Advanced Manoeuvres

Barrel Roll

Cost Manoeuvre cost doubled

Action Don't rotate plane after manoeuvre

Dive Bomb

Cost After an attack, reduce altitude to match defender that is within range 1 and roll d6

Action On a result of 2-6 deal one damage. On a result of 1 take one damage

Immelmann

Cost Eliminate opponent

Action +3 altitude, straight and 180° turn
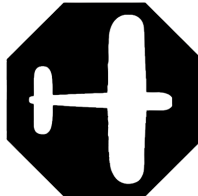
Push the Envelope

Cost During Manoeuvre stage, roll d6

Action On a result of 5-6 gain 1 this round OR 1 extra altitude. On a result of 1-4 take one damage
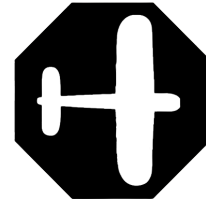
Split S

Cost 4 altitude

Action Turn 180° after manoeuvre

Squadron Leader

Setup

Each Player chooses their stats assigning 4,3,3,2 to their:

✚ Health

🛡 Defense

✸ Attack

»» Manoeuvrability

The last player to see a plane in real life starts

Each player places their plane token in turn on the board:

- Within range 1 of the edge of the play area
- Not within range 1 ruler of another player

Begin the first round!

Round Stages

Manoeuvre stage

Every player moves up to their »» score

You may gain 1 altitude per turn at the cost of 1 »»

You may spend any number of altitude to gain that much »» this round

Attack Stage

Every player may attack a plane within range and their 90° arc

Attacker rolls ✸ dice Each 4-6 result is a hit

Defender rolls 🛡 dice Each 4-6 result cancels a hit

Each 6 counts as 2 hits or dodges

Att/Def Bonuses

All bonuses come in the form of rerolling dice

You will never roll more or less dice than your ✸ / 🛡 values

Bonuses

When attacking at range 1, reroll 1 ✸ dice

When defending at range 3, reroll 1 🛡 dice

When attacking or defending at a higher altitude, reroll 1 ✸ / 🛡

If the defender is within your forward guides, reroll 1 ✸ dice

The next attack you make after defeating an opponent, reroll 1 ✸ dice