

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

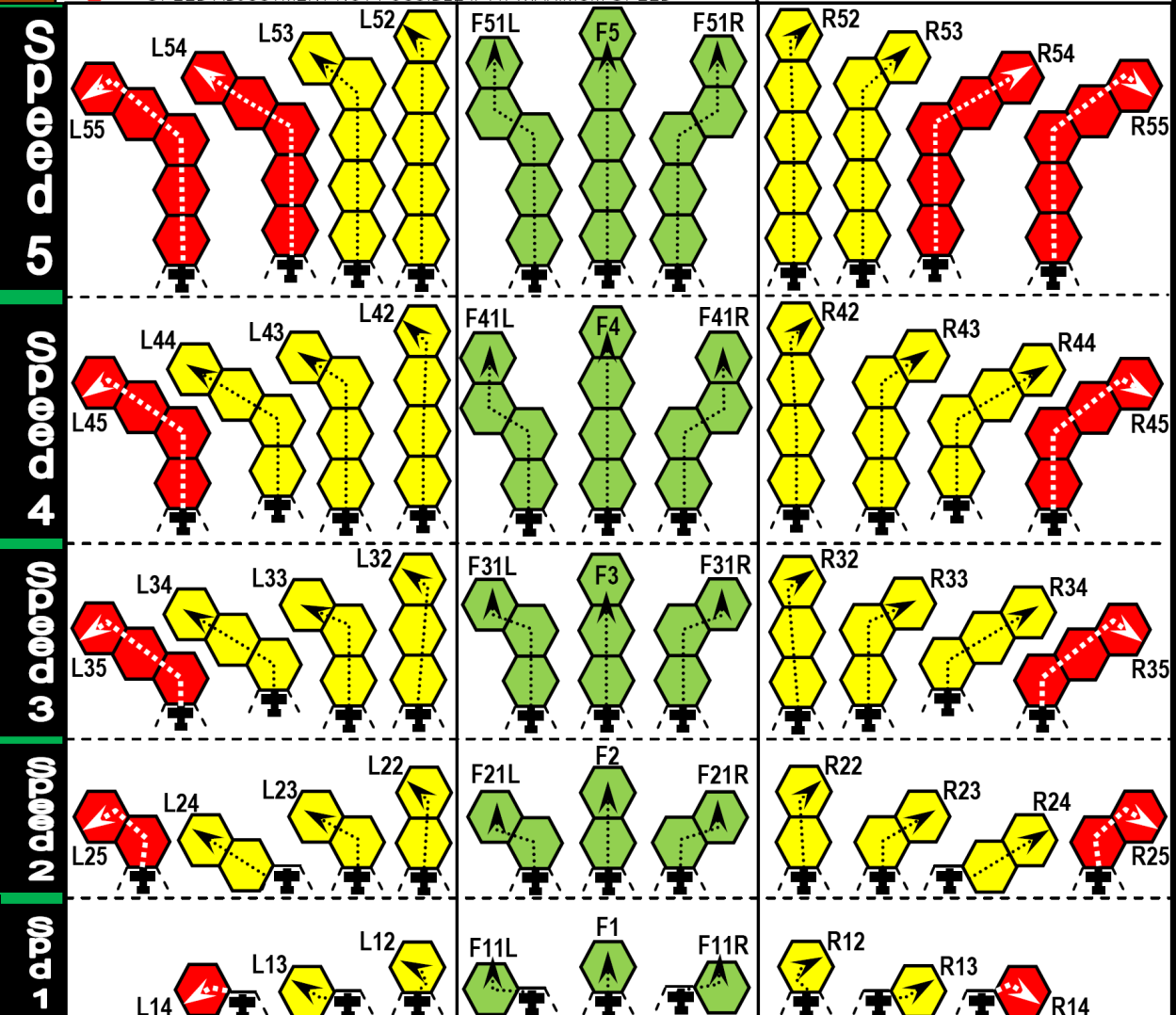
CHECK YOUR 6!
JET AGE

5
4
3
2
1

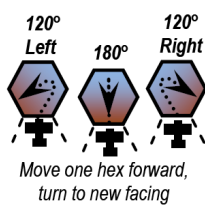
P* (A)



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	Maximum speed: 1 Check for Out-of-Control in next



Yak-9

ID:				ID:				ID:				ID:											
Skill:		Rob: R1/d6		Ammo		First Fire		Skill:		Rob: R1/d6		Ammo		First Fire		Skill:		Rob: R1/d6		Ammo		First Fire	
Trn/Sp/Ag: P*A5+3				CI/Dv: 32/50				Trn/Sp/Ag: P*A5+3				CI/Dv: 32/50				Trn/Sp/Ag: P*A5+3				CI/Dv: 32/50			
Guns: 1xMC 2xHMG				Guns: 1xMC 2xHMG				Guns: 1xMC 2xHMG				Guns: 1xMC 2xHMG											
Special:				Special:				Special:				Special:											
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes								
1				1				1				1											
2				2				2				2											
3				3				3				3											
4				4				4				4											
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ID:				ID:				ID:				ID:											
Skill:		Rob: R1/d6		Ammo		First Fire		Skill:		Rob: R1/d6		Ammo		First Fire		Skill:		Rob: R1/d6		Ammo		First Fire	
Trn/Sp/Ag: P*A5+3				CI/Dv: 32/50				Trn/Sp/Ag: P*A5+3				CI/Dv: 32/50				Trn/Sp/Ag: P*A5+3				CI/Dv: 32/50			
Guns: 1xMC 2xHMG				Guns: 1xMC 2xHMG				Guns: 1xMC 2xHMG				Guns: 1xMC 2xHMG											
Special:				Special:				Special:				Special:											
Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes	Turn	Manvr	Turn	Notes								
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