

F-86F Sabre

CHECK YOUR 6!

JET AGE

Jet Maneuver Chart B



NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+4 Alt Jet Climb ↑↑↑↑	-10, -9, -8	-9, -8, -7	-8, -7, -6	
+3 Alt Steep Climb ↑↑↑	-8, -7, -6	-7, -6, -5	-6, -5, -4	
+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	
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 to +3	
-3 Alt Steep Dive ↓↓↓	* , N, +1, +2	N to +3	N to +4	* Optional Automatic Out-of-Control
-4 Alt Jet Dive ↓↓↓↓	* , N to +3	N to +4	N to +5	* Optional Automatic Out-of-Control

SPECIAL MANEUVERS	FORWARD	NOTES
+4Alt Jet Immelman	-9 or -8	Maximum speed: 7
+3Alt Steep Immelman	-7 or -6	Maximum speed: 7
+2Alt Power Immelman	-5 or -4	Maximum speed: 6
+1Alt Immelman	-3 or -2	Maximum speed: 5
-1Alt Split-S	-2, -1, N	Maximum speed: 4
-2Alt Power Split-S	-1, N, +1	Maximum speed: 5
-3Alt Steep Split-S	N, +1, +2	Maximum speed: 6
-4Alt Jet Split-S	N, +1, +2, +3	Maximum speed: 7
same Alt Stall	No move	Maximum speed: 1 May not stall two turns in a row

120° Left, 180°, 120° Right

Jet Immn., Steep Immn., Pwr. Immn., Immelman, Split-S, Pwr. Split-S, Steep Split-S, Jet Split-S

Move one hex forward, turn to new facing

Stall: Stay in same hex

Speed Adjustment Options: **(N)** = Speed adjustment option when NOT at max speed; N (No Change); may not exceed max speed.

SPEED 8

SPEED 7

SPEED 6

SPEED 5

SPEED 4

SPEED 3

SPEED 2

SPEED 1

F-86F Sabre

Tm/Sp/Ag: **B7 +2**

Cl/Dv: **93/75**

DefSys: **D6** Rob: **R2**

Guns: **@FF:6xHMG**

Special: @ = Adv. gunsight (radar)

ID:				First Fire	ID:				First Fire		
Skill:			Ammo:	Cannon	Guns	Skill:			Ammo:	Cannon	Guns
	Maneuver	Turn Code	Notes			Maneuver	Turn Code	Notes			
1					1						
2					2						
3					3						
4					4						
5					5						
6					6						
7					7						
8					8						
9					9						
10					10						
11					11						
12					12						
13					13						
14					14						
15					15						
16					16						

ID:				First Fire	ID:				First Fire		
Skill:			Ammo:	Cannon	Guns	Skill:			Ammo:	Cannon	Guns
	Maneuver	Turn Code	Notes			Maneuver	Turn Code	Notes			
1					1						
2					2						
3					3						
4					4						
5					5						
6					6						
7					7						
8					8						
9					9						
10					10						
11					11						
12					12						
13					13						
14					14						
15					15						
16					16						

F-86F Sabre

Tm/Sp/Ag: **B7 +2**

Cl/Dv: **93/75**

DefSys: **D6** Rob: **R2**

Guns: **@FF:6xHMG**

Special: @ = Adv. gunsight (radar)

ID:				First Fire	ID:				First Fire		
Skill:			Ammo:	Cannon	Guns	Skill:			Ammo:	Cannon	Guns
	Maneuver	Turn Code	Notes			Maneuver	Turn Code	Notes			
1					1						
2					2						
3					3						
4					4						
5					5						
6					6						
7					7						
8					8						
9					9						
10					10						
11					11						
12					12						
13					13						
14					14						
15					15						
16					16						

ID:				First Fire	ID:				First Fire		
Skill:			Ammo:	Cannon	Guns	Skill:			Ammo:	Cannon	Guns
	Maneuver	Turn Code	Notes			Maneuver	Turn Code	Notes			
1					1						
2					2						
3					3						
4					4						
5					5						
6					6						
7					7						
8					8						
9					9						
10					10						
11					11						
12					12						
13					13						
14					14						
15					15						
16					16						