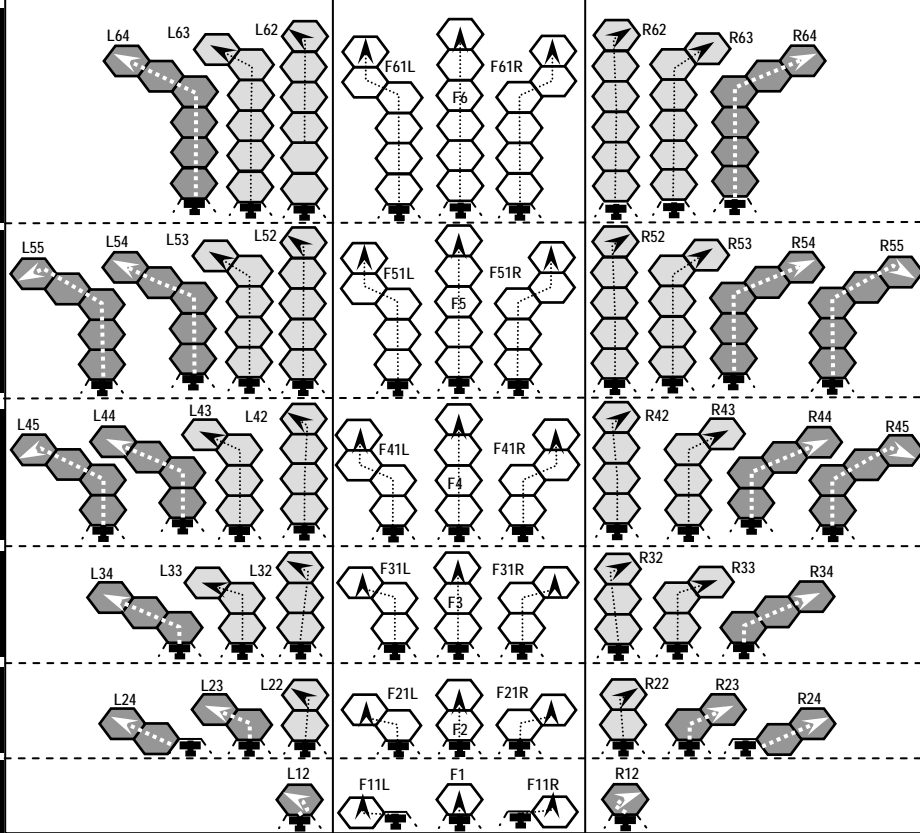


NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
Power Climb ↑↑	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	
Climb ↑	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	• May not Climb if prior turn was stall
Level Flight >	-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
Dive ↓	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add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

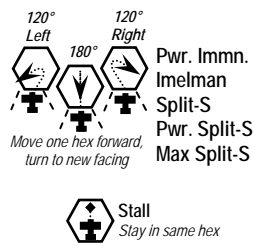
= Speed adjustment **not** possible if at Maximum Speed



6
5
4
3
2
1
Me 262



SPECIAL MANEUVERS	FORWARD	NOTES
Power Immelmann +2 Alt	-5 or -4	• <i>Maximum speed:</i> 5
Immelmann +1 Alt	-3 or -2	• <i>Maximum speed:</i> 4
Split-S -1 Alt	-2, -1, (N)	• <i>Maximum speed:</i> 3
Power Split-S -2 Alt	-1, N, +1	• <i>Maximum speed:</i> 4
Steep Split-S -3 Alt	N, +1, +2	• <i>Maximum speed:</i> 5 • Check <i>Special Dive Recovery</i> in next move
same Alt Stall	No move	• <i>Maximum speed:</i> 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 _____			
Man/Speed/Agility _____				Man/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
		Rob _____				Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
7				7			
8				8			
9				9			
10				10			
11				11			
12				12			
13				13			
14				14			
15				15			
16				16			
17				17			
18				18			
19				19			
20				20			

Aircraft _____				Aircraft _____			
First Fire <input type="checkbox"/>		Pilot Skill _____		First Fire <input type="checkbox"/>		Pilot Skill _____	
Weapons _____				Weapons _____			
Man/Speed/Agility _____				Man/Speed/Agility _____			
Climb/Dive _____		Lx/Hx _____		Climb/Dive _____		Lx/Hx _____	
		Rob _____				Rob _____	
TURN	MAN-EUVER	TURN CODE	Notes	TURN	MAN-EUVER	TURN CODE	Notes
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
7				7			
8				8			
9				9			
10				10			
11				11			
12				12			
13				13			
14				14			
15				15			
16				16			
17				17			
18				18			
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.