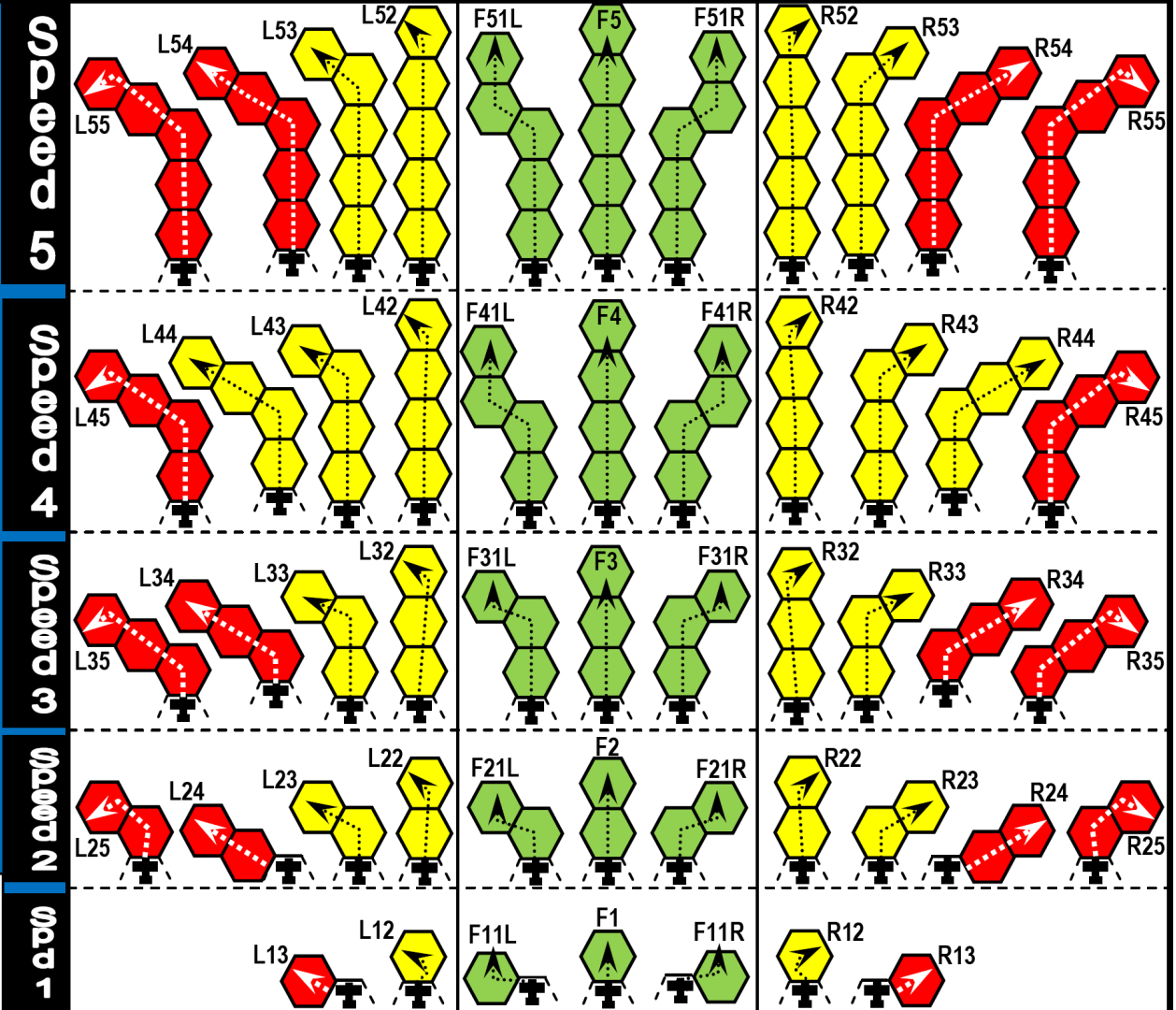


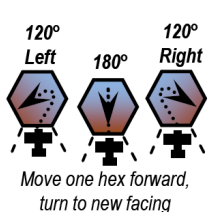
NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+2 Alt Power Climb ↑↑	-6, -5, -4	-5, -4, -3	-4, -3, -2	
+1 Alt Climb ↑	-4, -3, -2	-3, -2, -1	-2, -1, N	May not Climb if prior turn was stall
Level Flight >	-3, -2, -1	-2, -1, N	-1, N, +1	
-1 Alt Dive ↓	-2, -1, N	-1, N, +1	N, +1, +2	May add one (+1) hex forward at move end
-2 Alt Power Dive ↓↓	-1, N, +1	N, +1, +2	N, +1, +2, +3	
-3 Alt Steep Dive ↓↓↓	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	*Automatic Out-of-Control

○ = SPEED ADJUSTMENT NOT POSSIBLE IF AT MAXIMUM SPEED

**CHECK YOUR 6!**  
**JET AGE**  
**50000 P**  
**40000 P**  
**30000 P**  
**20000 P**  
**10000 P**  
**00000 P**

SPECIAL MANEUVERS	FORWARD	NOTES
+2 Alt Power Immelmann	-5 or -4	Maximum speed: 5
+1 Alt Immelmann	-3 or -2	Maximum speed: 4
-1 Alt Split-S	-2, -1, N	Maximum speed: 3
-2 Alt Power Split-S	-1, N, +1	Maximum speed: 4
-3 Alt Steep Split-S	N, +1, +2	Maximum speed: 5
same Alt Stall	No move	Maximum speed: 1 Check for Out-of-Control in next move



## AD-4 Skyraider

ID:				ID:				ID:				ID:							
Skill:		Rob: <b>R3/d6</b>	Ammo	First Fire	Skill:		Rob: <b>R3/d6</b>	Ammo	First Fire	Skill:		Rob: <b>R3/d6</b>	Ammo	First Fire	Skill:		Rob: <b>R3/d6</b>	Ammo	First Fire
Trn/Sp/Ag: <b>P*B4 +1</b>		CI/Dv: <b>20/45</b>		Trn/Sp/Ag: <b>P*B4 +1</b>		CI/Dv: <b>20/45</b>		Trn/Sp/Ag: <b>P*B4 +1</b>		CI/Dv: <b>20/45</b>		Trn/Sp/Ag: <b>P*B4 +1</b>		CI/Dv: <b>20/45</b>					
Guns: <b>4xMC</b>				Guns: <b>4xMC</b>				Guns: <b>4xMC</b>				Guns: <b>4xMC</b>							
Special:				Special:				Special:				Special:							
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes				
1				1				1				1							
2				2				2				2							
3				3				3				3							
4				4				4				4							
5				5				5				5							
6				6				6				6							
7				7				7				7							
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ID:				ID:				ID:				ID:							
Skill:		Rob: <b>R3/d6</b>	Ammo	First Fire	Skill:		Rob: <b>R3/d6</b>	Ammo	First Fire	Skill:		Rob: <b>R3/d6</b>	Ammo	First Fire	Skill:		Rob: <b>R3/d6</b>	Ammo	First Fire
Trn/Sp/Ag: <b>P*B4 +1</b>		CI/Dv: <b>20/45</b>		Trn/Sp/Ag: <b>P*B4 +1</b>		CI/Dv: <b>20/45</b>		Trn/Sp/Ag: <b>P*B4 +1</b>		CI/Dv: <b>20/45</b>		Trn/Sp/Ag: <b>P*B4 +1</b>		CI/Dv: <b>20/45</b>					
Guns: <b>4xMC</b>				Guns: <b>4xMC</b>				Guns: <b>4xMC</b>				Guns: <b>4xMC</b>							
Special:				Special:				Special:				Special:							
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes				
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16				16				16				16							