

Meteor F Mk.8



Jet Maneuver Chart C

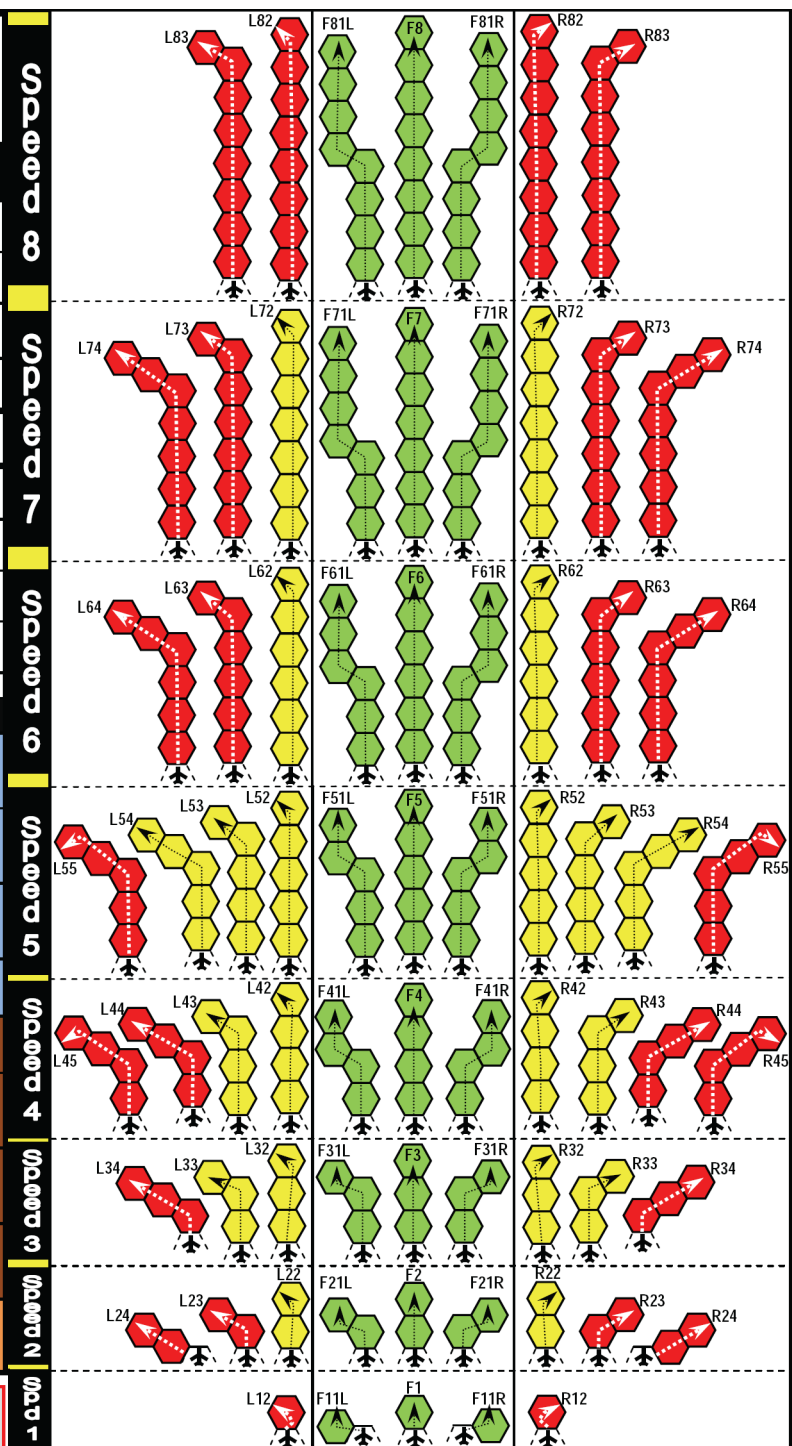


NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+4 Alt Jet Climb ↑↑↑↑	-10, -9, -8	-9, -8, -7	-8, -7, -6	
+3 Alt Steep Climb ↑↑↑	-8, -7, -6	-7, -6, -5	-6, -5, -4	
+2 Alt Power Climb ↑↑	-6, -5, -4	-5, -4, -3	-4, -3, -2	
+1 Alt Climb ↑	-4, -3, -2	-3, -2, -1	-2, -1, N	
Level Flight →	-3, -2, -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	Maximum speed: 7
+3 Alt Steep Immelman	-7 or -6	Maximum speed: 6
+2 Alt Power Immelman	-5 or -4	Maximum speed: 5
+1 Alt Immelman	-3 or -2	Maximum speed: 4
-1 Alt Split-S	-2, -1, N	Maximum speed: 3
-2 Alt Power Split-S	-1, N, +1	Maximum speed: 4
-3 Alt Steep Split-S	N, +1, +2	Maximum speed: 6
-4 Alt 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
 Stall
 Stay in same hex

Move one hex forward, turn to new facing



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

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Tm/Sp/Ag: **C6 +2**
 Guns: **FF:4xMC**
 Special:

Cl/Dv: **70/62**

DefSys: **D6** Rob: **R1**

ID:		First Fire		ID:		First Fire	
Skill:		Ammo:		Skill:		Ammo:	
		Cannon	Guns			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:		Skill:		Ammo:	
		Cannon	Guns			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			

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Skill:		Ammo:		Skill:		Ammo:	
		Cannon	Guns			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:		Skill:		Ammo:	
		Cannon	Guns			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			