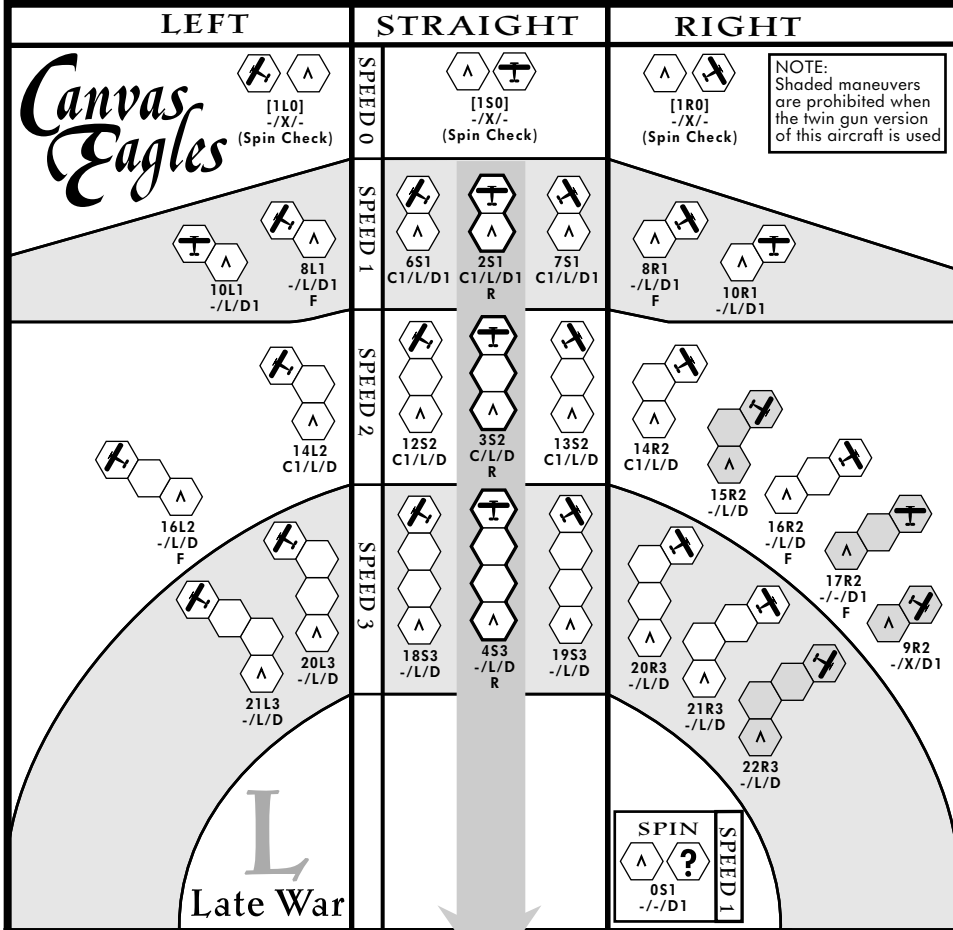


# AIRCRAFT MANEUVER SCHEDULE



NOTES:	LEFT	STRAIGHT	RIGHT	FIRE TEMPLATES
Climbing and performing a 29S2 maneuver requires the aircraft to have dived at least 2 altitude levels the previous turn.	[31L2] -/X/D1	29S2 C1/-/D1	[31R2] -/X/D1	PILOT: Single Vickers Machine Gun (R)
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.	[36L3] -/L/D1	34S3 -/L/-	30R2 -/X/D1	OPTIONAL PILOT: Single Lewis Gun (RW)
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	SPEED 3	33S3 -/X/D1	[36R3] -/L/D1	
		35S3 -/L/-		

**Hanriot D-1** Italy and Belgium

Italy: Jun'17 - End; Belgium: Aug'17 - End; a small number of aircraft operated with twin Vickers Machine guns - if the aircraft uses twin Vickers then max altitude is 8 and all "shaded plane" maneuvers become prohibited.

# 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 2	Altitude 8(7+)	Stability B	ENGINE	Crew Wounds PILOT <input type="checkbox"/>
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FUEL	60
MACHINEGUNS	A <input type="checkbox"/> R <input type="checkbox"/> B <input type="checkbox"/> W <input type="checkbox"/>
VICKERS AMMO	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
LEWIS GUN AMMO	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
REDS	

A/B	RANGE	3	2	1	0
	FIRE BASE	2	3	6	9
A+B	RANGE	3	2	1	0
	FIRE BASE	4	5	8	11

-2 if one gun is destroyed