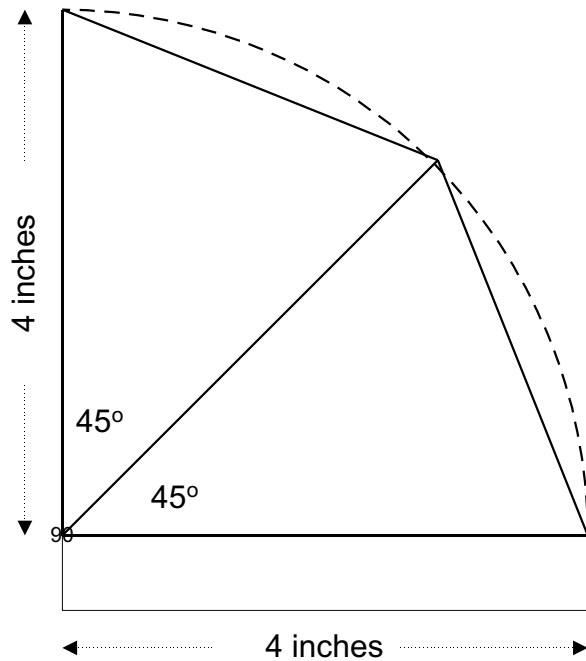


# YAMAMOTO - PLAYER AIDS (NOT TO SCALE)

TURN MARKER - FIGHTER



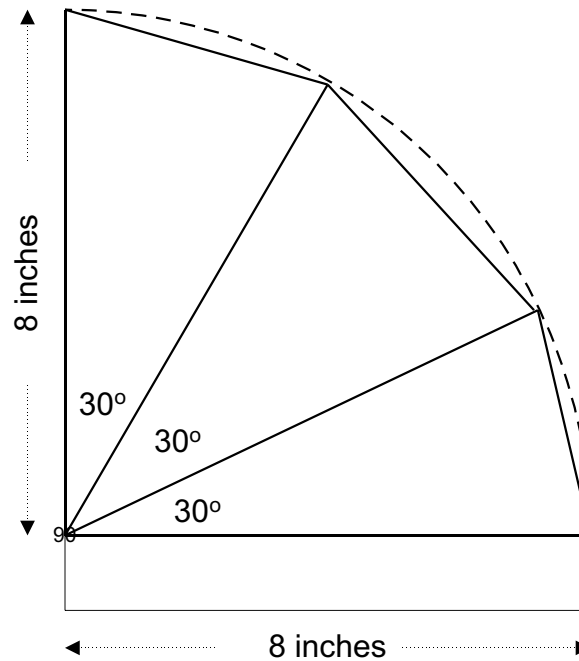
Turn marker for Zero/P38:

Draw a 90 degree arc with a radius of 1 normal movement (4" for 1/144th scale).

Mark the 45 degree line and connect using straight lines as shown (a straight edge is easier to position the model at the end of the turn rather than using the curve.)

Add a box at the bottom to place against the aircraft base at start of move.

TURN MARKER - BOMBER



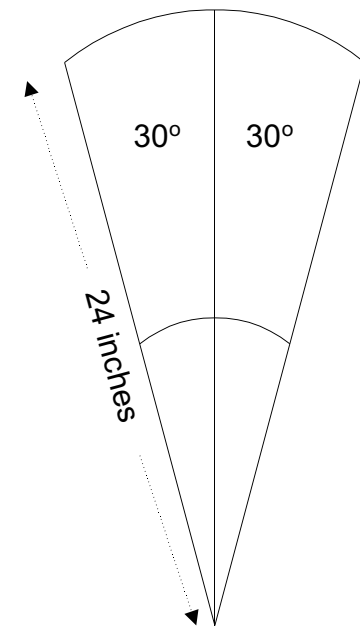
Turn marker for Betty:

Draw a 90 degree arc with a radius of twice the normal movement (4" for 1/144th scale).

Mark the 30 degree lines and connect using straight lines as shown (this gives a much wider and slower turn to reflect the more limited manouverability.)

Add a box at the bottom to place against the aircraft base at start of move.

FIRE TEMPLATE



Fire marker:

Draw a 60 degree arc with a radius of max. range (24" for 1/144th scale).

Mark a second arc at 1/2 range

Note it can be useful to mark the centre point and 30o arcs on the aircraft bases to check if target is in arc..