Flight Academy

Welcome to Flight Academy! Let's get you ready to be the ultimate pilot!

At the start of the game each player secretly sets their stat wheel to determine their Attack, Defense, Speed and Health values. They have 12 points to spend (increase that for a longer game).

Each player takes it in turn to go first. Determine who starts with a game of rock/paper/scissors. Each player places their ship in front of them in turn, and not closer than the range string.

There are 2 stages each round. Move and Attack:

Move Stage:
 - Players take turns to move their ship using the move templates, up to their Speed value. Each move template has a cost of 1, 2 or 3, for the straight, bank and turn templates respectively.
 - To move, place the template at the front of the ship, and move the ship token to the other end of the template.
 - The player may use templates up to the value of their speed, for example a Ship with a Speed of 4 can use the 2 straights and 1 bank
 - A player must move at least once each turn.

Attack Stage:
 - Players take turns to roll a number of Attack dice equal to your Attack value, while the defending ship rolls a number of Defense equal to their Defense value.
 - Each explosion rolled on the attack dice counts as 1 damage
 - Each arrow on the Defense dice counts as a Dodge, and cancels out a hit. It takes 2 dodges to cancel out a critical hit (represented by the bigger explosion)
 - The defender loses Health equal to the hits that haven't been canceled out
 - A player can only attack if the enemy ship is in range. Range is determined with the knots on the range string and measuring from the front half of the attackers ship.

A new turn begins, and the player who went second in the previous turn now goes first.

Game End:
The game ends when all but one player has been shot down (their Health reduced to 0). That player is victorious, and dances on the table (if it's strong enough).

Altitude: (optional rule)
 - At the start of the game each player starts with no altitude tokens.
 - Once per turn when a player moves, they may spend 1 speed to *Climb* and add 1 altitude token.
 - On a turn they haven't climbed, players may *Dive* by removing any number of altitude tokens to add that number to their speed for the turn.
 - Finally, when rolling dice for the attack step, if the attacker is at a higher altitude they roll an additional die.

Alright pilot, let's get you in the air!

Game by JomoGames Ltd

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