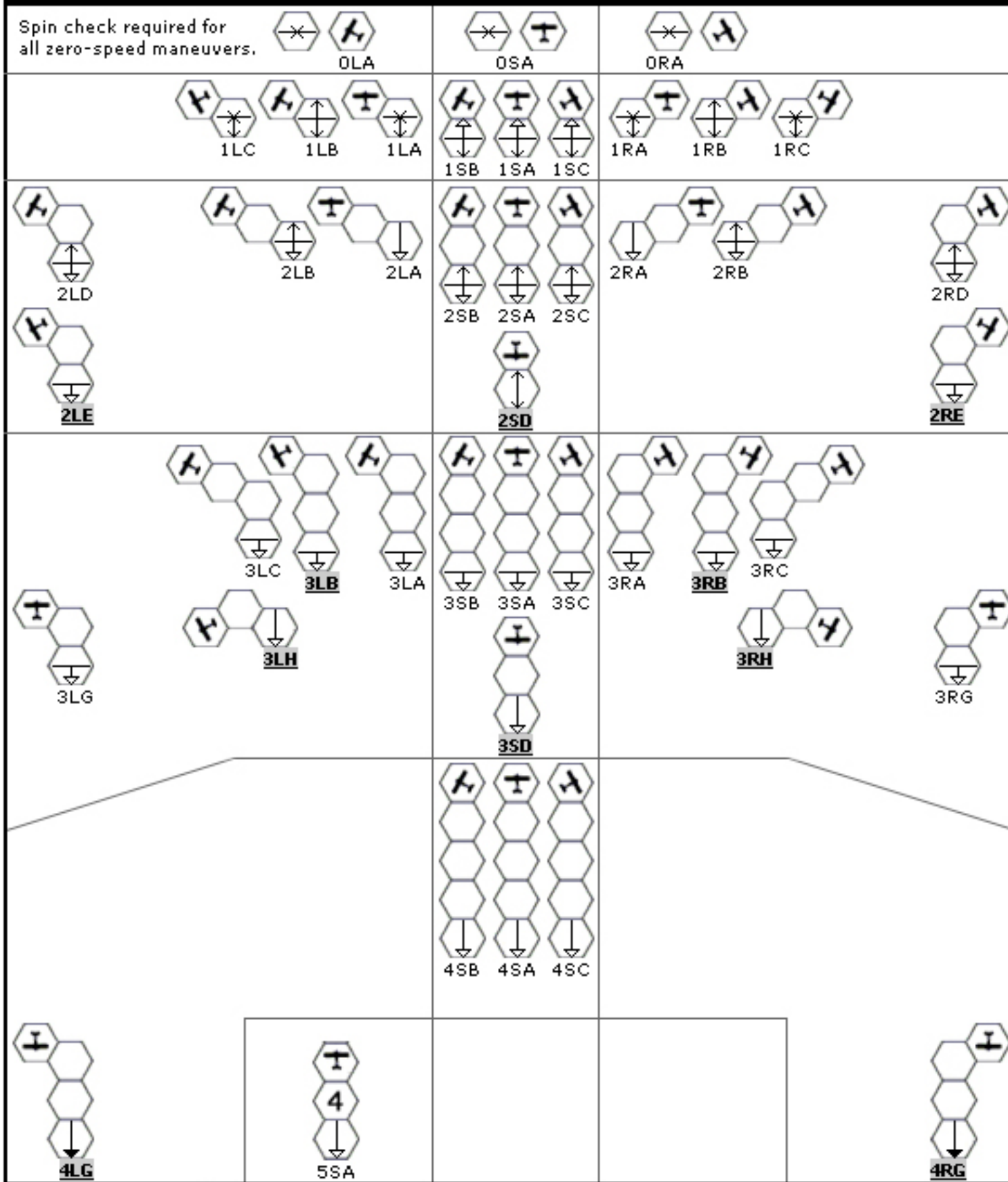


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

Mig 3

PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	4

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1 x 20mm CN	1	↕	4	3	2	1

Ammo: □□□□ □□□□ □□□□

2 x 12.7mm MG	1	↕	2	1	1	0
---------------	---	---	---	---	---	---

Ammo: □□□□ □□□□ □□□□
□□□

DAMAGE

Engine 1: □□□□ □□□

Wings: □□□□ □□□□ □□□□
□□□□ □□□□ □□□□

Fusel.: □□□□ □□□□ □□□□
□□□□ □□□□

Pilot: _____ M S D

NOTES

Poor Gunsight: -1 to hit when shooting.

↕ 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