

MOVEMENT

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

Turning & Maneuvering in hex. Roll Movement Dice to succeed.

SPEED:	0 - 3	4 - 6	7 - 9	10+
60°turn	no test	no test	1 / 0	1, 2 / -1
120°turn	no test	1 / 0	1, 2 / -1	1,2,3 / -3
180°turn	1 / 0	1, 2 / -1	1,2,3 / -3	X
Maneuver*	1 / 0	1 / 0	1, 2 / -1	1, 2 / -1

*To leave hex pay 1 MP to face OR roll random exit (modify w/Pilot Pts)

Climbing or Diving. Cost = 1 MP / level. Speed cost or gain / level:
 MP0 = **n/a** (1*). MP1 = **n/a** (2). MP2 = **3** (1). MP3 = **2** (1). MP4 = **1** (0)
 *dive only, no climb May use numbers from lesser MPs.

COMBAT

Add Gun / Dogfight / Pilot Pts, subtract target Dogfight / Pilot Pts

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

Jamming. Three 1s rolled on Gun / Dogfight 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 = Fuel leak. As #1 above or As if Smoking*
 3 = Engine.* -2 to Power rolls
 3 = Structural. Fill current row of damage boxes.
 4 = Structural. Fill current and next row of damage boxes.
 6 = Pilot. 1 = -1 Pt, 2-3 = -1/2 Pts, 4-5 = -all Pts, 6 = dead

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

PILOT DICE

roll for: Attack, Reform, Unjam, Reload
 pay to: Buy extra card (cost = 3).
 Cancel movement failure
 Modify post-maneuver exit / stall
 Cancel gun jam
 Cancel opponent Attack Dice
 Fire flare to reform (cost = 2).

STRESS(2d)

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

STALL/SPIN

@ min
 1 = spin
 2,3 = stall
 4+ = NE
 @ <min
 1-3 = spin
 4+ = stall

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Turning & Maneuvering. Roll Movement Dice to succeed: **fail** / speed loss

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