

F-86F 6-3 Sabre

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

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

L83

L74

L64

L55

L45

L35

L24

L13

L82

L73

L63

L54

L44

L34

L23

L12

F81L

F71L

F61L

F51L

F41L

F31L

F21L

F11L

F8

F7

F6

F5

F4

F3

F2

F1

F81R

F71R

F61R

F51R

F41R

F31R

F21R

F11R

R82

R73

R63

R53

R43

R33

R23

R12

R83

R74

R64

R54

R44

R34

R24

R13

