

AIRCRAFT MANEUVER SCHEDULE

Canvas Eagles

Late War

Sopwith Camel F21

LEFT

STRAIGHT

RIGHT

SPEED 0	SPEED 1	SPEED 2	SPEED 3
<p>[1L0] -/X/- (Spin Check)</p>	<p>[150] -/X/- (Spin Check)</p>	<p>[180] -/X/- (Spin Check)</p>	
<p>10L1 -/L/D1</p>	<p>651 C1/L/D1</p> <p>251 C1/L/D1 R</p> <p>751 C1/L/D1</p>	<p>8R1 -/L/D1 F</p> <p>10R1 -/L/D1</p>	
<p>14L2 C1/L/D</p>	<p>1252 C1/L/D</p> <p>352 C/L/D R</p> <p>1352 C1/L/D</p>	<p>14R2 C1/L/D</p> <p>15R2 -/L/D</p> <p>16R2 -/L/D F</p> <p>17R2 -/L/D F</p>	<p>11R2 -/X/D1</p>
<p>16L2 -/L/D F</p> <p>17L2 -/L/D1 F</p> <p>20L3 -/L/D</p> <p>21L3 -/L/D</p> <p>23L3 -/L/D</p>	<p>1853 -/L/D</p> <p>453 -/L/D R</p> <p>1953 -/L/D</p>	<p>20R3 -/L/D</p> <p>21R3 -/L/D</p> <p>22R3 -/L/D</p> <p>23R3 -/L/D</p> <p>24R3 -/L/D</p>	<p>9R2 -/X/D1</p>

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 or reload 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 ▼
<p>[31L2] -/X/D1</p>	<p>2952 C1/-/D1</p>	<p>[31R2] -/X/D1</p> <p>30R2 -/X/D1</p>	<p>PILOT Single Vickers Machine Gun (R)</p> <p>PILOT Single Lewis Gun (RW)</p>
<p>[36L3] -/L/D1</p>	<p>3453 -/L/-</p> <p>3353 -/X/D1</p> <p>3553 -/L/-</p>	<p>[36R3] -/L/D1</p>	

▲ Restricted Maneuvers ▲

AIRCRAFT USE:
Fighter

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 8	Stability C	ENGINE	Crew Wounds PILOT <input type="checkbox"/>
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<p>FUEL ▲67</p> <table style="width: 100%; text-align: center;"> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	<p>MACHINEGUNS A□R B□RW</p> <p>VICKERS AMMO □□□□□□□□ □□□□□□□□</p> <p>LEWIS GUN AMMO □□□□□□□□ □□□□□□□□</p> <p>REDS</p>
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A	RANGE	3	2	1	0
	FIRE BASE	1	3	5	8

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

-2 if one gun is destroyed