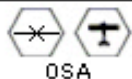


**MANEUVER SCHEDULE**

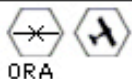
Spin check required for all zero-speed maneuvers.



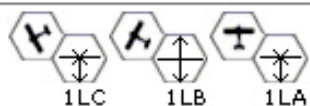
OLA



OSA



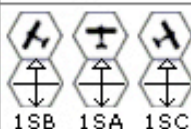
ORA



1LC

1LB

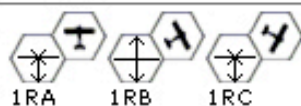
1LA



1SB

1SA

1SC



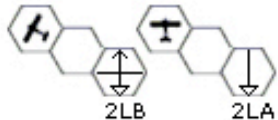
1RA

1RB

1RC



2LD



2LB

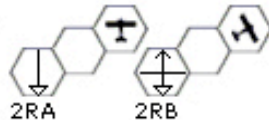
2LA



2SB

2SA

2SC

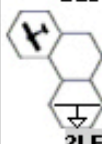


2RA

2RB



2RD



2LE



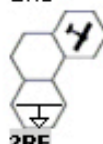
2LF



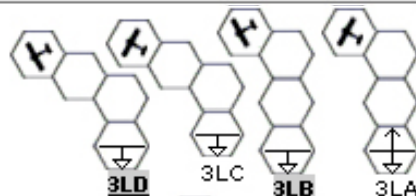
2SD



2RF



2RE

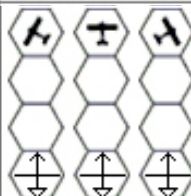


3LD

3LC

3LB

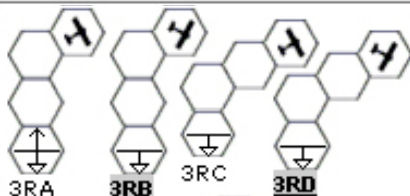
3LA



3SB

3SA

3SC



3RA

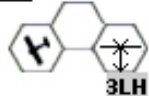
3RB

3RC

3RD



3LG



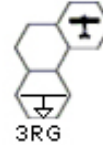
3LH



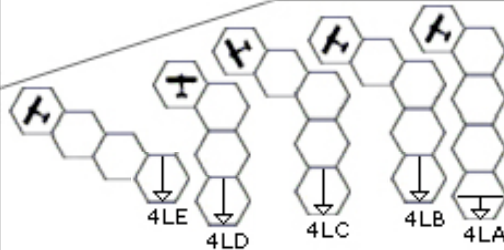
3SD



3RH



3RG



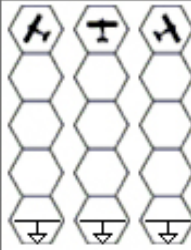
4LE

4LD

4LC

4LB

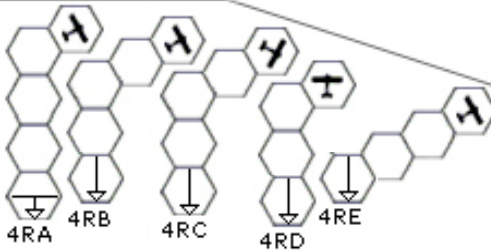
4LA



4SB

4SA

4SC



4RA

4RB

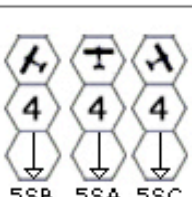
4RC

4RD

4RE



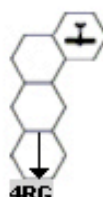
4LG



5SB

5SA

5SC



4RG

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
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14		
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32		
33		
34		
35		

**Yak 3**



Max Alt: 8

**PERFORMANCE**

Acceleration	3
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
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Ammo: □□□□ □□□□ □□

**DAMAGE**

Engine 1	□□□□ ○○○
Wings:	□□□□ □□□□ □□□□ □□□□ ○○○○
Fusel.:	□□□□ □□□□ □□□□ ○○○○○ ○

Pilot M S D

**NOTES**

Ver: 1.1jw

↕ 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