

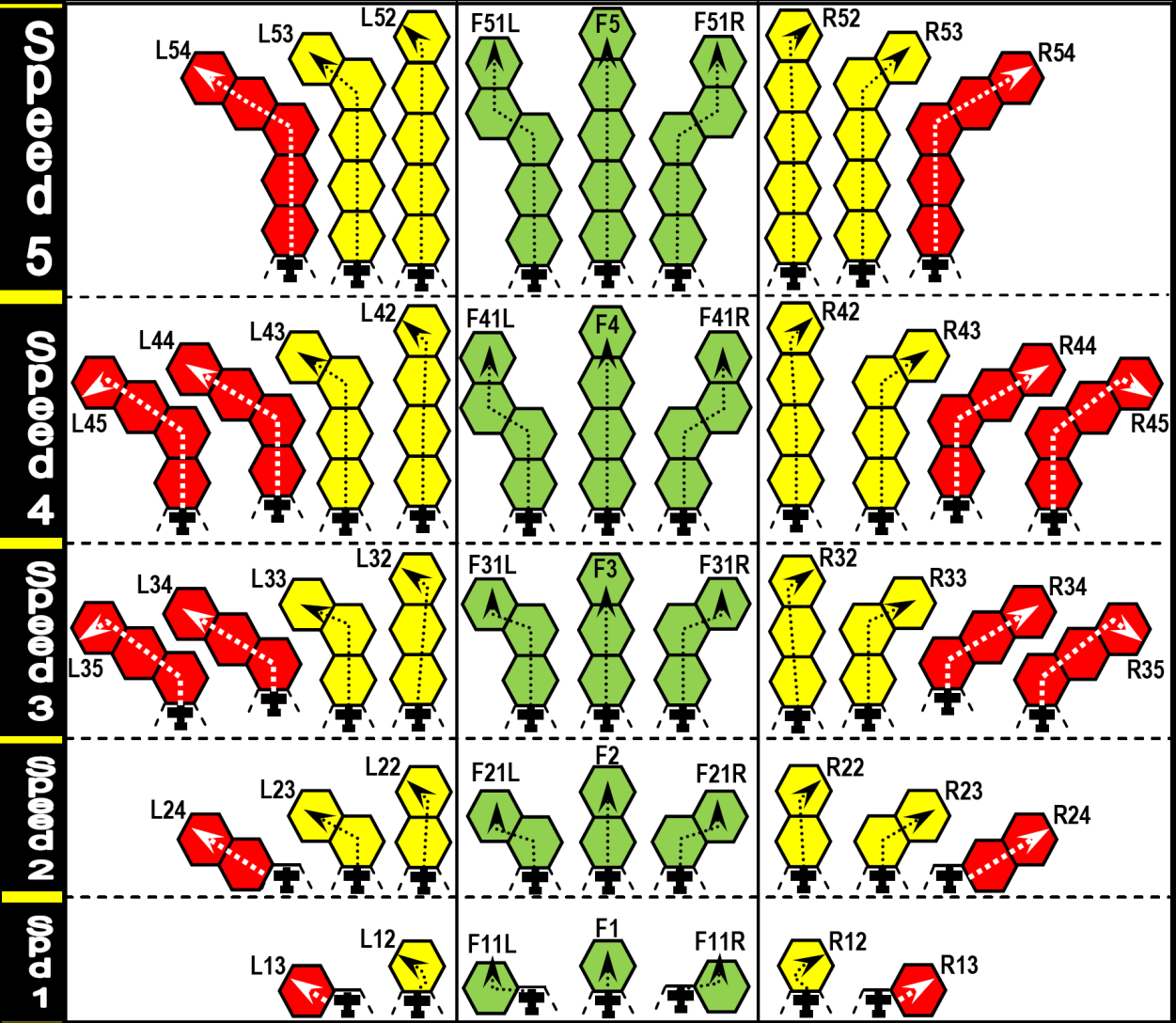
NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+2 Alt Power Climb ↑↑	-6, -5, -4	-5, -4, -3	-4, -3, -2	
+1 Alt Climb ↑	-4, -3, -2	-3, -2, -1	-2, -1, N	May not Climb if prior turn was stall
Level Flight >	-3, -2, -1	-2, -1, N	-1, N, +1	
-1 Alt Dive ↓	-2, -1, N	-1, N, +1	N, +1, +2	May add 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

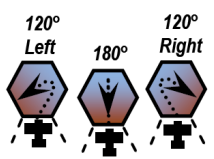
CHECK YOUR 6!

1 2 3 4 5

P*(C)

SPECIAL MANEUVERS	FORWARD	NOTES
+2 Alt Power Immelmann	-5 or -4	Maximum speed: 5
+1 Alt Immelmann	-3 or -2	Maximum speed: 3
-1 Alt Split-S	-2, -1, N	Maximum speed: 2
-2 Alt Power Split-S	-1, N, +1	Maximum speed: 3
-3 Alt Steep Split-S	N, +1, +2	Maximum speed: 5
same Alt Stall	No move	Maximum speed: 1 Check for Out-of-Control in next move



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

 Stall
Stay in same hex

Tu-2

ID: Rob: R2/d6 Skill:				ID: Rob: R2/d6 Skill:				ID: Rob: R2/d6 Skill:			
Trn/Sp/Ag: P*C4+0 CI/Dv: 15/36				Trn/Sp/Ag: P*C4+0 CI/Dv: 15/36				Trn/Sp/Ag: P*C4+0 CI/Dv: 15/36			
Guns: BFF:2xMC RT:2xHMG RB:1xHMG				Guns: BFF:2xMC RT:2xHMG RB:1xHMG				Guns: BFF:2xMC RT:2xHMG RB:1xHMG			
Special:				Special:				Special:			
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes
1				1				1			
2				2				2			
3				3				3			
4				4				4			
5				5				5			
6				6				6			
7				7				7			
8				8				8			
9				9				9			
10				10				10			
11				11				11			
12				12				12			
13				13				13			
14				14				14			
15				15				15			
16				16				16			
17				17				17			
18				18				18			
19				19				19			
20				20				20			

ID: Rob: R2/d6 Skill:				ID: Rob: R2/d6 Skill:				ID: Rob: R2/d6 Skill:			
Trn/Sp/Ag: P*C4+0 CI/Dv: 15/36				Trn/Sp/Ag: P*C4+0 CI/Dv: 15/36				Trn/Sp/Ag: P*C4+0 CI/Dv: 15/36			
Guns: BFF:2xMC RT:2xHMG RB:1xHMG				Guns: BFF:2xMC RT:2xHMG RB:1xHMG				Guns: BFF:2xMC RT:2xHMG RB:1xHMG			
Special:				Special:				Special:			
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes
1				1				1			
2				2				2			
3				3				3			
4				4				4			
5				5				5			
6				6				6			
7				7				7			
8				8				8			
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