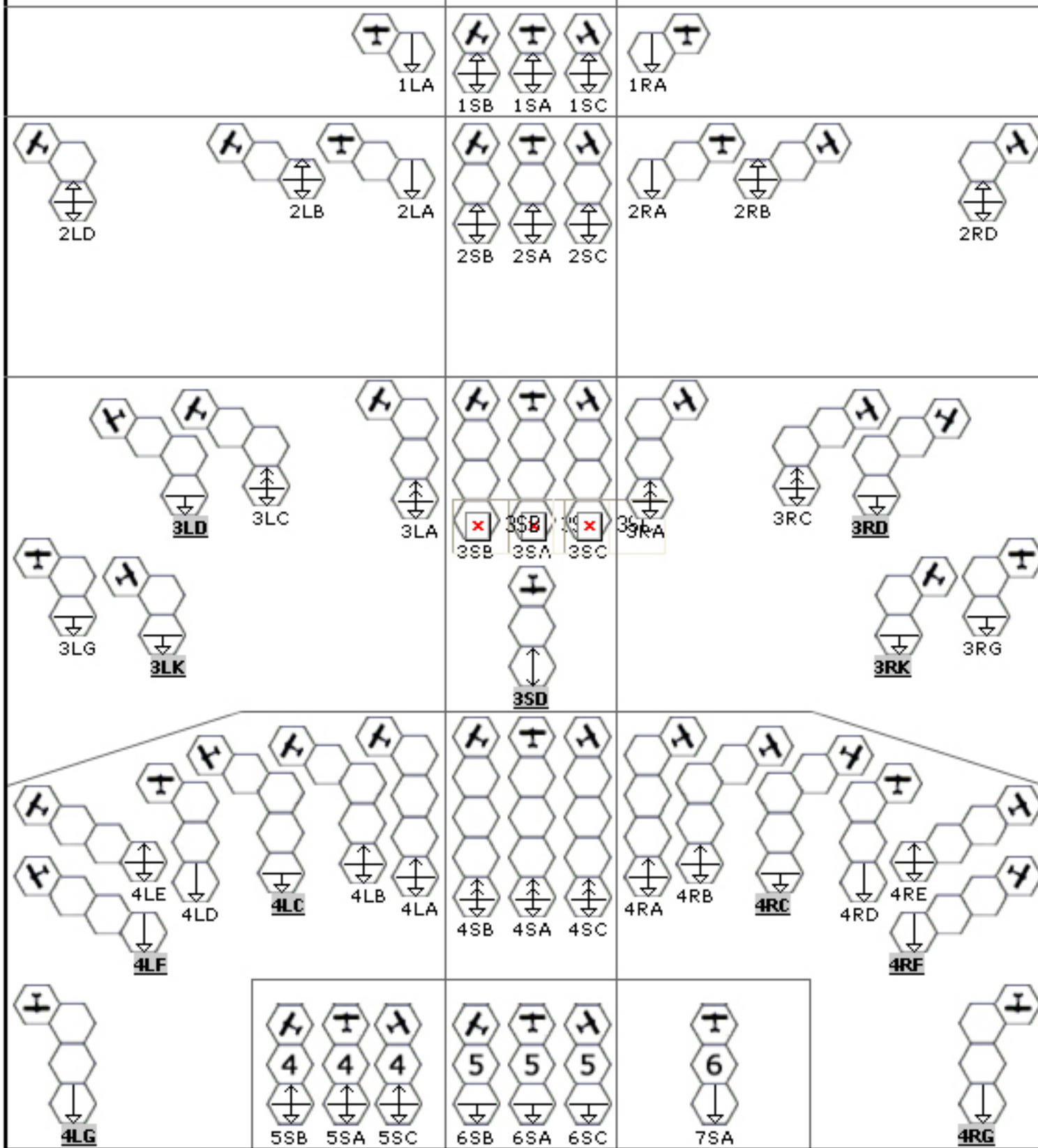


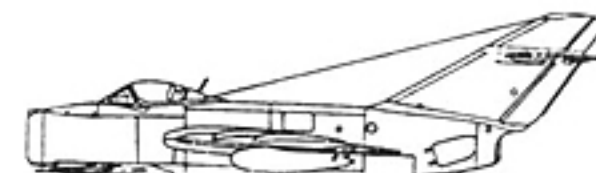
## MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Turn	Man.	Alt.
1		
2		
3		
4		
5		
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35		

## Mig 15



### 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	↕	10	8	6	0
Ammo: □□□□□ □						
2 X 23mm CN	1	↕	10	8	6	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.

↕ 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