

QUICK REFERENCE

TURN SUMMARY

A turn is split into phases. Each separate phase is completed before moving on to the next phase. Once all of the phases are complete, the turn ends and a new turn begins. A single turn plays as follows:

1. Choose Manoeuvres
2. Initiative
3. Tailing Fire
4. Movement
5. Firing
6. End Phase

1. Choose Manoeuvres: Choose an Ace Manoeuvre for each eligible aircraft and place a Manoeuvre token face-down next to the model's base. Every aircraft needs an Ace Manoeuvre unless it is in a Spin.

2. Initiative: Both players roll a D6. The player with the highest score wins the initiative this turn.

3. Tailing Fire: Aircraft that are Tailing another aircraft may fire at the tailed aircraft. The player with the initiative chooses an aircraft and fires first.

4. Movement: The player with the initiative chooses who goes first. Players then alternate choosing and moving aircraft until all aircraft have moved.

5. Firing: The player that moved first fires first. Players then alternate, choosing an aircraft and firing all of its available weapons until all aircraft that the players wish to fire have done so.

6. End Phase: Starting with the player with the initiative, both players attempt to recover aircraft that are Stalled or in a Spin. Tailing is also determined now. If this is the last turn of the game, determine Victory points.

THE MOVEMENT PHASE

The Movement phase is split into a sequence of steps. Each player follows this sequence as they move an aircraft. Players then alternate choosing and moving aircraft until all aircraft have moved. If one player has more aircraft to move, their remaining aircraft are moved one after another after their opponent has moved their last aircraft. When every aircraft on the tabletop has been moved, the Movement phase ends.

The player with the initiative will decide which player goes first in the Movement phase, opting to move one of their own aircraft or making their opponent move an aircraft first.

Each aircraft follows the same sequence:

1. Throttle
2. Move & Manoeuvre
3. Adjust Altitude

1. Throttle: Use the aircraft's Throttle characteristic to adjust its Speed.

2. Move & Manoeuvre: Move the aircraft using the Ace Manoeuvres diagrams as a guide – the distance between each stage of the Manoeuvre can vary depending upon the Speed at which the aircraft is travelling. Move & Manoeuvre is covered in more detail [on page 16](#).

3. Adjust Altitude: After an aircraft has completed its movement, it can adjust its Altitude to represent the aircraft climbing or diving as it Manoeuvres.



THE FIRING PHASE

The Firing phase is split into a sequence of steps. Each player follows this sequence, with the player that moved first firing first. Players then alternate choosing and firing with aircraft until all aircraft have fired. If one player has more aircraft to fire, remaining aircraft fire one after another after their opponent has fired their last aircraft. When every aircraft on the tabletop has fired, the Firing phase ends.

All aircraft follow the same sequence of steps when firing:

1. Targeting
2. Firepower
3. Ammo
4. Damage

1. Targeting: Aircraft select targets to fire upon and determine if they are able to do so, checking Fire Arcs and Range, as described in more detail [on pages 21-22](#).

2. Firepower: Players determine how many Firepower dice are rolled and the score required to hit on each, then roll to hit. A weapon's Firepower characteristic is the number of D6s rolled when that weapon fires at that range. To determine how many hits are scored, roll the Firepower dice.

The D6 roll required to hit a target with Air-to-Air fire is always 5+.

The following modifiers may also apply to the dice roll:

- -1 to the dice roll if the target has a Stall or Spin token on it.
- -1 to the dice roll per level of Altitude difference between the firing aircraft and its target.

3. Ammo: If the weapon has an Ammo characteristic of 1, 2 or 3, reduce the Ammo characteristic by 1 every time the weapon is fired.

4. Damage: If any hits were scored, those dice are rolled again as Damage dice to determine if the target will lose any Structure points. Each weapon has a Damage characteristic – this is the score required on the Damage dice to cause Damage.

Range

For all weapons there are three range bands: Short, Medium and Long range. The range between an aircraft and its target is always measured by counting hexes from the Fire Arc of the weapon being used for the attack, to the hex the target is in.

Ranges are:

Hexes	Range
1-4	Short range
5-7	Medium range
8-10	Long range

THE END PHASE

The End phase is split into a sequence of steps. Both players, starting with the player who holds the initiative, run through this sequence for all of their aircraft:

1. Stalled Aircraft
2. Recovering from a Spin
3. Determine Tailing
4. Ending the Game

1. Stalled Aircraft: Roll a D6 for each Stalled aircraft. If the score is equal to or higher than the aircraft's Handling characteristic, it will recover. Otherwise, the aircraft will fall into a Spin.

2. Recovering from a Spin: Roll a D6 for each aircraft that has fallen into a Spin. If the score is equal to or higher than the aircraft's Handling characteristic, it will recover. Otherwise, the aircraft will continue to Spin.

3. Determine Tailing: Players determine if any of their aircraft are in a position to fire on enemy aircraft in the Tailing Fire phase of the following turn.

4. Ending the Game: If this is the End phase of the final turn, or if only one player has aircraft left in the Area of Engagement, the game ends and players work out Victory points.