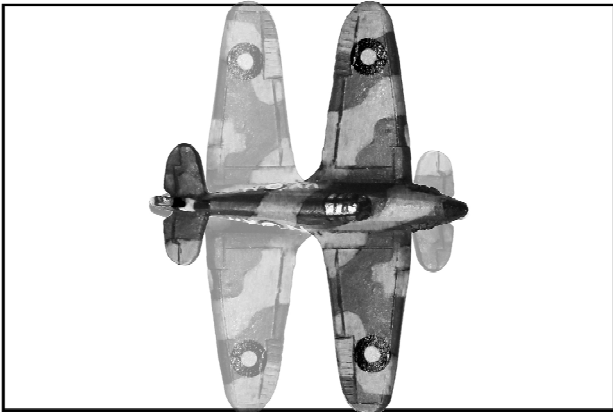


### 3.4 – Special Manoeuvres

Instead of moving and turning, climbing or diving, you can make Special Manoeuvres. You may only make one of these in an aircraft's Activation. These all require an Order to be issued, followed by a Skill Test, the tests being modified using the aircraft's **Agility Factor**.

#### Half Loop Up

This reverses the direction of the aircraft by 180 degrees by using a vertical half circle and a rollout. The manoeuvre takes all the aircraft's speed because the aircraft effectively travels forwards and then back. The aircraft does not climb a level, and the manoeuvre is not so easy in some aircraft. If you pass the Skill Test the model is rotated 180 degrees.



*In the picture above the aircraft model started at the "lower level" where the image is fainter and the outline of the base is above it. The whole stand should be rotated in place so that the rear edge is where the original leading edge was. You could of course also just rotate the model on the pin if that is possible.*

#### Half Loop Down

This also reverses the direction of the aircraft by 180 degrees by using a diving half circle and a rollout, but reduces the level by one. The manoeuvre uses all the aircraft's speed because the aircraft effectively travels forwards and then back, but you gain a dive bonus of 50% of the aircraft's current Speed which you may use if desired. The manoeuvre is not so easy in some aircraft. If you pass the Skill Test the model is rotated 180 degrees, and then may be moved using the dive bonus distance (and this could include one or more turns).

*The same initial diagram applies as above, then the aircraft starts moving from where the new front edge of the base is located.*

#### Side slip

This adjusts the position of the model without using the Turn template, which may be useful in some circumstances. If you pass the Skill Test the aircraft is displaced at an angle of up to 45°, maintaining the current heading and moving forward a distance between its Stall Speed and 50% of its current speed.

*In the diagram opposite the Messerschmitt Bf110C-1 has a speed of 12 so when it side slips it moves forward 6 at an angle of 45° as shown. The Stall Speed of 3 still applies.*

### 3.5 – Effect of Damage on Speed

During the battle, an aircraft may be hit and take Damage. Each Damage is indicated by placing a small Token on the base of the model. Each current Damage on the aircraft reduces the Speed by 1 unit. For simplicity, there is no other effect, apart from making the aircraft more vulnerable to further Damage. Of course, the speed reduction does mean that some manoeuvres such as turning will be more restricted.

#### Not enough speed left

If when moving, taking account of any dive bonus, the aircraft cannot move forwards at least the stall speed, the aircraft spins down out of control and crashes. It is removed from the table immediately.

However, the effect of this Damage is only applied when it is Activated. So, it may get in the way and, when Activated, shoot before moving and/or crashing.

### 3.6 – Overlapping Bases

In the real world, aircraft can pass over and under each other relatively easily, but on the table top the models have bases which may come together. In simple terms, you are not allowed to overlap the bases, and the Player who is currently moving an aircraft must try to ensure that this does not happen. Given that the movement is fairly free and easy this should not be a problem.

You may have to manoeuvre to a clear space by turning or diving to gain enough speed to clear the other planes. You may be forced to move your aircraft somewhere other than where you want to go, if space is available to place the model.

If this is not possible then **and only then** you can move the aircraft straight ahead until it is clear of all intervening aircraft, then stop.

*Note that this restriction also applies to interaction with bases for Heavy Anti-aircraft Bursts.*

#### No Accidental Collisions

Whilst collisions did sometimes occur, they were rare, so these rules do not allow for collisions or ramming. Also bear in mind that movement is not simultaneous, so the positions of the models are not where any collision would occur. The other problem with allowing collisions and ramming in a wargame is that wargamers are callous and will cheerfully ram their opponents regardless of the tactical situation, especially if their aircraft has been damaged or the game is nearly out of time!

