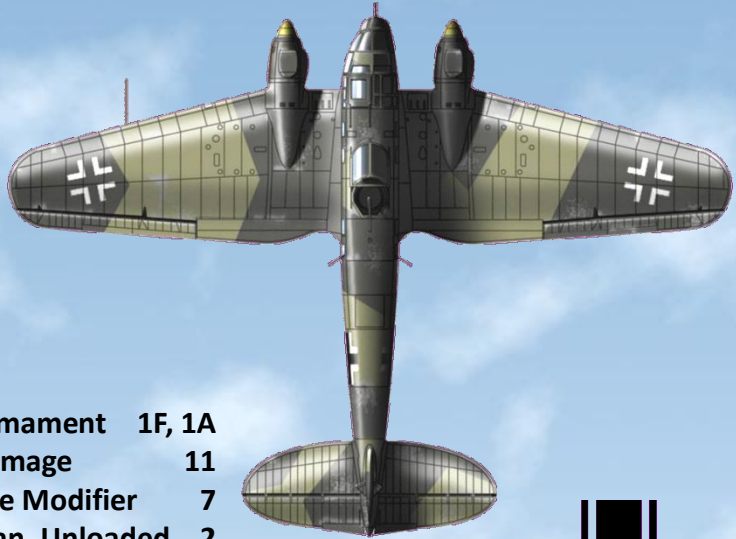


# He-111H

## Bomber



### SPEEDS:

Level	4
Climb	1
Climb Rate	4
Dive	6
Brake Factor	1

### MANEUVER REQS:

Turn	5
Slip	3
Half Roll	<i>n/a</i>
Half Loop	<i>n/a</i>

Armament	1F, 1A
Damage	11
Size Modifier	7
Man. Unloaded	2
Man. Loaded	-1
Bomb Factor	9
Point Value	19

# He-111H

## Bomber



PLANE #: \_\_\_\_\_

Damage ○○○○○○○○  
○○○●

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup>○<sup>2</sup>●

1) 1/2 Level, Climb, & Dive Speeds for game  
2) -1 level, Climb, & Dive Speeds per turn

PLANE #: \_\_\_\_\_

Damage ○○○○○○○○  
○○○●

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup>○<sup>2</sup>●

1) 1/2 Level, Climb, & Dive Speeds for game  
2) -1 level, Climb, & Dive Speeds per turn

PLANE #: \_\_\_\_\_

Damage ○○○○○○○○  
○○○●

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup>○<sup>2</sup>●

1) 1/2 Level, Climb, & Dive Speeds for game  
2) -1 level, Climb, & Dive Speeds per turn

PLANE #: \_\_\_\_\_

Damage ○○○○○○○○  
○○○●

Elevator ○ (No climb/dive)

Aileron/Rudder ○ (No turn/slip)

Engine ○<sup>1</sup>○<sup>2</sup>●

1) 1/2 Level, Climb, & Dive Speeds for game  
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