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# ***SCRAMBLE II***

## **RULES SUPPORT PACKAGE**

**DATE: 10TH NOVEMBER 2023**

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### ***Preamble***

The Rules Support package incorporates the following items:

- A set of Turn Templates
- Blank Record Sheets
- A set of 16 Tactical Cards

### ***Printing Guidance***

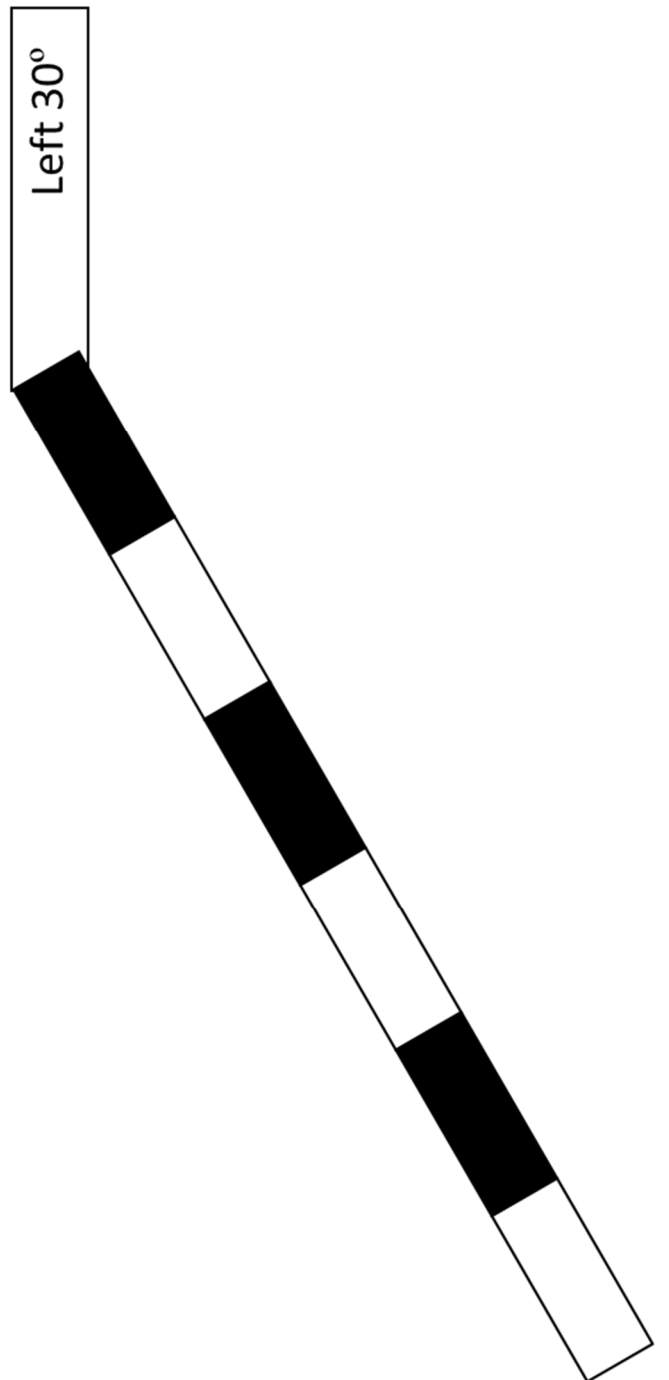
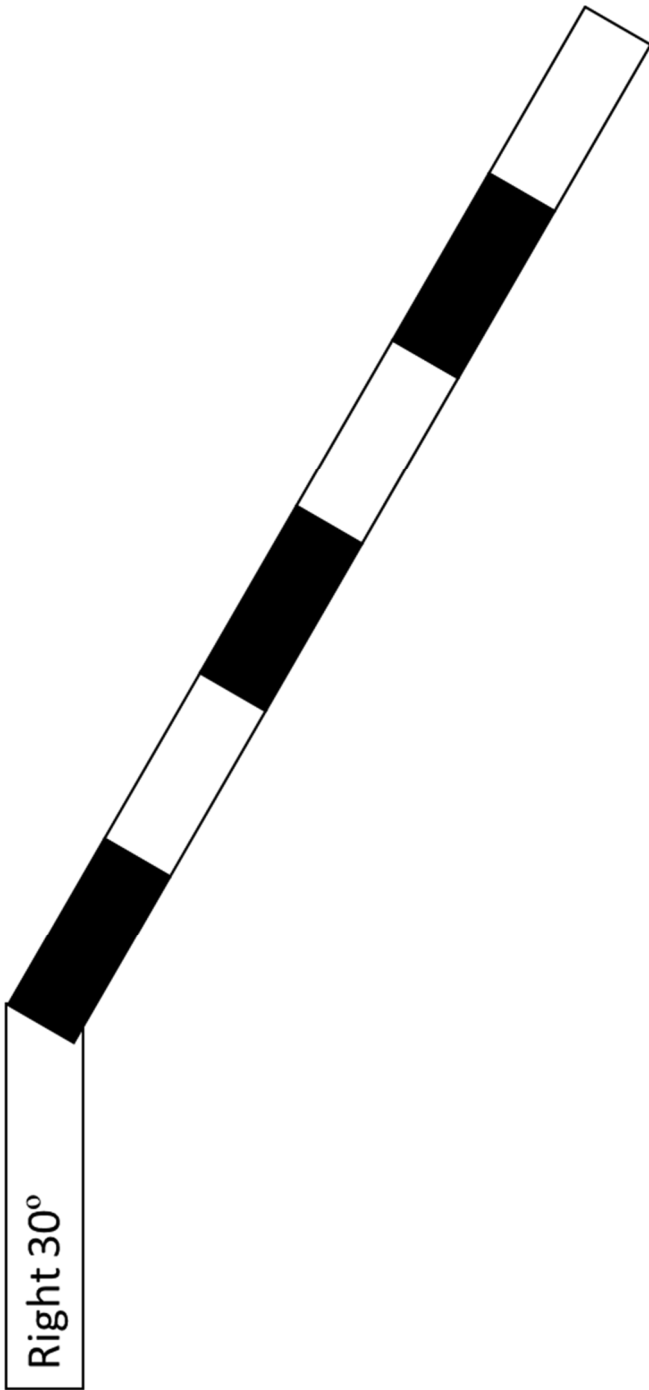
If printing these templates from Adobe Acrobat or similar, make sure that the print settings are to print Actual Size, otherwise the templates will not be correct.

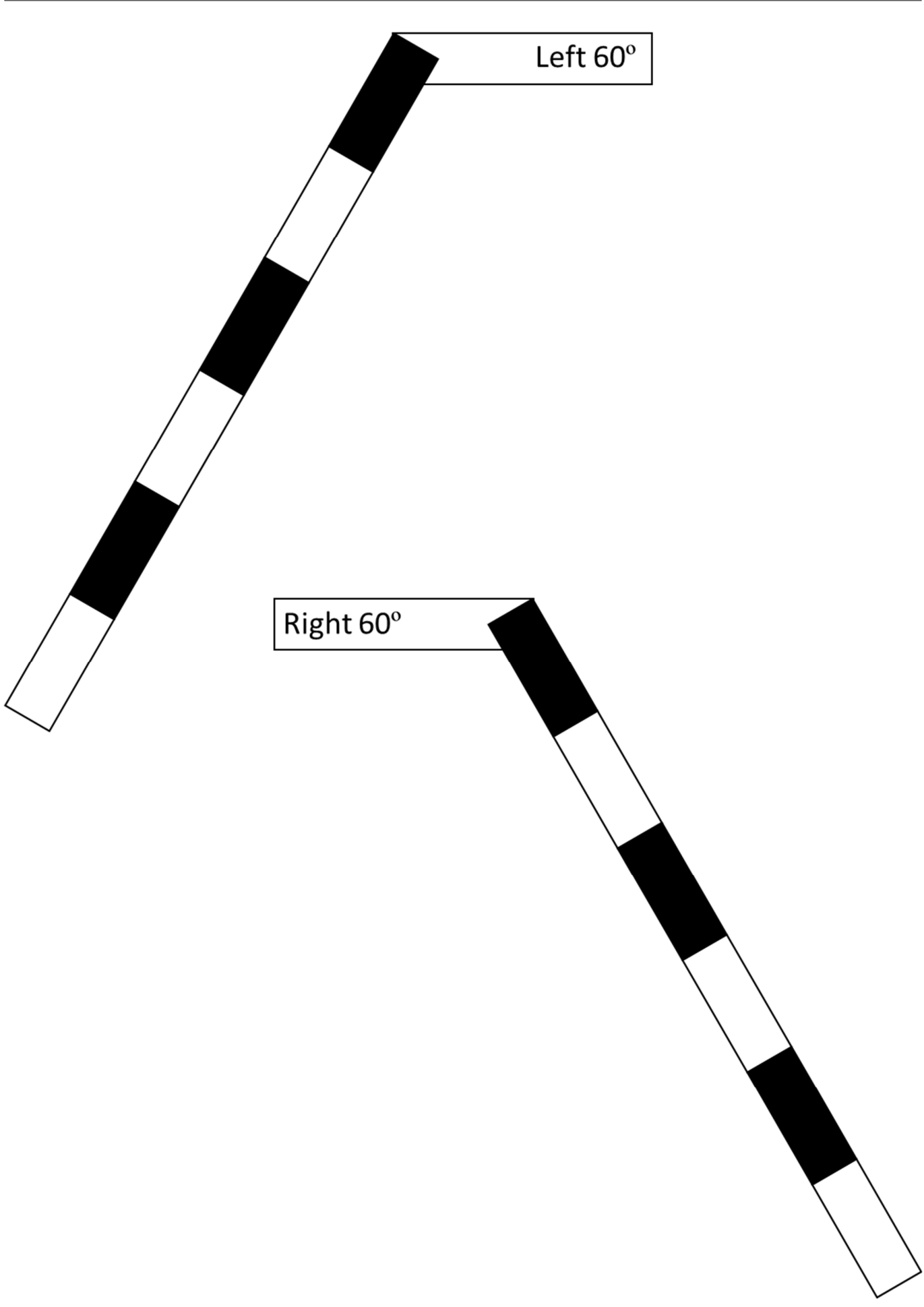
The length of the chequered bars should be 6 inches.

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*MANOEUVRE TEMPLATES*





## ***RECORD CARDS***

TYPE:		ID:	DV:			HP:	
Pilot #1: Skill:		Crew: #:		Skill:			
Pilot #2 Skill:		Arc:	Battery 1	Battery 2	Battery 3		
AS	ST		D	D	D		
MV	Shallow		D	D	D		
AB	Steep		D	D	D		
CM	Power *		D	D	D		
Ceil	Vert *		D	D	D		
Notes: * Requires Dive Recovery Skill Test			D	D	D		
Dive Brakes			D	D	D		
Bomb Sight			D	D	D		
Radar		Payld:					

TYPE:		ID:	DV:			HP:	
Pilot #1: Skill:		Crew: #:		Skill:			
Pilot #2 Skill:		Arc:	Battery 1	Battery 2	Battery 3		
AS	ST		D	D	D		
MV	Shallow		D	D	D		
AB	Steep		D	D	D		
CM	Power *		D	D	D		
Ceil	Vert *		D	D	D		
Notes: * Requires Dive Recovery Skill Test			D	D	D		
Dive Brakes			D	D	D		
Bomb Sight			D	D	D		
Radar		Payld:					

TYPE:		ID:	DV:			HP:	
Pilot #1: Skill:		Crew: #:		Skill:			
Pilot #2 Skill:		Arc:	Battery 1	Battery 2	Battery 3		
AS	ST		D	D	D		
MV	Shallow		D	D	D		
AB	Steep		D	D	D		
CM	Power *		D	D	D		
Ceil	Vert *		D	D	D		
Notes: * Requires Dive Recovery Skill Test			D	D	D		
Dive Brakes			D	D	D		
Bomb Sight			D	D	D		
Radar		Payld:					

## TACTICAL CARDS

<p><b><u>Luck</u></b>  <i>Play this card at any time.</i>  <b>Re-roll the test you just failed, applying any modifiers or cards that you just used. This applies to a single dice roll. You can play a further Luck Card, if the use of the current Luck Card was unsuccessful.</b></p> <p>1/16</p>	<p><b><u>Wing Man</u></b>  <i>Play at the end of the current Movement Activation.</i>  <b>Immediately Activate and move another plane. This overrides the normal alternating sequence.</b></p> <p>2/16</p>	<p><b><u>Seize Initiative</u></b>  <i>Play before rolling for Initiative.</i>  <b>Add +2 to your Initiative Dice score.</b></p> <p>3/16</p>	<p><b><u>First Aid Kit</u></b>  <i>Roll to remove 1d6 wounds from the Skill of EITHER the Pilot (if 2 Pilots roll d6 for each) OR the Aircrew Skill.</i>  <b>Card cannot be used if a Skill has been reduced to 0 or less.</b>  <b>Skill cannot be raised above its original value.</b></p> <p>4/16</p>
<p><b><u>Well Aimed, Sir!</u></b>  <i>Play this before rolling to hit an aircraft or ground Target.</i>  <b>This applies to a single die roll.</b>  <b>Add + 2 to the Skill being used.</b></p> <p>5/16</p>	<p><b><u>Long Burst</u></b>  <i>Play this BEFORE rolling to hit</i>  <b>Add 2 Damage Dice when inflicting Damage on the Target.</b>  <b>This only applies to a Fixed Forward-firing GUN Battery.</b>  <b>These dice are added before applying the effect on an Automatic Hit Bonus.</b></p> <p>6/16</p>	<p><b><u>Speed Boost</u></b>  <i>Play this before moving the Active aircraft</i>  <b>Add the STALL speed to the current AS move</b>  <b>This boost is added AFTER calculating any speed bonus when diving or penalty when climbing</b></p> <p>7/16</p>	<p><b><u>Superb Flyer</u></b>  <i>Play this before rolling any Test using the Aerobatic Modifier.</i>  <b>Add +2 to the Aerobatic Modifier.</b></p> <p>8/16</p>
<p><b><u>Climbs like a Rocket!</u></b>  <i>Play this before rolling any Climb Test.</i>  <b>Add +2 to the Climb Modifier.</b></p> <p>9/16</p>	<p><b><u>Throttle Back</u></b>  <b>Reduce Stall Speed by 2.</b>  <b>This can reduce the speed to 0 (but you cannot fly backwards!).</b></p> <p>10/16</p>	<p><b><u>Turns on a Sixpence</u></b>  <i>Play this before moving the Active aircraft.</i>  <b>Aircraft can make ONE Tight Turn without having to test.</b>  <b>Subsequent Tight Turns do require a test, incl. if in the same direction as the "free" Tight Turn.</b></p> <p>11/16</p>	<p><b><u>Side Slip</u></b>  <i>Play AFTER the aircraft has moved.</i>  <b>The aircraft can be moved to either side up to 2 inches, without a change of heading.</b></p> <p>12/16</p>
<p><b><u>Crafty Turn</u></b>  <i>Play AFTER the aircraft has moved.</i>  <b>The aircraft can chance its heading by up to 30°.</b>  <b>The turn is carried out by pivoting on the rear corner of the base, on the inside of the turn.</b></p> <p>13/16</p>	<p><b><u>Reaction Fire</u></b>  <b>Player can shoot with an aircraft or AA Gun at an enemy aircraft, before or after it has moved, when the Target is activated in the Movement Phase.</b>  <b>This is a free shot and does not preclude the aircraft or AA gun shooting again in the Combat Phase.</b></p> <p>14/16</p>	<p><b><u>Concentrated Fire</u></b>  <b>Player can immediately shoot with a second aircraft in the Combat Phase.</b>  <b>This overrides the normal alternating sequence.</b></p> <p>15/16</p>	<p><b><u>Trigger Happy</u></b>  <b>Player can shoot with an aircraft, before or after it moves, during its activation in the Movement Phase.</b>  <b>This is a free shot and does not preclude the aircraft shooting again in the Combat Phase.</b></p> <p>16/16</p>