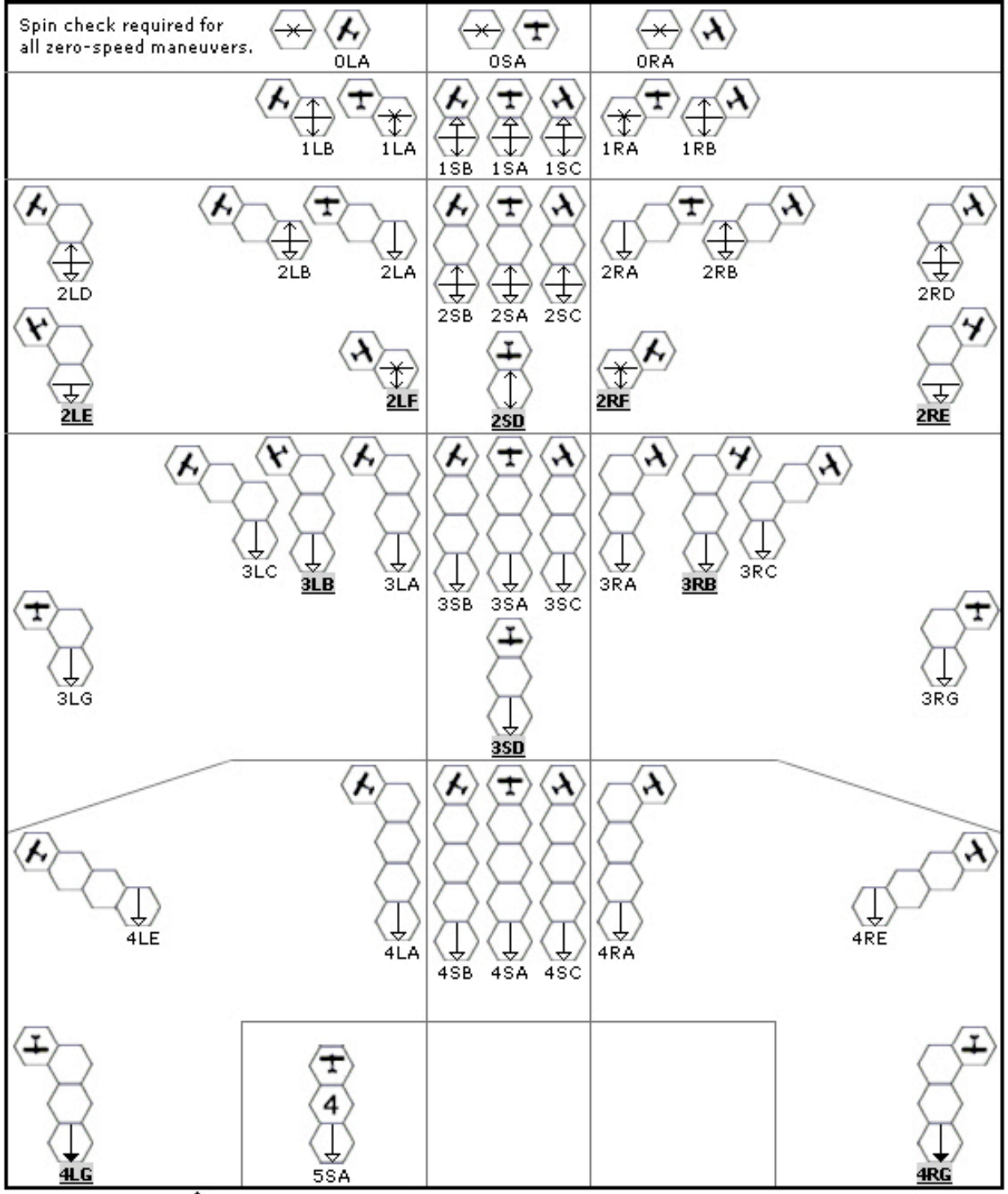
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
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11		
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13		
14		
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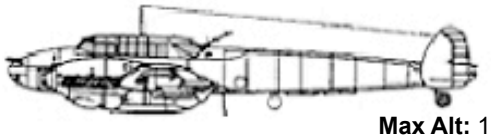
Me 110C



Max Alt: 13

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.

Ver: 1.1jw

↟ 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