

WW2 AUTOPILOT FOR FIGHTERS

Clock	Enemy closing < 1 ruler	Enemy closing > 1 ruler	Enemy moving away
1	↑+↓, ↑+↓, ↑, ↑, ↗, ↘	↑, ↑, ↑, ↑, ↗, ↘	↑, ↑, ↑, ↗, ↘, ↘
2	↘+↑+↓, ↘+↑+↓, ↑, ↑, ↗, ↘	↑, ↗, ↗, ↘, ↘, ↘	↑, ↗, ↗, ↘, ↘, ↘
3	↗, ↗, ↗, ↗, ↘, ↘	↗, ↗, ↗, ↗, ↘, ↘	↗, ↗, ↗, ↗, ↘, ↘
4	↗, ↗, ↗, ↘, ↘, ↘	↘+↑+↓, ↗, ↗, ↗, ↘, ↘	↘+↑+↓, ↗, ↗, ↗, ↘, ↘
5	↑+↓, ↑+↓, ↘+↑+↓, ↗, ↘, ↘	↑+↓, ↑+↓, ↑+↓, ↗, ↘, ↘	↑+↓, ↑+↓, ↗, ↗, ↘, ↘
6	↓, ↓, ↓, ↑+↓, ↗, ↘	↓, ↓, ↓, ↑+↓, ↘+↑+↓, ↘	↓, ↓, ↘+↑+↓, ↘+↑+↓, ↗, ↘
7	↓, ↓, ↓, ↑+↓, ↘, ↘	↓, ↓, ↓, ↑+↓, ↘+↑+↓, ↘	↓, ↓, ↘+↑+↓, ↘+↑+↓, ↘, ↘
8	↑+↓, ↑+↓, ↘+↑+↓, ↘, ↘, ↘	↑+↓, ↑+↓, ↑+↓, ↘, ↘, ↘	↑+↓, ↑+↓, ↘, ↘, ↘, ↘
9	↘, ↘, ↘, ↘, ↘, ↘	↘+↑+↓, ↘, ↘, ↘, ↘, ↘	↘+↑+↓, ↘, ↘, ↘, ↘, ↘

10			
11			
12			

Notes:

	The autopilot plane can perform two steep manoeuvres in a row.	<p>The autopilot airplane reacts to</p> <ol style="list-style-type: none"> 1. the nearest enemy it is tailing – column 3 2. the nearest enemy tailing it – column 1 3. the nearest enemy shooting – column 1 4. the nearest enemy – column 1 or 2 or 3 <p>If the enemy is moving from one clock position into another, use the clock position into which the enemy is moving.</p> <p>Autopilot airplanes ignore special damage.</p>
	If not available, use a long slip in the same direction.	
	If not available, use a 60 degrees turn in the same direction.	
	The autopilot airplane can perform an Immelmann without either a straight before or after.	