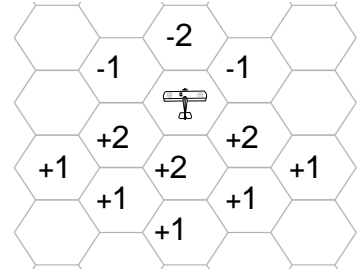


## 1. HOUSEKEEPING

- Pilot Points (PP): Reset to starting amount minus wounds / damage
- Targeting: Loss if target in area 4-6 = 1d 5+ to retain (-1 if area 6, +PP)  
Spot: Roll 4+ (-MT level, -3 if in area 6, -1 /2 hex range, ± spot rating & PP)
- CV adjustment: Facing ( CV= 0 if target in area 4-6 )  
Range ( CV = 0 if >2 )  
Position ( see diagram )
- Initiative: 1d + Experience, CV bonus
- Maintenance: Reload / Unjam (# dice = PP).  
Fire damage (1d). Fill in boxes completely from bottom row up  
Fire extinguish (1d/dive pitch + PP). 6 = row out, 1 = 3 boxes filled



## 2. MOVEMENT (in initiative order by class: spin/stall, targeting, non-targeting)

MOVEMENT POINTS: 1d+spd: < 4 = 0, 4-9 = 1, 10-15 = 2, 16-21 = 3

- Adjust roll by CV (± half) and/or PP (-1 per Point). ± 1 MP limit / turn
- Climb / Dive: Horizontal MP = -1 to roll if normal, -2 to roll if steep  
Vertical MP = -3 to roll if shallow, +3 to roll if steep

### MOVEMENT TYPES

- Going Somewhere: Facing req'd. Move to adj. hex. Face in new hex (MT)
- Maneuvering: No facing. Remain in hex (MT)
- Vertical: If MP > req'd, may reduce pitch after move (as 2-task move)

### MOVEMENT TEST (see tables on reverse)

- Roll dice pool to succeed (use aerobatics and/or PP to increase # dice)
- 2-task moves roll larger pool plus lesser MT level
- Failure for any/every one(1) rolled ( may use PP to cancel )

### SPEED CHANGE

- Power/Drag (1d >2 = ±1, >6 = ±2). Dive/Climb (±1 /pitch step). MT (-1 /2 dice)

## 3. COMBAT (simultaneous - must face if not maneuvering and have min CV of 1)

- Firing: Roll # dice = CV\* x Gun, + PP. Three 1s = jam (PP do not count)  
\*lose first 5 points of CV allocated to attack
- # dice modified by Range (½ dice if 1) and Burst Size (1 = ½ dice, 3 = 1½ dice)

Burst size max is lesser allowed by speed difference or MT-level sum:

speed diff: 0-2 = size 3 burst, 3-4 = size 2 burst, 5+ = size 1 burst

sum of MT levels: 0-1 = size 3 burst, 2 = size 2 burst, 3+ = size 1 burst

- Hits scored on 6s. Roll for each: 1-5 = damage boxes, 6 = critical hit
- Hits for Crits. dismal = 6, poor (or flexible) = 5, average = 4, good = 3, great = 2

### CRITICAL HITS (roll 2d6)

- |  |                                       |
|--|---------------------------------------|
| 2 = aircraft explodes                              | 8 = control damage (+2 dice to MTs)   |
| 3 = engine destroyed* (roll drag +2 each turn)     | 9 = control damage (+4 dice to MTs)   |
| 4 = engine hit* (-2 to power rolls)                | 10 = pilot wounded ( -½ PP, round up) |
| 5 = fuel leak (treat as # 3 or as smoking)         | 11 = pilot wounded (-all PP)          |
| 6 = engine hit* (-1 to power rolls)                | 12 = pilot killed                     |
| 7 = structural damage (mark current and next rows) |                                       |

\* roll 1d: 4-6 = smoke, -2 PP. If smoke, roll 1d each move: 6 = fire, -2 more PP

## MOVEMENT TEST

LEVELS: 1-2 dice = **1**, 3-6 dice = **2** (min speed +1), 7+ dice = **3** (min speed +3)  
( Level based on number of dice indicated on MT Table )

SPEED: Lose one point per two dice indicated on table (-1 power if leftover die)  
May use two Pilot Points to cancel one of these effects (once per turn)

### MT TABLE

SPEED	1	2	3	4	5	6	7	8	9	10
60° / 2 steps	-3	-2	-2	-1	0	1	1	2	2	3*
120° / 3 steps	-2	-1	0	1	1	2	3	5	9	13**
180° / 4 steps	-2	0	1	2	3	5	7	9	13	X
MANEUVER	-2	-1	0	1	2	3	5	7	9	13**

\*add 2 dice for each speed point >10      \*\*add 3 dice for each speed point >10

- Pulling out of dive: use number of steps in pitch change plus one
- Two-task move: add lesser MT-level to dice number of greater
- Maneuver test may use more dice than indicated (# used determines MT level)

AEROBATICS: Add dice to test up to MT level plus one (± rating)

PILOT POINTS: Add dice to test up to number indicated on table, and/or  
Buy more aerobatic dice (up to equal number)

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### MT CV BONUS

+1 per two dice rolled, +1 per six(6) rolled, +1 per two Pilot Points paid  
( CV bonus for maneuver-in-place MT only gained if range to target less than 2 )

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MT FAILURE Roll 1d per one(1) rolled on MT and add rolls

sum	1-5	6-8	9-10	11-12	13-14	15-16	17+
CV	0	0	-1	-1	-2	-2	-3
move	-1	-1	-2	-2	-2	-3	-3
speed	0	-1	-2	-2	-2	-2	-3
stress	n/a	n/a	0	-1	-1	-2	-2

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STRESS TEST (2d) If end turn above max.dive speed and/or attempt level 3 MT

< 0 = destroyed, 0-1= fill current & next row of boxes,  
2- 3 = fill current row of boxes, 4+ = none

modifiers: damage = -1 / filled row, speed = -1 / pt > max dive, MT dice = -1 / die > 8

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STALL / SPIN CHECK (1d) If end turn at or below minimum speed

@ min.spd: 1 = spin, 2-3 = stall, 4+ = NE. < min.spd: 1-3 = spin, 4-6 = stall