

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

Turn	Man.	Alt
1		
2		
3		
4		
5		
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35		

**Me 262 A**

**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: □□□□□ □□□□□ □□						

**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