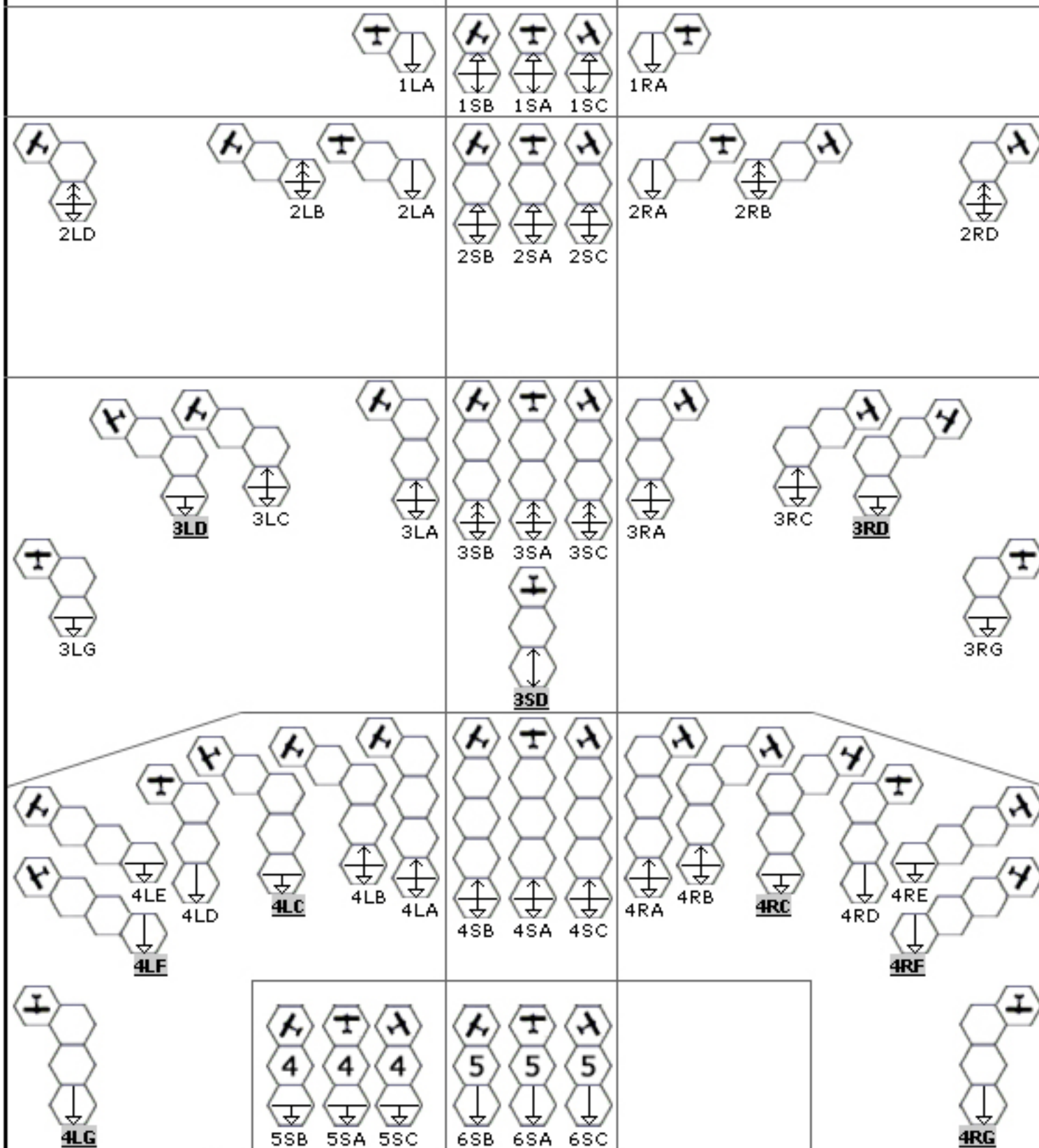


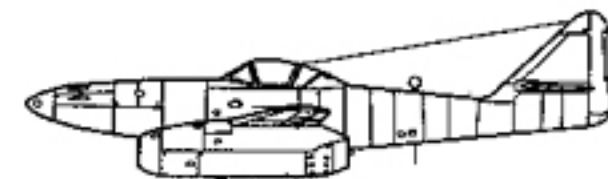
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
7		
8		
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34		
35		

Me 262



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	↕	16	12	8	0
Ammo: □□□□ □□□□ □□						
2 x 30mm CN	1	↕	16	12	8	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+.

↑ 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