

PLANE TYPE: Ar-234B

Arado Ar-234B-2

Reconnaissance Bomber

POINT VALUE: 35

ALTITUDE (x1000)	MOVEMENT CHARACTERISTICS CHART												
	SPEEDS				SPEED CHANGE		ALTITUDE CHANGE		MANEUVERS				
	STALL SPEED	MANEUVER SPEED	LEVEL SPEED	DIVE SPEED	POWER FACTORS	BRAKE FACTORS	CLIMB RATE	DIVE RATE	BANK	TURN	SLIP	HALF-LOOP	HALF-ROLL
0-4.9	0-3	4-6	7-8	9-11	1	1	.4	1.3	5	5	5	7	5
5.0-9.9	0-3	4-6	7-8	9-11	1	1	.4	1.3	5	5	5	8	6
10.0-14.9	0-4	5-6	7-9	10-12	1	1	.4	1.2	6	6	6	9	7
15.0-19.9	0-5	6	7-9	10-12	1	1	.3	1.2	6	7	7	10	8
20.0-24.9	0-5	-	6-9	10-12	1	1	.3	1.2	7	8	8	11	9
25.0-29.9	0-6	-	7-9	10-12	1	1	.2	1.2	7	9	9	12	10
30.0-32.8	0-6	-	7-9	10-12	1	1	.1	1.2	8	9	9	14	12
-	-	-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-	-	-
LEVEL	-	-	-	-	-	-	-	-	+1	+1	+1	+1	+1
DIVE	-	-	-	-	P	-	+2	-	+1	+1	+1	+1	+1
LOADED	0	-1	-1	-1	-	-	-1	-3	+1	+2	+3	P	P
LOADED*	+1	-2	-2	-2	-	-	-2	-5	+2	+3	+4	P	P
MOVEMENT CHARACTERISTICS MODIFIERS													

TARGET CHARACTERISTICS CHART						
W	6		Cn.	8	Mg.	-
F	6		L	3		
C	3		C	-		
E	2	E	-	E	-	E
G	4C				4C	
	(6)				(6)	
FR				FR		

SILHOUETTE MODIFIER: +3
 FIRE MODIFIER: -2
 TYPE ENGINE(OP): 1(JET)
 BLIND SPOTS (OP):
 H: A(+1),12(+1),2(-1),4(-1),6(-1),8(-1),10(-1)
 M: 12(+2),2(+1),4(-2),6(-3),8(-2),10(+1)
 L: B(-2),12(+1),2(-1),4(-1),6(-3),8(-1),10(-1)

Producer: Third Reich
 Name: "Blitz"

NOTES: Operational in late Sept. 1944. Can carry up to 1100 pounds (one bomb low level) loaded. *Or 3300 pounds of bombs (three bombs low level) over loaded. Has sights for use as a level bomber. Tail gun has Fixed Rear field of fire. Use opposite of normal nose attitude rules with no firing allowed directly above or below. Reconnaissance versions did not have armament.

PLANE TYPE: Me-163B-1

Messerschmitt Me-163B-0 & B-1

Day Fighter (Rocket)

POINT VALUE: 35

ALTITUDE (x1000)	MOVEMENT CHARACTERISTICS CHART												
	SPEEDS				SPEED CHANGE		ALTITUDE CHANGE		MANEUVERS				
	STALL SPEED	MANEUVER SPEED	LEVEL SPEED	DIVE SPEED	POWER FACTORS	BRAKE FACTORS	CLIMB RATE	DIVE RATE	BANK	TURN	SLIP	HALF-LOOP	HALF-ROLL
0-4.9	0-2	3-6	7-10	11-13	4	1	2.7	1.5	3	5	5	7	6
5.0-9.9	0-3	4-6	7-11	12-13	4	1	2.7	1.5	3	5	5	8	6
10.0-14.9	0-3	4-5	6-12	-	4	1	2.6	1.4	3	6	6	9	6
15.0-19.9	0-3	4-5	6-12	-	3	1	2.1	1.4	4	6	6	10	7
20.0-24.9	0-4	5	6-12	-	3	1	1.6	1.4	4	7	7	11	7
25.0-29.9	0-4	-	5-12	-	2	1	1.4	1.4	4	7	7	12	7
30.0-34.9	0-5	-	6-12	-	2	1	1.4	1.4	5	8	8	14	8
35.0-39.5	0-6	-	7-11	-	2	1	1.4	1.4	5	8	8	16	8
-	-	-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-	-	-
LEVEL	-	-	-	-	-	-	-	-	+1	+1	+1	+1	+1
DIVE	-	-	-	-	P	-	-	-	+1	+1	+1	+1	+1
LOADED	0	-1	-1	-1	-	-	-	-	+1	+2	+2	P	P
MOVEMENT CHARACTERISTICS MODIFIERS													

TARGET CHARACTERISTICS CHART						
W	4		Cn.	3	Mg.	-
F	4		L	2		
C	3		C	-		
E	2	E	-	E	-	E
G	8C				8C	
	(6)				(6)	
FF				FF		

SILHOUETTE MODIFIER: -4
 FIRE MODIFIER: -2
 TYPE ENGINE(OP): 1(ROCKET)
 BLIND SPOTS (OP):
 H: A(+1),12(+1),2(-1),4(-1),6(-1),8(-1),10(-1)
 M: 12(+2),2(+1),4(-2),6(-3),8(-2),10(+1)
 L: B(-2),12(+1),2(-1),4(-1),6(-3),8(-1),10(-1)

Producer: Third Reich
 Name: "Komet"

NOTES: Operational on a limited basis in late June '44. About 300 ME-163B-0 & B-1's were produced. Can carry 24 A/A rockets loaded. No outside loops or double turns after slip allowed. Any speed gain that exceeds max level or dive speed is ignored.

Optional: Roll a 20 sided die before each plotting phase, if the result is less than the current game turn the rocket hasquit and the "Komet" must operate at idle and glide for the rest of the game. When at idlepower factors are prohibited, an extra brake factor must be applied each game turn, the climb rate is reduced by 75% and the climb rate speed loss is increased by a factor of 3.