

Flight Academy Quick Rules

Assign 4,3,3 & 2 to:

Attack no. dice you roll when attacking.

6-8 is hit (8 is a crit)

Defense no. dice you roll when defending.

6-8 are dodges (2 dodges per crit)

Speed is the amount you can spend on the move templates each turn

Health is how many hits you can take before you are no more!

1. Each player moves in order
2. Each player attacks in order
3. Take turns to go first (clockwise)

Climb: spend 1 speed to add 1 altitude token (once per turn, must also move)

Dive: remove X altitude, increase speed by X this turn

These 2 quick start rules fit in a toploader and can be used as reference cards.

Moving Quick Guide

Place the template in front of your ship token, and move the ship to the other end of the template. Repeat up until you have enough speed.

This move would cost 5 total:

