Turn 13
Current Positions:

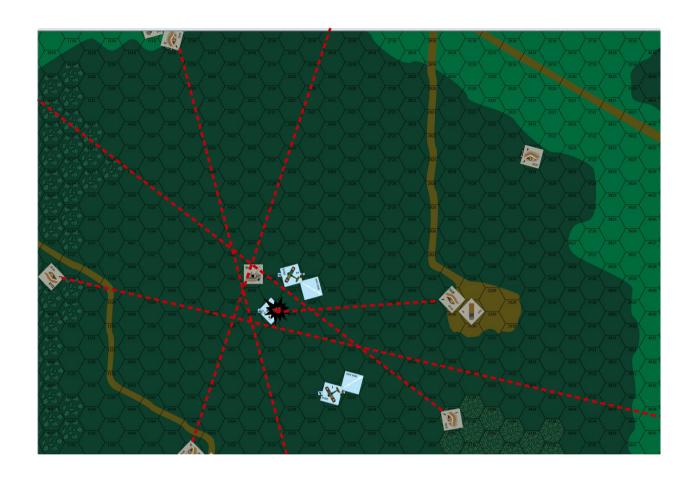
Aircraft	Location	Heading	Altitude	Bank	Nose Arc	Speed	Throttle
Pfalz DIII - 1	2829/2830	N	2550	0u	Level	7.5(0.5)	F
Spad XII - 1	2827	W	2450	R60u	Level	7.7(0.7)	F
Spad XII - 2	3128	N	2600	L60u	45 degree dive	9.0(0.3)	F



Spad XII – 2 can't quite get into a tailing arc and so is forced to pull up and go wide. Unfortunately because he did a zero G push last turn, when the throttle kicks back in it causes the engine to run rough. Now both Spads are trailing white smoke.

Ltn Höhn simply opens the throttle and attempts to dive clear.

Spad XII – 1 is travelling so fast that his turning circle takes him wide of the Pfalz.

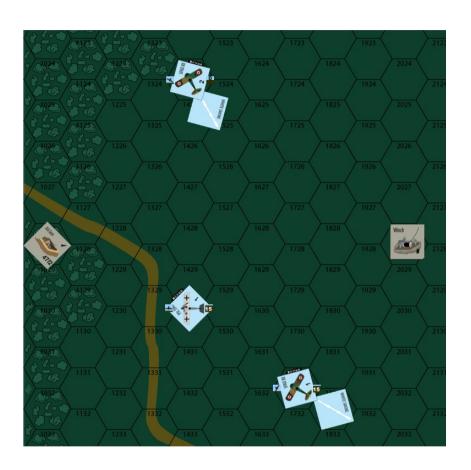


Every gun in creation then opens up on Ltn Höhn but luckily only one hits. Unluckily its one of the 47mm guns.

The Pfalz is still flying but now has medium damage.

Aircraft	Location	Heading	Altitude	Bank	Nose Arc	Speed	Throttle
Pfalz DIII - 1	2129	N	2250	0u	15 degree dive	7.7(0.0)	F
Spad XII - 1	2433	NNW	2450	R60u	Level	7.0(0.4)	F
Spad XII - 2	2228	NNE	2250	R30u	Level	8.9(0.3)	F

<u>Turn 14</u>

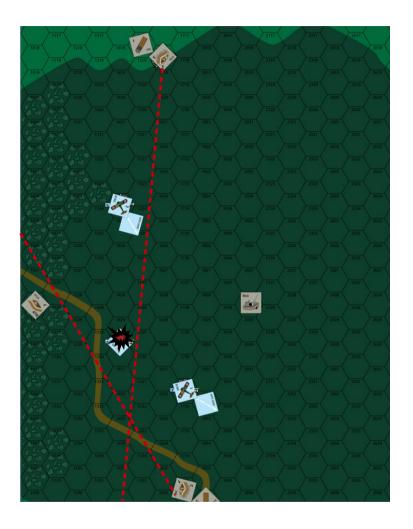


Ltn Höhn continues to dive away.

Spad XII – 1 turns hard to the right in a last bid to get a shot at the fleeing Pfalz but unfortunately the pilot passes out as he gives it full stick and rudder.

Spad XII – 2 is going much too fast to be able to turn after the Pfalz and so he turns away.

If Ltn Höhn can survive the archie fire he can escape



All of the anti aircraft fire that can reach him misses and Ltn Höhn makes good his escape in his battered Pfalz.

Lessons Learnt:

Excellent fun

Attacking balloons is dangerous!

Spads turn like bricks at high speed – a zoom and boom tactic suits them

Ltn Höhn must have been one crazy guy :-)

