

MANEUVER SCHEDULE			
Spin check required for all zero-speed maneuvers.			
	 1LA	 1SA 1SB 1SC	 1RA
 2LD	 2LA 2LB	 2SA 2SB 2SC	 2RA 2RB 2RD
 3LD 3LC	 3LA 3SA 3SB 3SC 3SD	 3RA 3RC 3RD 3RG	
 4LD 4LC 4LB 4LA	 4SA 4SB 4SC 4RA 4RB 4RC 4RD		
	 5SA 5SB 5SC	 6SA 6SB 6SC	

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		

Me 262 A1a/R1

Max Alt: 14

PERFORMANCE

Acceleration	3
Deceleration	2
Climb	4
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: □□□□□ □□□□□ □□						
24 x R4M Rockets	1	↕	0	0	20	20
Ammo: □□ 1 Medium burst only						

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+.

Rockets: Light hits count as heavy. Concentrate.

↕ 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