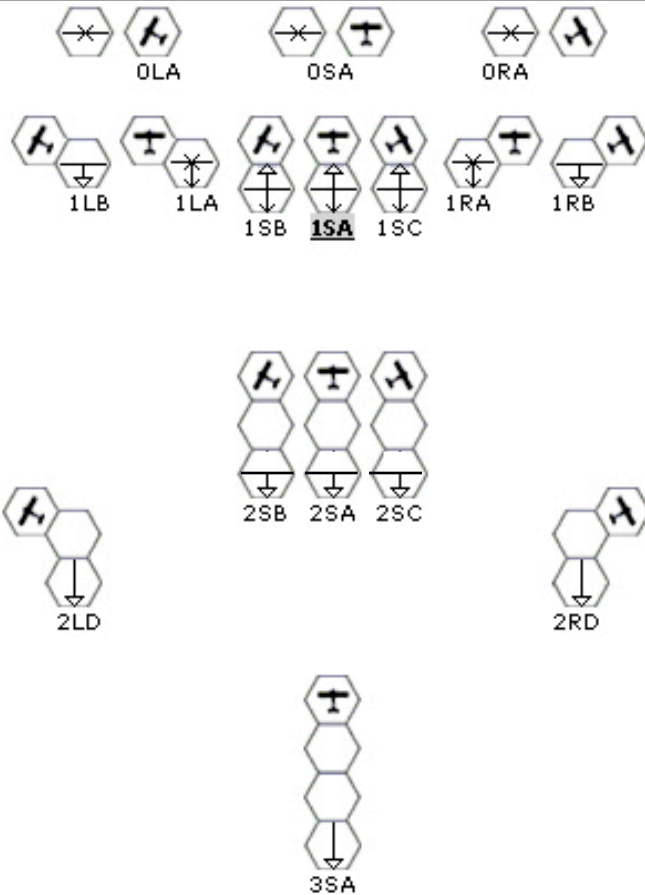
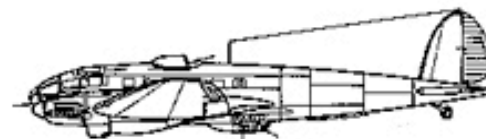


MANEUVER SCHEDULE



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		

He-111



Max Alt: 9 loaded/11 empty

PERFORMANCE

Acceleration: 1 Deceleration:2 Climb:1 Dive:2

DAMAGE

Engines: 1: □□□□□ ○○○ 2: □□□□□ ○○○

Wings: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Fusel.: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

FIREPOWER

Weapon	Range in Hexes			
	1	2	3	4
1 x 7.7mm MG	1	1	1	0

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot			M S D
Navigator (1 x 7.7mm MG) □□□□□ □□□□□ □□□□□	2	↕	M S D
Right Waist Gunner (1 x 7.7mm MG) □□□□□ □□□□□ □□□□□	3,4	↕	M S D
Left Waist Gunner (1 x 7.7mm MG) □□□□□ □□□□□ □□□□□	6,7	↕	M S D
Ventral Gunner (1 x 7.7mm MG) □□□□□ □□□□□ □□□□□	5	↓	M S D
Dorsal Gunner (1 x 7.7mm MG) □□□□□ □□□□□ □□□□□	5	↑	M S D

NOTES

May carry 14 small, 2 medium and 8 small, or 4 medium bombs.

No crew armor: +1 to all crew wound rolls.

↕ 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