

	LEFT	STRAIGHT	RIGHT
<b>Canvas Eagles</b>	[1L0] -/X/- (Spin Check)	[1S0] -/X/- (Spin Check)	[1R0] -/X/- (Spin Check)
<b>SPEED 0</b>			
<b>SPEED 1</b>	10L1 -/L/D1	651 C1/L/D1, 251 C1/L/D1 R, 751 C1/L/D1	8R1 -/L/D1 F, 10R1 -/L/D1
<b>SPEED 2</b>	15L2 -/L/D	1252 C1/L/D, 352 C/L/D R	14R2 C1/L/D, 15R2 -/L/D, 16R2 -/L/D F, 17R2 -/L/D F
<b>SPEED 3</b>	16L2 -/L/D F, 20L3 C1/L/D, 21L3 -/L/D	1853 C1/L/D, 453 C/L/D R, 1953 C1/L/D	20R3 C1/L/D, 21R3 -/L/D, 22R3 -/L/D, 9R2 -/X/D1
<b>SPEED 4</b>			
<b>Late War</b>			SPIN [A] [?] [A] 051 -/L/D1, SPEED 1

**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.  
 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

	LEFT	STRAIGHT	RIGHT	FIRE TEMPLATES
<b>SPEED 2</b>	30L2 -/X/D1, [31L2] -/X/D1	2952 C1/-/D1	[31R2] -/X/D1, 30R2 -/X/D1	PILOT [A] Single Vickers Machine Gun (R) PILOT [B] Twin Vickers Machine Guns (RR)
<b>SPEED 3</b>	[36L3] -/L/D1	3453 -/L/-, 3253 -/X/D1, 3353 -/X/D1, 3553 -/L/-	[36R3] -/L/D1	

**AIRCRAFT USE:** Fighter

**Morane-Saulnier AI** **France**

France: Jan'18 - May'18. There were two versions of this aircraft issued: One with a single Vickers Machine gun (MS 27C.1) and one equipped with two Vickers machine guns (MS 29C.1).

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 10	Stability B	ENGINE	Crew Wounds PILOT <input type="checkbox"/>
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**WING** (Left): [Grid of 12 squares]

**WING** (Right): [Grid of 12 squares]

**FUSELAGE**: [Grid of 12 squares]

**TAIL**: [Grid of 12 squares]

**FUEL**: [Grid of 12 squares]

**MACHINEGUNS**: A [ ] R [ ] B [ ] R [ ]

**VICKERS AMMO**: [Grid of 12 squares]

**REDS**: [Grid of 12 squares]

<b>A</b>	RANGE	3	2	1	0
	FIRE BASE	2	3	6	9

<b>A+B</b>	RANGE	3	2	1	0
	FIRE BASE	4	5	8	11

-2 if one gun is destroyed