



Turn	Man.	Alt
1		
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### Me 110G-4R3

**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: □□□□ □□□□ □□□□ □□						
2 x 30mm CN	1	↕	16	12	8	0
Ammo: □□□□ □□□□ □□						
2 x 7.9mm MG	5	↑	2	1	1	0
Ammo: □□□□ □□□□ □□□□ □□						

#### DAMAGE

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

Pilot	M	S	D
Dorsal Gunner	M	S	D

#### NOTES

30mm Cannon: Roll to hit separately, treat L results as H, and treat H results as 2H (concentrated).

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