

SUMMARY OF AIRCRAFT CHARACTERISTICS

	ALLIED FIGHTERS				GERMAN FIGHTERS				ALLIED BOMBERS		GERMAN BOMBERS			
	Spitfire I	Hurricane I	Spitfire I	Hurricane V	D520	PzII	Bf109E-3	Bf109F	FTR/ BMR	Po63	Blenheim IV	Ju 87 B2	Ju 88 A1	He 111 H3
Minimum Speed	3	3	3	3	4	3	4	4	4	3	3	4	4	4
Level Maximum	12	10	12	11	11	9	12	13	13	10	9	8	9	8
Maximum Speed	14	13	14	13	12	12	14	14	15	13	10	10	11	10
Max Acceleration	4	3	4	3	3	1	4	5	6	2	1	2	2	1
Turn Mode	3/3	3/4	3/3	3/4	4/4	3/3	3/4	3/4	3/4	4/4	4/4	4/4	5/5	4/5
Roll Cost	6	6	6	7	6	7	7	6	4	-	-	-	-	-
WO/SS Cost	1/2/4	1/3/6	1/2/5	1/3/6	1/3/6	1/2/4	1/3/6	1/3/6	1/4/9	1/4/12	-	-	-	-
Vertical Dive Cost (MP's)*	7	7	7f	7f	6	5	8f	8f	7f	3f	6f	7	8f	6
Max Vertical Dive in levels/Phase	9	12	12	12	9	6	15	12	15	6	6	12	9	6
Climb Prog Steps per Level, incl "0"	17	15	14	18	18	12	14	14	19	10	10	11	17	19
MP Cost per Step	1	1	1	1	1	1	1	1	2	2	2	2	2	2
Maximum Effective Gun Range:														
Front	7	7	12	8	7	7	12	12	12	7	-	-	-	-
Rear	-	-	-	-	-	-	-	-	7	7	-	-	-	-
All-around	-	-	-	-	-	-	-	-	-	7	7	7	7	7
Firepower at Range "1"	1.5	1.5	2.5	2.33	1.33	.83	2.16	.67	3.0	2.67/.33	.2/.33	.5	.33	.5
Hits per Decrement Maximum Speed	1	1	1	1	1	1	1	1	1	1	2	1	2	2
Hits to Destruct	2	3	6	6	2	2	3	3	9	4	4	8	8	6
Victory Point Value	12	11	12	11	9	10	11	11	12	8	8	8	8	7

* An "f" after the Vertical Dive Cost figure indicates that that aircraft has fuel-injection (may accelerate in the first Phase of Vertical Dive).

AIRCRAFT AVAILABILITY LIST

When selecting aircraft types for opposing sides, Players should select their aircraft from the same time period.

• 1st PERIOD SEPTEMBER 1939 –

Allied Aircraft Available:

PZL. 11, Fighter, Poland.

German Aircraft Available:

Bf 109E-3, Fighter
Ju 87B-2, Bomber
He 111H-3, Bomber

• 2nd PERIOD MAY 1940 –

Allied Aircraft Available:

Hurricane I, Fighter, Britain
D. 520, Fighter, France
Po. 63, Bomber, France

German Aircraft Available:

Bf 109E-3, Fighter
Bf 110C-3, Fighter-Bomber
Ju 87B-2, Bomber
Ju 88A-1, Bomber
He 111H-3, Bomber

• 3rd PERIOD AUGUST 1940 –

Allied Aircraft Available:

Hurricane I, Fighter, Britain
Spitfire I, Fighter, Britain

German Aircraft Available:

Bf 109E-3, Fighter
Bf 110C-3, Fighter-Bomber
Ju 87B-2, Bomber
Ju 88A-1, Bomber
He 111H-3, Bomber

• 4th PERIOD 1941 AND 1942 –

Allied Aircraft Available:

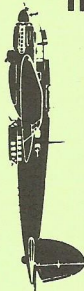
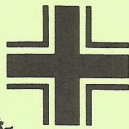
Hurricane II, Fighter, Britain
Spitfire V, Fighter, Britain
Blenheim IV, Bomber, Britain

German Aircraft Available:

Bf 109F, Fighter
Bf 110C-3, Fighter-Bomber
Fw 190A, Fighter
Ju 88A-1, Bomber

SPT/FIRE
Aircraft Chart

Speed
Tracks:



Plane
E

Plane
F

Plane
G

Plane
H

GERMAN BOMBER
periods 1, 2, & 3

Type: He.111H-3

Vertical Dive Cost: 6

Max. Acceleration: 1

Turn Mode: 4/5

Roll Cost: NA

WO/SS Cost: NA

Victory Point Value: 7

4 (200 kph) 5 (250 kph) 6 (300 kph) 7 (350 kph) 8 (400 kph) 9 (450 kph) 10 (500 kph)

			*	LEVEL Max.	DIVE	MAX. DIVE Speed
			*	LEVEL Max.	DIVE	MAX. DIVE Speed
			*	LEVEL Max.	DIVE	MAX. DIVE Speed
			*	LEVEL Max.	DIVE	MAX. DIVE Speed

Vertical Dive:

(Int. of Levels dropped)

3 LEVELS	4 LEVELS	5 LEVELS	6 LEVELS
----------	----------	----------	----------

2 hits on He.111 equals 1 MP
reduction in Max. Speed.

Combat Results Table:

ALL AROUND GUN

Range-to-Target [In hexes]

Range	1	2	3	4	5	6	7	8	9	10	11	12	Range
1	1	1	1	1	1	1	1	0	0	0	0	0	1
2	1	0	0	0	0	0	0	0	0	0	0	0	2
3	0	0	0	0	0	0	0	0	0	0	0	0	3
4	0	0	0	0	0	0	0	0	0	0	0	0	4
5	0	0	0	0	0	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	0	0	0	0	0	6
7	1	2	3	4	5	6	7	8	9	10	11	12	7

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

14	13	12	11	10	9	8
15						7
16						6
17						5
18						4

CHANGE ALTITUDE MARKER

0	1	2	3	4
---	---	---	---	---

SPITFIRE
Aircraft Chart

Speed
Tracks:
3 (150 kph) 4 (200 kph) 5 (250 kph) 6 (300 kph) 7 (350 kph) 8 (400 kph) 9 (450 kph) 10 (500 kph)



GERMAN BOMBER
periods 1, 2, & 3

Type:	Ju.87B-2
Vertical Dive Cost:	All MP
Max. Acceleration:	1
Turn Mode:	4/4
Roll Cost:	NA
WO/SS Cost:	NA
Victory Point Value:	8

	Plane E	Plane F	Plane G	Plane H
1				
2				
3				
4				
5				
6				
7				
8	LEVEL Max. ★	LEVEL Max. ★	LEVEL Max. ★	LEVEL Max. ★
9	DIVE	DIVE	DIVE	DIVE
10	MAX. DIVE Speed	MAX. DIVE Speed	MAX. DIVE Speed	MAX. DIVE Speed

Vertical Dive:	3	4	5	6	7	9
(Int. of Levels dropped)	LEVELS	LEVELS	LEVELS	LEVELS	LEVELS	LEVELS

Combat Results Table: ALL AROUND GUN

	Range-to-Target [In hexes]												
Range	1	2	3	4	5	6	7	8	9	10	11	12	Range
1	1	1	1	1	1	1	1	0	0	0	0	0	1
2	1	0	0	0	0	0	0	0	0	0	0	0	2
3	0	0	0	0	0	0	0	0	0	0	0	0	3
4	0	0	0	0	0	0	0	0	0	0	0	0	4
5	0	0	0	0	0	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	0	0	0	0	0	6
7	1	2	3	4	5	6	7	8	9	10	11	12	

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

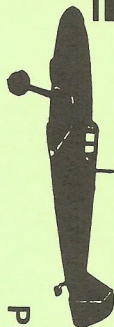
CHANGE ALTITUDE MARKER

01234

9	8
7	6
5	

SPITFIRE
Aircraft Chart

Speed
Tracks:



GERMAN FIGHTER
period 4

Type:	Bf. 109F
Vertical Dive Cost:	8f
Max. Acceleration:	5
Turn Mode:	3/4
Roll Cost:	6
WO/SS Cost:	1/3/6
Victory Point Value:	11

	Plane E	Plane F	Plane G	Plane H
4 (200 kph)				
5 (250 kph)				
6 (300 kph)				
7 (350 kph)				
8 (400 kph)				
9 (450 kph)				
10 (500 kph)				
11 (550 kph)	*	*	*	*
12 (600 kph)				
13 (650 kph)	LEVEL Max.	LEVEL Max.	LEVEL Max.	LEVEL Max.
14 (700 kph)	MAX. DIVE Speed	MAX. DIVE Speed	MAX. DIVE Speed	MAX. DIVE Speed

Vertical Dive:
(Int. of Levels dropped)

3 LEVELS	4 LEVELS	6 LEVELS	8 LEVELS	10 LEVELS	12 LEVELS
----------	----------	----------	----------	-----------	-----------

Combat Results Table:

FRONT GUN

Range-to-Target [In hexes]

Roll:	1	2	3	4	5	6	7	8	9	10	11	12	Roll:
-------	---	---	---	---	---	---	---	---	---	----	----	----	-------

1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	0	0	0	0	0	2
3	1	1	1	0	0	0	0	0	0	0	0	0	3
4	1	0	0	0	0	0	0	0	0	0	0	0	4
5	0	0	0	0	0	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	0	0	0	0	0	6
1	2	3	4	5	6	7	8	9	10	11	12		

Climb Progress:

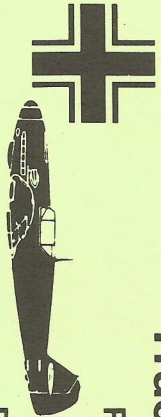
Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf. 110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

13	12	11	10	9	8
7	6	5	4		

CHANGE ALTITUDE MARKER

SPITFIRE
Aircraft Chart

Speed
Tracks:



GERMAN FIGHTER
periods 1, 2, & 3

Type:	Bf. 109E-3
Vertical Dive Cost:	8f
Max. Acceleration:	4
Turn Mode:	3/4
Roll Cost:	7
WO/SS Cost:	1/3/6

Victory Point Value: 11

	4 (200 kph)	5 (250 kph)	6 (300 kph)	7 (350 kph)	8 (400 kph)	9 (450 kph)	10 (500 kph)	11 (550 kph)	12 (600 kph)	13 (650 kph)	14 (700 kph)
Plane E									LEVEL Max. ★	DIVE	MAX. DIVE Speed
Plane F									LEVEL Max. ★	DIVE	MAX. DIVE Speed
Plane G									LEVEL Max. ★	DIVE	MAX. DIVE Speed
Plane H									LEVEL Max. ★	DIVE	MAX. DIVE Speed

Vertical Dive:
(nr. of Levels dropped)

2 LEVELS	5 LEVELS	8 LEVELS	11 LEVELS	14 LEVELS	15 LEVELS
-------------	-------------	-------------	--------------	--------------	--------------

Combat Results Table:

FRONT GUN

Range-to-Target [In hexes]

Roll Die	1	2	3	4	5	6	7	8	9	10	11	12	Roll Die
1	5	4	3	3	2	2	2	1	1	1	1	1	1
2	3	3	2	2	2	1	1	1	1	1	0	0	2
3	2	2	2	1	1	1	1	1	1	0	0	0	3
4	1	1	1	1	1	1	1	1	0	0	0	0	4
5	1	0	0	0	0	0	0	0	0	0	0	0	5
6	1	0	0	0	0	0	0	0	0	0	0	0	6
	1	2	3	4	5	6	7	8	9	10	11	12	

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf. 110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

13	12	11	10	9	8
7	6	5	4		

CHANGE ALTITUDE MARKER

0	1	2	3	4
---	---	---	---	---

SPITFIRE
Aircraft Chart

Speed
Tracks:



GERMAN FTR-BOMBER
period 2, 3, & 4

Plane
E

Plane
F

Type: Bf.110C
Vertical Dive Cost: 3f

Plane
G

Max. Acceleration: 2

Plane
H

Turn Mode: 4/4

Roll Cost: NA

WO/SS Cost: 1/4/12

Victory Point Value: 10

Vertical Dive:

(Int. of Levels dropped)

	4 (200 kph)	5 (250 kph)	6 (300 kph)	7 (350 kph)	8 (400 kph)	9 (450 kph)	10 (500 kph)	11 (550 kph)	12 (600 kph)	13 (650 kph)
Plane E						★	LEVEL Max.	DIVE	DIVE	MAX. DIVE Speed
Plane F						★	LEVEL Max.	DIVE	DIVE	MAX. DIVE Speed
Plane G						★	LEVEL Max.	DIVE	DIVE	MAX. DIVE Speed
Plane H						★	LEVEL Max.	DIVE	DIVE	MAX. DIVE Speed

3 LEVELS	4 LEVELS	4 LEVELS	4 LEVELS	5 LEVELS	5 LEVELS	6 LEVELS	6 LEVELS
-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------

Combat Results Table:

FRONT GUN / REAR GUN

Range-to-Target [In hexes]

Range	1	2	3	4	5	6	7	8	9	10	11	12	Roll
-------	---	---	---	---	---	---	---	---	---	----	----	----	------

1	6/1	5/1	4/1	3/1	3/1	2/1	2/1	2/0	1/0	1/0	1/0	1/0	1
2	4/1	3/0	3/0	2/0	2/0	2/0	2/0	1/0	1/0	1/0	0/0	0/0	2
3	3/0	2/0	2/0	2/0	2/0	2/0	1/0	1/0	1/0	0/0	0/0	0/0	3
4	2/0	2/0	1/0	1/0	1/0	1/0	1/0	1/0	1/0	0/0	0/0	0/0	4
5	1/0	1/0	1/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	5
6	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	6
	1	2	3	4	5	6	7	8	9	10	11	12	

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

9
8

7

6

5

CHANGE
ALTITUDE
MARKER

0

1

2

3

4

SPITFIRE
Aircraft Chart

Speed
Tracks:



Plane
E

Plane
F

GERMAN FIGHTER
period 4

Type: FW.190A

Vertical Dive Cost: 7f

Max. Acceleration: 6

Turn Mode: 3/4

Roll Cost: 4

WO/SS Cost: 1/4/9

Victory Point Value: 12

4	5	6	7	8	9	10	11	12	13	14	15
(200 kph)	(250 kph)	(300 kph)	(350 kph)	(400 kph)	(450 kph)	(500 kph)	(550 kph)	(600 kph)	(650 kph)	(700 kph)	(750 kph)
		*							LEVEL Max.	DIVE	MAX. DIVE Speed
		*							LEVEL Max.	DIVE	MAX. DIVE Speed
		*							LEVEL Max.	DIVE	MAX. DIVE Speed

Vertical Dive:
(nr. of Levels dropped)

3	4	5	6	8	10	12	15
LEVELS	LEVELS	LEVELS	LEVELS	LEVELS	LEVELS	LEVELS	LEVELS

Combat Results Table: FRONT GUN

Range-to-Target [In hexes]

Range	1	2	3	4	5	6	7	8	9	10	11	12	Die
Roll	1	2	3	4	5	6	7	8	9	10	11	12	Die

1	2	3	4	5	6	7	8	9	10	11	12	Die
1	6	5	4	3	2	2	2	1	1	1	1	1
2	5	4	3	2	2	2	2	1	1	1	0	2
3	3	3	3	2	2	2	2	1	1	0	0	3
4	2	1	1	1	1	1	1	1	0	0	0	4
5	1	1	1	1	1	1	0	0	0	0	0	5
6	1	0	0	0	0	0	0	0	0	0	0	6
7	1	2	3	4	5	6	7	8	9	10	11	12

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

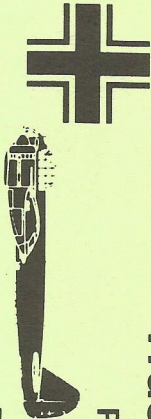
Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude level marker on the map to the next highest available.

14	13	12	11	10	9	8
15	<div><h3>Climb Progress:</h3><p>Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.</p></div>					
16	17	18	0	1	2	3
			4			5

CHANGE
ALTITUDE
MARKER

SPITFIRE
Aircraft Chart

Speed
Tracks:



GERMAN BOMBER
periods 2, 3, & 4

Type:	Ju.88A-1	Plane	G
Vertical Dive Cost:	8f		
Max. Acceleration:	2	Plane	H
Turn Mode:	5/5		
Roll Cost:	NA		
WO/SS Cost:	NA		
Victory Point Value:	8		

4 (200 kph)	5 (250 kph)	6 (300 kph)	7 (350 kph)	8 (400 kph)	9 (450 kph)	10 (500 kph)	11 (550 kph)
			*		LEVEL Max.	DIVE	MAX. DIVE Speed
			*		LEVEL Max.	DIVE	MAX. DIVE Speed
			*		LEVEL Max.	DIVE	MAX. DIVE Speed

Vertical Dive:
(nr. of Levels dropped)

3 LEVELS	6 LEVELS	9 LEVELS
-------------	-------------	-------------

2 hits on Ju.88 equals 1MP
reduction in Max. Speed.

Combat Results Table:

ALL AROUND GUN

Range-to-Target [In hexes]

Roll Die	1	2	3	4	5	6	7	8	9	10	11	12	Roll Die
	1	1	1	1	1	1	0	0	0	0	0	0	1
	2	1	1	1	0	0	0	0	0	0	0	0	2
	3	1	0	0	0	0	0	0	0	0	0	0	3
	4	0	0	0	0	0	0	0	0	0	0	0	4
	5	0	0	0	0	0	0	0	0	0	0	0	5
	6	0	0	0	0	0	0	0	0	0	0	0	6
	1	2	3	4	5	6	7	8	9	10	11	12	

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

14	13	12	11	10	9	8
15	16					7
						6
						5
						4

CHANGE ALTITUDE MARKER

0	1	2	3	4
---	---	---	---	---

3 (150 kph)
4 (200 kph)
5 (250 kph)
6 (300 kph)
7 (350 kph)
8 (400 kph)
9 (450 kph)
10 (500 kph)
11 (550 kph)
12 (600 kph)
13 (650 kph)
14 (700 kph)



Plane
A

Plane
B

Type:	Spitfire V											
Vertical Dive Cost:	7f											
Max. Acceleration:	4											
Turn Mode:	3/3											
Plane C						★				LEVEL Max.	DIVE	MAX. DIVE Speed
Plane D						★				LEVEL Max.	DIVE	MAX. DIVE Speed

(nr. of Levels dropped)

3 LEVELS	4 LEVELS	5 LEVELS	6 LEVELS	8 LEVELS	10 LEVELS	12 LEVELS
-------------	-------------	-------------	-------------	-------------	--------------	--------------

FRONT GUN

Range-to-Target [In hexes]													
Die Roll:	1	2	3	4	5	6	7	8	9	10	11	12	Die Roll:
1	5	4	4	3	2	2	2	2	1	1	1	1	1
2	4	3	3	2	2	2	2	1	1	1	0	0	2
3	3	2	2	2	2	2	1	1	1	0	0	0	3
4	2	2	1	1	1	1	1	1	0	0	0	0	4
5	1	1	0	0	0	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	0	0	0	0	0	6
1	2	3	4	5	6	7	8	9	10	11	12		

Copyright © 1973, Simulations Publications Inc., New York, NY

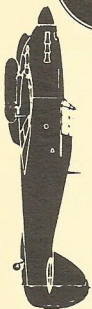
Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the B-110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

CHANGE ALTITUDE MARKER

0	1	2	3	4
---	---	---	---	---

SPITFIRE
Aircraft Chart

Speed
Tracks:



ALLIED (BRITISH) FIGHTER
period 4

Type:	Hurricane II
Vertical Dive Cost:	7f
Max. Acceleration:	3
Turn Mode:	3/4
Roll Cost:	7
WO/SS Cost:	1/3/6
Victory Point Value:	11

	3 (150 kph)	4 (200 kph)	5 (250 kph)	6 (300 kph)	7 (350 kph)	8 (400 kph)	9 (450 kph)	10 (500 kph)	11 (550 kph)	12 (600 kph)	13 (650 kph)
Plane A					*				LEVEL Max.	DIVE	MAX. DIVE Speed
Plane B					*				LEVEL Max.	DIVE	MAX. DIVE Speed
Plane C					*				LEVEL Max.	DIVE	MAX. DIVE Speed
Plane D					*				LEVEL Max.	DIVE	MAX. DIVE Speed

Vertical Dive:
(nr. of Levels dropped)

3 LEVELS	4 LEVELS	6 LEVELS	8 LEVELS	10 LEVELS	12 LEVELS
-------------	-------------	-------------	-------------	--------------	--------------

Combat Results Table:

FRONT GUN

Range-to-Target [In hexes]

Range	1	2	3	4	5	6	7	8	9	10	11	12	Roll Die
1	5	4	3	3	3	2	2	1	0	0	0	0	1
2	4	3	2	2	2	2	1	1	0	0	0	0	2
3	3	2	2	1	1	1	1	1	0	0	0	0	3
4	1	1	1	1	1	1	1	1	0	0	0	0	4
5	1	1	1	0	0	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	0	0	0	0	0	6
Roll Die	1	2	3	4	5	6	7	8	9	10	11	12	Roll Die

Climb Progress:

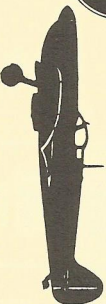
Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf. 110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

CHANGE
ALTITUDE
MARKER

14	13	12	11	10	9	8
15						7
16						6
17						5
						4
						3
						2
						1
						0

SPITFIRE
Aircraft Chart

Speed
Tracks:



ALLIED (BRITISH) FIGHTER
period 3

Type:	Spitfire I
Vertical Dive Cost:	7
Max. Acceleration:	4
Turn Mode:	3/3
Roll Cost:	6
WO/SS Cost:	1/2/4

Victory Point Value: 12

	3 (150 kph)	4 (200 kph)	5 (250 kph)	6 (300 kph)	7 (350 kph)	8 (400 kph)	9 (450 kph)	10 (500 kph)	11 (550 kph)	12 (600 kph)	13 (650 kph)	14 (700 kph)
Plane A										LEVEL Max. ★	DIVE	MAX. DIVE Speed
Plane B										LEVEL Max. ★	DIVE	MAX. DIVE Speed
Plane C										LEVEL Max. ★	DIVE	MAX. DIVE Speed
Plane D										LEVEL Max. ★	DIVE	MAX. DIVE Speed

Vertical Dive:
(Int. of Levels dropped)

3 LEVELS	4 LEVELS	5 LEVELS	6 LEVELS	7 LEVELS	8 LEVELS	9 LEVELS
-------------	-------------	-------------	-------------	-------------	-------------	-------------

Combat Results Table:

FRONT GUN

	Range-to-Target [In hexes]												
Roll Die	1	2	3	4	5	6	7	8	9	10	11	12	Roll Die
1	3	3	2	2	1	1	1	0	0	0	0	0	1
2	2	2	2	1	1	1	1	0	0	0	0	0	2
3	2	1	1	1	1	1	1	0	0	0	0	0	3
4	1	1	1	1	1	1	0	0	0	0	0	0	4
5	1	0	0	0	0	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	0	0	0	0	0	6
	1	2	3	4	5	6	7	8	9	10	11	12	

Copyright © 1973. Simulations Publications Inc., New York, NY

141312111098

1516

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

CHANGE ALTITUDE MARKER

01234

7654

SPITFIRE Aircraft Chart

Speed Tracks:



ALLIED (BRITISH) FIGHTER
period 3

Type:	Hurricane I
Vertical Dive Cost:	7
Max. Acceleration:	3
Turn Mode:	3/4
Roll Cost:	6
WO/SS Cost:	1/3/6
Victory Point Value:	11

	3 (150 kph)	4 (200 kph)	5 (250 kph)	6 (300 kph)	7 (350 kph)	8 (400 kph)	9 (450 kph)	10 (500 kph)	11 (550 kph)	12 (600 kph)	13 (650 kph)
Plane A								LEVEL Max. ★	DIVE	DIVE	MAX. DIVE Speed
Plane B								LEVEL Max. ★	DIVE	DIVE	MAX. DIVE Speed
Plane C								LEVEL Max. ★	DIVE	DIVE	MAX. DIVE Speed
Plane D								LEVEL Max. ★	DIVE	DIVE	MAX. DIVE Speed

Vertical Dive:

(nr. of Levels dropped)

3 LEVELS	4 LEVELS	6 LEVELS	8 LEVELS	10 LEVELS	12 LEVELS
-------------	-------------	-------------	-------------	--------------	--------------

Combat Results Table:

FRONT GUN

	Range-to-Target [In hexes]												
PO i.e.	1	2	3	4	5	6	7	8	9	10	11	12	PO i.e.
1	3	3	2	2	1	1	1	0	0	0	0	1	
2	2	2	2	1	1	1	1	0	0	0	0	2	
3	2	1	1	1	1	1	0	0	0	0	0	3	
4	1	1	1	1	1	1	0	0	0	0	0	4	
5	1	0	0	0	0	0	0	0	0	0	0	5	
6	0	0	0	0	0	0	0	0	0	0	0	6	
1	2	3	4	5	6	7	8	9	10	11	12		

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

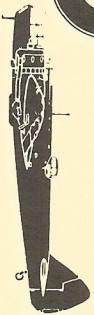
Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bt. 110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

CHANGE
ALTITUDE
MARKER

14	13	12	11	10	9	8
7	6	5	4			
0	1	2	3	4		

Speed Tracks:

3	(150 kph)
4	(200 kph)
5	(250 kph)
6	(300 kph)
7	(350 kph)
8	(400 kph)
9	(450 kph)
10	(500 kph)



(150 kph)	(200 kph)	(250 kph)	(300 kph)	(350 kph)	(400 kph)	(450 kph)	(500 kph)
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

	LEVEL Max.	MAX. DIVE Speed
Plane A	★	
Plane B	★	

MAX. DIVE Speed	LEVEL DIVE Max.	★		
-----------------------	-----------------------	---	--	--

LEVEL
Max.

MAX.
DIVE
Speed

[illegible][illegible]

LEVEL MAX. DIVE

MAX. DIVE Speed


MAX. DIVE Speed


speeds

MAX.	100%	75%	50%	25%	0%

MAX.	100%	75%	50%	25%	0%

MAX.

LEVEL
Max. 

LEVEL
Max. 

[illegible]

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	-----

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	-----

1000

6	9	12
LEVELS	LEVELS	LEVELS

6	9	12
LEVELS	LEVELS	LEVELS

LEVELS	LEVELS
3	12

	LEVELS	LEVELS	LEVELS
--	--------	--------	--------

	LEVELS	LEVELS	LEVELS
--	--------	--------	--------

ALL AROUND GUN

Copyright © 1973, Simulations Publications Inc., New York, NY

(nr. of Levels dropped)

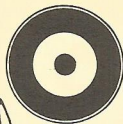
6 LEVELS	9 LEVELS	12 LEVELS
-------------	-------------	--------------

2 hits on Blenheim equals
1 MP reduction in Max.
Speed.

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the B1-10 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the zero position and change the Altitude Level marker on the map to the next highest available.

10	9	8	7
6	5	4	3
2	1	0	

SPITFIRE
Aircraft Chart



Speed Tracks:
3 (150 kph) 4 (200 kph) 5 (250 kph) 6 (300 kph) 7 (350 kph) 8 (400 kph) 9 (450 kph) 10 (500 kph)

ALLIED (FRENCH) BOMBER
period 2

Type:	PO.63	Plane A
Vertical Dive Cost:	6f	Plane B
Max. Acceleration:	1	Plane C
Turn Mode:	4/4	Plane D
Roll Cost:	NA	
WO/SS Cost:	NA	
Victory Point Value:	8	

	3	4	5	6	7	8	9	10
Plane A				*				LEVEL Max. MAX. DIVE Speed
Plane B				*				LEVEL Max. MAX. DIVE Speed
Plane C				*				LEVEL Max. MAX. DIVE Speed
Plane D				*				LEVEL Max. MAX. DIVE Speed

Vertical Dive:
(nr. of Levels dropped)

3	4	5	6
LEVELS	LEVELS	LEVELS	LEVELS

Combat Results Table:

FRONT GUN / REAR GUN

Range-to-Target [In hexes]

Range	1	2	3	4	5	6	7	8	9	10	11	12	Roll
Die	1	1	1	1	1	1	1	1	1	1	1	1	1

1	2	3	4	5	6	7	8	9	10	11	12	Roll
Die	1	1	1	1	1	1	1	1	1	1	1	1
1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	0/0	0/0	0/0	0/0	1
2	0/1	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	2
3	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	3
4	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	4
5	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	5
6	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	6
1	2	3	4	5	6	7	8	9	10	11	12	

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

CHANGE
ALTITUDE
MARKER

9	8	7	6	5	4
0	1	2	3		

SPITFIRE
Aircraft Chart

Speed
Tracks:



ALLIED (FRENCH) FIGHTER
period 2

Type:	D.520
Vertical Dive Cost:	6
Max. Acceleration:	3
Turn Mode:	4/4
Roll Cost:	6
WO/SS Cost:	1/3/6
Victory Point Value:	9

Plane
A

Plane
B

Plane
C

Plane
D

4 (200 kph)	5 (250 kph)	6 (300 kph)	7 (350 kph)	8 (400 kph)	9 (450 kph)	10 (500 kph)	11 (550 kph)	12 (600 kph)
						*	LEVEL Max.	MAX. DIVE Speed
						*	LEVEL Max.	MAX. DIVE Speed
						*	LEVEL Max.	MAX. DIVE Speed
						*	LEVEL Max.	MAX. DIVE Speed

Vertical Dive:
(nr. of Levels dropped)

3 LEVELS	4 LEVELS	5 LEVELS	6 LEVELS	7 LEVELS	9 LEVELS
-------------	-------------	-------------	-------------	-------------	-------------

Combat Results Table:

FRONT GUN

Range-to-Target [In hexes]

Roll Die	1	2	3	4	5	6	7	8	9	10	11	12	Roll Die
-------------	---	---	---	---	---	---	---	---	---	----	----	----	-------------

1	3	2	2	1	1	1	1	0	0	0	0	0	1
2	2	2	1	1	1	1	1	0	0	0	0	0	2
3	1	1	1	1	1	1	0	0	0	0	0	0	3
4	1	1	1	1	1	0	0	0	0	0	0	0	4
5	1	0	0	0	0	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	0	0	0	0	0	6
1	2	3	4	5	6	7	8	9	10	11	12		

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the Bf.110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

141312111098

151617

01234

567

CHANGE
ALTITUDE
MARKER

Speed Tracks:



Plane A

Plane B

Plane C

9

2

Plane D

A

Vertical Dive: (nr. of Levels dropped)

3 (150 kph)	4 (200 kph)	5 (250 kph)	6 (300 kph)	7 (350 kph)	8 (400 kph)	9 (450 kph)	10 (500 kph)	11 (550 kph)	12 (600 kph)
						LEVEL Max.	DIVE ★	DIVE	MAX. DIVE Speed
						LEVEL Max.	DIVE ★	DIVE	MAX. DIVE Speed
						LEVEL Max.	DIVE ★	DIVE	MAX. DIVE Speed

Vertical Dive:

3 LEVELS	4 LEVELS	4 LEVELS	5 LEVELS	5 LEVELS	6 LEVELS	6 LEVELS
-------------	-------------	-------------	-------------	-------------	-------------	-------------

Combat Results Table:

FRONT GUN

Range-to-Target [In hexes]													
RD No	1	2	3	4	5	6	7	8	9	10	11	12	RD No
1	2	1	1	1	1	1	1	0	0	0	0	0	1
2	1	1	1	1	1	1	0	0	0	0	0	0	2
3	1	1	1	0	0	0	0	0	0	0	0	0	3
4	1	1	0	0	0	0	0	0	0	0	0	0	4
5	0	0	0	0	0	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	0	0	0	0	0	6
7	2	2	3	4	5	6	7	8	9	10	11	12	

Copyright © 1973, Simulations Publications Inc., New York, NY

Climb Progress:

Move the Climb Progress markers counter-clockwise around the Scale to record the climbing activity of the aircraft. All aircraft expend one Movement Point to climb one step on the Scale, except for the Bombers and the B1, 110 Fighter-Bomber which pay two Movement Points for each climb step. As the aircraft pay to leave the highest numbered box on the Scale, bring the marker back to the Zero position and change the Altitude Level marker on the map to the next highest available.

11	10	9	8
7	6	5	4
3	2	1	0

Climb Progress:

the Climb Progress markers counter-clockwise the Scale to record the climbing activity of the All aircraft expend one Movement Point to climb on the Scale, except for the Bombers and the lighter-Bomber which pay two Movement Points for climb step. As the aircraft pay to leave the highest step box on the Scale, bring the marker back to the position and change the Altitude Level marker on the next highest available.