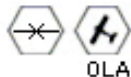
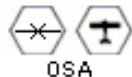


MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



OLA



OSA



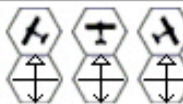
ORA



1LC

1LB

1LA



1SB

1SA

1SC



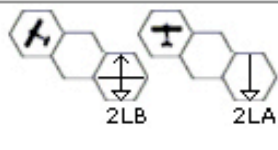
1RA

1RB

1RC

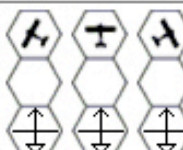


2LD



2LB

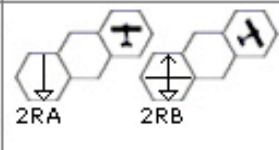
2LA



2SB

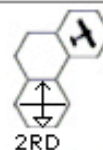
2SA

2SC

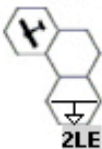


2RA

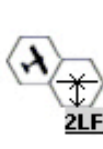
2RB



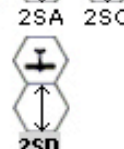
2RD



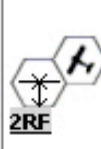
2LE



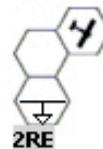
2LF



2SD



2RF



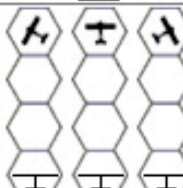
2RE



3LC

3LB

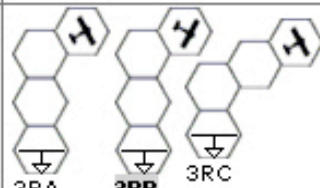
3LA



3SB

3SA

3SC



3RA

3RB

3RC

3RH

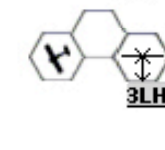
I-16 C



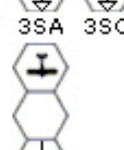
3RG



3LG



3LH



3SD



4LB

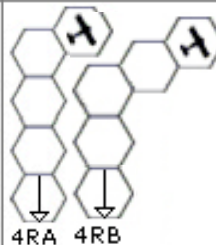
4LA



4SB

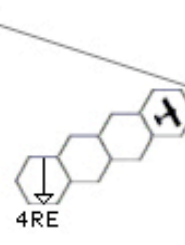
4SA

4SC



4RA

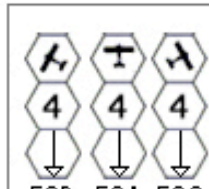
4RB



4RE



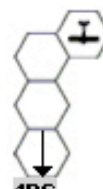
4LG



5SB

5SA

5SC

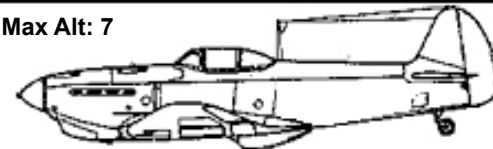


4RG

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
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27		
28		
29		
30		
31		
32		
33		
34		
35		

Yak 1

Max Alt: 7



PERFORMANCE

Acceleration	2
Deceleration	2
Climb	3
Dive	3

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

Poor gunsight: -1 to hit when shooting.