

AIRCRAFT MANEUVER SCHEDULE

LEFT STRAIGHT RIGHT

Canvas Eagles

	<p>[150] -/X/- (Spin Check)</p>	

Late War

SPIN SPEED 1

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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; Pilot may unjam machine gun while aircraft performs one of these maneuvers (no climbing or diving is permitted during attempt).
 F= +1 Extinguishing Fire

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PILOT

 Twin Vickers Machine Guns (RR)

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▲ Restricted Maneuvers ▲

Sopwith TF2. Salamander

Britain

Service: Oct'18 - End. Aircraft was designed and built as a ground attack aircraft. Only two squadrons were operational by war's end, but it is unknown if any saw action. Aircraft had armored cockpits which added an additional 600 pounds to the aircraft's weight. Also had placement for up to four, downward firing Vickers Machine Guns (these are useless for air-to-air combat. Because of it's armor plating, -1 on ALL "crew hit" die rolls.

AIRCRAFT RECORD SHEET

Date	Pilot
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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 4	CLIMB 1	Altitude 8+	Stability A												Crew Wounds PILOT <input type="checkbox"/>
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FUEL 445

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MACHINEGUNS
 AQR AQR
VICKERS MG AMMO

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A RANGE	3	2
FIRE BASE	4	6
	9	12

REDS