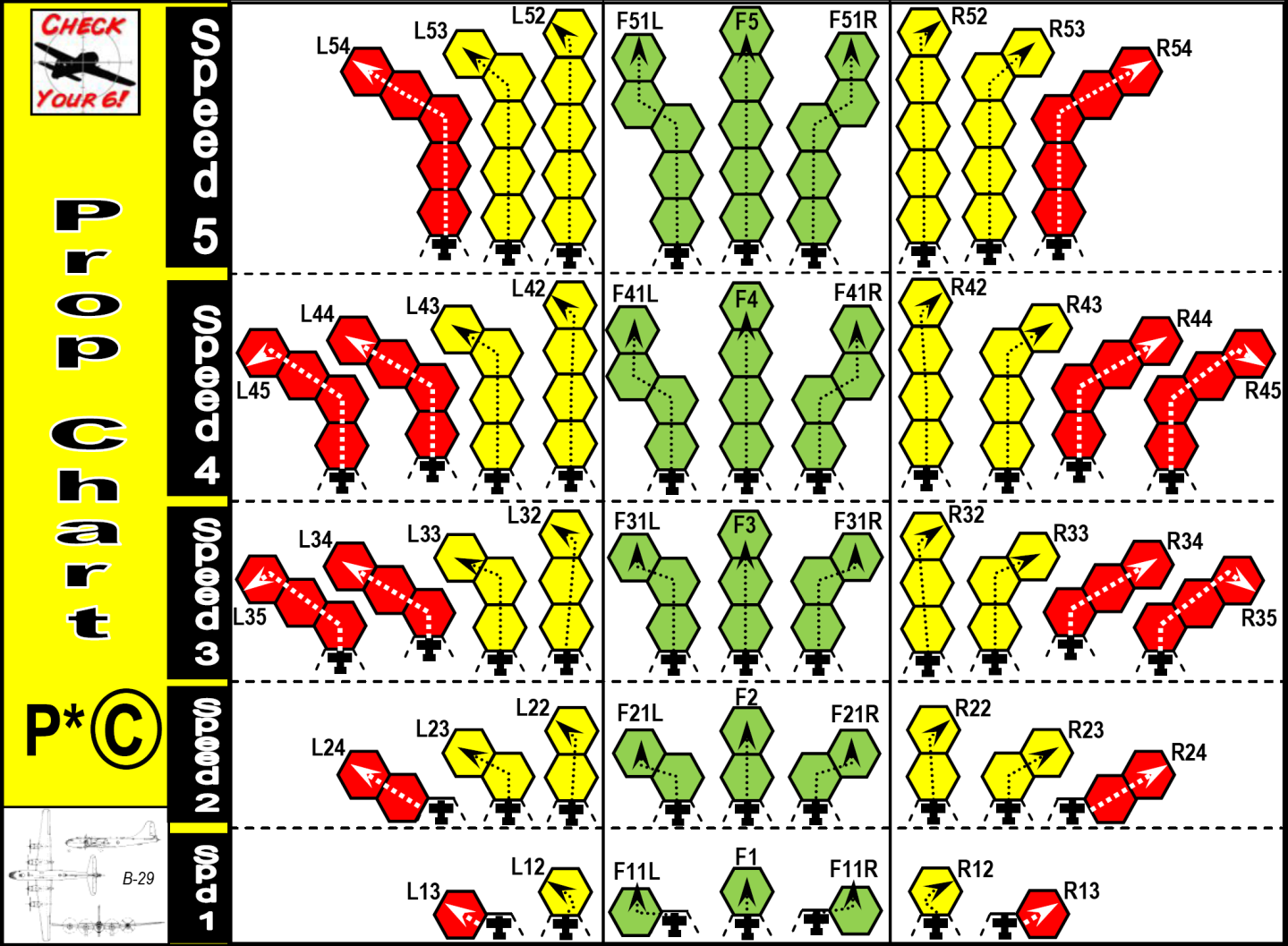


NORMAL MANEUVERS		EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+2 Alt	Power Climb ↑↑	-6, -5, -4	-5, -4, -3	-4, -3, -2	
+1 Alt	Climb ↑	-4, -3, -2	-3, -2, -1	-2, -1, N	May not Climb if prior turn was stall
	Level Flight ➤	-3, -2, -1	-2, -1, N	-1, N, +1	
-1 Alt	Dive ↓	-2, -1, N	-1, N, +1	N, +1, +2	May add 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



SPECIAL MANEUVERS		FORWARD	NOTES
<p>120° Left 180° 120° Right Pwr. Immn. Split-S Pwr. Split-S Steep Split-S Stall Move one hex forward, turn to new facing Stay in same hex</p>	+2 Alt Power Immelmann ↘	-5 or -4	Maximum speed: 5
	+1 Alt Immelmann ↘	-3 or -2	Maximum speed: 3
	-1 Alt Split-S ↘	-2, -1, N	Maximum speed: 2
	-2 Alt Power Split-S ↘	-1, N, +1	Maximum speed: 3
	-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	

## B-29 Superfortress

ID: Rob: <b>R4/d6</b> Skill:				ID: Rob: <b>R4/d6</b> Skill:				ID: Rob: <b>R4/d6</b> Skill:			
Trn/Sp/Ag: <b>P*C3+0</b> CI/Dv: <b>9/38</b>				Trn/Sp/Ag: <b>P*C3+0</b> CI/Dv: <b>9/38</b>				Trn/Sp/Ag: <b>P*C3+0</b> CI/Dv: <b>9/38</b>			
Guns: <b>T3:4xHMG T3:2xHMG</b> <b>B3:2xHMG B3:2xHMG</b> <b>R:1xMC, 2xHMG</b>				Guns: <b>T3:4xHMG T3:2xHMG</b> <b>B3:2xHMG B3:2xHMG</b> <b>R:1xMC, 2xHMG</b>				Guns: <b>T3:4xHMG T3:2xHMG</b> <b>B3:2xHMG B3:2xHMG</b> <b>R:1xMC, 2xHMG</b>			
Special:				Special:				Special:			
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes
1				1				1			
2				2				2			
3				3				3			
4				4				4			
5				5				5			
6				6				6			
7				7				7			
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20				20				20			

ID: Rob: <b>R4/d6</b> Skill:				ID: Rob: <b>R4/d6</b> Skill:				ID: Rob: <b>R4/d6</b> Skill:			
Trn/Sp/Ag: <b>P*C3+0</b> CI/Dv: <b>9/38</b>				Trn/Sp/Ag: <b>P*C3+0</b> CI/Dv: <b>9/38</b>				Trn/Sp/Ag: <b>P*C3+0</b> CI/Dv: <b>9/38</b>			
Guns: <b>T3:4xHMG T3:2xHMG</b> <b>B3:2xHMG B3:2xHMG</b> <b>R:1xMC, 2xHMG</b>				Guns: <b>T3:4xHMG T3:2xHMG</b> <b>B3:2xHMG B3:2xHMG</b> <b>R:1xMC, 2xHMG</b>				Guns: <b>T3:4xHMG T3:2xHMG</b> <b>B3:2xHMG B3:2xHMG</b> <b>R:1xMC, 2xHMG</b>			
Special:				Special:				Special:			
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes
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