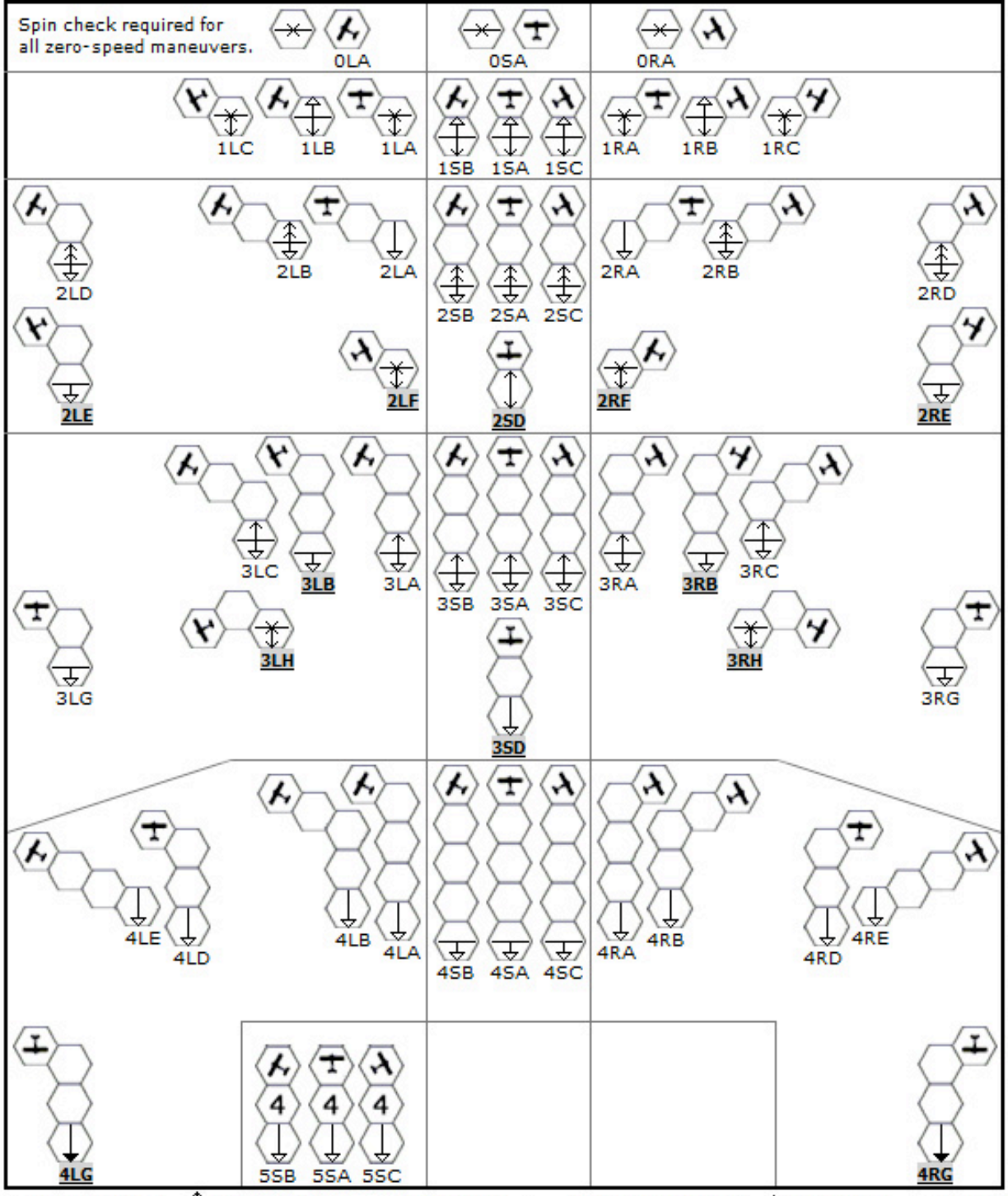
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
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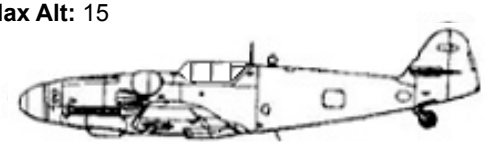
35		

ME 109G-6 U4

Max Alt: 15



PERFORMANCE

Acceleration	3
Deceleration	2
Climb	3
Dive	3

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 13mm MG	1	↕	4	3	2	1
Ammo: □□□□□ □□□□□ □□□□□						
1 x 30mm CN	1	↕	4	2	1	0
Ammo: □□□□□ □□□□□ □□						

DAMAGE

Engine 1	□□□□O OOO
Wings:	□□□□□ □□□□□ □□□□□ □□□□O OOOOO
Fusel.:	□□□□□ □□□□□ □□□□□ □□□□□ □□OOO OOOOO
Pilot	M S D

NOTES

May be loaded with 1 small or medium bomb.

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