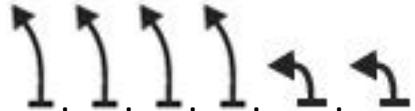
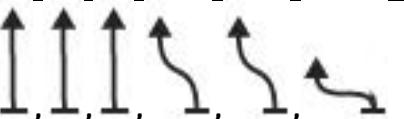
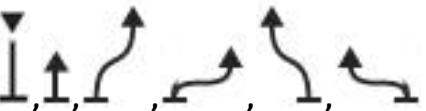
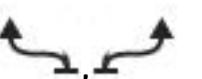


WW2 AUTOPILOT FOR FIGHTERS

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

10			
11			
12			

Notes:

	The autopilot plane can perform two steep manoeuvres in a row.		The autopilot airplane reacts to <ol style="list-style-type: none"> the nearest enemy it is tailing – column 3 the nearest enemy tailing it – column 1 the nearest enemy shooting – column 1 the nearest enemy – column 1 or 2 or 3
	If not available, use a long slip in the same direction.		If the enemy is moving from one clock position into another, use the clock position into which the enemy is moving.
	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.		Autopilot airplanes ignore special damage.