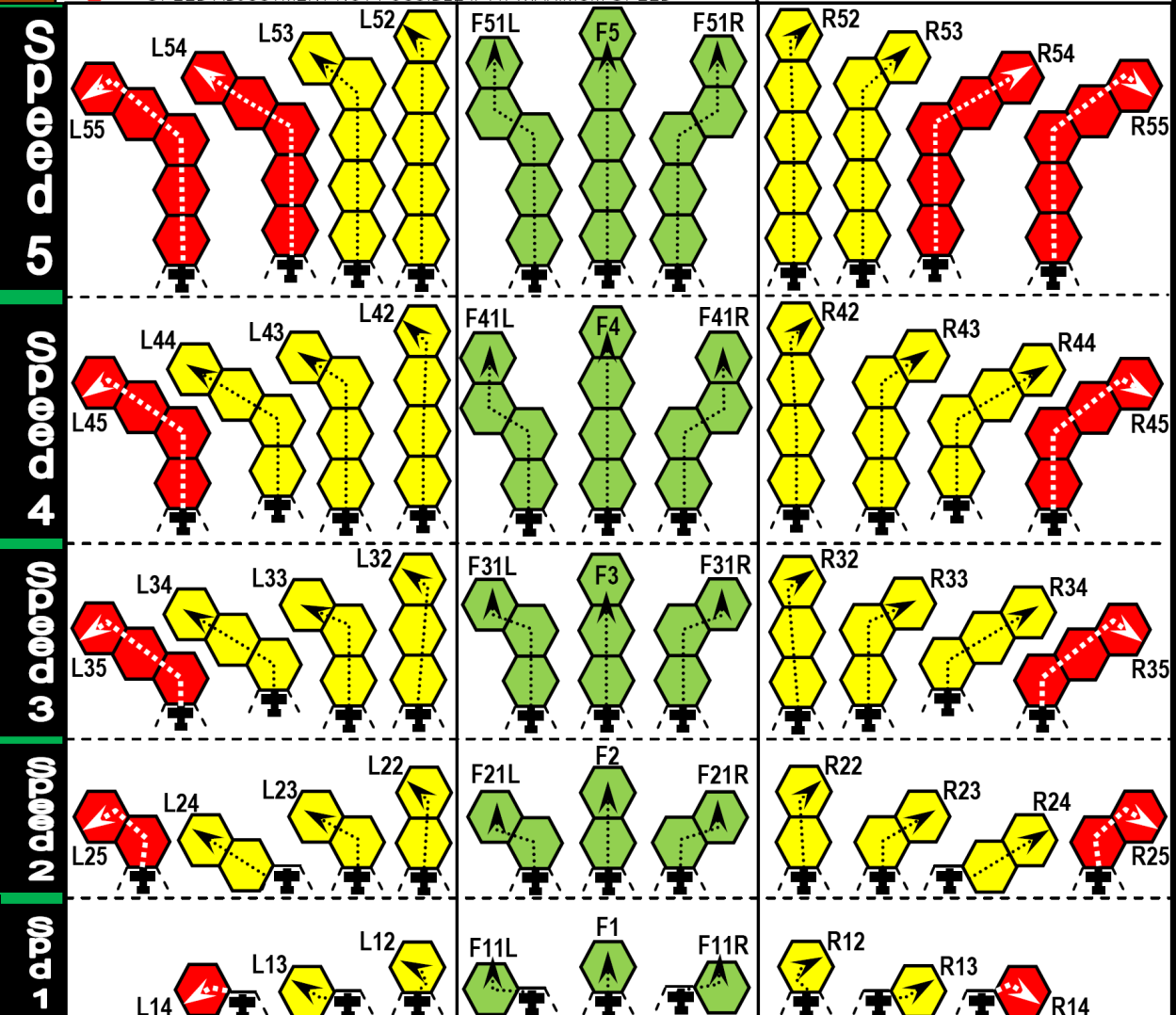


NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+2 Alt Power Climb ↑↑	-6, -5, -4	-5, -4, -3	-4, -3, -2	
+1 Alt Climb ↑	-4, -3, -2	-3, -2, -1	-2, -1, N	
Level Flight ➤	-3, -2, -1	-2, -1, N	-1, N, +1	
-1 Alt Dive ↓	-2, -1, N	-1, N, +1	N, +1, +2	May add one (+1) hex forward at move end
-2 Alt 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

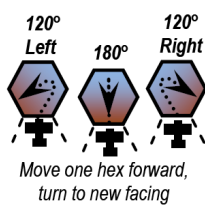
○ = SPEED ADJUSTMENT NOT POSSIBLE IF AT MAXIMUM SPEED

CHECK YOUR 6!
JET AGE
5
4
3
2
1
P* (A)

 Yak-9



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: 4
-2 Alt Power Split-S	-1, N, +1	Maximum speed: 5
-3 Alt Steep Split-S	N, +1, +2	Maximum speed: 6
same Alt No move	No move	Maximum speed: 1 Check for Out-of-Control in next



Pwr. Immn.
 Immelmann
 Split-S
 Pwr. Split-S
 Steep Split-S



La-11

ID:				ID:				ID:				ID:							
Skill:		Rob: R2/d6	Ammo	First Fire	Skill:		Rob: R2/d6	Ammo	First Fire	Skill:		Rob: R2/d6	Ammo	First Fire	Skill:		Rob: R2/d6	Ammo	First Fire
Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52		Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52		Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52		Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52		Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52	
Guns: 3xMC		Special:		Guns: 3xMC		Special:		Guns: 3xMC		Special:		Guns: 3xMC		Special:		Guns: 3xMC		Special:	
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes
1				1				1				1				1			
2				2				2				2				2			
3				3				3				3				3			
4				4				4				4				4			
5				5				5				5				5			
6				6				6				6				6			
7				7				7				7				7			
8				8				8				8				8			
9				9				9				9				9			
10				10				10				10				10			
11				11				11				11				11			
12				12				12				12				12			
13				13				13				13				13			
14				14				14				14				14			
15				15				15				15				15			
16				16				16				16				16			

ID:				ID:				ID:				ID:							
Skill:		Rob: R2/d6	Ammo	First Fire	Skill:		Rob: R2/d6	Ammo	First Fire	Skill:		Rob: R2/d6	Ammo	First Fire	Skill:		Rob: R2/d6	Ammo	First Fire
Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52		Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52		Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52		Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52		Trn/Sp/Ag: P*A5+2		CI/Dv: 26/52	
Guns: 3xMC		Special:		Guns: 3xMC		Special:		Guns: 3xMC		Special:		Guns: 3xMC		Special:		Guns: 3xMC		Special:	
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes
1				1				1				1				1			
2				2				2				2				2			
3				3				3				3				3			
4				4				4				4				4			
5				5				5				5				5			
6				6				6				6				6			
7				7				7				7				7			
8				8				8				8				8			
9				9				9				9				9			
10				10				10				10				10			
11				11				11				11				11			
12				12				12				12				12			
13				13				13				13				13			
14				14				14				14				14			
15				15				15				15				15			
16				16				16				16				16			