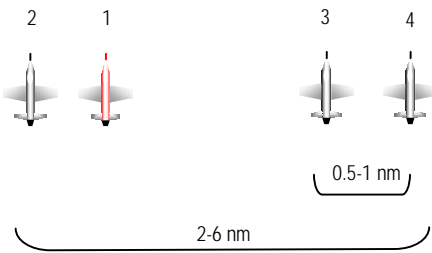


SPREAD

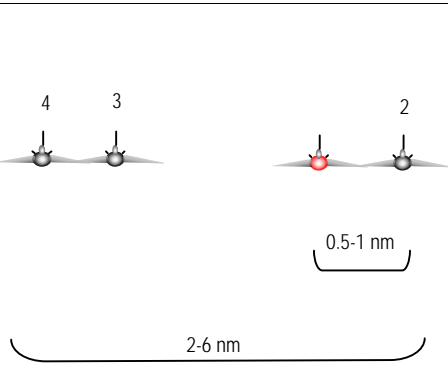
AIR - AIR

Dispersée



A : difficile à acquérir pour adversaire, puissance de feu optimisée pour BVR

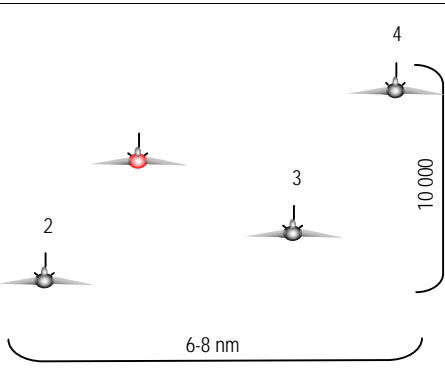
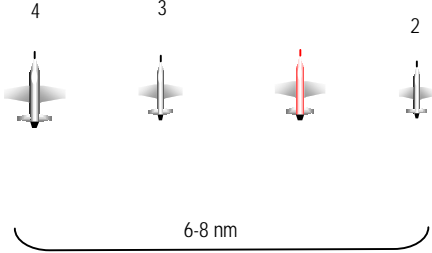
I : difficulté de manœuvre si 3/9 maintenue



WALL

AIR - AIR

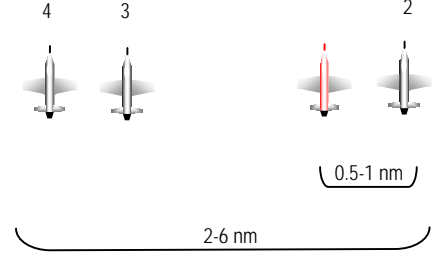
Mur



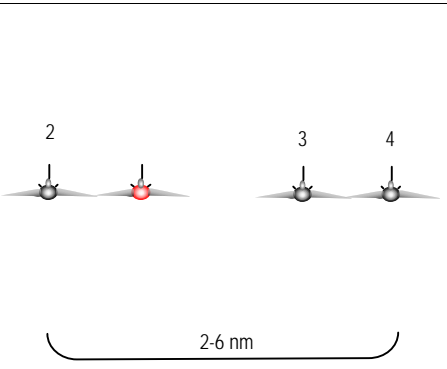
SPREAD INV.

AIR - AIR

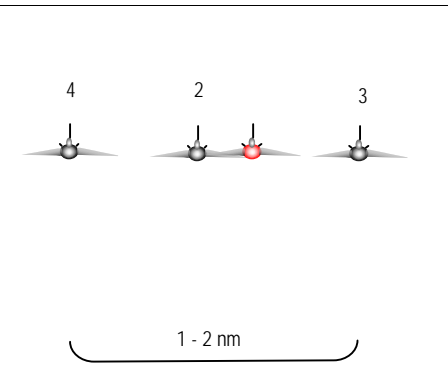
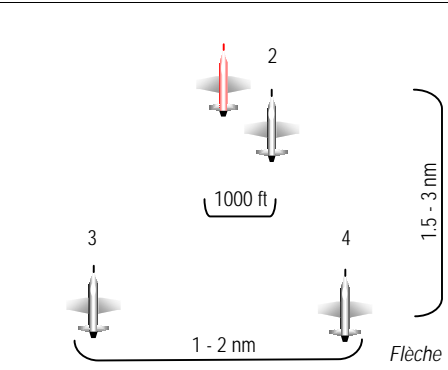
Dispersée inverse



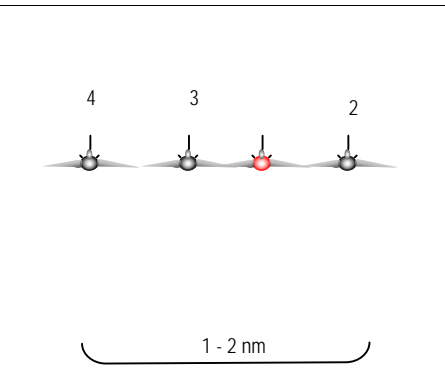
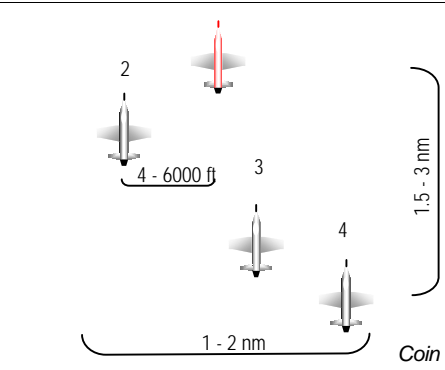
2-6 nm



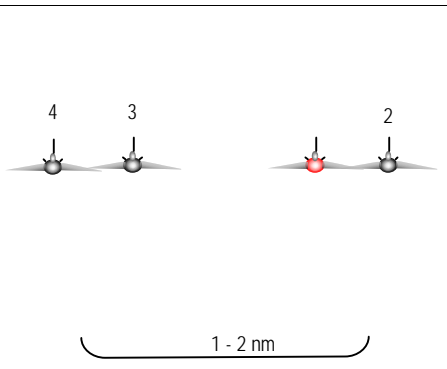
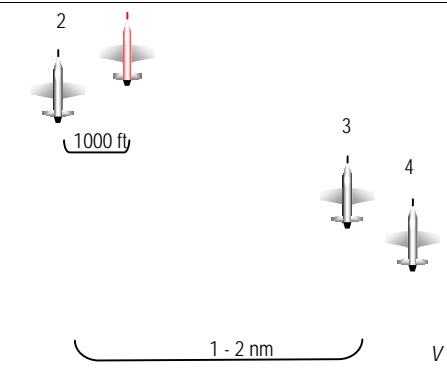
ARROWHEAD



WEDGE

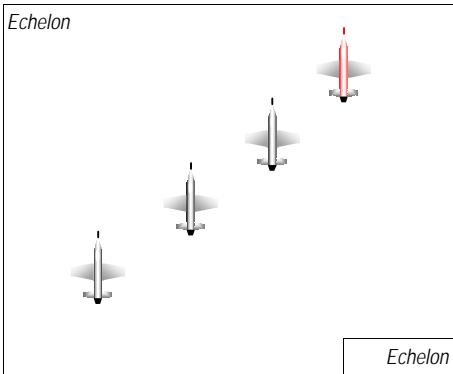


FINGER FOUR

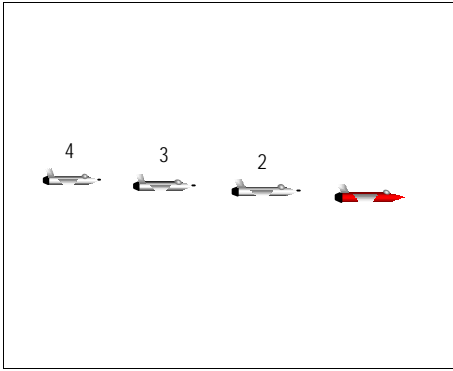


ECHELON PORT

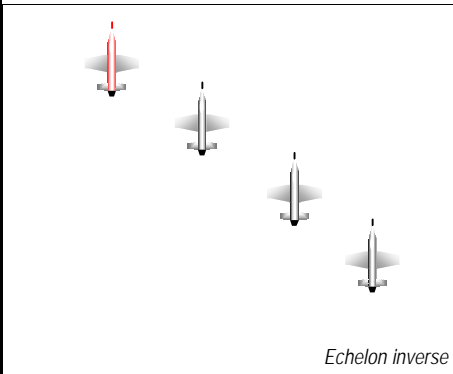
Echelon



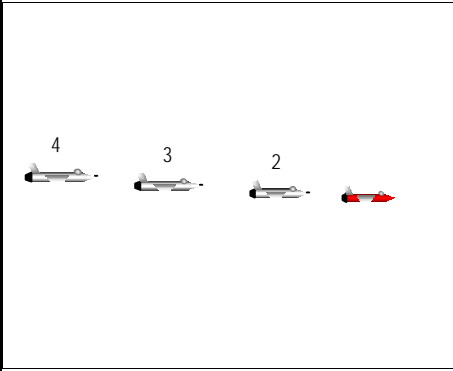
Echelon



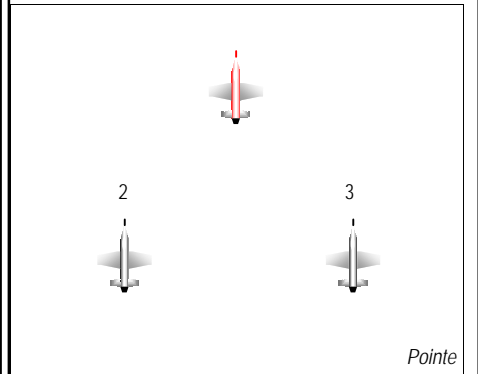
ECH. STARTBOARD



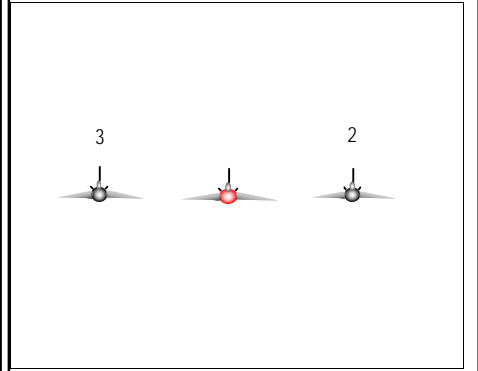
Echelon inverse



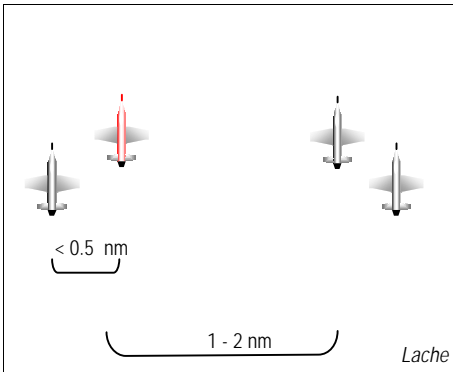
VIC



Pointe

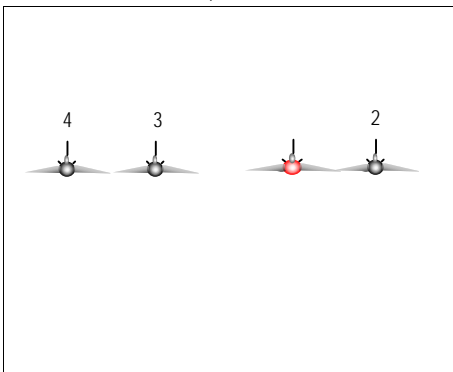


FLUID

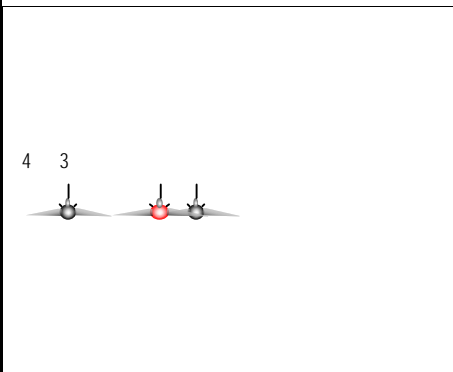
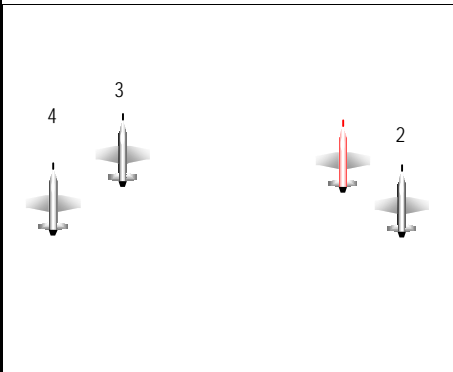


Lache

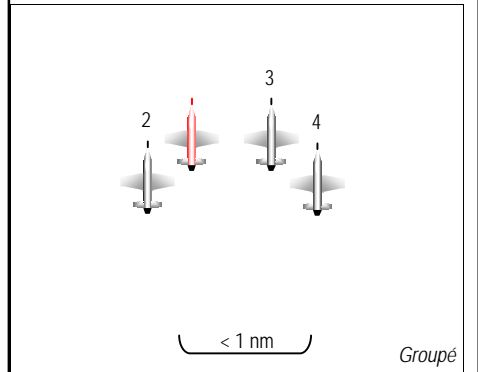
A : Bonne manoeuvrabilité - concentration des forces
I : L'adversaire peut acquérir les 4 éléments - manœuvres défensives rapidement confuses du fait de la



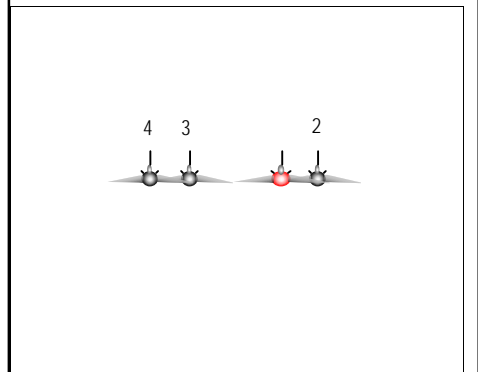
FLUID INVERSE

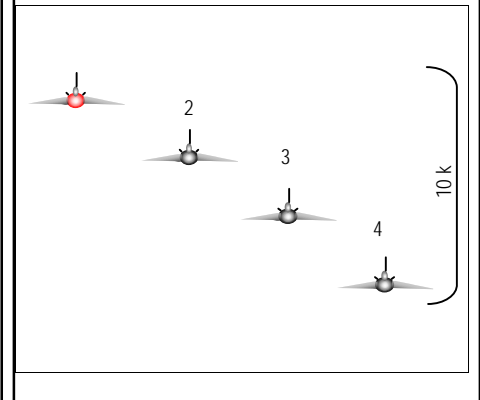
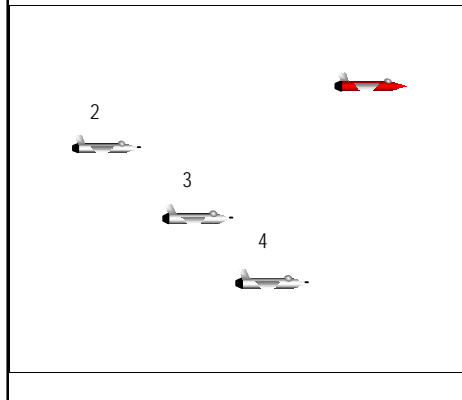
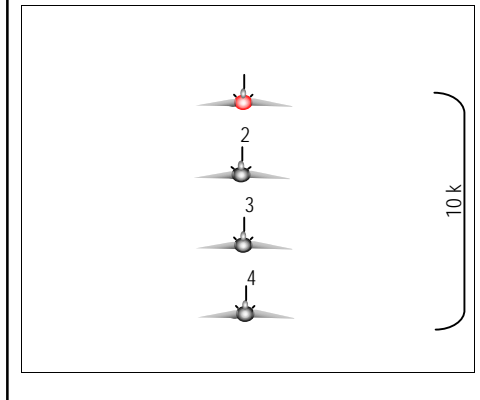
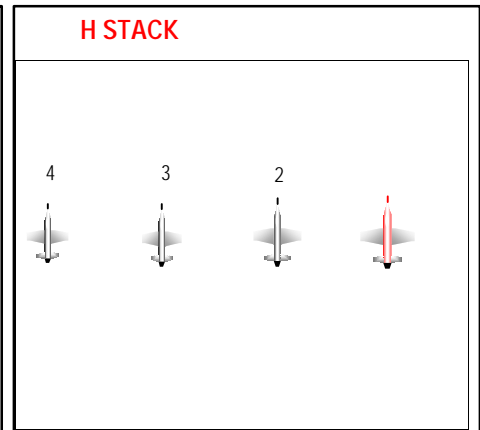
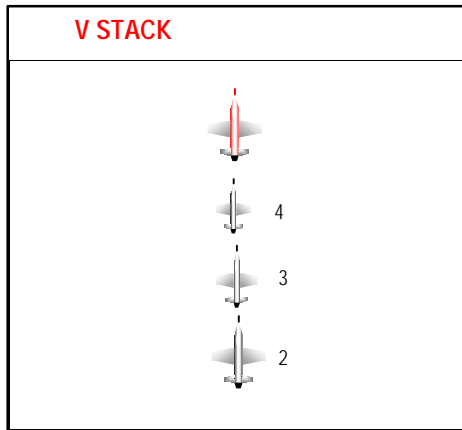
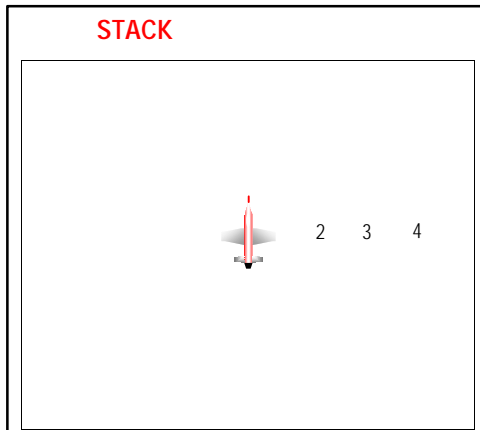
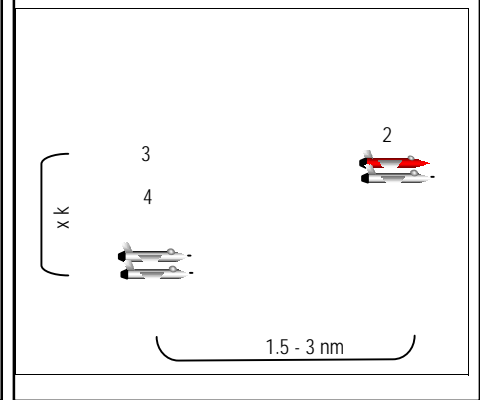
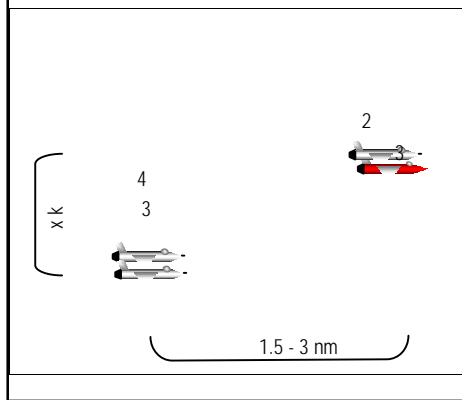
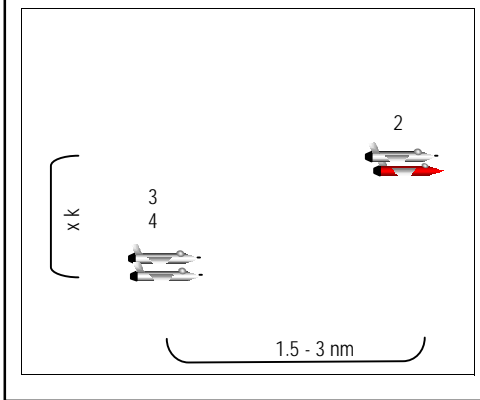
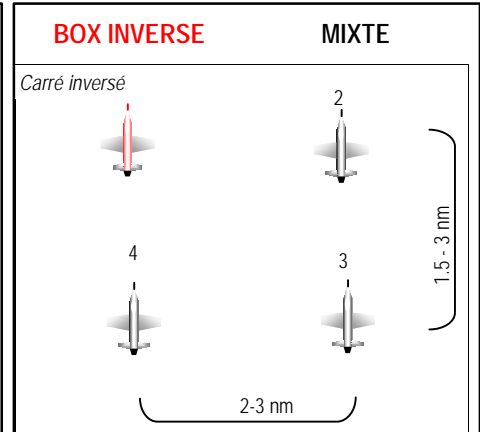
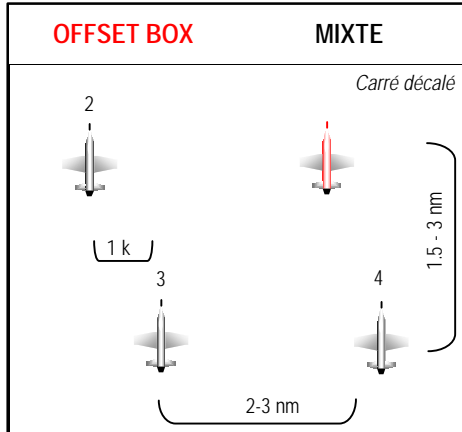
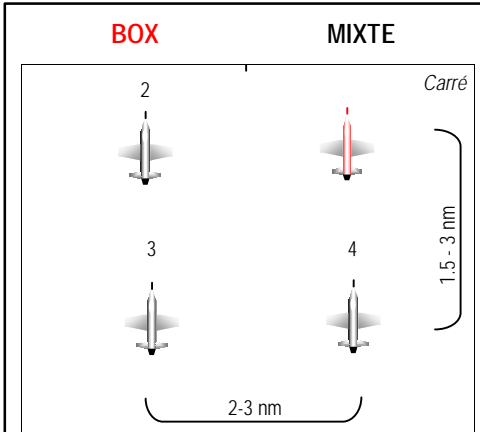


RESCELL

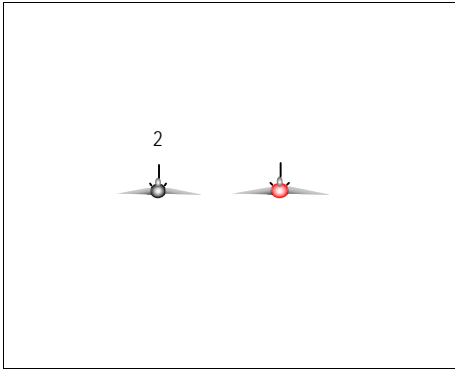
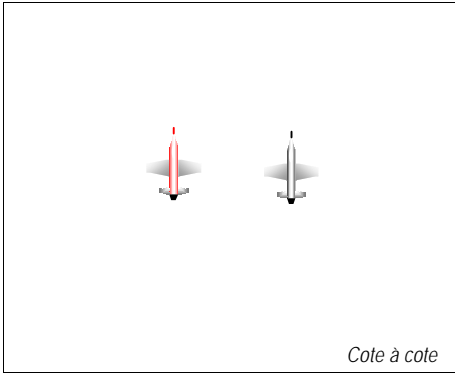


Groupé



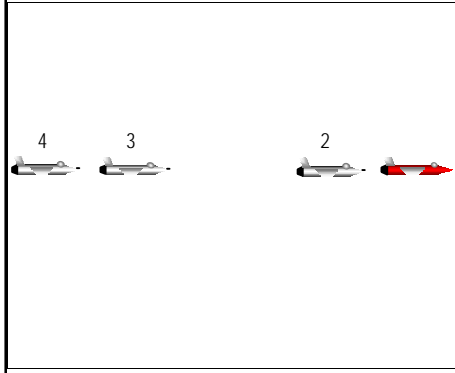
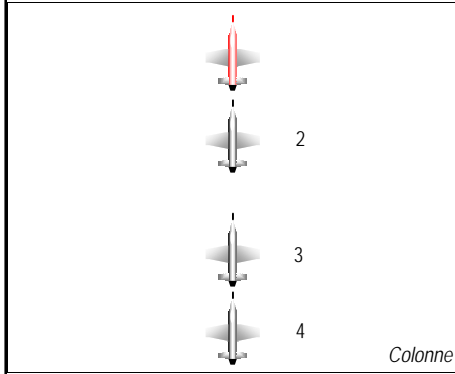


LINE ABREAST



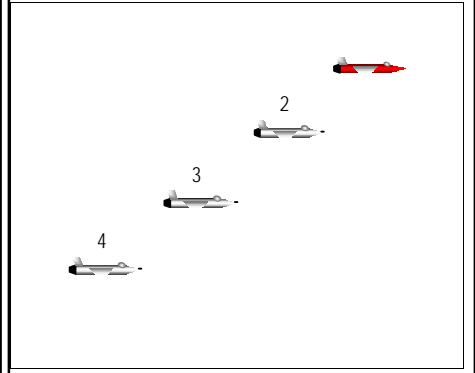
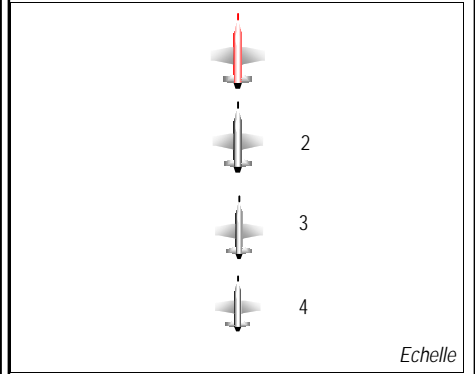
TRAIL

AIR - SOL

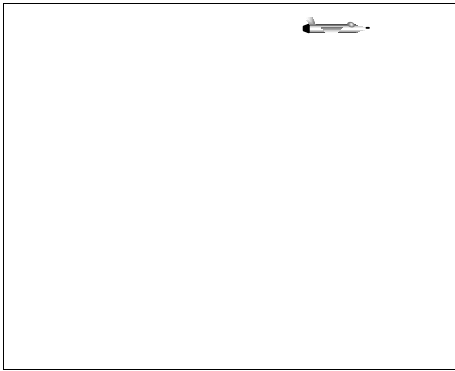
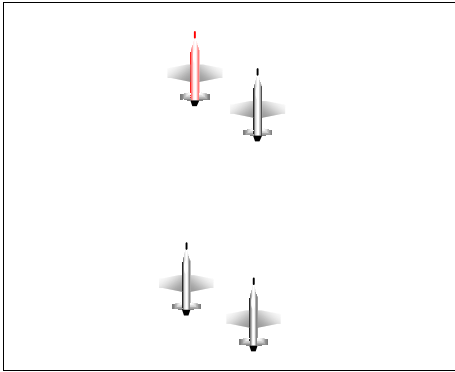


LADDER

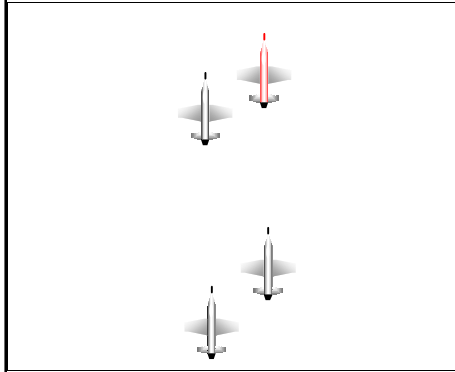
AIR - SOL



ECHO DELTA



ECHO ALPHA



LADDER INVERSE

AIR - SOL

