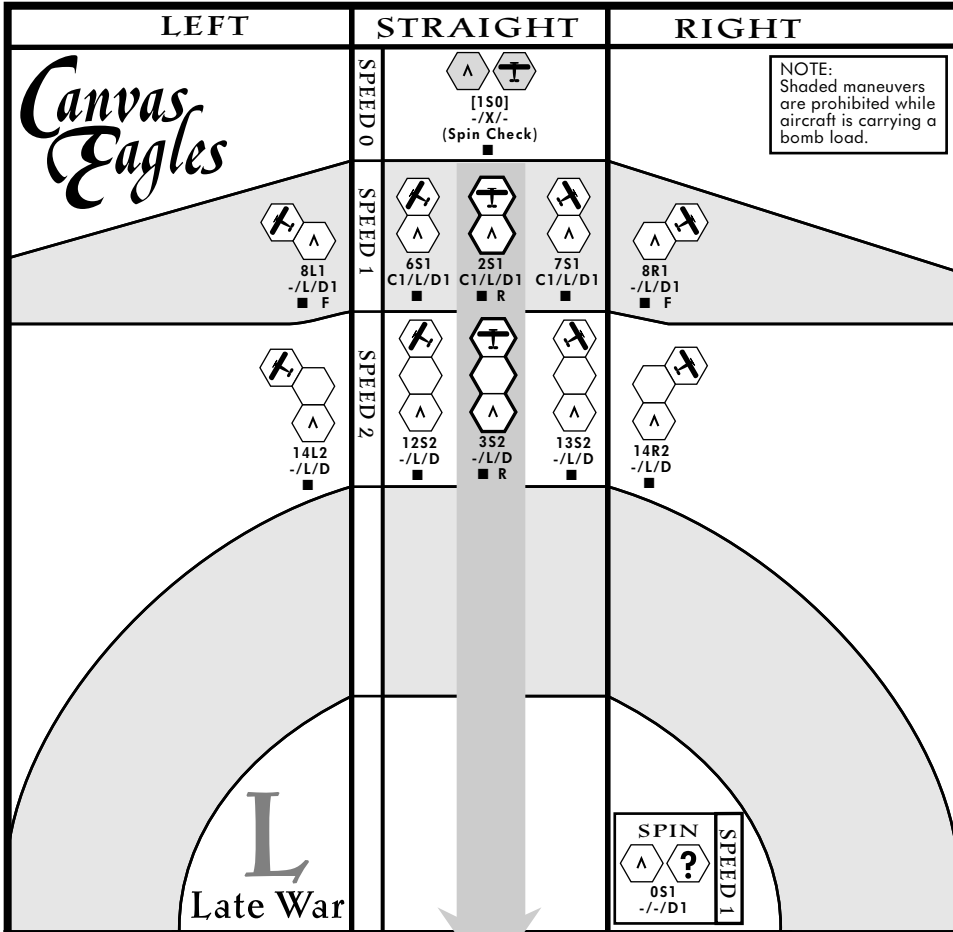


AIRCRAFT MANEUVER SCHEDULE



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

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:
Ground Attack/Contact Light Bomber

	LEFT	STRAIGHT	RIGHT	FIRE TEMPLATES
SPEED 2	14L2 -/L/D	12S2 -/L/D 3S2 -/L/D R	13S2 -/L/D	PILOT OBSERVER
SPEED 1	8L1 -/L/D1 F	6S1 C1/L/D1 2S1 C1/L/D1 R 7S1 C1/L/D1	8R1 -/L/D1 F	
SPEED 0	[150] -/X/- (Spin Check)			

Junkers J1 (Möbelwagen) Germany

Service: Oct'17 - End. Regarded as Germany's best "armored" aircraft. Aircraft was construction of metal skin and also had extra armor plating added to the fuselage and later engine, areas. Because of the armor, damage "circles" have been added (treat as damage squares) to the aircraft's structure. Since the aircraft had an armored fuselage, subtract "1" from "Crew Wound" die rolls for both pilot and observer.

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 1	CLIMB 1	Altitude 3+	Stability A	ENGINE	Crew Wounds
						PILOT <input type="checkbox"/> <input type="checkbox"/> OBSERVER <input type="checkbox"/> <input type="checkbox"/>

FUEL	MACHINEGUNS
	A <input type="checkbox"/> R <input type="checkbox"/> A <input type="checkbox"/> R <input type="checkbox"/> B <input type="checkbox"/> F <input type="checkbox"/> O <input type="checkbox"/>
	SPANDAU AMMO
	Parabellum Ammo
	REDS

A	RANGE	3	2	1	0
	FIRE BASE	4	6	9	12
	-2 if one gun is destroyed				
B	RANGE	3	2	1	0
	FIRE BASE	1	3	6	-