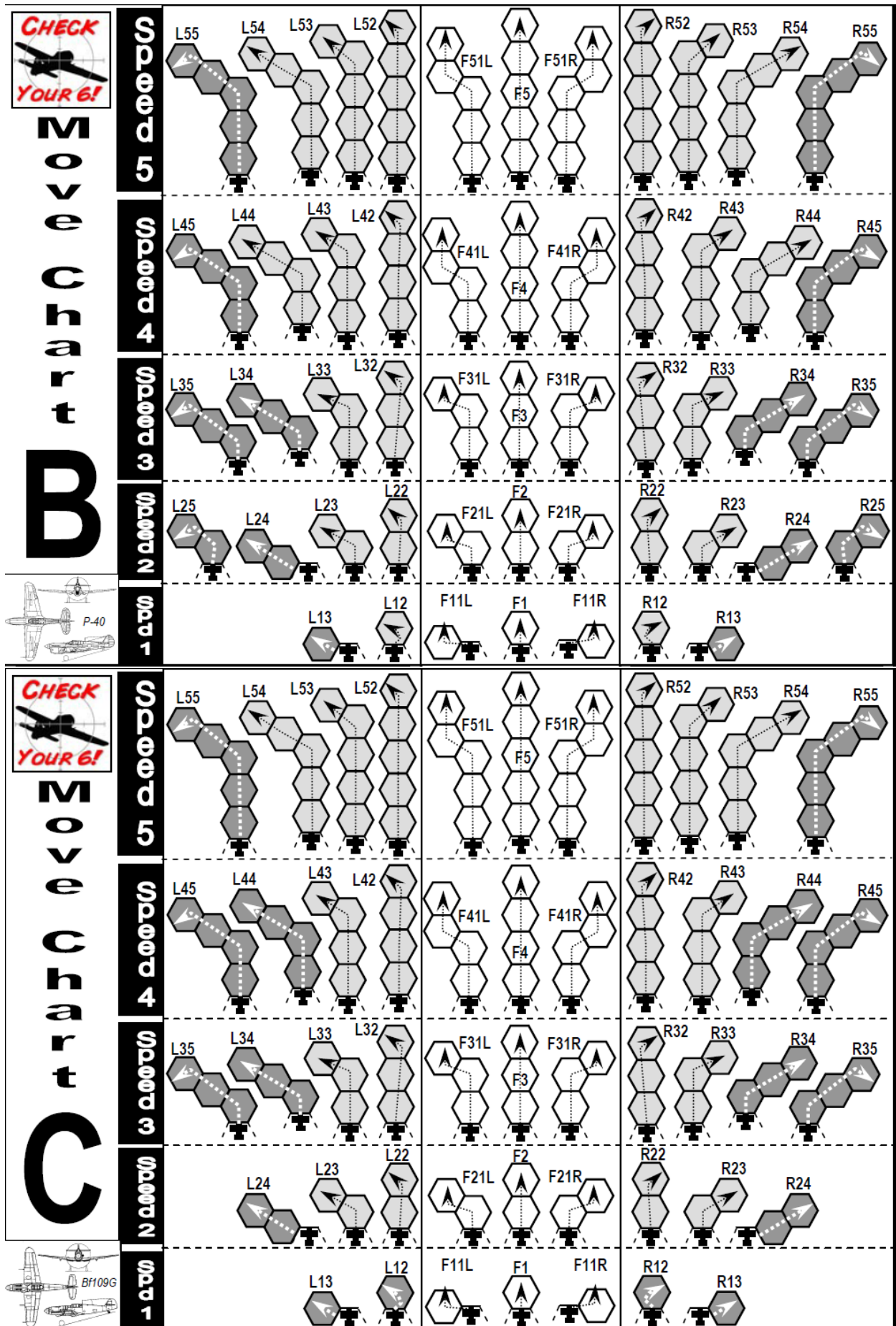


NORMAL MANEUVERS	EXTREME TURN (L/R)	TURN (L/R)	FORWARD	NOTES
Power Climb ↑↑ +2 Alt	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	
Climb ↑ +1 Alt	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	• May not Climb if prior turn was stall
Level Flight →	-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
Dive ↓ -1 Alt	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
Power Dive ↓↓ -2 Alt	-1, N, +1	N, +1, +2	N, +1, +2, +3	
Steep Dive ↓↓↓ -3 Alt	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	• Check Special Dive Recovery in next move *Automatic Out-of-Control
○ = Speed adjustment <i>not</i> possible if at Maximum Speed				

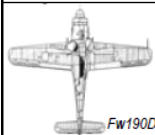
SPECIAL MANEUVERS		FORWARD	NOTES
	Power Immelmann +2 Alt	-5 or -4	• <u>Maximum</u> speed: 6
	Immelmann +1 Alt	-3 or -2	• <u>Maximum</u> speed: 5
	Split-S -1 Alt	-2, -1, (N)	• <u>Maximum</u> speed: 5
	Power Split-S -2 Alt	-1, N, +1	• <u>Maximum</u> speed: 6
	Steep Split-S -3 Alt	N, +1, +2	• <u>Maximum</u> speed: 7 • Check Special Dive Recovery in next move
	same Alt Stall	No move	• <u>Maximum</u> speed: 1 • Check for Out-of-Control in next move

CHECK YOUR 6! MOVEMENT 	Speed 5			
	Speed 4			
	Speed 3			
	Speed 2			
	Speed 1			





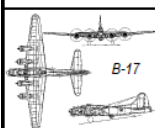
DOWN



Fw190D



DOWN



B-17

5 4 3 2 1 5 4 3 2 1

