

Level bombing

Bombs cannot be dropped just after an Immelmann or Split-S

Put a straight (or stall card if last maneuver was a stall) in front of the airplane and then place the bomb card matching the arrow of the speed of the last maneuver

Fly the planned maneuver

Announce the bombdrop



Standard Dive Bombing



After the first dive card the second one must be the other dive or a **high speed non-steep** maneuver. If the climb is used after the dive you gain one level of altitude.



The dive bomber loses one level of altitude



The dive bomber loses one level of altitude

Vertical Dive Bombing

To perform a vertical dive put a stuka marker on the card. If the first dive has a stuka marker on it, the second one must have the marker on it too. When performing the vertical dive do not move the plane card. After the dive and when dropping the bombs look at the airplane card to determine the hit



The dive bomber loses one level of altitude. The airplane card doesn't move.

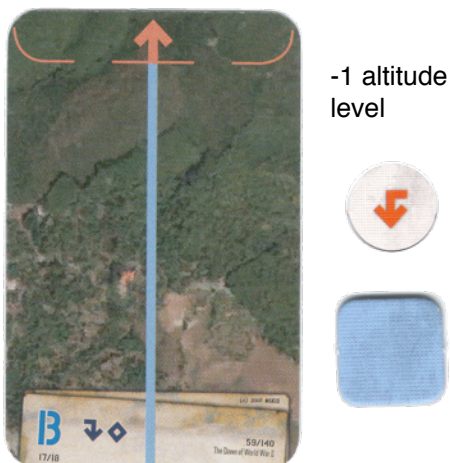


The dive bomber loses one level of altitude. The airplane card doesn't move.



Steep maneuvers

Dive



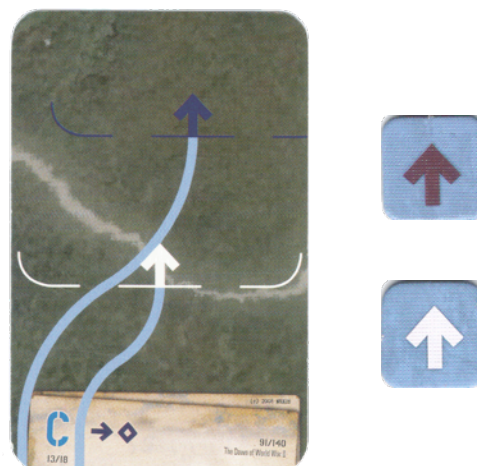
Stall



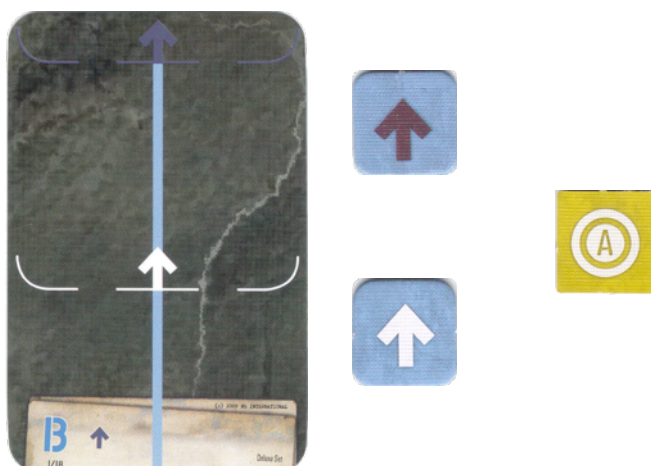
Climb



Steep maneuver



All maneuvers showed below are steep maneuvers. It is not allowed to play two steep cards in a row. At least one non-steep card must be played before another steep maneuver can be used. If an illegal maneuver is revealed because a player fails to follow these restrictions, he must replace the illegal card with a straight card and take an A-damage counter.



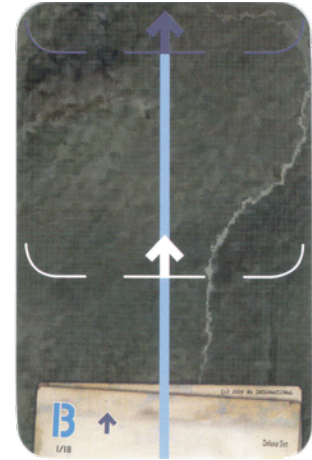
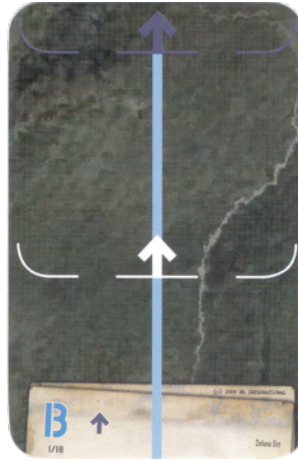
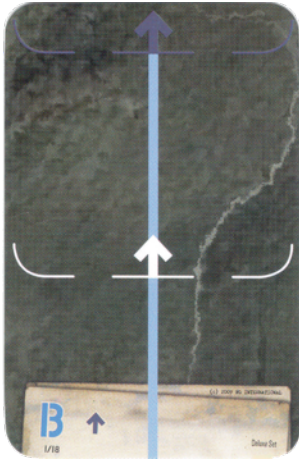
Special maneuvers

Immelmann

Split-S

Overdive

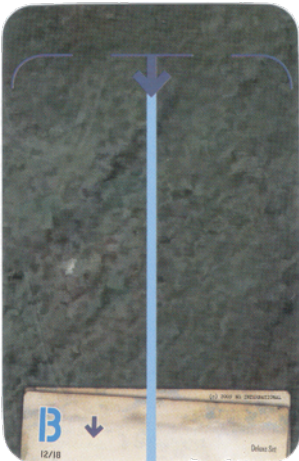
3



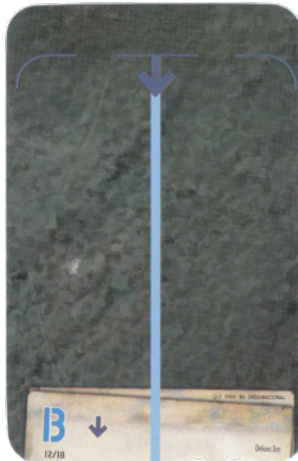
-1 altitude level



2



+1 climb counter



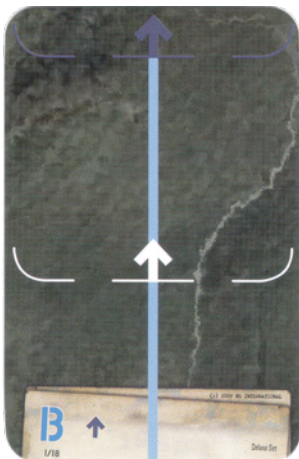
-1 climb counter



-1 altitude level



1



Immelmann

High speed straight
Immelmann (+1 climb counter)
Slow speed straight

Split-S

Stall
Immelmann (-1 climb counter)
High speed straight

Overdive

Stall
Dive (-1 altitude level)
High speed straight (-1 altitude level)