

AIRCRAFT MANEUVER SCHEDULE

Canvas Eagles

LEFT **STRAIGHT** **RIGHT**

NOTE:
Shaded maneuvers are prohibited while aircraft is carrying a bomb load.

LEFT	STRAIGHT	RIGHT
<p>SPEED 0</p> <p>[1L0] -/X/- (Spin Check)</p>	<p>[1S0] -/X/- (Spin Check)</p>	<p>[1R0] -/X/- (Spin Check)</p>
<p>SPEED 1</p> <p>8L1 -/L/D1 10L1 -/L/D1</p>	<p>6S1 C1/L/D1 2S1 C1/L/D1 7S1 C1/L/D1</p>	<p>8R1 -/L/D1 10R1 -/L/D1</p>
<p>SPEED 2</p> <p>14L2 -/L/D</p>	<p>12S2 -/L/D 3S2 -/L/D</p>	<p>13S2 -/L/D 14R2 -/L/D</p>
<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;"> <p>9L2 -/X/D1</p> </div> <div style="text-align: center; font-size: 48px; font-weight: bold;">E</div> <div style="text-align: center;"> <p>9R2 -/X/D1</p> </div> </div>		
<p>Early War</p>		
<p>SPEED 1</p> <p>0S1 -/D1</p>	<p>SPIN</p> <p>0S1 -/D1</p>	
<p>LEFT</p> <p>[31L2] -/X/D1</p>	<p>STRAIGHT</p> <p>29S2 -/D1</p>	<p>RIGHT</p> <p>[31R2] -/X/D1</p>
<p>Restricted Maneuvers</p>		
<p>Fire Templates</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>14</p> <p>Single Lewis Gun (FO)</p> </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>13</p> <p>Single Lewis Gun (FO)</p> </div> </div>		
<p>AIRCRAFT USE: Bomber, Photo-Recon, Artillery Spotting</p>		
<p>R.A.F. B.E.2b & 2c "Quirk" Britain and Belgium</p>		
<p>Service: Sep'14 - May'17. All armament is optional: Roll 1d6: 1-4 = Lewis Gun A may be used; 5 = Lewis Gun B may be used; 6 = Lewis Gun A and B may be used; Lewis All machine guns are fired and reloaded by the observer; Lewis Gun A may be fired on left OR right side (player must specify, using a machine gun marker on the aircraft antenna stand, which side of the aircraft the machine gun is facing (gun had to be detached from mounting and carried to other mounting)).</p>		

AIRCRAFT RECORD SHEET

Date	Pilot/Observer						
TURN	MANEUVER	ALT.	NOTES	TURN	MANEUVER	ALT.	NOTES
1				17			
2				18			
3				19			
4				20			
5				21			
6				22			
7				23			
8				24			
9				25			
10				26			
11				27			
12				28			
13				29			
14				30			
15				31			
16				32			

ID	DIVE	CLIMB	Altitude	Stability	ENGINE	WING	WING	Crew Wounds																								
	1	1	5+	B	▲8	▲8	▲40	PILOT <input type="checkbox"/> <input type="checkbox"/> OBSERVER <input type="checkbox"/> <input type="checkbox"/>																								
<p>FUEL</p> <table style="display: inline-table; border: none;"> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> </table>					□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	<p>MACHINEGUNS</p> <p>A <input type="checkbox"/>FO B <input type="checkbox"/>FO</p> <p>LEWIS GUN AMMO</p> <p>A □□□□ □□□□ B □□□□ □□□□</p> <p>□□□□ □□□□</p> <p>REDS</p>			
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<p>A/B</p> <table style="display: inline-table; border: none;"> <tr><td>RANGE</td><td>3</td><td>2</td><td>1</td><td>0</td></tr> <tr><td>FIRE BASE</td><td>1</td><td>2</td><td>5</td><td>8</td></tr> </table>		RANGE	3	2	1	0	FIRE BASE	1	2	5	8																					
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