

MANEUVER SCHEDULE

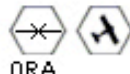
Spin check required for all zero-speed maneuvers.



0LA



0SA



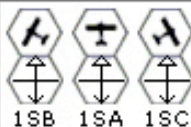
0RA



1LC

1LB

1LA



1SB

1SA

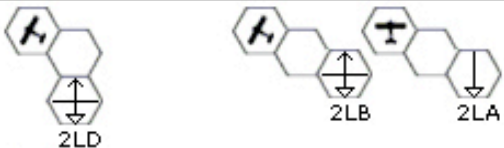
1SC



1RA

1RB

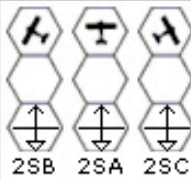
1RC



2LD

2LB

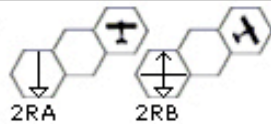
2LA



2SB

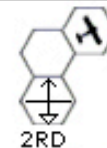
2SA

2SC



2RA

2RB

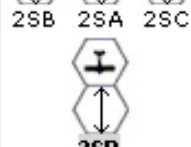


2RD



2LE

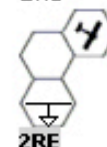
2LF



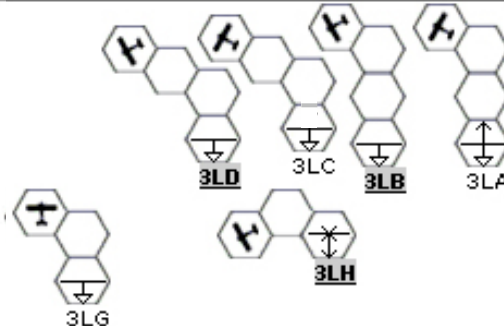
2SD



2RF



2RE



3LD

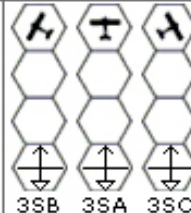
3LC

3LB

3LA

3LG

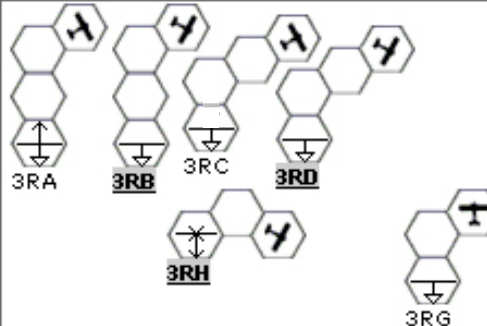
3LH



3SB

3SA

3SC



3RA

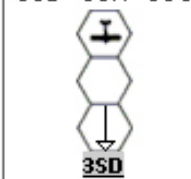
3RB

3RC

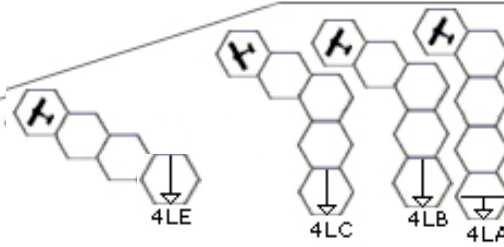
3RD

3RH

3RG



3SD

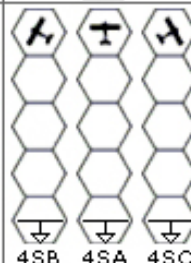


4LE

4LC

4LB

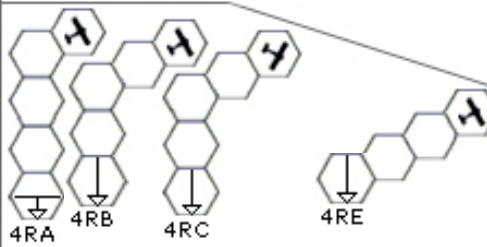
4LA



4SB

4SA

4SC



4RA

4RB

4RC

4RE

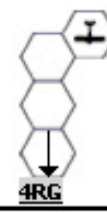


4LG

5SB

5SA

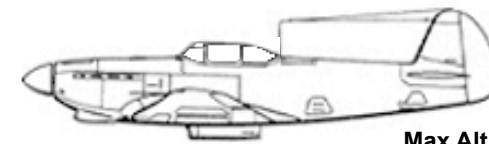
5SC



4RG

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
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11		
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34		
35		

Yak 9M



Max Alt: 8

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

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