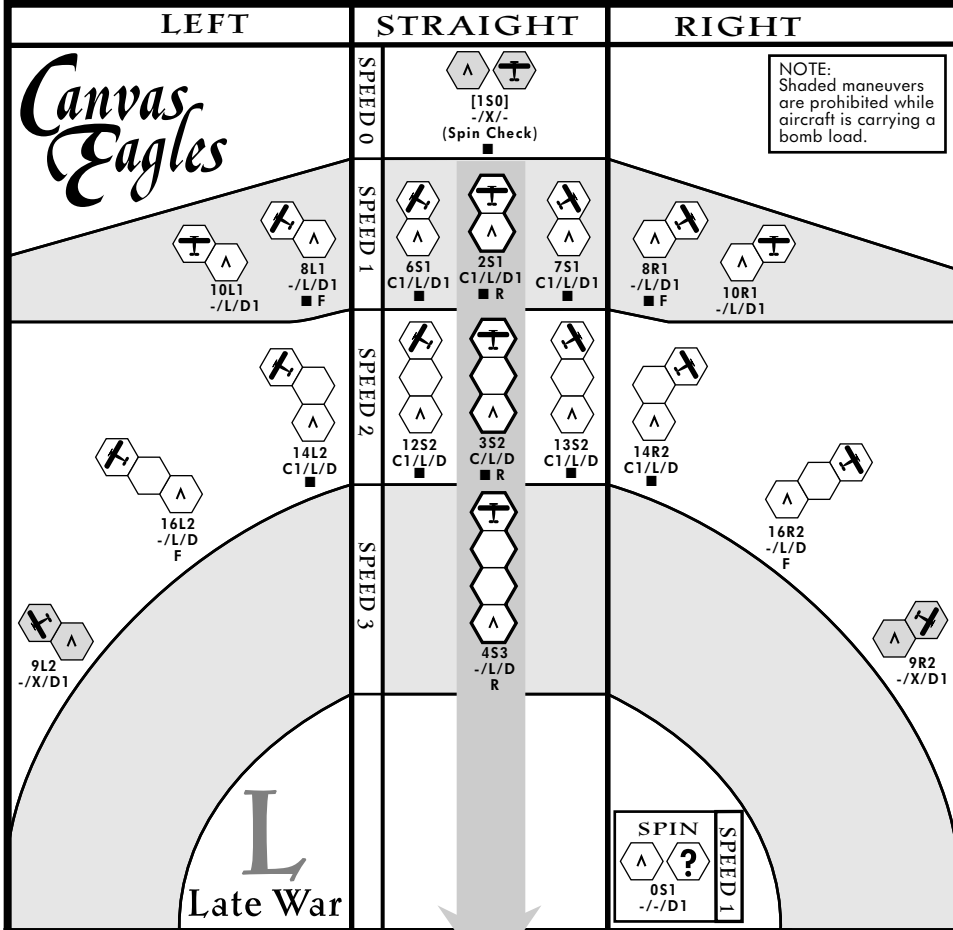


AIRCRAFT MANEUVER SCHEDULE



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
 Photo-Recon

RESTRICTED MANEUVERS:
 LEFT: 28L1 -/X/-
 STRAIGHT: 2952 C1/-/D1
 RIGHT: 28R1 -/X/-

FIRE TEMPLATES:
 PILOT: Single Vickers Machine Gun (R)
 OBSERVER: Single Flexible Lewis Gun (FO)
 OBSERVER: Twin Flexible Lewis Gun (FO) [OPTIONAL]

Salmson 2A.2 France and USA
 Service: France: Feb'18 - End; USA: Jun'18 - End. One aircraft in the game may be equipped with twin Lewis Guns.

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** 2 **CLIMB** 1 **Altitude** 8 **Stability** A

ENGINE

WING **WING**

FUSELAGE

TAIL

FUEL 61

MACHINEGUNS
 A□R B□FO C□FO

VICKERS MG AMMO

LEWIS GUN AMMO
 B□□□□ C□□□□

REDS

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

B RANGE 3 2 1 0
FIRE BASE 1 3 6 -

C RANGE 3 2 1 0
FIRE BASE 3 5 8 -

-2 if one gun is destroyed