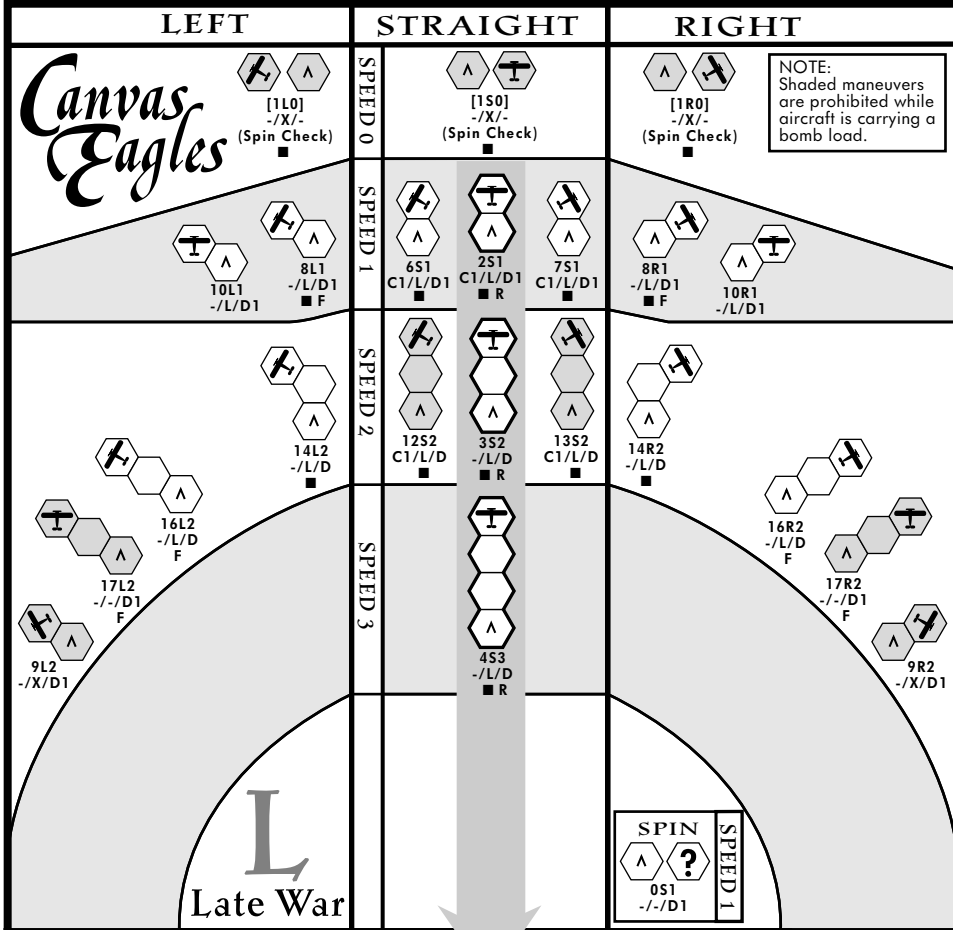


AIRCRAFT MANEUVER SCHEDULE



NOTES:
 Climbing and performing a 2952 maneuver requires the aircraft to have dived at least 2 altitude levels the previous turn.
 C= May climb to max.
 C1= Max climb is 1.
 D= May dive to max.
 D1= Max dive is 1.
 L= May fly level.
 X= May fly level, but must dive next turn.
 - = May not perform.

■ = Observer may unjam/reload/fire machine gun(s) while aircraft is performing these maneuvers.
 R = Aircraft may perform a restricted maneuver the next turn; Pilots may unjam machine gun(s) while aircraft performs one of these maneuvers (no climbing or diving is permitted during attempt).
 F = +1 Extinguishing Fire

AIRCRAFT USE:
 Bomber

RESTRICTED MANEUVERS

LEFT	STRAIGHT	RIGHT
[31L2] -/X/D1	2952 C1/-/D1	[31R2] -/X/D1

FIRE TEMPLATES

PILOT	1 A Single Vickers Machine Gun (R)
OBSERVER	3 B Single Flexible Lewis Gun (FO)
OBSERVER	3 C Twin Flexible Lewis Gun (FO) <small>OPTIONAL</small>

DeHaviland DH-9/9a Britain and Belgium
 Britain: Feb'18 - End; Belgium: Aug'18 - End. While performing bombing missions aircraft has a maximum altitude of 7+, maximum climb is reduced to 1, and all "shaded" maneuvers become prohibited. Optional rule: Roll 2d6 each turn aircraft is in game: Roll "12", engine cuts out and aircraft must glide for remainder of game (although a fairly good aircraft, its engine was unreliable and caused air crews many problems).

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 3	CLIMB 2(1)	Altitude 8(7+)	Stability B	ENGINE	Crew Wounds
						PILOT <input type="checkbox"/> <input type="checkbox"/> OBSERVER <input type="checkbox"/> <input type="checkbox"/>
					WING	
					FUSELAGE	
					TAIL	
					FUEL	
					MACHINEGUNS	
					A R B FO C FO	
					VICKERS MG AMMO	
					LEWIS GUN AMMO	
					REDS	