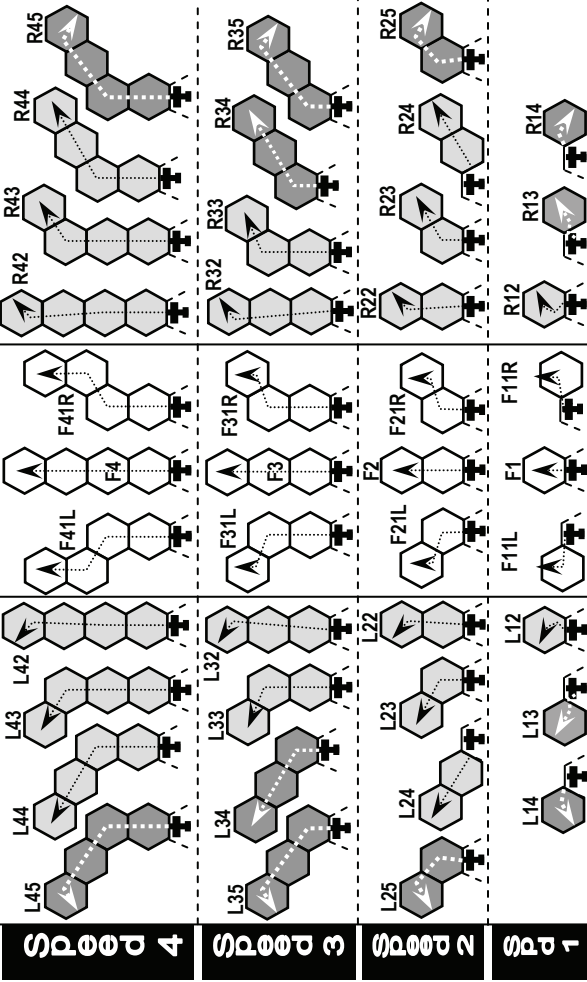


NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
Power Climb ↑↑ +2 Alt	-6, -5, -4	-5, -4, -3	-4, -3, -2	• May not Climb if prior turn was stall
Climb ↑ +1 Alt	-4, -3, -2	-3, -2, -1	-2, -1, (N)	• May add one (+1) hex forward at move end
Level Flight →	-3, -2, -1	-2, -1, (N)	-1, N, +1	
Dive ↓ -1 Alt	-2, -1, (N)	-1, N, +1	N, +1, +2	
Power Dive ↓↓ -2 Alt	-1, N, +1	N, +1, +2	N, +1, +2, +3	• Check Special Dive Recovery in next move *Automatic Out-of-Control
Steep Dive ↓↓↓ -3 Alt	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	• Check Special Dive Recovery in next move *Automatic Out-of-Control
	○ = Speed adjustment not possible if at Maximum Speed			



Move Chart



SPECIAL MANEUVERS	TURN	FORWARD	NOTES
Power	+2 Alt	-5 or -4	• Maximum speed: 6
Immelmann	+1 Alt	-3 or -2	• Maximum speed: 5
Split-S	-1 Alt	-2, -1, (N)	• Maximum speed: 4
Power Split-S	-2 Alt	-1, N, +1	• Maximum speed: 5
Max Split-S	-3 Alt	N, +1, +2	• Maximum speed: 6 • Check Special Dive Recovery in next move
Stall	same Alt	No move	• Maximum speed: 1 • Check for Out-of-Control in next move

Aircraft		Pilot Skill	
First Fire	Weapons	MAN-TURN	EUVER CODE
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

Aircraft		Pilot Skill	
First Fire	Weapons	MAN-TURN	EUVER CODE
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

Pilot Reaction: Skilled (+1) may change left/right gas Turn Code; Veteran (+2) and Ace (+3) may change left/right up to two Turn Codes. Acceleration: Hx = If AC passed may use Turn instead of Ext Turn; Lx = If AC failed -1 (additional) to speed after executing an Extreme Turn.