




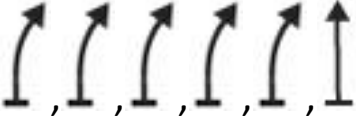

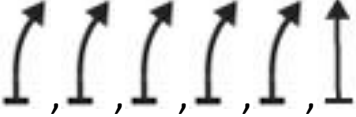

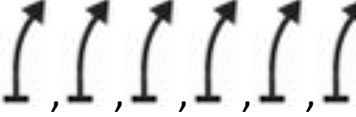

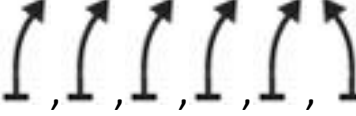

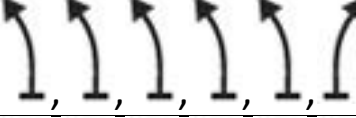

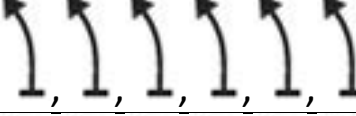
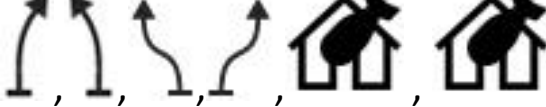











WW2 AUTOPILOT FOR BOMBERS

Clock	Enemy closing < 1 ruler	Target or Home
1		
2		
3		
4		
5		
6		
7		
8		
9		

10		
11		
12		

Notes:

	Turn in place towards the target or the home edge (up to 60 degrees) and then move straight.
	Roll again on the “Target or Home” table.
<p>The autopilot airplane reacts to...</p> <ol style="list-style-type: none"> 1. the target/home edge within 1 ruler. Manoeuvre: Turn in place towards the target or the home edge (up to 60 degrees) and then move straight. 2. the nearest enemy shooting at the autopilot airplane. Manoeuvre: 1st column 3. the nearest enemy with 1 ruler of the autopilot airplane and closing. Manoeuvre: 1st column 4. the target/home edge. Manoeuvre: 2nd column <p>If the enemy is moving from one clock position into another, use the clock position into which the enemy is moving. The autopilot airplane can perform two steep manoeuvres in a row. Autopilot airplanes ignore special damage</p>	