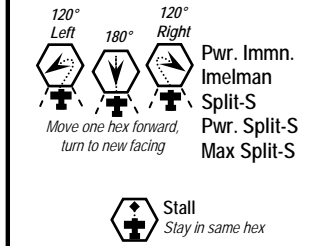


NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+2 Alt Power Climb ↑↑	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	
+1 Alt Climb ↑	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	• May not Climb if prior turn was stall
Level Flight >	-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
-1 Alt Dive ↓	-2, -1, (N)	-1, N, +1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

A

5 4 3 2 1

SPECIAL MANEUVERS	FORWARD	NOTES
Power Immelmann ↑↘	-5 or -4	• <i>Maximum</i> speed: 6
+2 Alt Immelmann ↘	-3 or -2	• <i>Maximum</i> speed: 5
+1 Alt Split-S ↘↘	-2, -1, (N)	• <i>Maximum</i> speed: 5
-1 Alt Power Split-S ↘↘	-1, N, +1	• <i>Maximum</i> speed: 6
-2 Alt Steep Split-S ↘↘↘	N, +1, +2	• <i>Maximum</i> speed: 7 • Check <i>Special Dive Recovery</i> in next move
-3 Alt Split-S ↘↘↘	N, +1, +2	• <i>Maximum</i> speed: 7 • Check <i>Special Dive Recovery</i> in next move
same Alt Stall ↘	No move	• <i>Maximum</i> speed: 1 • Check for <i>Out-of-Control</i> in next move



Aircraft				Aircraft			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____				Mov/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
Rob _____		Rob _____		Rob _____		Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
2				2			
3				3			
4				4			
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Aircraft				Aircraft			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____				Mov/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
Rob _____		Rob _____		Rob _____		Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
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Pilot Reaction: Skilled (+1) may change left/right one 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.

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	• Check <i>Special Dive Recovery</i> in next move *Automatic <i>Out-of-Control</i>
○ = Speed adjustment not possible if at Maximum Speed				

B

5 4 3 2 1

SPEEDS

CHECK YOUR 6!

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

120° Left, 120° Right, 180° Right
Pwr. Immn. Imelman, Split-S, Pwr. Split-S, Max Split-S
Move one hex forward, turn to new facing
Stall: Stay in same hex

Aircraft _____				Aircraft _____			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____		Climb/Dive _____		Mov/Speed/Agility _____		Climb/Dive _____	
		Lx/Hx _____				Lx/Hx _____	
		Rob _____				Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
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Aircraft _____				Aircraft _____			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____		Climb/Dive _____		Mov/Speed/Agility _____		Climb/Dive _____	
		Lx/Hx _____				Lx/Hx _____	
		Rob _____				Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
2				2			
3				3			
4				4			
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Pilot Reaction: Skilled (+1) may change left/right one 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.

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	• Check <i>Special Dive Recovery</i> in next move *Automatic <i>Out-of-Control</i>
○ = Speed adjustment not possible if at Maximum Speed				

CHECK YOUR 6!

SPEEDS

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2

1

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

Aircraft				Aircraft			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____				Mov/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
Rob _____		Rob _____		Rob _____		Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
2				2			
3				3			
4				4			
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Aircraft				Aircraft			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____				Mov/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
Rob _____		Rob _____		Rob _____		Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
2				2			
3				3			
4				4			
5				5			
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19				19			
20				20			

Pilot Reaction: Skilled (+1) may change left/right one 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.

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	• Check <i>Special Dive Recovery</i> in next move *Automatic <i>Out-of-Control</i>
○ = Speed adjustment not possible if at Maximum Speed				

CHECK YOUR 6!
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L55 L54 L53 L52

F51L F5 F51R

R52 R53 R54 R55

L45 L44 L43 L42

F41L F4 F41R

R42 R43 R44 R45

L34 L33 L32

F31L F3 F31R

R32 R33 R34

L24 L23 L22

F21L F2 F21R

R22 R23 R24

L12

F11L F1 F11R

R12

Fw190D

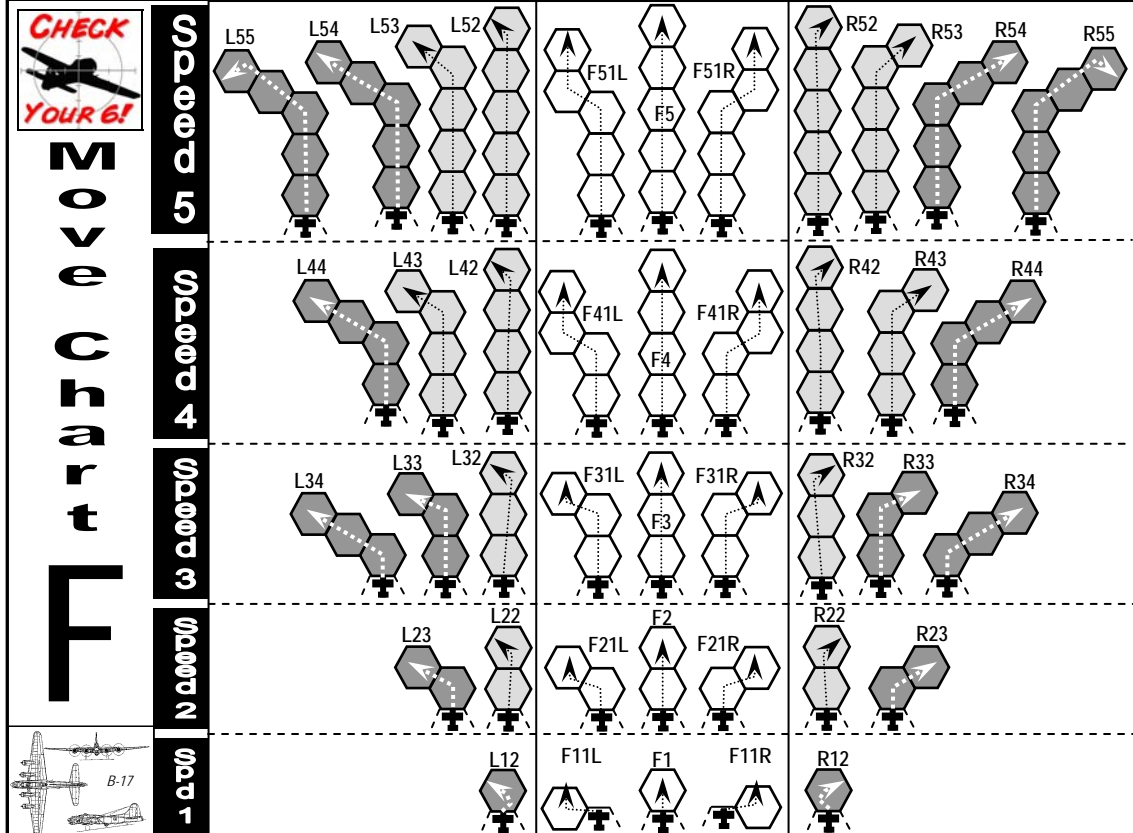
SPECIAL MANEUVERS	FORWARD	NOTES
+2 Alt Power Immelmann	-5 or -4	• <i>Maximum</i> speed: 5
+1 Alt Immelmann	-3 or -2	• <i>Maximum</i> speed: 4
+1 Alt Split-S	-2, -1, (N)	• <i>Maximum</i> speed: 3
-1 Alt Power Split-S	-1, N, +1	• <i>Maximum</i> speed: 4
-2 Alt Split-S	-1, N, +1	• <i>Maximum</i> speed: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

Aircraft				Aircraft			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____				Mov/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
Rob _____		Rob _____		Rob _____		Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
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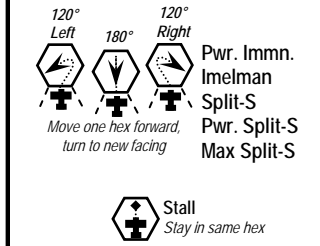
Aircraft				Aircraft			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____				Mov/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
Rob _____		Rob _____		Rob _____		Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
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Pilot Reaction: Skilled (+1) may change left/right one 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.

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	• Check <i>Special Dive Recovery</i> in next move *Automatic <i>Out-of-Control</i>
○ = Speed adjustment not possible if at Maximum Speed				



SPECIAL MANEUVERS	FORWARD	NOTES
Power Immelmann ↑↘	-5 or -4	• <i>Maximum</i> speed: 4
+2 Alt Immelmann ↘	-3 or -2	• <i>Maximum</i> speed: 3
+1 Alt Split-S ↘	-2, -1, (N)	• <i>Maximum</i> speed: 2
-1 Alt Power Split-S ↘	-1, N, +1	• <i>Maximum</i> speed: 3
-2 Alt Steep Split-S ↘	N, +1, +2	• <i>Maximum</i> speed: 4 • Check <i>Special Dive Recovery</i> in next move
-3 Alt Split-S ↘	No move	• <i>Maximum</i> speed: 1 • Check for <i>Out-of-Control</i> in next move
same Alt Stall ↘		



Aircraft				Aircraft			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____				Mov/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
Rob _____		Rob _____		Rob _____		Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
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Aircraft				Aircraft			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Mov/Speed/Agility _____				Mov/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
Rob _____		Rob _____		Rob _____		Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
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Pilot Reaction: Skilled (+1) may change left/right one 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.

Aircraft _____
 First Fire Pilot Skill _____
 Weapons _____
 Mov/Speed/Agility _____
 Climb/Dive _____ Lx/Hx _____ Rob _____

TURN	MAN-EUVER	TURN CODE	Notes
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Aircraft _____
 First Fire Pilot Skill _____
 Weapons _____
 Mov/Speed/Agility _____
 Climb/Dive _____ Lx/Hx _____ Rob _____

TURN	MAN-EUVER	TURN CODE	Notes
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A I R C R A F T R E C O R D S H E E T



Aircraft _____
 First Fire Pilot Skill _____
 Weapons _____
 Mov/Speed/Agility _____
 Climb/Dive _____ Lx/Hx _____ Rob _____

TURN	MAN-EUVER	TURN CODE	Notes
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Aircraft _____
 First Fire Pilot Skill _____
 Weapons _____
 Mov/Speed/Agility _____
 Climb/Dive _____ Lx/Hx _____ Rob _____

TURN	MAN-EUVER	TURN CODE	Notes
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Aircraft _____
 First Fire Pilot Skill _____
 Weapons _____
 Mov/Speed/Agility _____
 Climb/Dive _____ Lx/Hx _____ Rob _____

TURN	MAN-EUVER	TURN CODE	Notes
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Aircraft _____
 First Fire Pilot Skill _____
 Weapons _____
 Mov/Speed/Agility _____
 Climb/Dive _____ Lx/Hx _____ Rob _____

TURN	MAN-EUVER	TURN CODE	Notes
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Aircraft _____
 First Fire Pilot Skill _____
 Weapons _____
 Mov/Speed/Agility _____
 Climb/Dive _____ Lx/Hx _____ Rob _____

TURN	MAN-EUVER	TURN CODE	Notes
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Aircraft _____
 First Fire Pilot Skill _____
 Weapons _____
 Mov/Speed/Agility _____
 Climb/Dive _____ Lx/Hx _____ Rob _____

TURN	MAN-EUVER	TURN CODE	Notes
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