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# ***AERIAL BATTLES 1939-1945***

## **RULES SUPPORT PACKAGE**

**DATE: 26TH MARCH 2020**

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### ***Preamble***

The Rules Support package incorporates the following items:

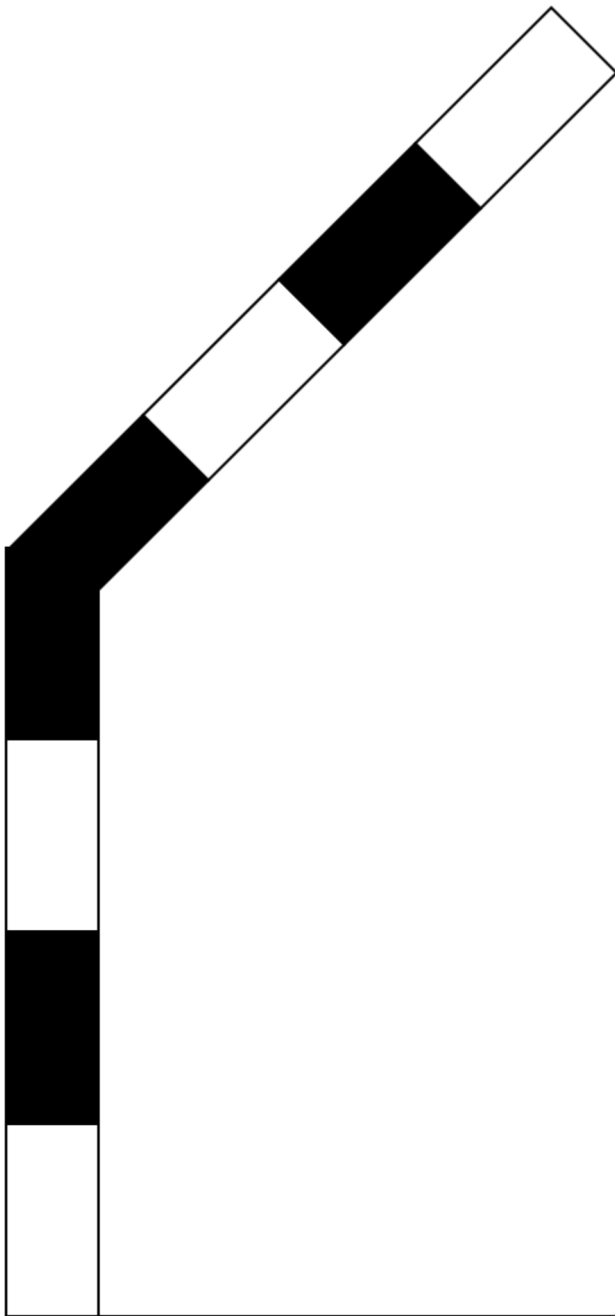
A set of useful Game Markers with:

- A Turn Template
- High and Low markers
- Target Markers

A set of 16 Tactical Cards

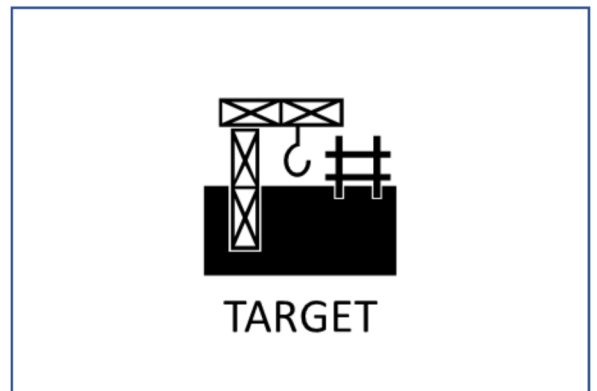
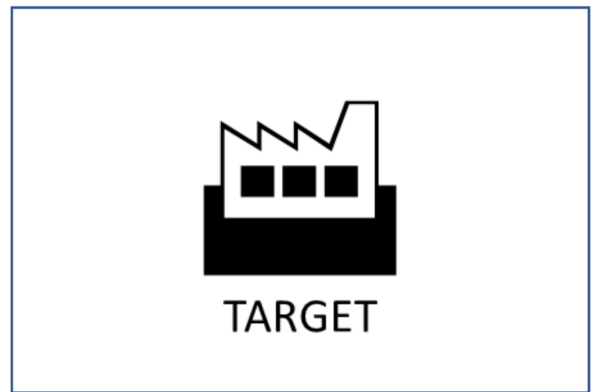
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# USEFUL GAME MARKERS



HIGH
HIGH
HIGH
HIGH
HIGH
HIGH

LOW
LOW
LOW
LOW
LOW
LOW



## TACTICAL CARDS

<p><b>Extra Order</b>  <i>Play during the Activation of one of your aircraft or Anti-aircraft guns</i>  <i>This card is treated like an Order to carry out one Action</i></p> <p>1/16</p>	<p><b>Luck</b>  <i>Play this card at any time</i>  <i>Re-roll one of the dice that you have just rolled</i></p> <p>2/16</p>	<p><b>Wing Man</b>  <i>Play at the end of the current Activation</i>  <i>You can immediately Activate another plane</i>  <i>This overrides the normal sequence alternating between the two sides</i></p> <p>3/16</p>	<p><b>Seize Initiative</b>  <i>Play before rolling for Initiative</i>  <i>Add + 2 to your Initiative dice score</i></p> <p>4/16</p>
<p><b>Repair</b>  <i>Play at the start of the movement of an Active aircraft before resolving any reaction Fire</i>  <i>Remove one Damage Marker</i></p> <p>5/16</p>	<p><b>Careful Maintenance</b>  <i>Play this card to negate the effects of a Critical Miss.</i>  <i>The affected weapons can continue firing.</i></p> <p>6/16</p>	<p><b>Ace Shot</b>  <i>Play this BEFORE rolling to hit</i>  <i>Add + 2 to the to hit dice score</i></p> <p>7/16</p>	<p><b>Long Burst</b>  <i>Play this BEFORE rolling to hit</i>  <i>Add + 2 to the Firepower Factor if you hit the target</i></p> <p>8/16</p>
<p><b>Speed Boost</b>  <i>Play this before moving the Active aircraft</i>  <i>Add the STALL speed to the normal move</i>  <i>This boost is added AFTER calculating the 50% speed bonus when diving or the 50% penalty when climbing</i></p> <p>9/16</p>	<p><b>Tough Old Bird</b>  <i>Play this before rolling a saving throw</i>  <i>Add + 2 to the saving Throw dice score</i></p> <p>10/16</p>	<p><b>Superb Flyer</b>  <i>Play this before rolling an Agility Test</i>  <i>Add + 2 to the Agility Test dice score</i></p> <p>11/16</p>	<p><b>Climbs like a rocket!</b>  <i>Play this before rolling a Climb Test</i>  <i>Add + 2 to the Climb Test dice score</i></p> <p>12/16</p>
<p><b>Turns on a Sixpence</b>  <i>Play this before moving the Active aircraft</i>  <i>One turn of 90° can be made during the movement of an aircraft.</i>  <i>The MVR is unchanged and all other turns while it moves are of 45°</i></p> <p>13/16</p>	<p><b>Hun in the Sun</b>  <i>Play this after one of your Contact Markers has been successfully spotted</i>  <i>The spotting attempt is treated as unsuccessful</i></p> <p>14/16</p>	<p><b>Group Reaction Fire</b>  <i>Play this card and a group of aircraft can use Reaction Fire against a single enemy aircraft.</i>  <i>Normal Reaction Fire rules apply and each aircraft must expend an Order</i></p> <p>15/16</p>	<p><b>Eagle-eyed</b>  <i>Play this before rolling to Spot</i>  <i>Add + 2 to the Spotting Test dice score</i></p> <p>16/16</p>