

1. TARGETING / CV ADJUSTMENT

Choose target and adjust CV for (in order) SPEED (-1 CV / pt difference >1 if in middle of same hex), RANGE (halve CV if range = 1, third CV if range = 2, and reduce CV to zero if range >2), and POSITION (+2 CV if behind target at range 1, +1 CV if behind target at range 2, +3 CV if in middle of hex target is on edge of, and reduce CV to zero if target behind).

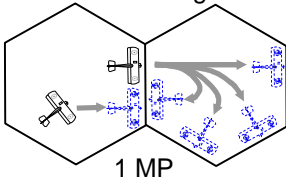
2. INITIATIVE

Roll 1d10 (0-9), modify by experience and speed: 1 = -2, 2 = -1, 3 - 4 = 0, 5 - 6 = +1, 7 - 8 = +2, 9+ = +3
ORDER (low to high) = 1. Spinning 2. Targeting 3. Non-targeting. (Tie-breakers: experience, altitude, speed)

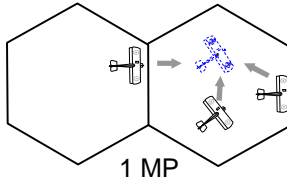
NOTE: Order modified by tailing bonuses = add CV if target targeting, add ½-CV if target not targeting.

3. MOVEMENT

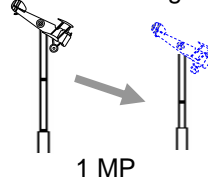
Movement through hex:



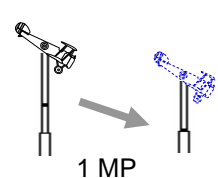
Movement into hex:



Movement leaving a level:



Movement to a level:



MOVEMENT POINTS: Roll 1d6 and add speed to determine number of Movement Points (MP) available that turn:

1 - 3 = 0 MP, 4 - 9 = 1 MP, 10 - 15 = 2 MP, 16 - 21 = 3 MP, 22+ = 4 MP.

CLIMB / DIVE: For horizontal MP in normal pitch subtract one from roll, in steep pitch subtract two.

For vertical MP in shallow pitch subtract three from roll, in steep pitch add three to roll.

TAILING BONUS: If target began the turn at the same (or lesser) speed and has already moved, add half of CV to roll.

SPEED INCREASE: Power = roll 1d6, result > 2 gains one pt, and roll > 6 gains two. Diving = shallow gains one pt, normal gains two, steep gains three. **DECREASE:** Drag = roll 1d6, result > 2 loses one pt, and roll > 6 loses two (subtract 1 from drag roll per step of dive). Climbing = shallow loses one pt, normal loses two, and steep loses three.

MANEUVER TESTS: To change facing (horizontal and/or vertical) or stay-in-hex, check table to find MT-level required: (The number in parenthesis after the MT-level shown is the CV bonus gained by a successful test.)

speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14
facing 1	auto	0	0	0	0	0	0	1	1	1	1	2	2	2
facing 2	0	0	0	0	1	1 (1)	1 (1)	2 (1)	2 (1)	2 (1)	2 (1)	2 (1)		
facing 3	0	0	1 (1)	1 (1)	2 (2)	2 (2)	2 (2)	2 (2)	3 (3)	3 (3)	3 (3)	X	X	X
stay in hex	0 (1)	0 (1)	0	1 (1)	1 (1)	1 (1)	1 (1)	2 (2)	2 (2)	2 (2)	3 (3)	3 (3)	X	X

MT 0: roll 2+. **MT 1:** roll 4+, pwr -1. **MT 2:** roll 6+, speed -1, min.speed +1. **MT 3:** roll 9+, speed -2, min.speed +4

- Passing 1-, 2-, or 3-level test by three or greater on the roll allows for a +1 bonus to that turn's power roll (if any).
- Two-task movement (eg: horizontal turn plus a vertical attitude change in the same hex) is resolved with a single dice roll, and is tested at the higher of the two target numbers plus the MT-level of the other maneuver.
- Stay-in-hex CV bonus gained only if range to target < 2. Minimum MT-level shown, higher level CV bonus =

speed	1	2	3	4	5	6	7	8	9	10
MT-level +1	3	2	2	4	3	2	2	6	5	4
MT-level +2	11	7	5	12	11	8	7	X	X	X

AEROBATICS --Use to: Modify movement-point die roll = -1 from roll if aerobatic point spent
 Increase CV bonus for MT = 1 CV point per aerobatic point spent

- The number of aerobatic points useable is the sum of: MT-level tested, pilot flying skill, and aircraft aerobatic rating.
- Using aerobatics costs one point of speed and adds one to the target number of the MT.

CV ADJUSTMENT: Targeting aircraft add bonus gained to their CV, and aircraft that are targeting that aircraft subtract the bonus from their CV. NOTE: If current aircraft has a different target, aircraft targeting it subtract 1/4 of any bonus gained (rounded up); if current aircraft has no target, aircraft targeting it subtract 1/2 of any bonus gained (rounded up).

The maximum CV that can be held at the end of the movement phase is 10 --any excess CV is lost.

