

AIRCRAFT MANEUVER SCHEDULE

LEFT

STRAIGHT

RIGHT

SPEED 0	SPEED 1	SPEED 2	SPEED 3
[1L0] -/X/- (Spin Check)	[150] -/X/- (Spin Check)	[180] -/X/- (Spin Check)	
10L1 -/L/D1 8L1 -/L/D1 F	651 C1/L/D1 251 C1/L/D1 R 751 C1/L/D1	8R1 -/L/D1 F 10R1 -/L/D1	
14L2 C1/L/D	1252 C1/L/D 352 C/L/D R 1352 C1/L/D	14R2 C1/L/D 15R2 -/L/D 16R2 -/L/D F 17R2 -/L/D F	11R2 -/X/D1
16L2 -/L/D F 17L2 -/L/D1 F 20L3 -/L/D 21L3 -/L/D	1853 -/L/D 453 -/L/D R 1953 -/L/D	20R3 -/L/D 21R3 -/L/D 22R3 -/L/D 23R3 -/L/D 24R3 -/L/D	9R2 -/X/D1
23L3 -/L/D	SPIN 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 ▼
[31L2] -/X/D1 30L2 -/X/D1	2952 C1/-/D1	[31R2] -/X/D1 30R2 -/X/D1	PILOT Twin Vickers Machine Guns (RR)
[36L3] -/L/D1 SPEED 3	3453 -/L/- 3353 -/X/D1 3553 -/L/-	[36R3] -/L/D1	

▲ Restricted Maneuvers ▲

Sopwith F.1 "Bentley Powered" Camel Britain, Belgium and USA
 Service: Britain: Jul'17 - End; Belgium: Dec'17 - End; USA: Jul'18 - Oct'18. The Bentley powered Camel is just a standard Sopwith F.1 Camel with a different engine. The Bentley engine was found to have better performance at high altitudes although it had a few disadvantages.

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 9	Stability C	ENGINE ▲6	Crew Wounds PILOT <input type="checkbox"/>
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FUEL ▲67 [Fuel grid with 67 units]	MACHINEGUNS ▲R ▲R VICKERS AMMO [Ammo grid with 44 units]
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A RANGE 3 2 1 0 FIRE BASE 3 4 7 10 -2 if one gun is destroyed	REDS [Reds grid]
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