



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 Out-of-Control
-4 Alt Jet Dive ↓↓↓↓	*, N to +3	N to +4	N to +5	* Optional Automatic Out-of-Control

SPECIAL MANEUVERS	FORWARD	NOTES
Jet Immelman	-9 or -8	• Maximum speed: 8
Steep Immelman	-7 or -6	• Maximum speed: 7
Power Immelman	-5 or -4	• Maximum speed: 6
Immelman	-3 or -2	• Maximum speed: 5
Split-S	-2, -1, (N)	• Maximum speed: 5
Power Split-S	-1, N, +1	• Maximum speed: 6
Steep Split-S	N, +1, +2	• Maximum speed: 7
Jet Split-S	N, +1, +2, +3	• Maximum speed: 8
Stall	No move	• Maximum speed: 1
	Check for Out-of-Control	• May not stall two turns in a row

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

ID: _____ CREW SKILL: _____
 TRN/Sp/AG: _____ Lx/Hx
 Cl/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ○○○○
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/Sp/AG: _____ Lx/Hx
 Cl/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ○○○○
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/Sp/AG: _____ Lx/Hx
 Cl/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ○○○○
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/Sp/AG: _____ Lx/Hx
 Cl/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ○○○○
 RAD: _____ ECM: _____ RWR: □

TURN	MAN-EUVER	TURN CODE	Notes
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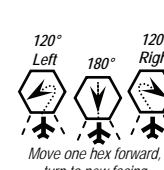
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TURN	MAN-EUVER	TURN CODE	Notes
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TURN	MAN-EUVER	TURN CODE	Notes
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NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+4 Alt Jet Climb ↑↑↑↑	-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 Out-of-Control
-4 Alt Jet Dive ↓↓↓↓	*, N to +3	N to +4	N to +5	* Optional Automatic Out-of-Control

SPECIAL MANEUVERS	FORWARD	NOTES
Jet Immelman	-9 or -8	• Maximum speed: 7
Steep Immelman	-7 or -6	• Maximum speed: 7
Power Immelman	-5 or -4	• Maximum speed: 6
Immelman	-3 or -2	• Maximum speed: 5
Split-S	-2, -1, (N)	• Maximum speed: 4
Power Split-S	-1, N, +1	• Maximum speed: 5
Steep Split-S	N, +1, +2	• Maximum speed: 6
Jet Split-S	N, +1, +2, +3	• Maximum speed: 7
Stall	No move	• Maximum speed: 1 • May not stall two turns in a row



Jet Immn.
Steep Immn.
Pwr. Immn.
Imelman
Split-S
Pwr. Split-S
Steep Split-S
Jet Split-S



Stall
Stay in same hex

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

ID: _____ CREW SKILL: _____
 TRN/SP/AG: _____ Lx/Hx
 CL/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ⊕⊕⊕⊕
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/SP/AG: _____ Lx/Hx
 CL/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ⊕⊕⊕⊕
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/SP/AG: _____ Lx/Hx
 CL/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ⊕⊕⊕⊕
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/SP/AG: _____ Lx/Hx
 CL/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ⊕⊕⊕⊕
 RAD: _____ ECM: _____ RWR: □

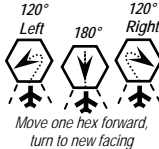
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NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+4 Alt Jet Climb ↑↑↑↑	-10, -9, (-8)	-9, -8, (-7)	-8, -7, (-6)	
+3 Alt Steep Climb ↑↑↑	-8, -7, (-6)	-7, -6, (-5)	-6, -5, (-4)	
+2 Alt Power Climb ↑↑	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	
+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 Out-of-Control
-4 Alt Jet Dive ↓↓↓↓	* N to +3	N to +4	N to +5	* Optional Automatic Out-of-Control

SPECIAL MANEUVERS	FORWARD	NOTES
 <p>Jet Immn. Steep Immn. Pwr. Immn. Imelman Split-S Pwr. Split-S Steep Split-S Jet Split-S</p> <p>Stall Stay in same hex</p>	<p>+4Alt Jet Immelman → -9 or -8</p> <p>+3 Alt Steep Immelman → -7 or -6</p> <p>+2 Alt Power Immelman → -5 or -4</p> <p>+1 Alt Imelman → -3 or -2</p> <p>-1 Alt Split-S → -2, -1, (N)</p> <p>-2 Alt Power Split-S → -1, N, +1</p> <p>-3 Alt Steep Split-S → N, +1, +2</p> <p>-4 Alt Jet Split-S → N, +1, +2, +3</p> <p>same Alt Stall → No move Check for Out-of-Control</p>	<p>• <u>Maximum</u> speed: 7</p> <p>• <u>Maximum</u> speed: 6</p> <p>• <u>Maximum</u> speed: 5</p> <p>• <u>Maximum</u> speed: 4</p> <p>• <u>Maximum</u> speed: 3</p> <p>• <u>Maximum</u> speed: 4</p> <p>• <u>Maximum</u> speed: 6</p> <p>• <u>Maximum</u> speed: 7</p> <p>• <u>Maximum</u> speed: 1</p> <p>• May not stall two turns in a row</p>

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

ID: _____ CREW SKILL: _____
 TRN/SP/AG: _____ Lx/Hx
 CL/DV: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ○○○○
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/SP/AG: _____ Lx/Hx
 CL/DV: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ○○○○
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/SP/AG: _____ Lx/Hx
 CL/DV: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ○○○○
 RAD: _____ ECM: _____ RWR: □

ID: _____ CREW SKILL: _____
 TRN/SP/AG: _____ Lx/Hx
 CL/DV: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE □ GUNS: _____
 IR ○○○○ RH ○○○○
 RAD: _____ ECM: _____ RWR: □

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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 Out-of-Control
-4 Alt Jet Dive ↓↓↓↓	* N to +3	N to +4	N to +5	*Optional Automatic Out-of-Control

SPECIAL MANEUVERS	FORWARD	NOTES
Jet Immelman	-9 or -8	• <i>Maximum</i> speed: 7
Steep Immelman	-7 or -6	• <i>Maximum</i> speed: 6
Power Immelman	-5 or -4	• <i>Maximum</i> speed: 5
Immelman	-3 or -2	• <i>Maximum</i> speed: 4
Split-S	-2, -1, (N)	• <i>Maximum</i> speed: 3
Power Split-S	-1, N, +1	• <i>Maximum</i> speed: 4
Steep Split-S	N, +1, +2	• <i>Maximum</i> speed: 5
Jet Split-S	N, +1, +2, +3	• <i>Maximum</i> speed: 6
Stall	No move	• <i>Maximum</i> speed: 1 • May not stall two turns in a row

Jet Immn. 120° Left, 180°, 120° Right
Steep Immn.
Pwr. Immn.
Imelman
Split-S
Pwr. Split-S
Steep Split-S
Jet Split-S

Stall
Stay in same hex

Move one hex forward, turn to new facing

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

ID: _____ CREW SKILL: _____	ID: _____ CREW SKILL: _____	ID: _____ CREW SKILL: _____	ID: _____ CREW SKILL: _____
TRN/Sp/Ag: _____ Lx/Hx	TRN/Sp/Ag: _____ Lx/Hx	TRN/Sp/Ag: _____ Lx/Hx	TRN/Sp/Ag: _____ Lx/Hx
CL/DV: _____ AB: □□□□□□	CL/DV: _____ AB: □□□□□□	CL/DV: _____ AB: □□□□□□	CL/DV: _____ AB: □□□□□□
ROB: _____ DEF SYSTEMS: _____	ROB: _____ DEF SYSTEMS: _____	ROB: _____ DEF SYSTEMS: _____	ROB: _____ DEF SYSTEMS: _____
FIRST FIRE □ GUNS: _____	FIRST FIRE □ GUNS: _____	FIRST FIRE □ GUNS: _____	FIRST FIRE □ GUNS: _____
IR ○○○○ RH ○○○○	IR ○○○○ RH ○○○○	IR ○○○○ RH ○○○○	IR ○○○○ RH ○○○○
RAD: _____ ECM: _____ RWR: □	RAD: _____ ECM: _____ RWR: □	RAD: _____ ECM: _____ RWR: □	RAD: _____ ECM: _____ RWR: □
TURN MAN-EUVER TURN CODE Notes	TURN MAN-EUVER TURN CODE Notes	TURN MAN-EUVER TURN CODE Notes	TURN MAN-EUVER TURN CODE Notes
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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 Out-of-Control
-4 Alt Jet Dive ↓↓↓↓	*, N to +3	N to +4	N to +5	*Optional Automatic Out-of-Control

SPECIAL MANEUVERS	FORWARD	NOTES
+4Alt Jet Immelman	-9 or -8	• <i>Maximum</i> speed: 7
+3 Alt Steep Immelman	-7 or -6	• <i>Maximum</i> speed: 5
+2 Alt Power Immelman	-5 or -4	• <i>Maximum</i> speed: 4
+1 Alt Immelman	-3 or -2	• <i>Maximum</i> speed: 3
-1 Alt Split-S	-2, -1, (N)	• <i>Maximum</i> speed: 2
-2 Alt Power Split-S	-1, N, +1	• <i>Maximum</i> speed: 3
-3 Alt Steep Split-S	N, +1, +2	• <i>Maximum</i> speed: 4
-4 Alt Jet Split-S	N, +1, +2, +3	• <i>Maximum</i> speed: 6
same Alt Stall	No move	• <i>Maximum</i> speed: 1 • May not stall two turns in a row

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

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

ID: _____ CREW SKILL: _____
 TRN/Sp/Ag: _____ [Lx/Hx]
 Cl/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE GUNS: _____
 IR ⚙⚙⚙⚙ RH ⚙⚙⚙⚙
 RAD: _____ ECM: _____ RWR:

ID: _____ CREW SKILL: _____
 TRN/Sp/Ag: _____ [Lx/Hx]
 Cl/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE GUNS: _____
 IR ⚙⚙⚙⚙ RH ⚙⚙⚙⚙
 RAD: _____ ECM: _____ RWR:

ID: _____ CREW SKILL: _____
 TRN/Sp/Ag: _____ [Lx/Hx]
 Cl/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE GUNS: _____
 IR ⚙⚙⚙⚙ RH ⚙⚙⚙⚙
 RAD: _____ ECM: _____ RWR:

ID: _____ CREW SKILL: _____
 TRN/Sp/Ag: _____ [Lx/Hx]
 Cl/Dv: _____ AB: □□□□□□
 ROB: _____ DEF SYSTEMS: _____
 FIRST FIRE GUNS: _____
 IR ⚙⚙⚙⚙ RH ⚙⚙⚙⚙
 RAD: _____ ECM: _____ RWR:

TURN	MAN-EUVER	TURN CODE	Notes
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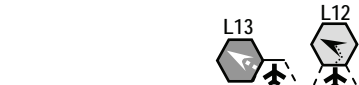
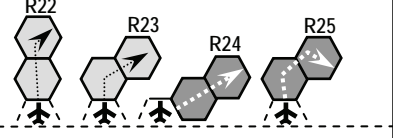
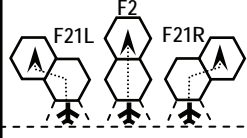
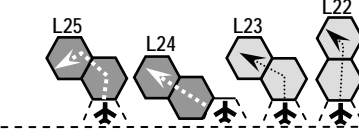
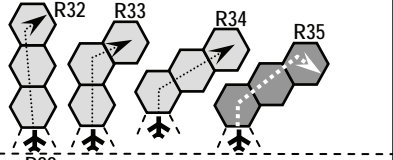
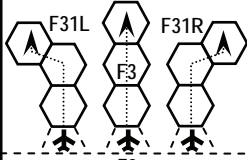
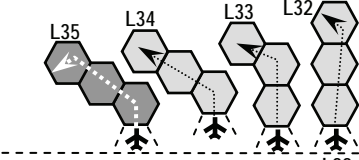
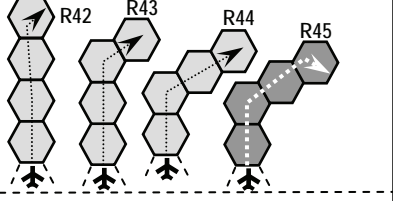
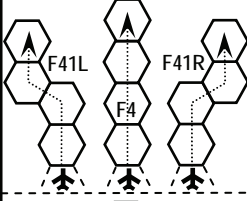
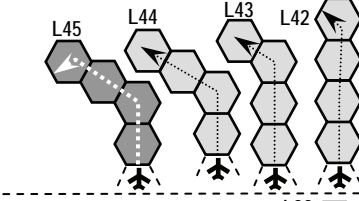
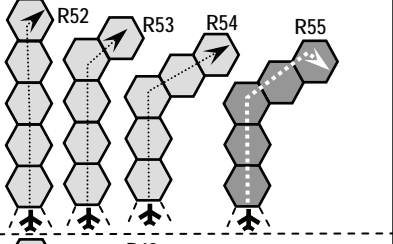
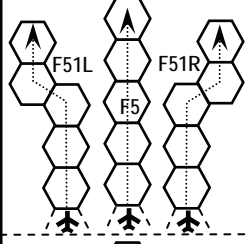
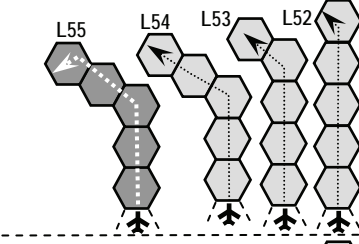
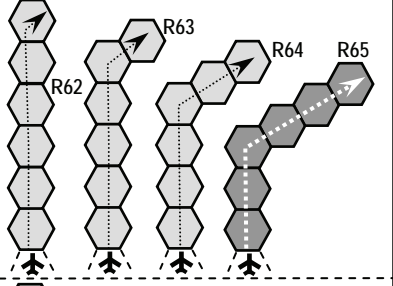
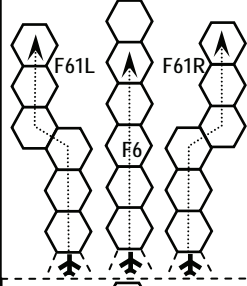
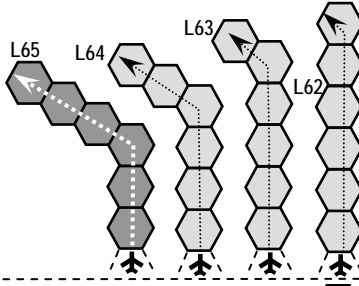
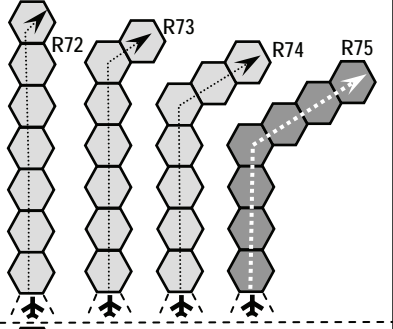
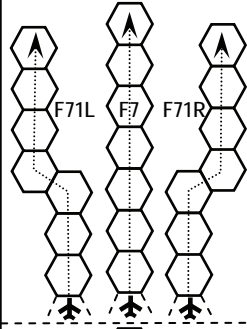
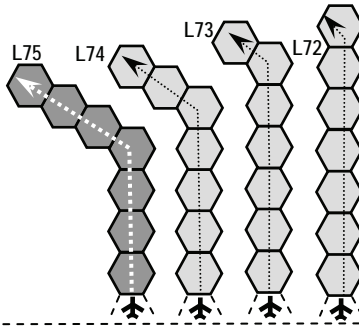
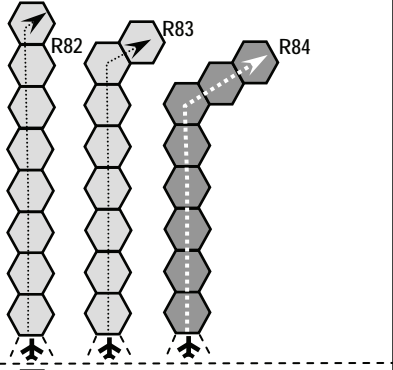
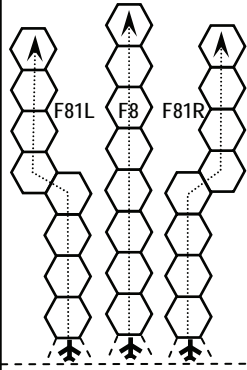
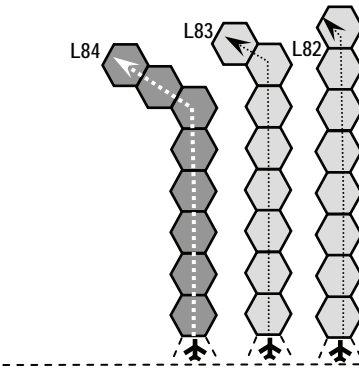
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Sheet 8

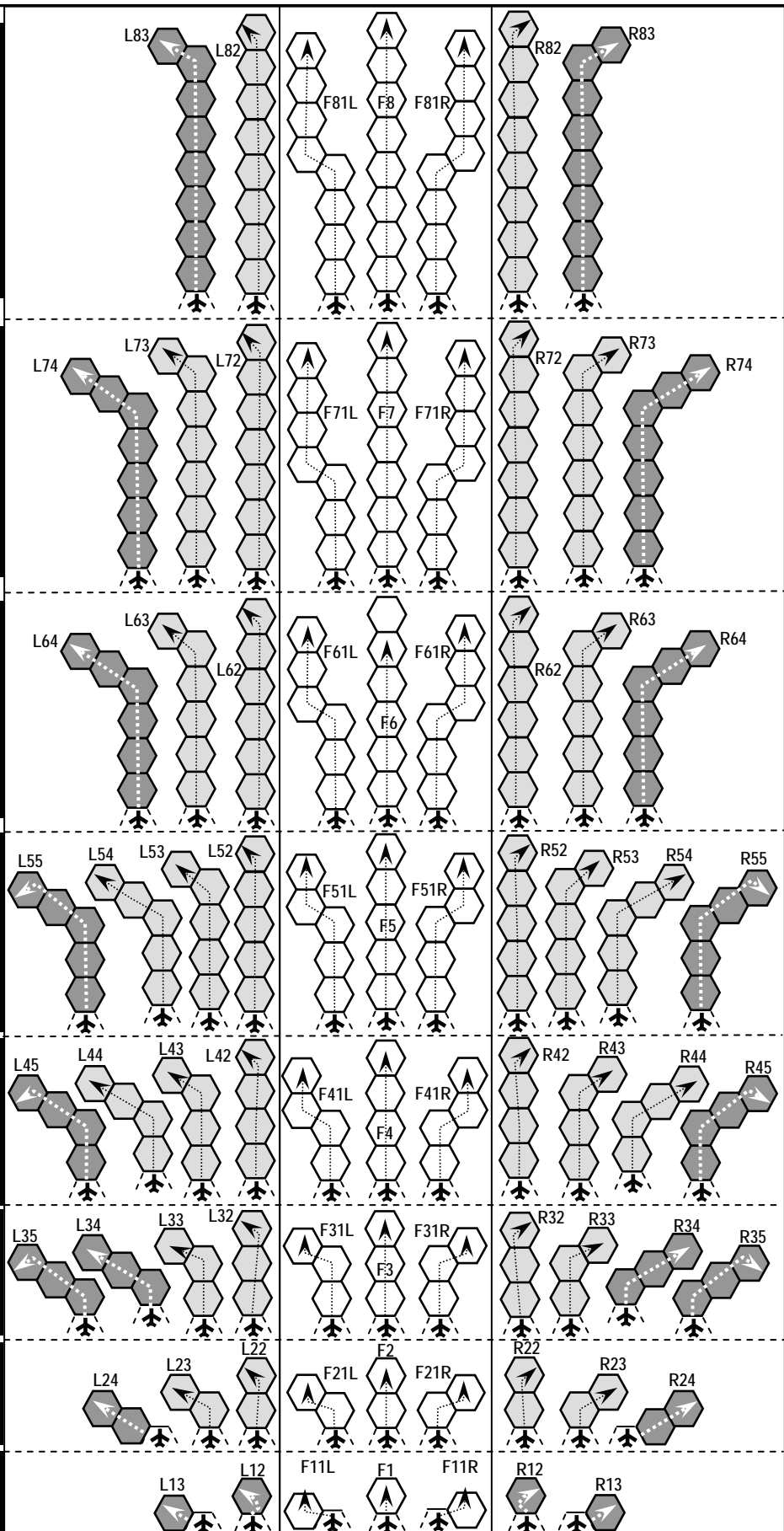
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Sheet 8

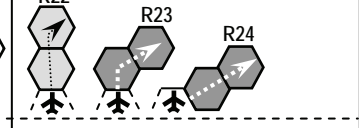
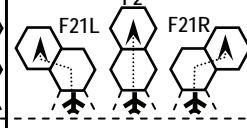
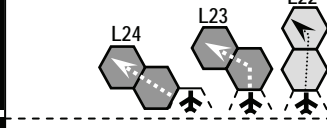
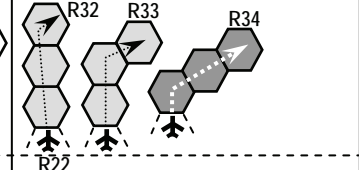
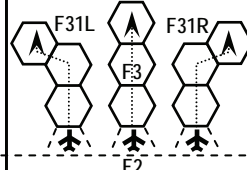
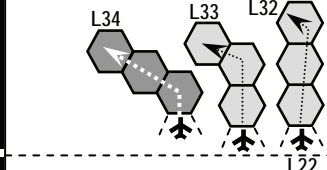
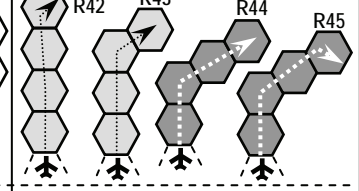
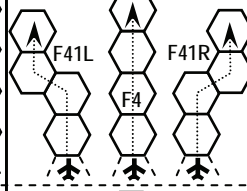
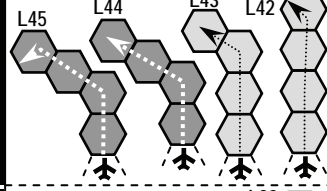
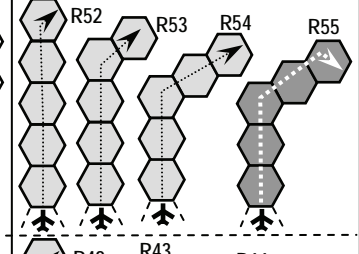
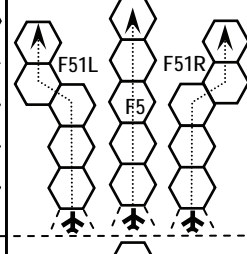
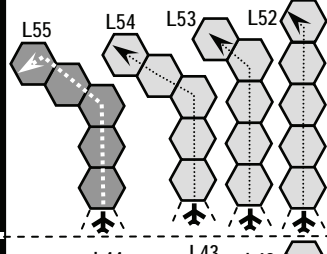
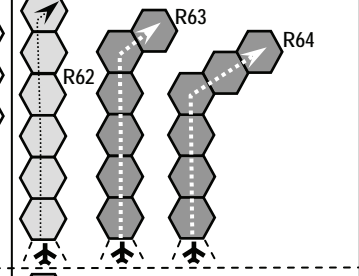
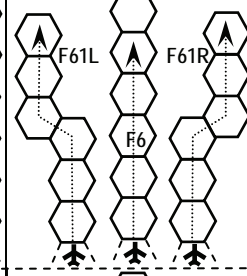
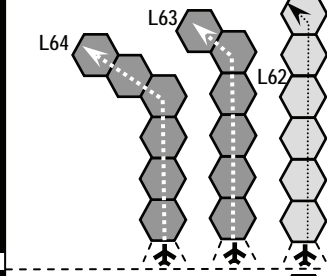
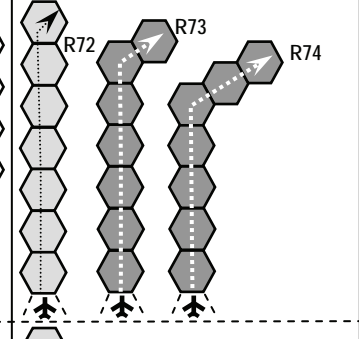
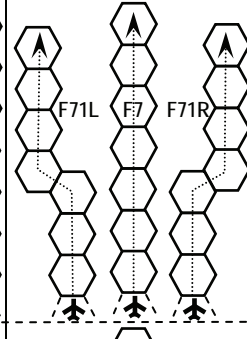
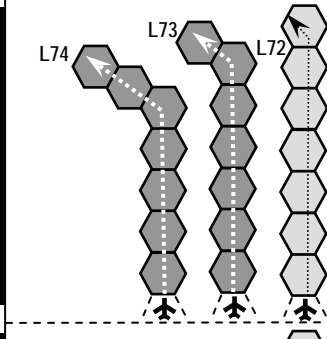
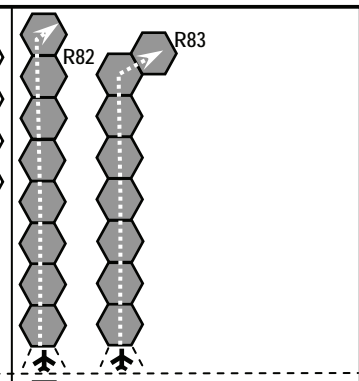
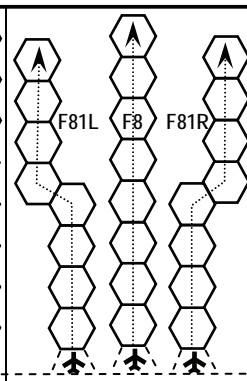
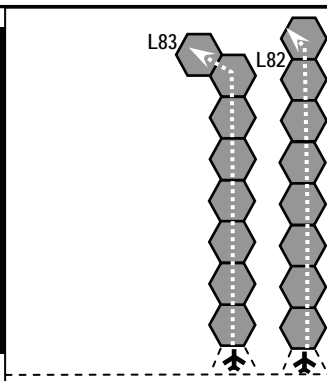
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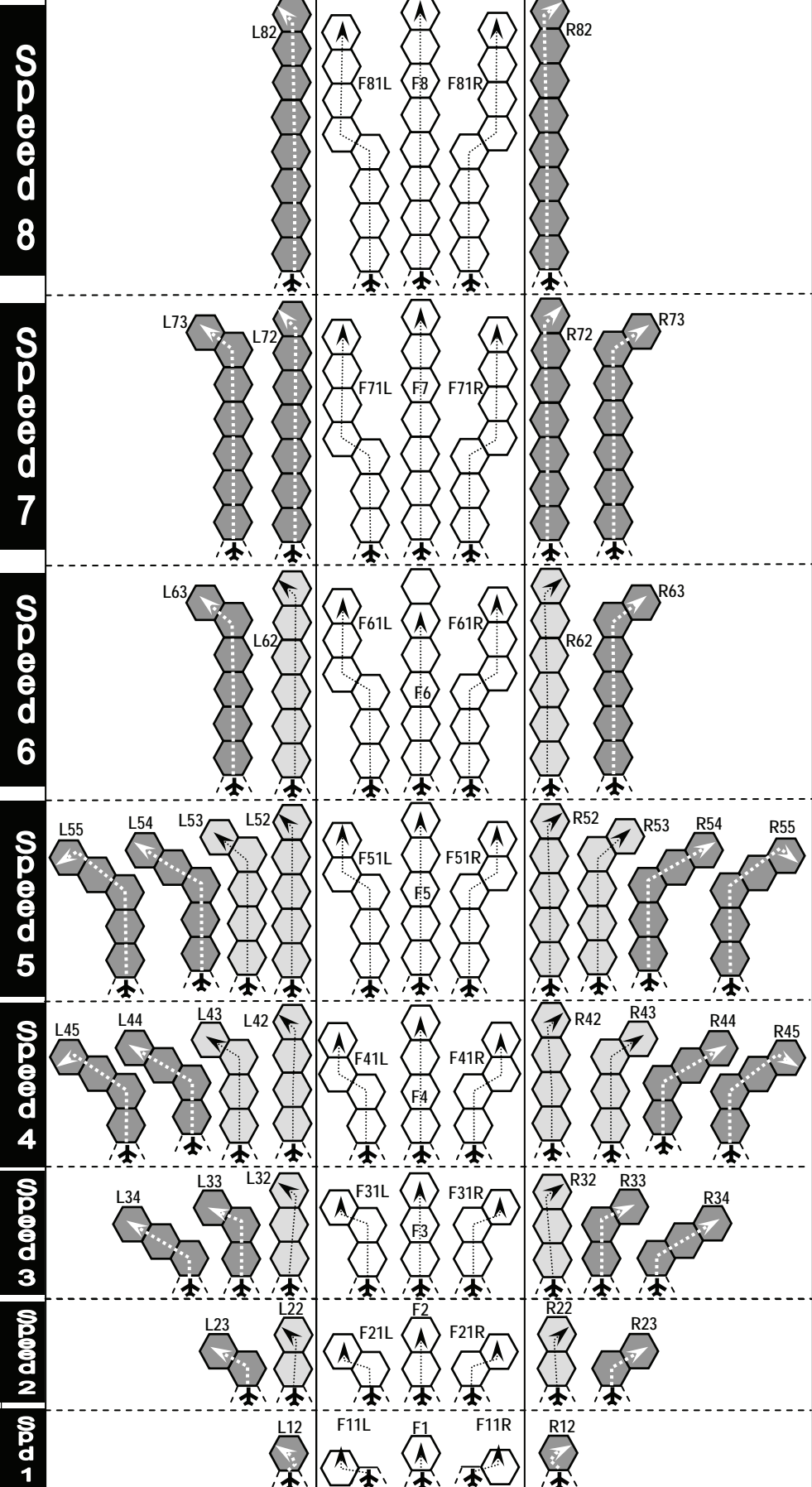


Sheet 1



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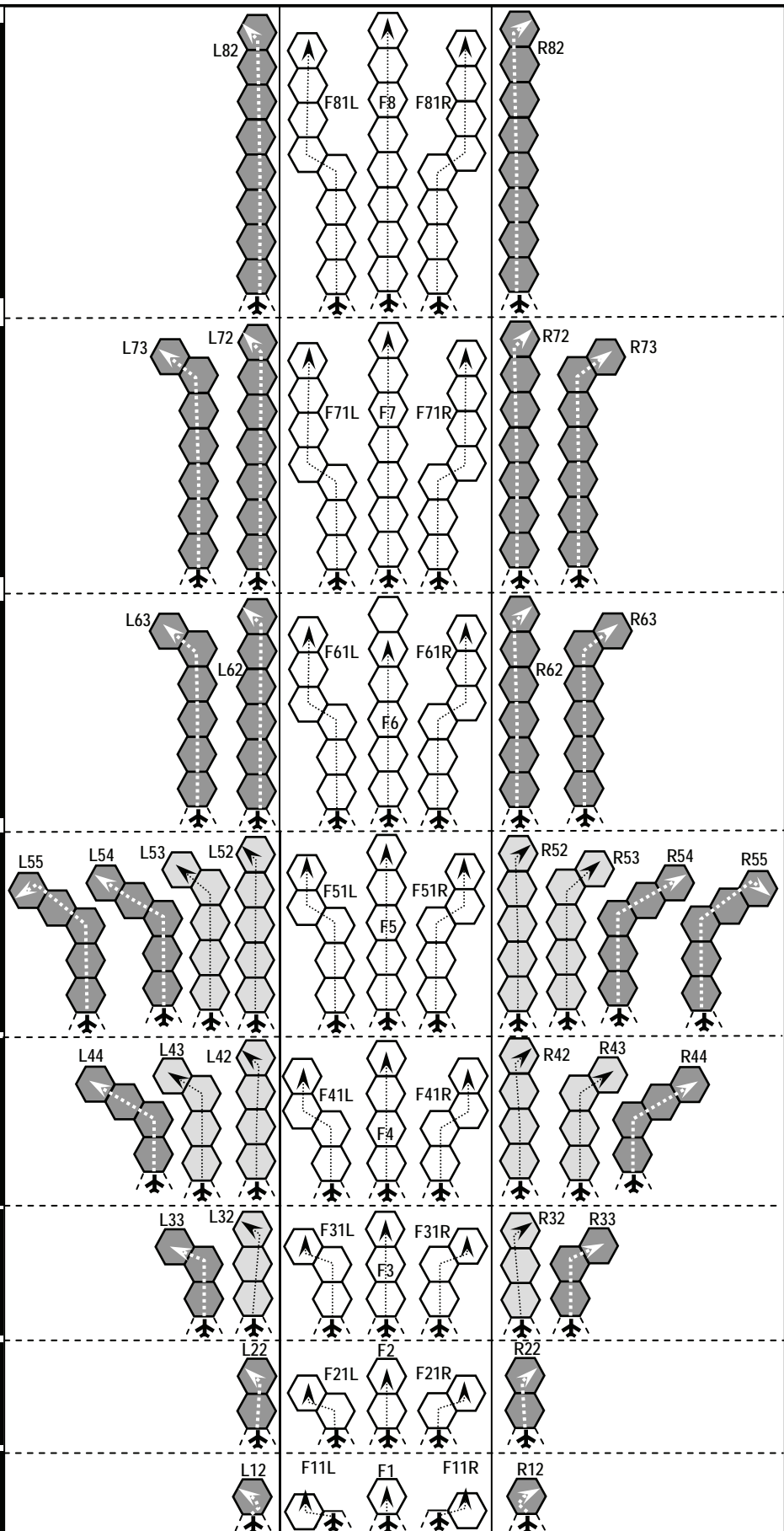
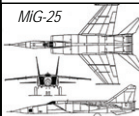




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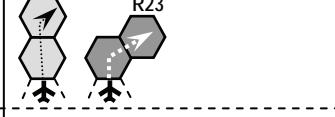
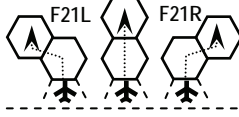
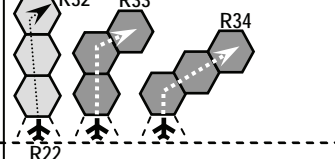
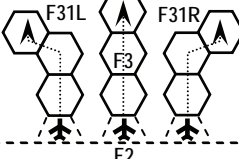
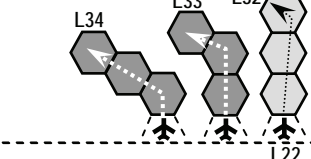
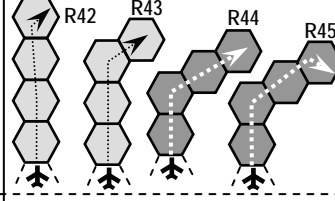
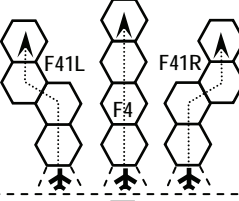
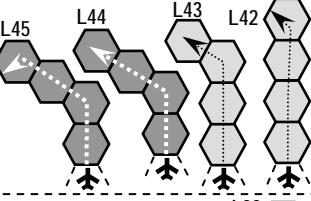
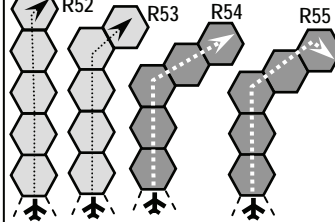
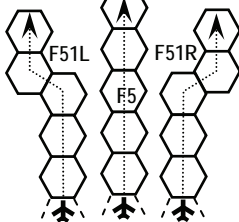
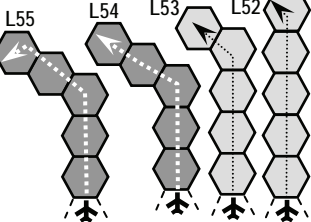
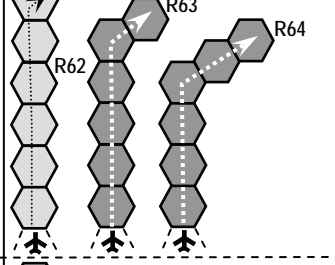
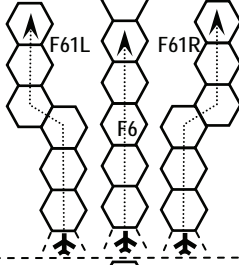
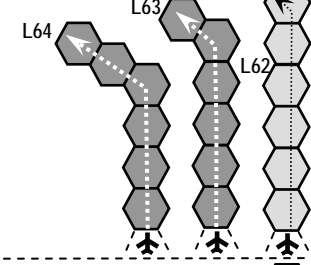
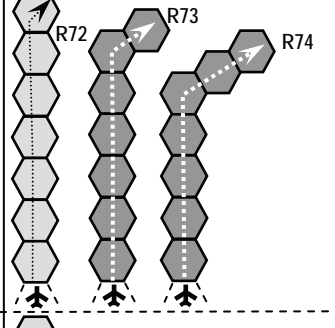
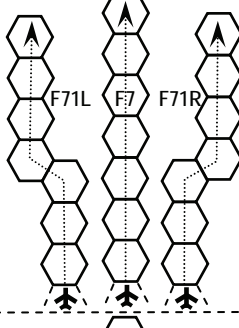
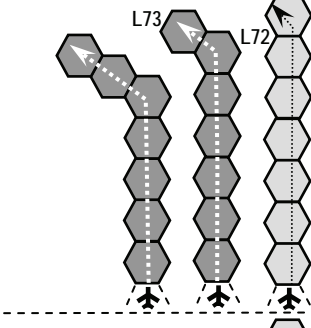
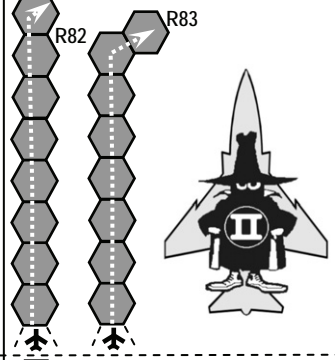
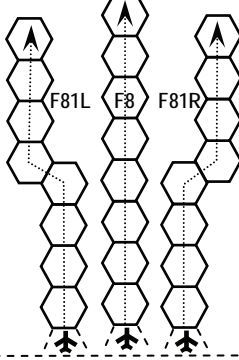
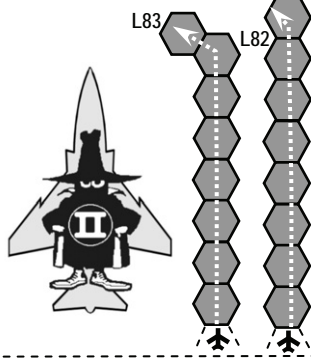
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