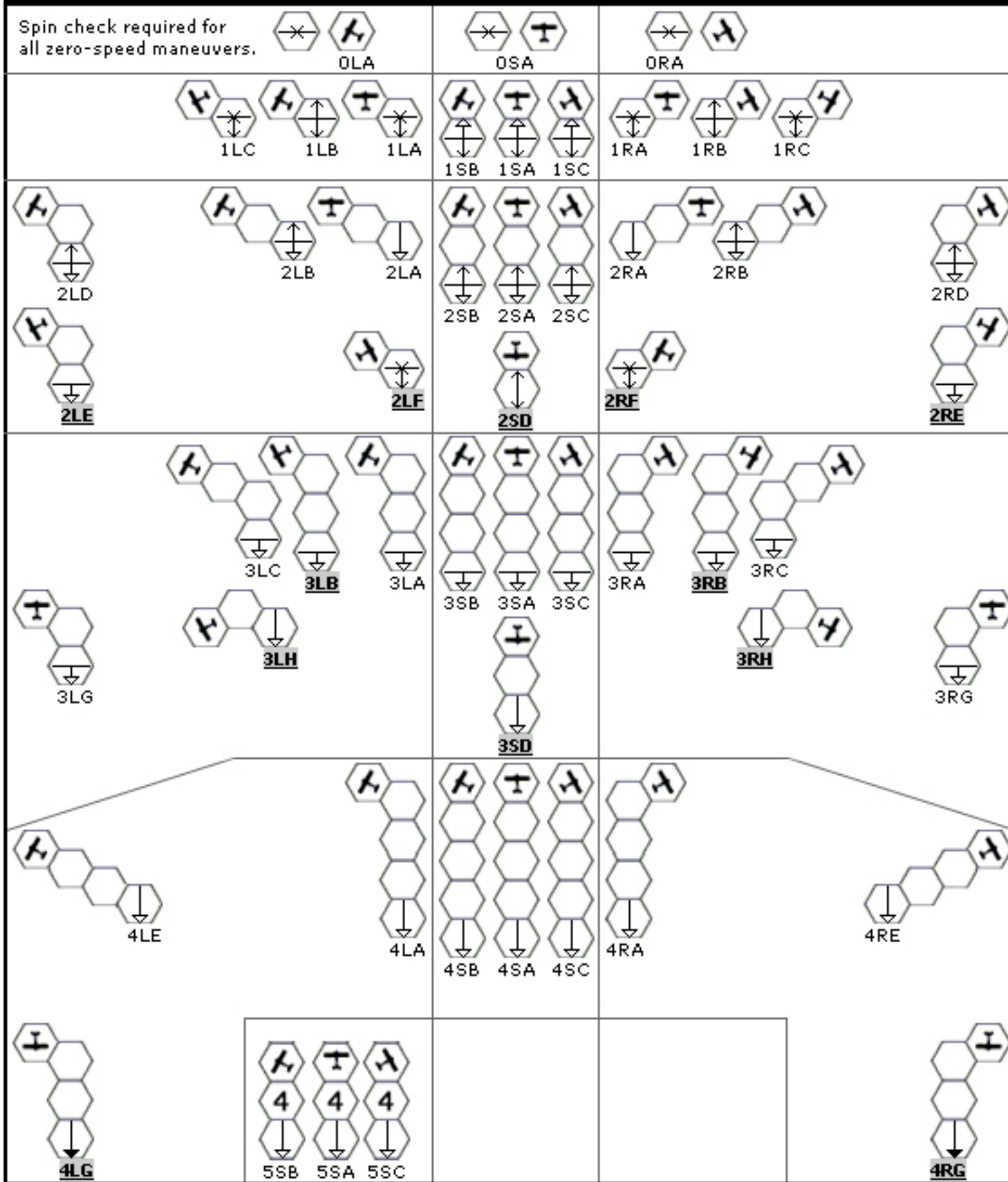


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
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11		
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13		
14		
15		
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35		

Yak 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	↕	4	3	2	1
Ammo: □□□□ □□□□ □□						

DAMAGE

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

NOTES

↗ 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