

Special damage

To be kept secret



Rudder Jammed Left

This counter indicates that the rudder of the airplane is jammed. The next 2 cards that the airplane plans **cannot be maneuvers to the left** (maneuvers that have an arrow pointing left in the lower left corner of the card). Any maneuvers already selected are carried out as placed.



Rudder Jammed Right

This counter indicates that the rudder of the airplane is jammed. The next 2 cards that the airplane plans **cannot be maneuvers to the right** (maneuvers that have an arrow pointing right in the lower left corner of the card). Any maneuvers already selected are carried out as placed.



Engine Damage

This counter indicates that the engine is damaged. The airplane **cannot plan high speed maneuvers** for the rest of the game. If the airplane takes a second engine damage the airplane is eliminated.

To be announced



Pilot Wounded

This counter indicates that the pilot is wounded. The turn sequence is altered as follows: during the movement phase, **all wounded pilots perform their move and then immediately plan their next maneuver**. Next, all non-wounded pilots execute their maneuvers. Shooting is resolved normally. All non-wounded pilots plan their next maneuver during the planning phase of the next turn, as normal. If a wounded pilot is wounded a second time, the airplane is immediately eliminated.



Smoke Trail

This counter indicates that the airplane is leaving a smoke trail. To keep track of it, the targeted player places six smoke counters in the damage section on the airplane console. He will discard one counter at the end of each of the next six turns. If a smoking airplane takes a second smoke damage counter while the first is still in effect treat it as fire damage (see below). In this case the owner of the airplane discards all remaining smoke counters, and takes six flame counters.



Fire Damage



This counter indicates that the airplane has caught fire. The targeted airplane takes six flame counters and places them in the damage section of the airplane console. Each turn, before revealing his maneuver, the player removes a flame counter and takes an **A damage** counter. Only damage points and explosions are taken into account; all other special damage results on the counter are ignored. Until all the flame counters are removed, the airplane **cannot plan any straight maneuver** (except the one after a dive).



If the airplane executes an overdrive, after both the dive and the straight of the overdrive, it takes an A damage counter and discards as many flame counters as indicated by the value on the counter. The drawn counters does not inflict damage. Put it back with the other A-counters and reshuffle them.