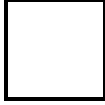


PLANE



TYPE



Game Phases

1. Targeting
2. Movement
3. Gunfire
 - a. Ground Fire
 - b. Jam Clear
 - c. Firing
4. Damage Resolution

Movement Order

- A. Unfocused & Targeted
- B. Focused & Targeted
- C. Focused & Not Targeted
- D. Unfocused & Not Targeted

Tiebreakers:

1. If Focused & Targeted
 - a. Target in the Rear
 - b. Target Up
 - c. Target to the Side
 - d. Target Down
 - e. Target in Front
2. 200' Lower Altitude
3. Green before Inexperienced before Regular before Veteran
4. Multi-Engine before Two-Seater
5. Two-Seater before Single
6. Worst Maneuverability
7. Lowest roll of 2d6

Wing: □□□□□·□□□□□·□□□□□·□□□□□·□□□□□

Fuselage: □□□□□·□□□□□·□□□□□·□□□□□·□□□□□

Ammo 1: □□□□□·□□□□□·□□□□□·□□□□□·□□□□□

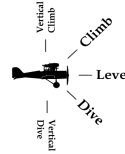
Ammo 2: □□□□□·□□□□□·□□□□□·□□□□□·□□□□□

| Pitch | Horiz. | Vert. | Alt Ch. | Target |
|----------|--------|-------|---------|----------------|
| V. Climb | 0% | 100% | 25-Max' | N/A |
| Climb | 50% | 50% | 25-Max' | >= Alt |
| Level | 100% | 0% | 0' | Rng >= AltDiff |
| Dive | 50% | 50% | 25-100' | <= Alt |
| V. Dive | 0% | 100% | 100' | N/A |

CRITICALS



| | |
|----------------|-------------------------|
| 2d6 | Jam <= #roundFiring |
| + Firepower | |
| - Range | closest edges |
| + Target Size | |
| +/- Deflection | |
| +1 per 5 kills | Ace Bonus |
| -2 | Green firing |
| -4 | Firer inverted |
| -3 | Firer > Max Lvl Spd |
| -2 | Firer Wounded |
| -2 | Veteran Target |
| +2 | Green Target |
| -4 | Untargeted Shot (Pilot) |
| Divide | Target Damage Divider |

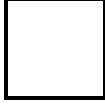


Next Turn's Speed

Loss in Turns & Slips
 Inverted flight: -1 per 2"
 -1 per Climbing Mv. Pt.
 +1 per 75' (3/4") Diving
 +Power or Drag or -1

| Fwd. Deflection | |
|-----------------|-----|
| F->T | Mod |
| 12 | -6 |
| 1, 2, 10, 11 | -8 |
| 3, 9, U, D | -6 |
| 4, 8 | -4 |
| 5, 7 | -2 |
| 6 | +1 |

PLANE



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Ammo 1: □□□□□·□□□□□·□□□□□·□□□□□·□□□□□

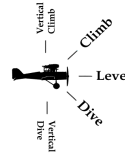
Ammo 2: □□□□□·□□□□□·□□□□□·□□□□□·□□□□□

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