
AERIAL BATTLES 1915-1918

RULES SUPPORT PACKAGE

DATE: 31ST MARCH 2019

Preamble

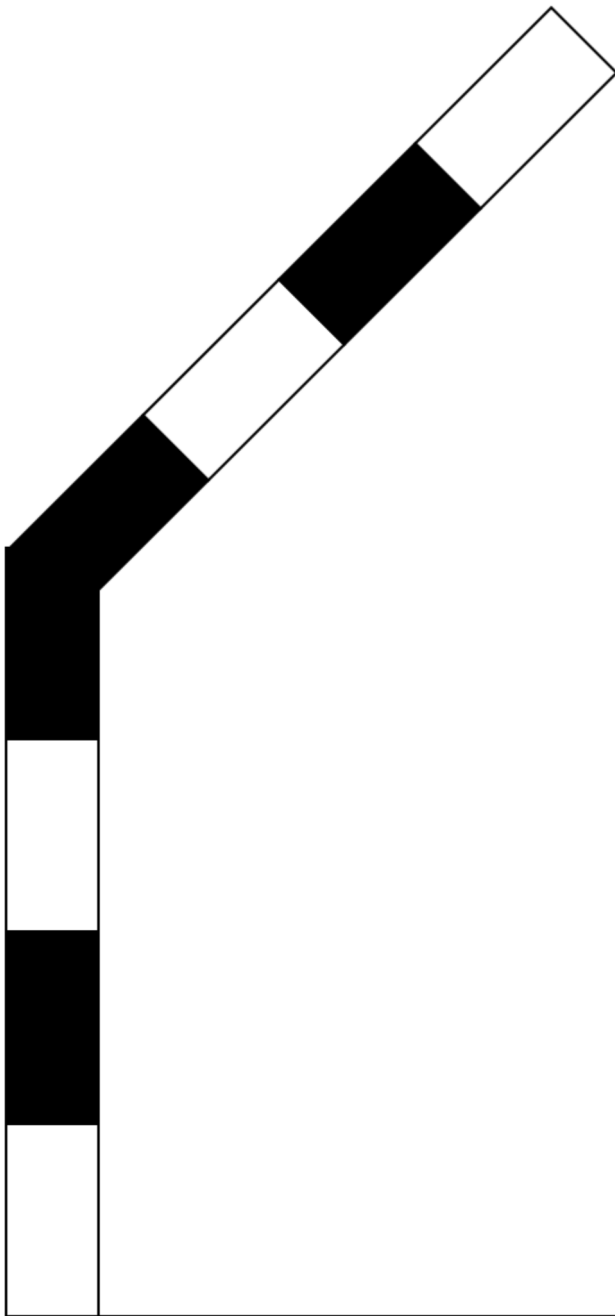
The Rules Support package incorporates the following items:

A set of useful Game Markers with:

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

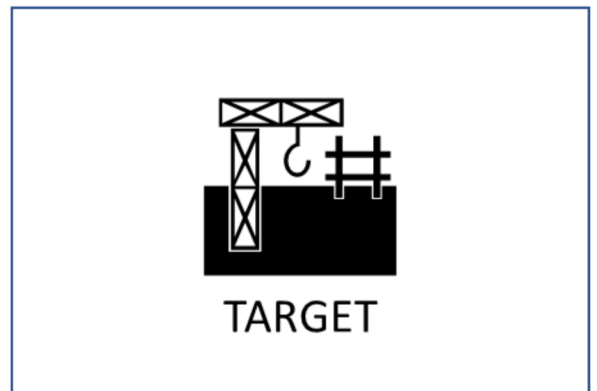
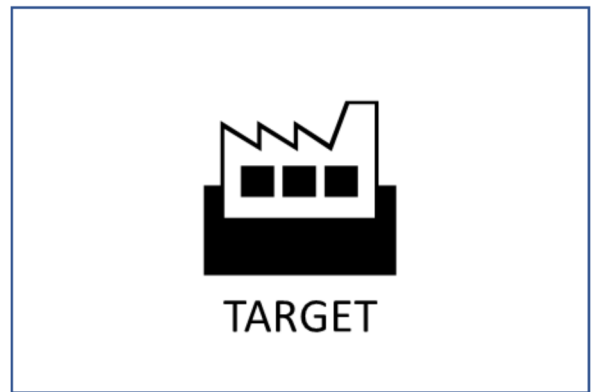
A set of 16 Tactical Cards

USEFUL GAME MARKERS



HIGH
HIGH
HIGH
HIGH
HIGH
HIGH

LOW
LOW
LOW
LOW
LOW
LOW



TACTICAL CARDS

<p>Extra Order <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>Luck <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>Wing Man <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>Seize Initiative <i>Play before rolling for Initiative</i> <i>Add + 2 to your Initiative dice score</i></p> <p>4/16</p>
<p>Repair <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>Careful Maintenance <i>Play this card to negate a weapon malfunction</i></p> <p>6/16</p>	<p>Ace Shot <i>Play this BEFORE rolling to hit</i> <i>Add + 2 to the to hit dice score</i></p> <p>7/16</p>	<p>Long Burst <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>Speed Boost <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>Tough Old Bird <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>Superb Flyer <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>Climbs like a rocket! <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>Turns on a Sixpence <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>Hun in the Sun <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>Group Reaction Fire <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>Eagle-eyed <i>Play this before rolling to Spot</i> <i>Add + 2 to the Spotting Test dice score</i></p> <p>16/16</p>