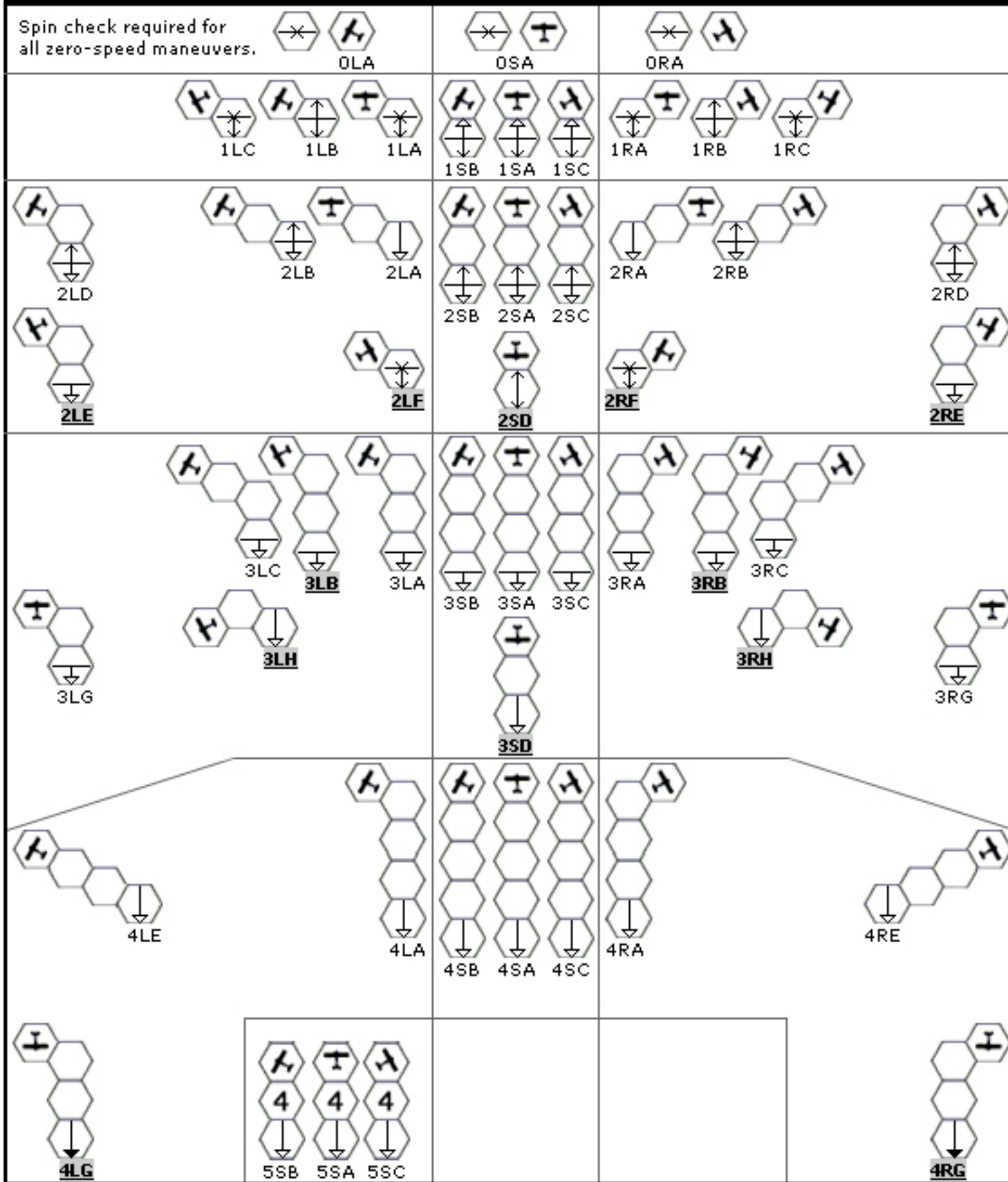


MANEUVER SCHEDULE



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		

Yak 1

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
1 x 12.7mm MG	1	↕	2	2	1	1

Ammo: □□□□□ □□□□□ □□□□□

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