

Flight Academy

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

Each player will need:

x1 plane token, x4 altitude tokens, x1 stat wheel (dial with x4 1-9)

The players will share:

x1 of each move template, x1 range string (with 2 knots are 30cm apart), x4 Red d8 **Attack** dice, x4 d8 Green **Defense** dice

At the start of the game each player secretly sets their stat wheel to determine their **Attack**, **Defense**, **Speed** & **Health** values. They have 12 points to spend.

Each player takes it in turns to go first. Determine who starts with a high roll of a d8.

Each player places their ship in front of them in turn, and not closer than the range string to another players' token.

There are 2 stages each round. **Move** & **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 & 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 & 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** dice equal to their **Defense** value.

- Each value of 6-7 rolled on the **Attack** dice counts as 1 damage. An 8 rolled counts as a critical hit.

- Each value of 6-8 rolled on the **Defense** dice counts as a dodge and cancels out a hit. It takes 2 dodges to cancel out a critical hit.

- The defender loses **Health** equal to the hits that haven't been canceled out.

Attack Stage cont.

- 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 arc of the attackers ship.

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

End of the game:

The game ends when all but one player has been shot down (their Health reduced to 0). That player is victorious. They dance 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 fly!

