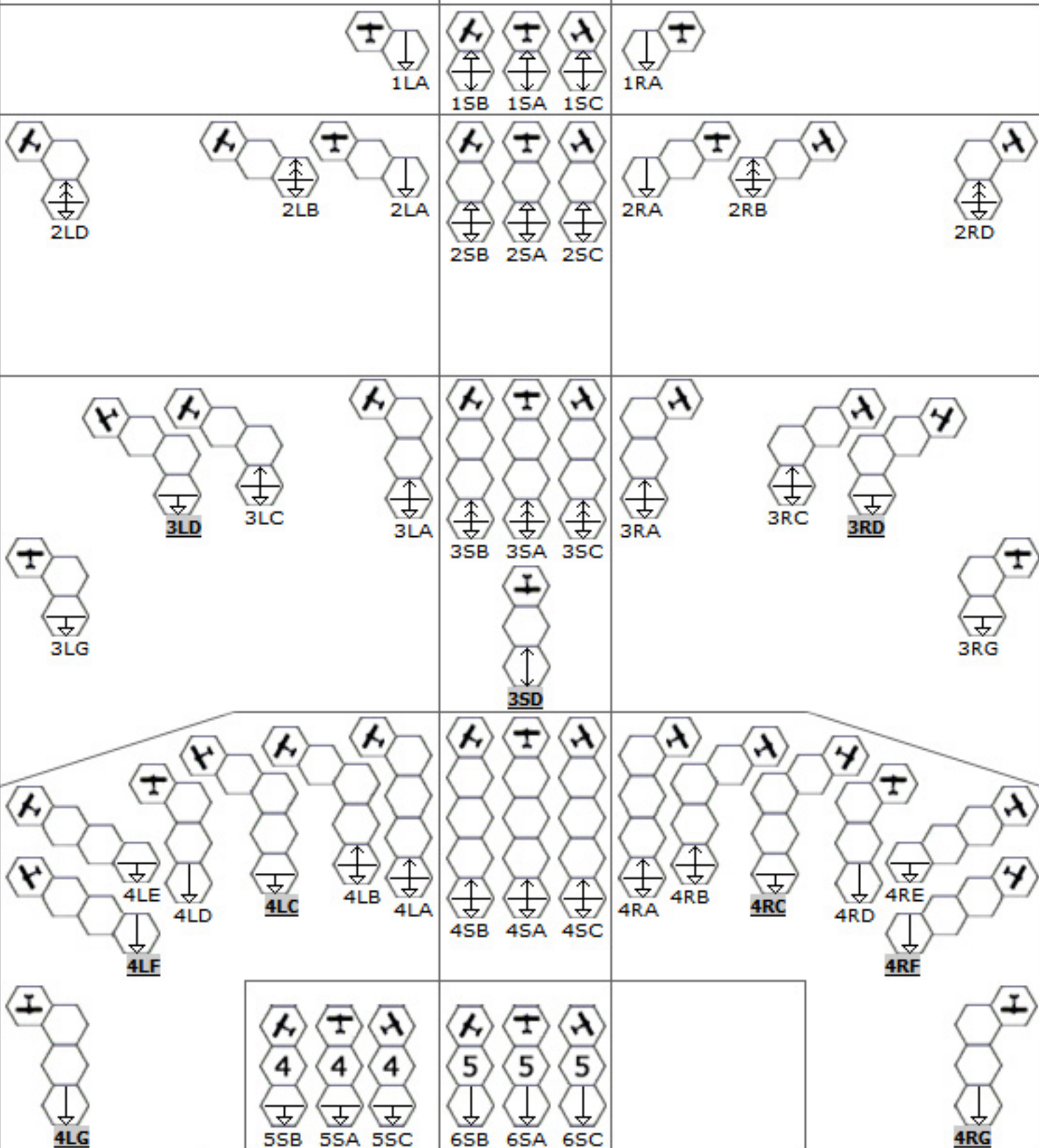


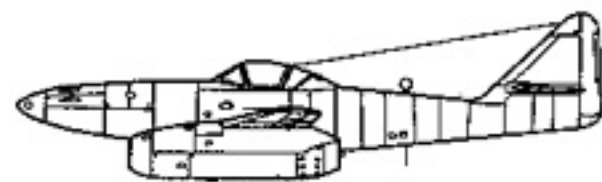
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
4		
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10		
11		
12		
13		
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35		

Me 262 V2



PERFORMANCE

Acceleration	3
Deceleration	2
Climb	3
Dive	4

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 30mm CN	1	↕	6	4	2	0
Ammo: □□□□ □□□□						
2 x 30mm CN	1	↕	6	4	2	0
Ammo: □□□□ □□						

DAMAGE

Engine 1	□□□□
Engine 2	□□□□
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Pilot M S D

NOTES

Sensitive engines: If this plane accelerates by 3, roll 1d6 for each engine. Any roll of a 6 will cause that engine to suffer a Smoke result.

Swept wings: Ignore the -1 shooting penalty when this plane goes speed 4+.

30mm Cannon: Roll to hit for each group, treat L results as HL (concentrated) and treat H results as 3H (concentrated).

↕ 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