2.1 – The Turn Sequence

During each turn the following actions are carried out in sequence.

1 Determine the number of Orders for the turn.

2 Determine the initiative. Initiative can be influenced by removing Contact Markers.

3 Anti-Aircraft Phase.

4 Activation Phase: Players alternate activating one of their aircraft. The aircraft is marked with a token after it has been activated.

5 End Phase:

i) Players alternate rolling for re-entry of "Stragglers".

ii) Determine if one side has lost.

iii) If the game has not ended, both sides move their Contact Markers up to 6 inches in any direction. The Player who lost initiative in this turn moves all those of his Contact Markers that he wishes to move, followed by the Player who won initiative. You are not forced to move Contact Markers.

iv) Remove Fatigue Markers, Spent Orders or Activation Counters and Gun Jam Markers

v) Play now moves to the start of the next turn.

2.2 – Orders

- Each deployed aircraft or Anti-aircraft gun on table at the start of the turn generates one Order for this turn.

- Each deployed Leader generates a number of Orders for this turn. Roll a d10 and modify the result by his Leadership Skill.

Order Generation	Modifier
Roll 1d10 for each leader modified by Leadership Skill	± 0 to 2
Final Score	**# of Orders**
10 or over	4
8 or 9	3
5 to 7	2
4 or less	1

2.3 – Initiative

Each Player rolls 1d10 adding the modifiers shown below to the score. The Player with the highest final score wins, and chooses whether to activate one of his aircraft first, or force the other Player to activate one of his. In either case, the holder of the initiative may activate one of his aircraft last.

Situation	Modifier
Force has more fighters deployed on the table	+ 1
Force has more Leaders deployed on table	+ 1
Force has highest total Leadership factors	+ 1
Per own Contact Marker removed	+ 1

If both dice show the same score, visibility increases by 6 inches (to a max. of 30 inches) if even and decreases by 6 inches (to a min of 18 inches) if odd.

3.0 – Movement Skill Tests

These all make use of the same modifiers, so a single table is placed here. A final score of 6 or greater means success.

Movement Skill Tests (d10)	
Circumstance	**Modifier**
Skill of aircraft	± 0 to 2
If Climbing use Climb Factor	± 0 to 3
If attempting a Zoom Climb	− 1
If doing Special Manoeuvre use Agility Factor	± 0 to 3
Per Fatigue	− 1

2.4 – Aircraft Activation

All deployed aircraft **MUST** be Activated each turn. Ground Units may also be Activated in specific phases shown below. If there are no Orders available then an aircraft will only be able to move. When a Unit is Activated, it carries out the following phases:

First Combat Phase

- An aircraft may Shoot at another aircraft or Spot a Contact Marker. These Actions can be carried out in any order.

Movement Phase

- An aircraft moves and may climb, dive, make turns or make special manoeuvres. The aircraft may be subject to Heavy Anti-aircraft fire when it moves.

- The other Player may respond to movement by using an Order to Shoot using Reaction Fire.

- An attempt to winch down a Balloon may be made.

Second Combat Phase

- As in the First Combat Phase the aircraft may Shoot or Spot.

- In the Second Combat Phase Aircraft may carry out a Bombing Mission or other Action involving a ground or sea target.

- A light or heavy Anti-aircraft gun may attempt to Spot a Contact Marker.

- A light anti-aircraft gun may Shoot at an aircraft.

After Activation

After an aircraft or gun has carried out all the Actions the Player wishes it is marked as having been Activated. If the opportunity arises and the Player still has Orders available, an aircraft or light Anti-aircraft gun may still use Reaction Fire to "Challenge" the movement of an enemy aircraft.

6.5 – Spotting

An enemy Contact Marker is indicated and the Player rolls d10, modified as follows:

Spotting table (d10)	
Circumstance	**Modifier**
Skill of Spotting aircraft	± 0 to 2
Aircraft has 2 or more Crew	+ 2
Per Fatigue	− 1
Contact Marker is partially in cloud	− 2

If the result is 6+, then the attempt was successful. The owner of the Contact Marker now has the following choices:

- He may declare that the Contact Marker is nothing

- He may deploy an aircraft if there is space to do so

- If the number of Contact Markers equals the number of Hidden aircraft he MUST deploy an aircraft if there is space. If he cannot do so then one of the Hidden aircraft is treated as lost and removed from the aircraft set aside at the start.

4.3 – Shooting

Roll a d10 to hit the target, modified using the Shooting To Hit Table, reading the result from the Shooting Effects Table. If you hit, resolve the effect of the hit immediately, which will require the Target Player to use the Shooting Saving Throw Table. After resolving the attack, you may choose to fire again, using another Order.

Shooting To Hit table (d10)	
Circumstance	**Modifier**
Skill of Shooting aircraft	± 0 to 2
Agility of target If Agility is – n add n; if Agility is + n deduct n	± ?
Shooting into Tail Arc (fixed forward firing guns only)	+ 2
Shooting into Side Arc (fixed forward firing guns only)	– 1
Shooting into Front Arc (fixed forward firing guns only)	– 2
Range up to 2 inches (Close range)	+ 1
Per Fatigue on Shooter	– 1
Target is partially in cloud	– 2
Shooting Effects Table	
Final score	**Effect**
16 or more	Critical Hit: Target must roll on the Shooting Saving Throw Table; it must also then take 2 additional Damage
11 to 15	Critical Hit: Target must roll on the Shooting Saving Throw Table; it must also then take 1 additional Damage
6 to 10	Target must roll on the Shooting Saving Throw Table
5 or less	You miss; natural scores on the to hit dice of 1 and in some cases 2 or 3 cause a Weapons Malfunction (see below)

Shooting Saving Throw table (d10)	
Circumstance	**Modifier**
Skill of Target aircraft	± 0 to 2
Size of Target	± ??
Firepower of Hit	– ??
Per current Damage on target	– 1
Shooting Saving Throw Effects Table	
Final score	**Effect**
6 or more	No effect other than a few holes
2 to 5	Target takes 1 Damage
1 or below	Target Destroyed

4.4 – Weapon malfunctions

Special effects apply which represent guns jamming or malfunctioning, or requiring a reload of ammunition, depending on type of weapons being fired and the number rolled on the to hit dice.

Malfunction dice scores	
Weapons	**Die score**
Belt fed guns	1
Strip or pan (or drum) fed guns Guns with small magazines	1 or 2 1, 2 or 3

If the natural dice score rolled comes up with the appropriate score, this means that the attack is ineffective and misses. This is regardless of any modifiers.

The weapons **IN THIS ARC** cannot be fired again for the rest of this game turn. On an aircraft with more than one gun position only the arc which jammed is affected, so the aircraft should be marked in an appropriate fashion.

The effect of the malfunction only lasts for this turn and all weapons can then be fired as normal next turn.

4.5 – Bombing

In order to drop its bombs, the aircraft must have flown straight and level during the preceding Movement Phase and must start the Second Combat Phase with the target within 2 inches and in its Fixed Forward Arc. In the Second Combat Phase the Player uses an Order to initiate the attack. While this Order is being carried out, other crew positions cannot engage other enemy aircraft or Spot.

Dropping the Payload

The Payload Factor defines the number of d10 which are rolled when attacking a target. All are expended in the attack.

The attacking Player rolls the appropriate number of d10, applying the following modifiers. The result is applied immediately.

Bombing To Hit table (d10)	
Circumstance	**Modifier**
Skill of aircraft	± 0 to 2
Attacking from High	– 2
Attacking at Low	+ 1
Per Fatigue on Attacker	– 1
Bombing Effects Table	
Final score	**Effect**
11 or more	Target is destroyed regardless of size
6 to 10	Target takes 1 damage
5 or less	You miss

Damage to the target.

- If a target consists of a single Marker, it is destroyed by a hit and counts against the defender's Break Point.
- If the target is a stack of Markers, add a Damage Marker. The target is destroyed when the number of Damage Markers on it equals or exceeds the number of Target Markers.
- A critical Hit (indicated by a score of 11 or more) destroys the target, regardless of the Size.

A destroyed target is removed and placed with the downed enemy aircraft in order to keep track of the enemy Break Point.

Other Attack Types

4.6 – Strafing Anti-aircraft Guns and Balloon Winches

4.7 – Photographic Reconnaissance

4.8 – Balloon Busting

Please refer to the rules themselves for details of how these attacks are carried out.