

AIRCRAFT MANEUVER SCHEDULE

Canvas Eagles

LEFT STRAIGHT RIGHT

RIGHT

<p>SPEED 0</p> <p>[1L0] -/X/- (Spin Check)</p>	<p>SPEED 0</p> <p>[150] -/X/- (Spin Check)</p>	<p>SPEED 0</p> <p>[1R0] -/X/- (Spin Check)</p>
<p>SPEED 1</p> <p>10L1 -/L/D1</p> <p>8L1 -/L/D1 F</p>	<p>SPEED 1</p> <p>6S1 C1/L/D1</p> <p>2S1 C1/L/D1 R</p> <p>7S1 C1/L/D1</p>	<p>SPEED 1</p> <p>8R1 -/L/D1 F</p> <p>10R1 -/L/D1</p>
<p>SPEED 2</p> <p>11L2 -/X/D1</p> <p>14L2 C1/L/D</p> <p>15L2 -/L/D</p> <p>16L2 -/L/D F</p>	<p>SPEED 2</p> <p>3S2 C/L/D R</p>	<p>SPEED 2</p> <p>14R2 C1/L/D</p> <p>15R2 -/L/D</p> <p>16R2 -/L/D F</p>
<p>SPEED 3</p> <p>9L2 -/X/D1</p>	<p>SPEED 3</p> <p>4S3 -/L/D R</p>	<p>SPEED 3</p> <p>9R2 -/X/D1</p>
<p>Late War</p>		
<p>SPIN</p> <p>0S1 -/D1</p> <p>SPEED 1</p>		

NOTES:
 Climbing and performing a 2752 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.
 R = Aircraft may perform a restricted maneuver the next turn; Pilots may unjam or reload machine gun(s) while aircraft performs one of these maneuvers (no climbing or diving is permitted during attempt).
 F = +1 Extinguishing Fire

<p>LEFT</p> <p>SPEED 1</p> <p>28L1 -/X/-</p> <p>SPEED 2</p> <p>[31L2] -/X/D1</p> <p>SPEED 3</p> <p>34S3 -/L/-</p>	<p>STRAIGHT</p> <p>SPEED 2</p> <p>27S2 C1/-/D1</p> <p>SPEED 3</p> <p>35S3 -/L/-</p>	<p>RIGHT</p> <p>SPEED 1</p> <p>28R1 -/X/-</p> <p>[31R2] -/X/D1</p>
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RESTRICTED MANEUVERS

FIRE TEMPLATES

PILOT **Twin Spandau Machine Guns (RR)**

AIRCRAFT USE: Fighter

Fokker dr-1 "Triplane" Germany

Service: Oct'17 - Sep'18; Nov'17 the Fokker dr1 was pulled from active front line service to under go structural tests/modifications following a series of accidents; aircraft resumed front line service in Dec'17.

AIRCRAFT RECORD SHEET

Date: Pilot:

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 3	Altitude 8+	Stability C	ENGINE	Crew Wounds PILOT <input type="checkbox"/>
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FUEL 440

100% (10x5 grid)

FUSELAGE

100% (5x4 grid)

MACHINEGUNS

AQR AQR

SPANDAU AMMO

100% (2x10 grid)

REDS

TAIL

100% (5x2 grid)

A RANGE	3	2	1	0
FIRE BASE	3	4	7	10

-2 if one gun is destroyed