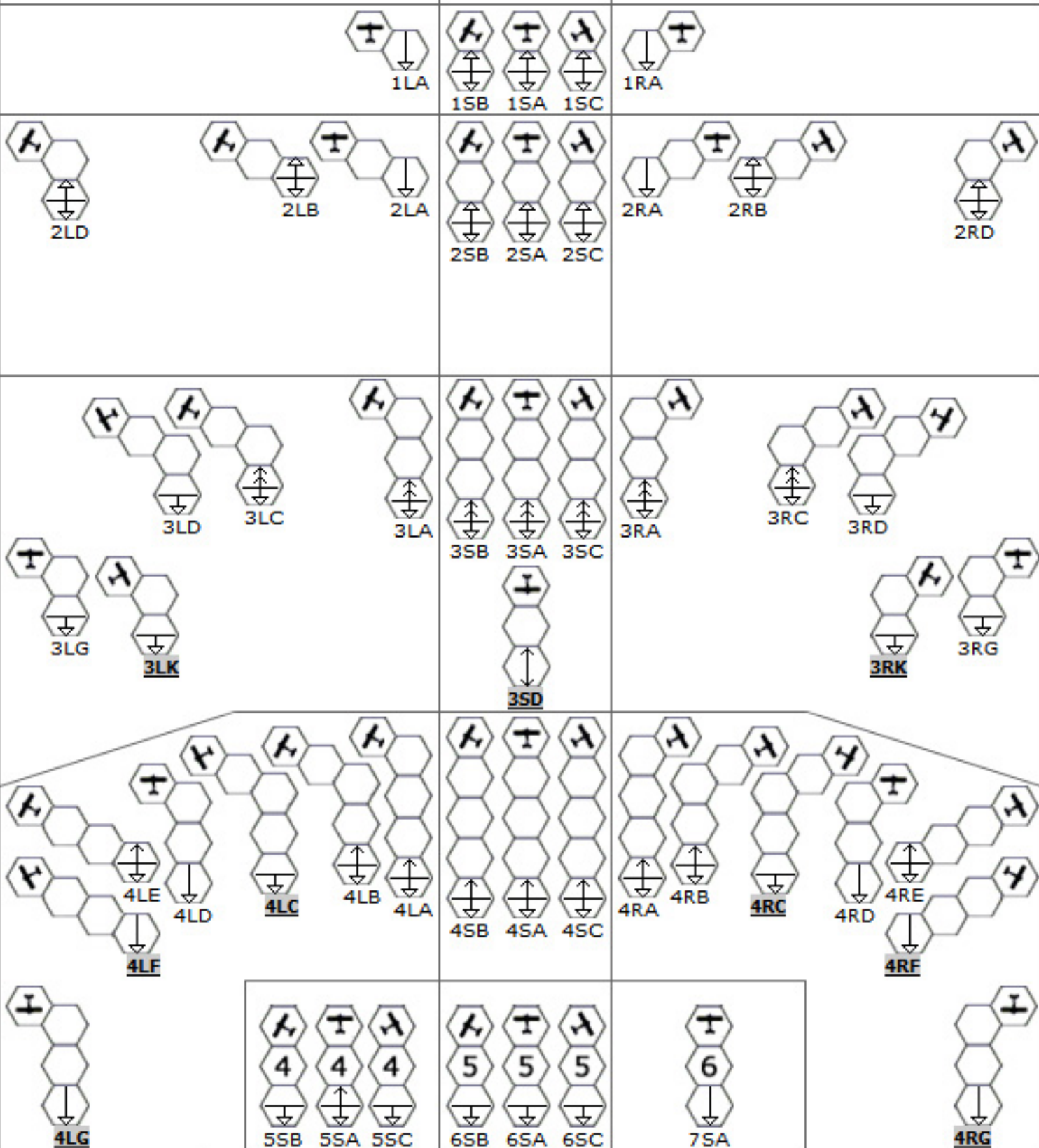


## MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
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10		
11		
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### F-86 Sabre V2

PERFORMANCE	
Acceleration	3
Deceleration	3
Climb	4
Dive	5

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
6 x .50 MG	1	↕	14	12	10	8

Ammo: □□□□ □□□□ □□□

DAMAGE	
Engine 1	□□□□□ ○
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Pilot M S D

### NOTES

Swept wings: Ignore the -1 shooting penalty when this plane goes speed 4+.

Advanced Gunsight: Treat deflection penalty as -1 instead of -2.

May Carry 2 small medium or large bombs, or 8 rockets.

↗ May climb max    ↖ May climb 1-2    ↑ May climb 1    — Level flight allowed    ↓ May dive 1    ↘ May dive max    ▼ MUST dive 2+    ✖ Level this turn but MUST dive next turn