

Spitfire I and Hurricane I versus Bf 109E-4 and He 111

Spitfire Mk.IA

Defense: 3

Firepower:

Weapon	Range 0	Range 1	Range 2	Ammo
W1	12	4	--	8
W2	12	4	--	8
	24	8	--	

Maneuver costs:

Maneuver	EZ Turn	TT Turn	HT Turn	BT Turn	ET Turn	(EZ)	(TT)	(HT)	(BT)	Wing over	Slip Skid	Skid Turn	Snap Roll
						1 Tran	2 Tran	3 Tran	4 Tran				
Decel cost	0.5	1.5	2	2	2.5	0.5	2	4.5	6	2	3	3	1

Maneuver Space:

Speed	1.0-4.5	5.0-7.5	8.0-9.5	10.0+
Banking	1	1	1	2
Slips and skids	1	1	2	3

Climb:

Altitude	1-6	7-12	13-18
Climb	5	5	4

Hurricane Mk.IA

Defense: 4

Firepower:

Weapon	Range 0	Range 1	Range 2	Ammo
W1	12	4	--	9
W2	12	4	--	9
Total	24	8	--	

Maneuver costs:

Maneuver	EZ Turn	TT Turn	HT Turn	BT Turn	ET Turn	(EZ)	(TT)	(HT)	(BT)	Wing over	Slip Skid	Skid Turn	Snap Roll
						1 Tran	2 Tran	3 Tran	4 Tran				
Decel cost	0.5	1.5	2	2	2.5	0.5	2	4.5	6	2	3	3	1

Maneuver Space:

Speed	1.0-4.5	5.0-7.5	8.0-9.5	10.0+
Banking	1	1	2	2
Slips and skids	1	1	2	3

Climb:

Altitude	1-6	7-12	13-18
Climb	5	5	4

Bf 109E-4

Defense: 3

Firepower:

Weapon	Range 0	Range 1	Range 2	Ammo
N1	6	3	--	30
W1	18	6	--	3
	24	9	--	

Nose guns can be used to aim the wing guns out to range 1, at double nose gun ammo cost.

Maneuver costs:

Maneuver	EZ Turn	TT Turn	HT Turn	BT Turn	ET Turn	(EZ)	(TT)	(HT)	(BT)	Wing over	Slip Skid	Skid Turn	Snap Roll
						1 Tran	2 Tran	3 Tran	4 Tran				
Decel cost	1	2	2.5	3.5	4	1	3	6	10	3	4	5	1

Maneuver Space:

Speed	1.0-4.5	5.0-7.5	8.0-9.5	10.0+
Banking	1	1	2	2
Slips and skids	1	2	2	3

Climb:

Altitude	1-6	7-12	13-18	19-24
Climb	7	6	5	4

He 111H-2

Defense: 12

Firepower:

Weapon	Range 0	Range 1
DG, VG1, VG2, NG, LG, RG	1	1/2

Arcs:

	0	60	120	180	240	300
Above	NG	None	RG, DG	DG	LG, DG	None
Same	NG, VG1	None	RG, DG	DG*	LG, DG	None
Below	NG, VG1	None	RG	VG2	LG	None

Only 1 of VG1 and VG2 can fire in a move. Only 1 of RG and LG can fire in a move. * = blind spot if aircraft being attacked from that location.

Maneuver costs:

Maneuver	EZ Turn	TT Turn	HT Turn	(EZ)	(TT)	(HT)	Wing over	Slip Skid	Snap Roll
				1 Tran	2 Tran	3 Tran			
Decel cost	0.5	1.5	2	0.5	2	4.5	2	3	1

Maneuver Space:

Speed	1.0-4.5	5.0-7.5	8.0-9.5
Banking	1	1	2
Slips and skids	1	2	2