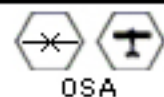


## MANEUVER SCHEDULE

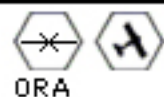
Spin check required for all zero-speed maneuvers.



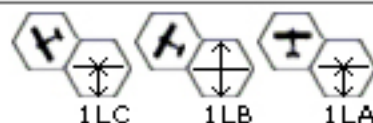
0LA



0SA



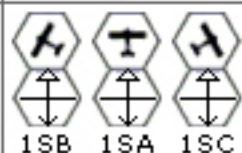
0RA



1LC

1LB

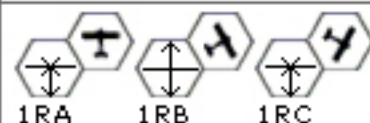
1LA



1SB

1SA

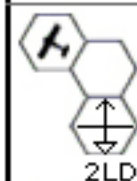
1SC



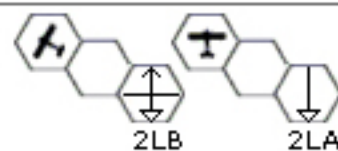
1RA

1RB

1RC

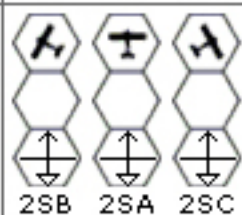


2LD



2LB

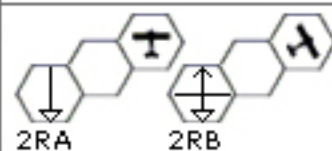
2LA



2SB

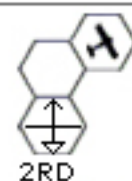
2SA

2SC

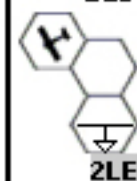


2RA

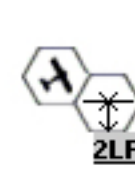
2RB



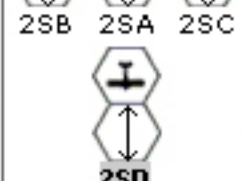
2RD



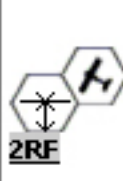
2LE



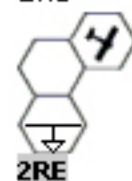
2LF



2SD



2RF



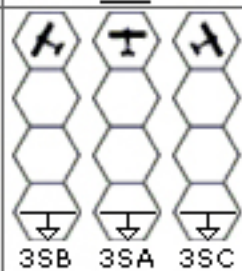
2RE



3LC

3LB

3LA



3SB

3SA

3SC



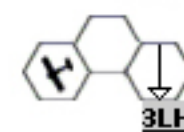
3RA

3RB

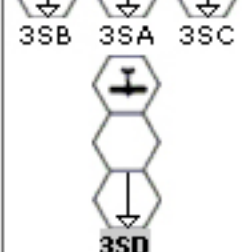
3RC



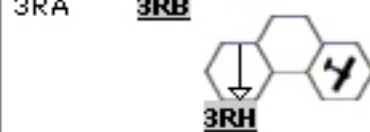
3LG



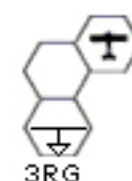
3LH



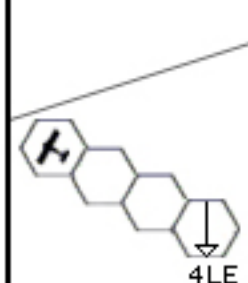
3SD



3RH



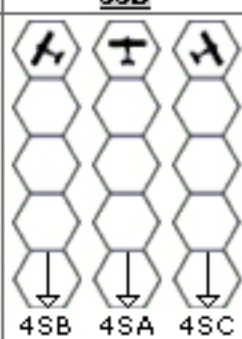
3RG



4LE



4LA



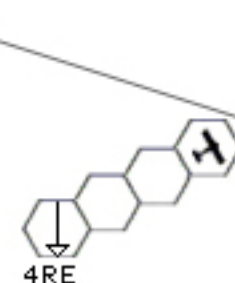
4SB

4SA

4SC



4RA



4RE



4LG



4

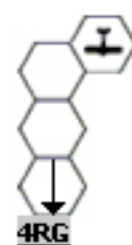
4

4

5SB

5SA

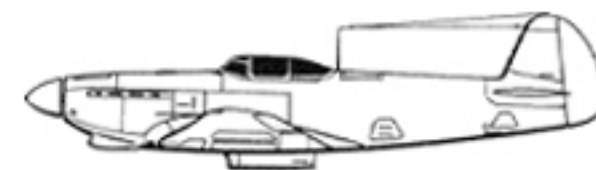
5SC



4RG

Turn	Man.	Alt
1		
2		
3		
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## Yak 9M



### 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: □□□□ □□□□ □□□□						
1 x 12.7mm MG	1	↕	2	2	1	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