

### MOVEMENT

Movement Points. 1d+speed: <4 =**0**, 4-6 =**1**, 7-9 =**2**, 10-12 =**3**, 13+ =**4**  
 "Not so Fast!" = Pay two Pilot Dice to reduce MP allowance by 1.

Turning. Roll Maneuver Dice for 60° if speed >6, and for 120° or 180° if speed >3 (-1 each die if speed >6). 180-deg = -1 speed. Fail on 1s.

Climbing or Diving. Cost = 1 MP / level. Speed cost or gain / level:  
 MP0 = **n/a** (2). MP1 = **n/a** (2). MP2 = **3** (1). MP3 = **2** (1). MP4 = **1** (0)  
 -- May choose to use numbers from lesser MPs.

Maneuvering w/in hex. No facing. Cost =1 MP, test as 180-deg turn\*.  
 \* Must roll (regardless of speed) to use Maneuver Dice in Combat.  
 --To leave hex pay 1 MP or Pilot Die to face OR roll random exit.

### COMBAT

Add Firing / Maneuver Dice, subtract target Maneuver Dice. Modify:  
 Penalties - subtract ½ dice if: move >1, front/side-shot, range =1 hex.  
 Bonuses - add ½ dice if: move = 0, dove / diving this activation.

Attack = Roll total plus (opt) Pilot Dice. A > D = Hits.  
 Defense = Roll Pilot Dice. D > A = Bonus Dice.

Jamming. Three 1s rolled on Firing / Maneuver Attack dice = jam.  
 --To unjam during turn while moving straight, roll a 6 on Pilot Die.

### DAMAGE

Roll 1d for each hit: 1-5 = boxes, 6 = critical (roll again on table below).

- 1 = Engine destroyed.\* No Power rolls, must roll Drag each turn.
- 2 = Engine hit.\* -2 to Power rolls.
- 3 = Structural hit. Mark off current set of damage boxes.
- 4 = Structural hit. Mark off current and next set of damage boxes.
- 5 = Gun hit. Mark off ½ Firing boxes (all if single-gun aircraft)
- 6 = Pilot hit. Fill three Pilot boxes (if boxes already full pilot is killed).

\* roll 1d: 4-6 = smoke, -2 Pilot boxes. If smoke, roll 1d each activation:  
 6 = fire, -2 more Pilot boxes, roll 1d destruction each activation.

#### PILOT DICE

roll for: Attack, Defense, Reform, Unjam, and Reload  
 pay to: Buy extra card (cost = 3).  
 Avoid speed loss, gun jam, and maneuvering / turning failure.  
 Face exit side after maneuvering.  
 Fire flare to reform (cost = 2).

#### STRESS(2d)

< 2 = dead  
 2 = current & next  
 3,4 = current  
 -1 / >max dive  
 -1 / filled row

#### STALL/SPIN

@ speed 1  
 1 = spin  
 2,3 = stall  
 4+ = NE  
 @speed 0  
 1-3 = spin  
 4+ = stall

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