

F9F-5 Panther

CHECK
YOUR 6!

JET
AGE

Jet Maneuver Chart B

MG-21

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

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: 8 = 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 L82 F81L F8 F81R R82 R83

L74 L73 L72 F71L F7 F71R R72 R73 R74

L64 L63 L62 F61L F6 F61R R62 R63 R64

L54 L53 L52 F51L F5 F51R R52 R53 R54 R55

L44 L43 L42 F41L F4 F41R R42 R43 R44 R45

L34 L33 L32 F31L F3 F31R R32 R33 R34 R35

L24 L23 L22 F21L F2 F21R R22 R23 R24

L13 L12 F11L F1 F11R R12 R13

F9F-5 Panther

Tm/Sp/Ag: **B6 +2**

Cl/Dv: **62/65**

DefSys: **D6**

Rob: **R2**

Guns: **@FF:4xMC**

Special: @ = *Adv gunsight (radar)*

ID:		Ammo:		First Fire	ID:		Ammo:		First Fire
Skill:		Cannon	Guns		Skill:		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:		Ammo:		First Fire	ID:		Ammo:		First Fire
Skill:		Cannon	Guns		Skill:		Cannon	Guns	
	Maneuver	Turn Code	Notes			Maneuver	Turn Code	Notes	
1					1				
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3					3				
4					4				
5					5				
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11					11				
12					12				
13					13				
14					14				
15					15				
16					16				

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	Maneuver	Turn Code	Notes			Maneuver	Turn Code	Notes	
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16					16				