









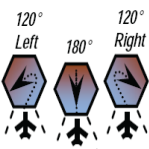

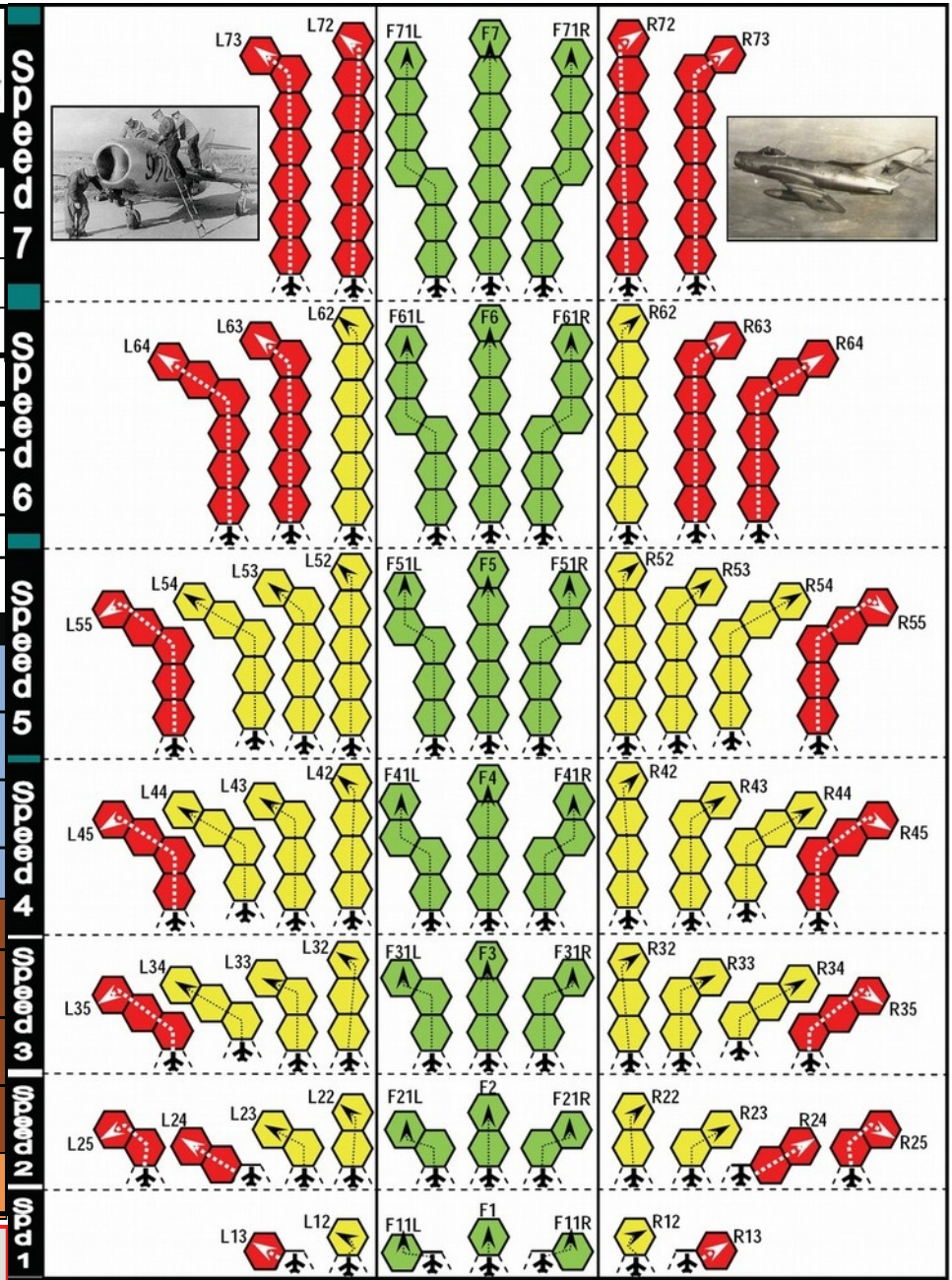


MiG-15bis

CHECK YOUR 6!		JET AGE			Jet Maneuver Chart A				
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 <i>Out-of-Control</i>			
-4 Alt	Jet Dive ↓↓↓↓	* , N to +3	N to +4	N to +5		* Optional Automatic <i>Out-of-Control</i>			
SPECIAL MANEUVERS				FORWARD	NOTES				
	Jet Immelman	+4 Alt		-9 or -8	<i>Maximum speed: 8</i>				
	Steep Immelman	+3 Alt		-7 or -6	<i>Maximum speed: 7</i>				
	Power Immelman	+2 Alt		-5 or -4	<i>Maximum speed: 6</i>				
	Immelman	+1 Alt		-3 or -2	<i>Maximum speed: 5</i>				
	Split-S	-1 Alt		-2, -1, N	<i>Maximum speed: 5</i>				
	Power Split-S	-2 Alt		-1, N, +1	<i>Maximum speed: 6</i>				
	Steep Split-S	-3 Alt		N, +1, +2	<i>Maximum speed: 7</i>				
	Jet Split-S	-4 Alt		N, +1, +2, +3	<i>Maximum speed: 8</i>				
	Stall	same Alt		No move	<i>Maximum speed: 1</i> <i>May not stall two turns in a row</i>				
 <p>Move one hex forward, turn to new facing</p>		 <p>Stall Stay in same hex</p>							

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



MiG-15bis

Tm/Sp/Ag: A7+2(- -)

Cl/Dv: 101/67

DefSys: D6 Rob: R2

Guns: 2xMC 1xLVHC(LROF)

Special: -2 to OOC rolls

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

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