

AIRCRAFT MANEUVER SCHEDULE

	LEFT	STRAIGHT	RIGHT
	[1L0] -/X/- (Spin Check)	[1S0] -/X/- (Spin Check)	[1R0] -/X/- (Spin Check)
	10L1 -/L/D1 14L2 -/L/D1 F	6S1 C1/L/D1 2S1 C1/L/D1 R 7S1 C1/L/D1	8R1 -/L/D1 F 10R1 -/L/D1
	15L2 -/L/D 16L2 -/L/D F 17L2 -/L/D1 F	12S2 C1/L/D 3S2 C/L/D R 13S2 C1/L/D	14R2 C1/L/D 15R2 -/L/D 16R2 -/L/D F 17R2 -/L/D1 F
	20L3 -/L/D 21L3 -/L/D	18S3 -/L/D 4S3 -/L/D R 19S3 -/L/D	20R3 -/L/D 21R3 -/L/D
<p>Late War</p>	SPIN 0S1 -/L/D1 SPEED 1		
<p>NOTES: Climbing and performing a 29S2 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 Fires</p>	<p>LEFT</p> [31L2] -/X/D1 SPEED 2	<p>STRAIGHT</p> 29S2 C1/-/D1	<p>RIGHT</p> [31R2] -/X/D1 SPEED 1
<p>AIRCRAFT USE: Fighter</p>	<p>SPEED 3</p> [36L3] -/L/D1	<p>SPEED 2</p> 34S3 -/L/- 32S3 -/X/D1 33S3 -/X/D1 35S3 -/L/-	<p>SPEED 3</p> [36R3] -/L/D1
	<p>▲ Restricted Maneuvers ▲</p>		

Nieuport 28 **USA**

Service: Feb'18 - Aug'18. Aircraft's maximum dive rate increases to 3 in Aug'18 due to wing modification (previous wing design had a tendency to shed fabric when diving too steep). The fabric shedding problem and the apparently unreliable Gnome Monosoupape engine led the French authorities to reject this aircraft (a few were flown by the French in Apr'17. The USA air force accepted this aircraft because it was the only aircraft available).

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 2/3	CLIMB 2	Altitude 8	Stability B	ENGINE	Crew Wounds PILOT <input type="checkbox"/>
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FUEL	45
MACHINEGUNS	A OR A R
VICKERS MG AMMO	
REDS	

A RANGE	3 2 1 0
FIRE BASE	4 5 8 11

-2 if one gun is destroyed