NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
Power Climb (+2 Alt)	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	
Climb (+1 Alt)	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	
Level Flight	-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
Dive (-1 Alt)	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
Power Dive (-2 Alt)	-1, N, +1	N, +1, +2	N, +1, +2, +3	
Steep Dive (-3 Alt)	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	*Automatic *Out-of-Control*

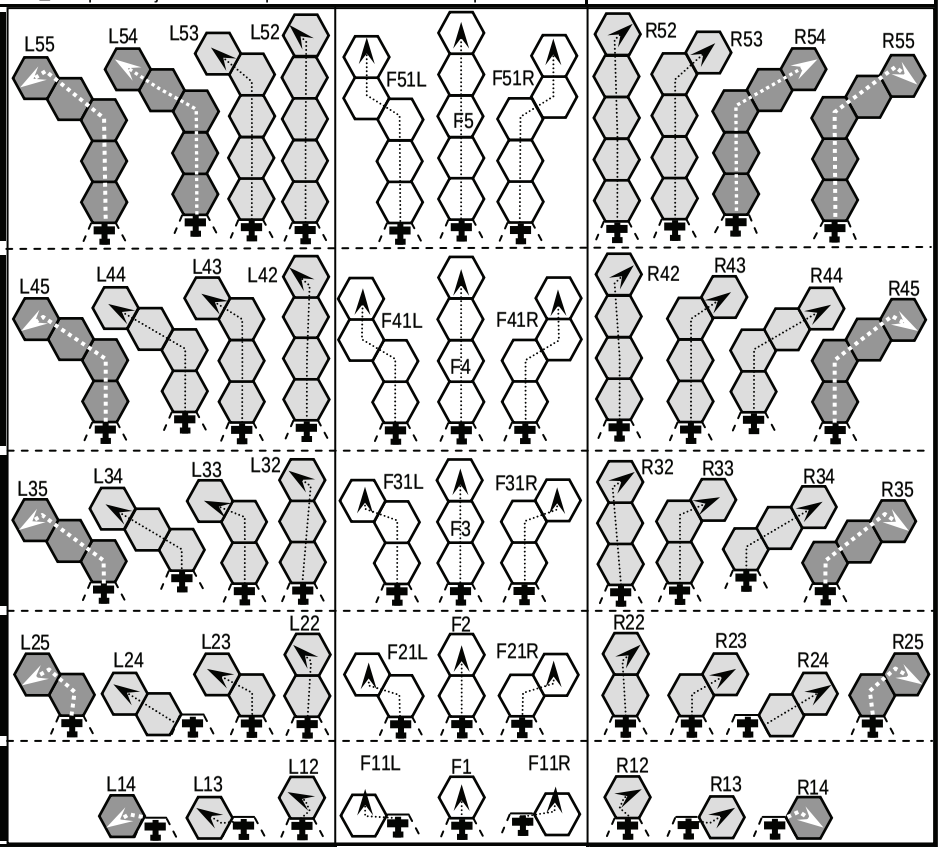
◯ = Speed adjustment ***not*** possible if at Maximum Speed

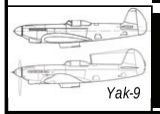
CHECK YOUR 6!

JET AGE

Prop Chart

P*Ⓐ





SPECIAL MANEUVERS		FORWARD	NOTES
Pwr. Immn. Immelmann Split-S Pwr. Split-S Steep Split-S (120° Left, 180°, 120° Right; Move one hex forward, turn to new facing)	Power Immelmann (+2 Alt)	-5 or -4	• *Maximum* speed: **5**
	Immelmann (+1 Alt)	-3 or -2	• *Maximum* speed: **4**
	Split-S (-1 Alt)	-2, -1, (N)	• *Maximum* speed: **4**
	Power Split-S (-2 Alt)	-1, N, +1	• *Maximum* speed: **5**
	Steep Split-S (-3 Alt)	N, +1, +2	• *Maximum* speed: **6**
Stall — *Stay in same hex*	Stall (same Alt)	No move	• *Maximum* speed: **1** • Check for *Out-of-Control* in next move

© 2010 Scott Fisher

ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✡✡✡✡ RH ✜✜✜✜
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✡✡✡✡ RH ✜✜✜✜
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✡✡✡✡ RH ✜✜✜✜
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✡✡✡✡ RH ✜✜✜✜
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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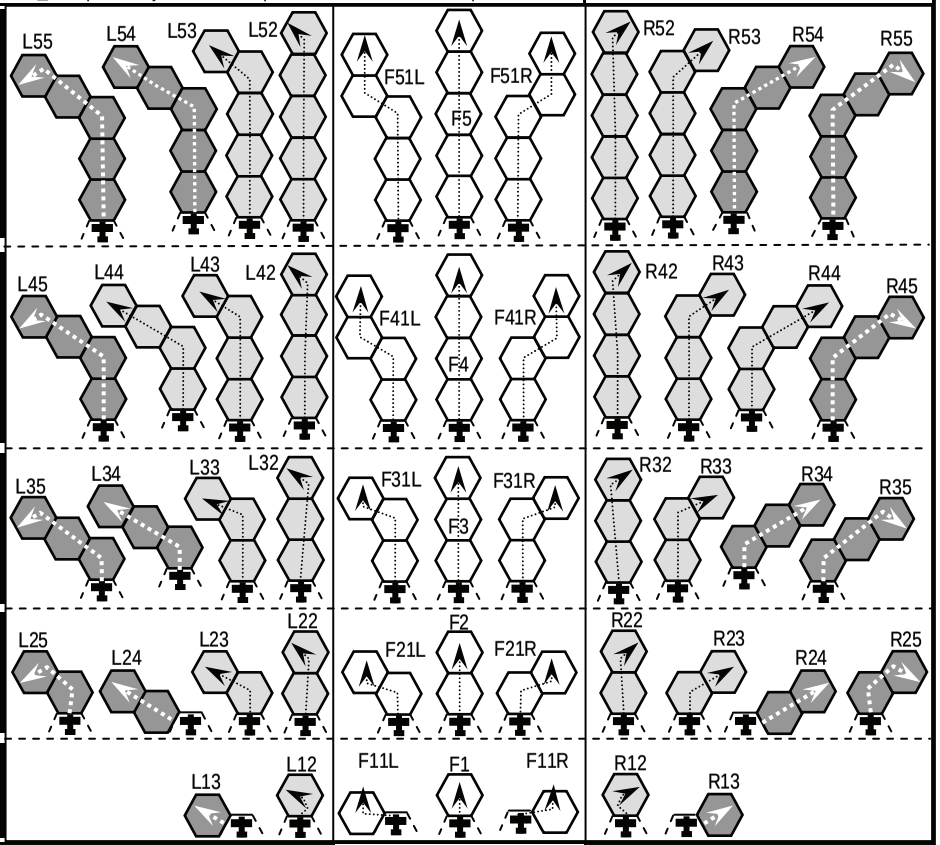
NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
Power Climb (+2 Alt)	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	
Climb (+1 Alt)	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	• May not Climb if prior turn was stall
Level Flight	-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
Dive (-1 Alt)	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
Power Dive (-2 Alt)	-1, N, +1	N, +1, +2	N, +1, +2, +3	
Steep Dive (-3 Alt)	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

Prop Chart

P*Ⓑ



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

120° Left, 180°, 120° Right — Pwr. Immn., Immelmann, Split-S, Pwr. Split-S, Steep Split-S

Move one hex forward, turn to new facing

Stall — *Stay in same hex*

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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✪✪✪✪ RH ⌖⌖⌖⌖
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✪✪✪✪ RH ⌖⌖⌖⌖
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✪✪✪✪ RH ⌖⌖⌖⌖
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✪✪✪✪ RH ⌖⌖⌖⌖
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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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*

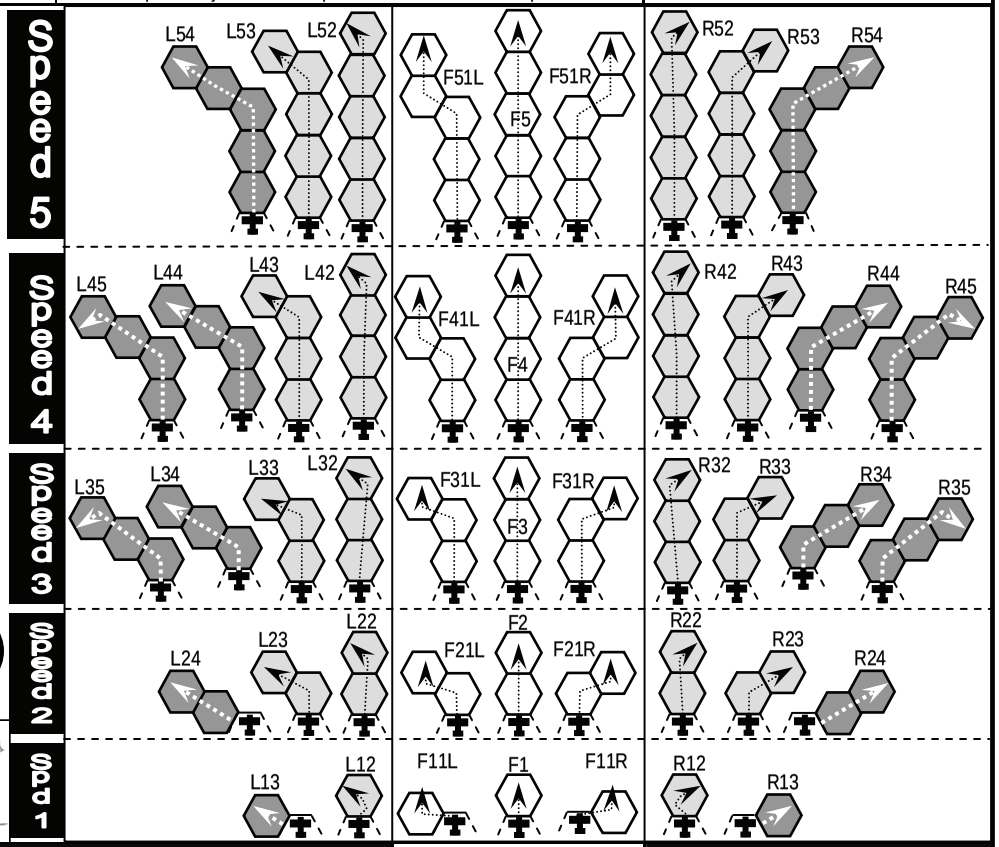
(N) = Speed adjustment ***not*** possible if at Maximum Speed

CHECK YOUR 6!

JET AGE

Prop Chart

P*©



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

120° Left, 180°, 120° Right

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

Move one hex forward, turn to new facing

Stall
Stay in same hex

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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✡✡✡✡ RH ✜✜✜✜
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✡✡✡✡ RH ✜✜✜✜
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✡✡✡✡ RH ✜✜✜✜
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TURN	MAN-EUVER	TURN CODE	Notes
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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✡✡✡✡ RH ✜✜✜✜
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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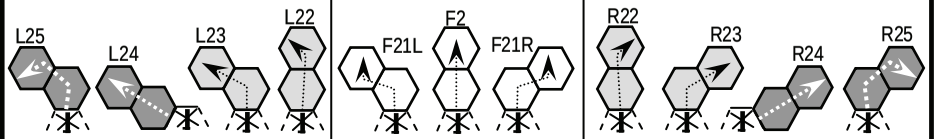
NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
+1 Alt Climb ↑	none	-2, (-1)	-2, -1, (N)	
Level Flight >	-2, (-1)	-2, -1, N	-2, -1, N, +1	
-1 Alt Dive ↓	-2, -1, (N)	-1, N, +1	-1, N, +1, +2	• May add one (+1) hex forward at move end
-2 Alt Power Dive ↓↓	-1, N, +1	N, +1, +2	N, +1, +2	
-3 Alt Steep Dive ↓↓↓	N*, +1, +2	N, +1, +2	N, +1, +2	*Automatic *Out-of-Control*
	◯ = Speed adjustment ***not*** possible if at Maximum Speed			

CHECK YOUR 6!

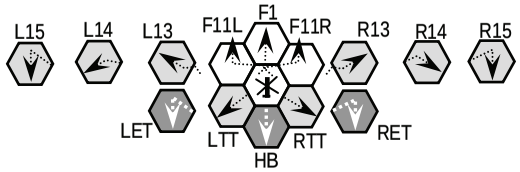
JET AGE

Helo Chart

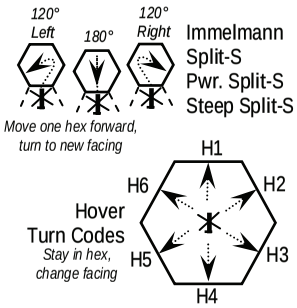
Speed 2



Speed 1



SPECIAL MANEUVERS		FORWARD	NOTES
+1 Alt Immelmann		-2	
-1 Alt Split-S		-2, -1, N	
-2 Alt Power Split-S		-1, N, +1	
-3 Alt Steep Split-S		N, +1, +2	
same Alt Hover		No move	• Subsequent move may be any H Turn Code or Speed 1 Turn Code



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ID: _____ CREW SKILL: ___
TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✪✪✪✪ RH ⌖⌖⌖⌖
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✪✪✪✪ RH ⌖⌖⌖⌖
RAD: _____ ECM: ____ RWR: ❑

TURN	MAN-EUVER	TURN CODE	Notes
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TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✪✪✪✪ RH ⌖⌖⌖⌖
RAD: _____ ECM: ____ RWR: ❑

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TRN/SP/AG: _____ Lx/Hx
CLIMB/DIVE: _____
ROB: ____ DEF SYSTEMS: ____
FIRST FIRE ❑ GUNS: _____
IR ✪✪✪✪ RH ⌖⌖⌖⌖
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