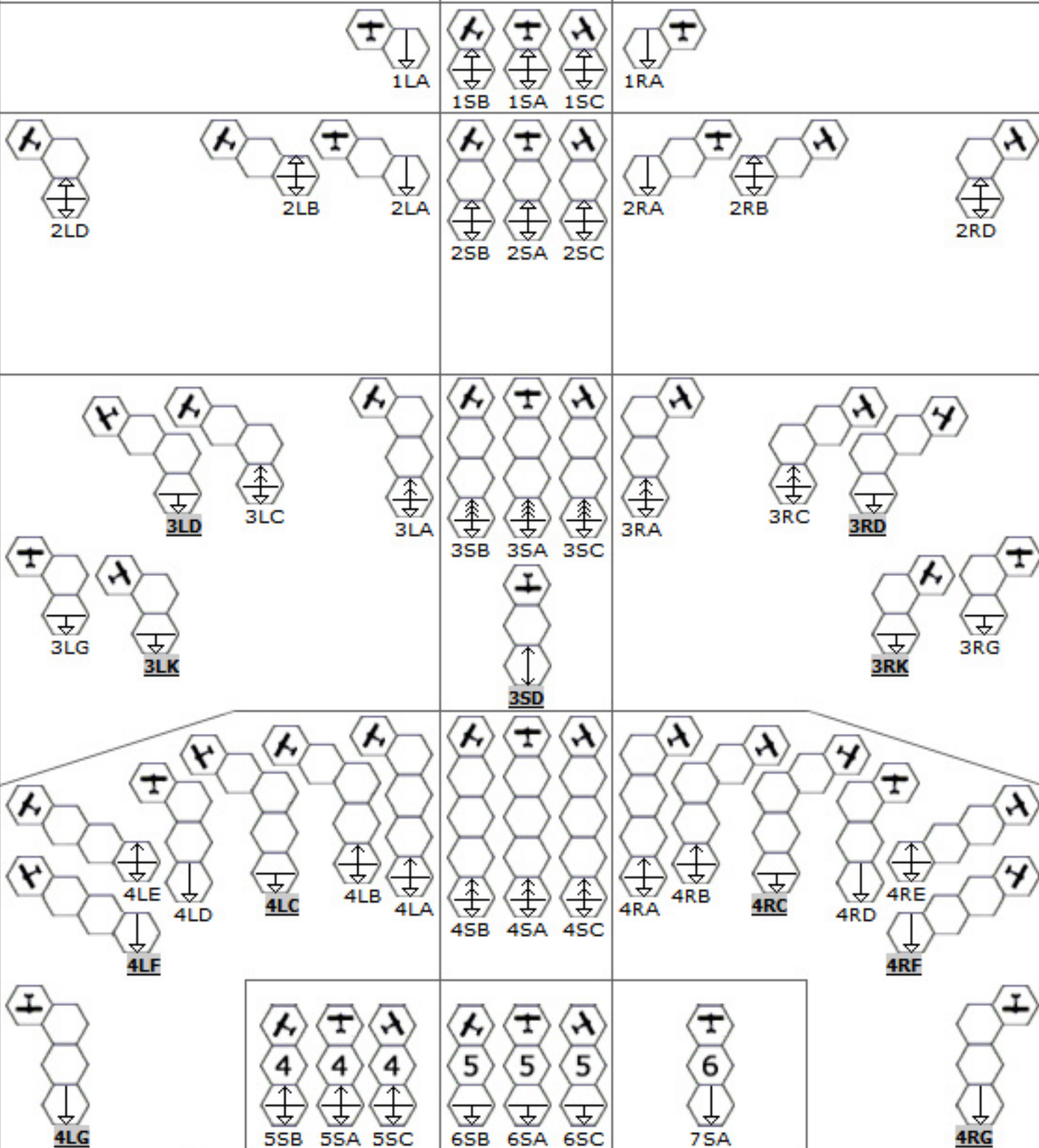


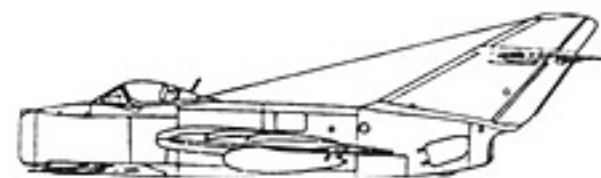
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt
1		
2		
3		
4		
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35		

Mig 15 V2



PERFORMANCE

Acceleration	3
Deceleration	3
Climb	4
Dive	5

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1 x 37mm CN	1	↕	4	2	1	0
Ammo: □□□□□ □						
2 X 23mm CN	1	↕	10	8	4	0
Ammo: □□□□□ □						

DAMAGE

Engine 1	□□□□□ ○
Wings:	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Fusel.:	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Pilot	M S D

NOTES

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

High speed buffeting: This plane suffers a -2 shooting penalty when going speed 6+.

Unstable: -2 on all spin checks.

37mm Cannon: Roll to hit separately, treat L results as HL (concentrated) and treat H results as 3H (concentrated).

↕ 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