APPENDICES

A.1 – Tactical Cards

The cards all indicate when and how they must be played; a set of these cards has been prepared and appears at the end of the rules.

Table of Tactical Cards	
Card Type	Effect
Extra Order	Play during the Activation of one of your aircraft or Anti-aircraft guns. This card is treated like an Order to carry out one Action.
Luck	Play this card at any time. Re-roll one of the dice that you have just rolled.
Wing Man	Play at the end of the current Activation. Immediately Activate another plane. This overrides the normal sequence alternating between the two sides..
Seize Initiative	Play before rolling for Initiative. Add + 2 to your Initiative Dice score.
Repair	Play at the start of the movement of an Active aircraft., before resolving any Reaction Fire. Remove one Damage Marker.
Careful Maintenance	Play this card to negate the effects of a Critical Miss. The affected weapons can continue firing.
Ace shot	Play this before rolling to hit. Add + 2 to the to hit dice score..
Long Burst	Play this before rolling to hit. Add + 2 to the Firepower Factor if you hit the target.
Speed boost	Play this before moving the Active aircraft. Add the STALL speed to the normal move. This boost is added AFTER calculating the 50% speed bonus when diving or the 50% penalty when climbing.
Tough old bird	Play this before rolling a saving throw. Add + 2 to the saving throw dice score.
Superb flying	Play this before rolling an Agility Test. Add + 2 to the Agility Test dice score.
Climbs like a rocket!	Play this before rolling a Climb Test. Add + 2 to the Climb Test dice score.
Turns on a sixpence	Play this before moving the Active aircraft. One turn of 90° can be made during the movement of an aircraft. The MVR is unchanged and all other turns while it moves are of 45°.
Hun in the Sun	Play this after your Contact Marker has been spotted to negate the Spotting attempt.
Group Reaction Fire	Play this card and a group of aircraft can use Reaction Fire against a single enemy aircraft. Normal Reaction Fire rules apply and each aircraft must expend an Order.
Eagle-eyed	Play this before rolling to Spot. Add + 2 to the Spotting Test dice score.

Preparation

You will need:

- A pack of cards containing ONE of each card for each side.
- An additional supply of the cards if the Players have decided to spend some of their Budget on cards when putting their forces together. In this case they can select specific cards which they feel suit the Mission they are playing.

You must make up one complete pack for each side to be used when dealing them out at the start of the game, and have a separate supply of cards from which Players can select cards when they are buying them before the game.

At the start of the game each side may also receive a number of cards randomly selected from its pack of 16 cards, if the Players choose to do this.

In two Player games we recommend that each Player receives no more than 6 cards. In a multi-player game no more than 4 cards should be dealt to each of the players, though if there is an uneven number on each side the total number of cards dealt randomly on each side must be the same.

Each side may also have purchased specific Tactical Cards to suit its mission.

Use

During an Action the owning Player may play as many Tactical Cards on the Active aircraft as he wishes; however, only ONE card of any given type may be used at one time. The use of any cards MUST be declared at the start of any Action.

In the case of cards associated with shooting they may prove to be ineffective if the dice roll fails to score a hit (your opponent should say "hard luck old chap!").

A.2 – Aircraft Data Tables

In the Aircraft Data tables aircraft are grouped by nation. For the larger nations aircraft are grouped according to their Role, but where a nation has a limited number of entries, then the Role is indicated under remarks. Finally, aircraft are listed alphabetically. If an aircraft was used in a variety of roles, this can be identified under Remarks, and in some cases the actual game data will vary.

The Date shows when our research indicates that they entered front line service.

Crew shows whether the aircraft has a Single Pilot (S) or Multiple (M) Crew. The letter that appears here [in parenthesis] is a reference to the suggested base size that should be used for this aircraft. Aircraft with two codes indicate that the scale wing span is just over the base size that would apply to that aircraft type.

Speed, Stall, and Manoeuvre (MVR) should be clear enough.

The Climb Modifier is that for a Steady Climb. It should be noted that for game purposes we have capped the Agility modifiers for Piston-engined aircraft at + 3, and Jet/Rocket powered aircraft at +4. There is a penalty if Zoom Climb is attempted (see the Movement section).

The Agility Modifier should be self explanatory.

The Size starts at – 1 for small aircraft. As aircraft get larger they become more difficult to shoot down. Very large aircraft will tend to suffer from Critical Hits, slowing them down, making them likely to crash if their speed falls below their Stall Speed.

There are 5 columns with the Firepower Factors for the Fixed Forward Arc, Front Arc, Port and Starboard Arcs, Rear Arc and the Turret Arcs. There may be multiple turrets on some aircraft, and that there might be some special remarks regarding the armament.

The factors for the Port and Starboard Arcs are shown thus: 'n+n' being the factors, one for each side of the aircraft.

The factors for upward firing guns in "Schräge Musik" installations are shown thus: '\n\'. Downward firing guns are shown as '/n/'.

The Payload shows a number, which is the value used when carrying out various types of attack. The attack type is also shown here: 'A' denotes Air to Air Rockets; 'B' denotes Bombs; 'C' denotes Cargo; 'G' denotes a Guided Bomb; 'R' denotes Air to Ground Rockets; 'S' denotes a special type indicated in the Remarks column; 'T' denotes a Torpedo.

The Cost in points is that of an aircraft with a standard crew of Skill + 0. This cost must be modified if using other Skill values.

The Remarks column shows further information and usually refers to armament; this is especially in the case of German Fighters, which could be fitted with a wide of different guns. The symbol '♦' is used to indicates that the data is for a variant of the aircraft in a specific role or with a specific type of payload.

Data with the symbol '⌘' indicates a Fighter-bomber carrying payload (which it can jettison) affecting the aircraft's agility, making it easier to hit.