

FLYING CIRCUS: Aerial Combat in WWI Bombers & Campaigns



INTRODUCTION

Flying Circus: Aerial Combat in WWI depicts the fun and flavor of World War I aerial dogfighting. You get to fly the colorful and agile aircraft of WWI as you make history in the world's first use of aircraft in a military role.

This is the deluxe game. As indicated on the box, you will need the basic game in order to play with the additional cards in this deluxe game set. Now you will have everything you need to play single aircraft duels up to team play with multiple flights for a swirling dogfight! Before starting play, you'll probably want to read through these rules to see the changes. The main change is Altitude (see especially: Sequence of Play, step 2, Altitude, and Vertical Roll). there are also additional rules for Pilot Abilities, Bombers, Gunners, Recon Scouts, and other optional rules. Also included are Campaign cards and rules for playing multi-mission campaigns.

Gamers who have played Dan Verssen's *WWII Down in Flames* game series will find many similarities. For people who are new to the game, welcome aboard! Either way, we hope you enjoy the game.

SET-UP

- 1) Players agree on a point total and year for their battle. A good basic battle is 22 points in 1918.
- 2) Each player secretly chooses 1 Leader.
- 3) Each player uses any of his remaining points to purchase 1 or 2 Wingmen within the point total limit. The Wingmen must be of the same aircraft type as their Leader.
- 4) All aircraft must have a year no later than the agreed upon year.

- 5) Both players place their Leader and Wingmen on the table the enemy Leaders and Wingmen.
- 6) Determine Player Order by rolling a die - high die goes first. You will play the game by alternating turns. If more than two Players or Leaders are in the Order, you can sit around the table in Order, or use dice to indicate the Player Order.
- 7) Each Player, in Player Order, openly chooses an Altitude and places a small Altitude card in front of his Leader.
- 8) Each player draws cards equal to his Leader's Performance rating. If you choose to start at High altitude, draw 1 less card. If you choose to start at Low altitude, draw 1 extra card.

HOW TO WIN

Shoot down the enemy Leader to win the game.

Sequence of Play

1. Wingman Attacks

- a. Draw cards equal to the Attack number on the Wingman card
- b. Declare a Target
- c. Play a Card—Attack/Response cycle
- d. Repeat 'b' and 'c' as needed.
- e. If you have more than one Wingman, resolve all cards for one Wingman before playing cards for the next Wingman.

2. Leader Adjusts Altitude

- a. Advantaged or Tailing enemy Leaders choose to follow

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3. Leader Attacks

- Leader can give up positioning if Advantaged or Tailing
- Declare a Target
- Leader Plays Cards—Attack/Response cycle
- Repeat 'a' through 'c' as needed

4. Discard

5. Draw

Aircraft Cards

Aircraft cards are double-sided. The frontside is undamaged, and the backside (with smoke trail) shows their reduced capabilities when they are damaged.

Airframe. This is a rating of how sturdy an aircraft is and how well it can take damage. The front-side shows how many points of damage an aircraft can take before being flipped to its smoking or "Damaged" side. The backside shows how many total points of damage an aircraft can take before being shot down.

Some aircraft types provide various bonuses, Climb and dive effects are ignored in the basic game.

Aircraft Types

There are now three types of aircraft in the game. Each aircraft has its type listed on its card.

Fighters

No special rules. They work just like they did in the first game.

Bombers

Bombers are usually only used in the campaign missions, or in player designed missions.

Bombers have two limitations; first, Bombers cannot change altitude during a battle. This means they cannot change altitude during the Adjust Altitude step or play a card that could change their altitude. Second, a Bomber cannot play a card that could result in it achieving an Advantaged or Tailing position.

Scouts

No special rules, but some campaign missions have their success based on the actions of Scouts.

Leader Aircraft Cards

Performance (Maximum Hand Size). When a Leader draws cards at the end of a turn this is the maximum number of cards that can be in the Leader's hand. It is possible to exceed the hand size by card play during a turn.

Horsepower (Maximum Draw). The maximum number of cards the Leader can draw. It is possible to draw less if the Performance Rating has been reached (that is, with six cards in hand at the Draw Step, the SPAD XIII could only draw two cards).

Bursts. The number of Bursts a Leader can use each turn. There are two types of attack cards: In My Sights and Out of the Sun. Each card will note how many Bursts it expends to play the card.

For example, "In My Sights 1" expends 1 Burst. Attack cards also specify how many points of damage each inflicts if successfully played. For example, "In My Sights 2 Bursts 3 Hits" requires 2 Bursts to play and will Inflict 3 points of damage.

Wingmen Aircraft Cards

Wingmen engage enemy Wingmen and help their Leader gain advantages on the enemy Leader. They are less capable than the Leader, and take less damage to shoot down.

Attack. The number of cards Wingmen get when they attack, Wingmen are not limited by Bursts; they can play all the Attack cards they draw.

Response. The number of cards Wingmen draw the first time it is targeted for attack by an enemy aircraft. These cards are kept even if the attacker later plays a card against a different aircraft. If the attacker then switches back to the first Wingman, it will only have the cards remaining from the Response draw.

Once the attacking aircraft's turn is completed, Wingmen discard remaining cards. A fresh card is drawn if attacked again.

Attack, Response & Special Cards

Flying Circus: Aerial Combat in WWI is based on a unique Attack/Response game system. There are three different types of cards: Attack, Response and Special. Special cards can be played as either an Attack or Response.

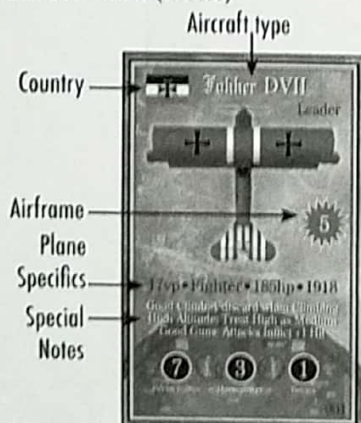
Attack Cards (red bar): In My Sights, Out of the Sun, Maneuver, Immelmann.

Attack cards allow an aircraft to initiate an action during its turn. These cards cannot be played during an opponent's turn. When (you play) an Attack card, declare the enemy aircraft target. If the Attack card has options, declare which option you will attempt.

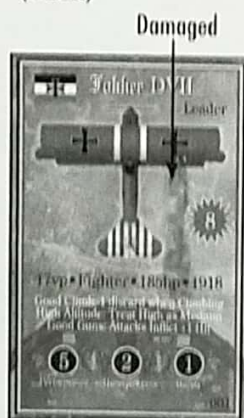
Attack cards allow your Leader's plane to gain a better position from which to attack an enemy Leader, attack an enemy aircraft, or gain extra Bursts.



Leader Card (front)



(back)



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Response Cards (blue bar): Barrel Roll, Chandelle, Ace Pilot, Stall Turn.

Response cards allow you to respond to a card played by an enemy player. Also, you can play Response cards during your turn. Each Response card reacts to specific cards including other Response cards. This often leads to a chain of cards being played.

Special Cards (red/blue bar): Side Slip, Vertical Roll.

These cards can initiate an Attack or be played as a Response to certain other cards. That flexibility makes them very powerful.

CARD PLAY

Each card can either initiate an Attack or Respond to an attack being made by the enemy player. The following sections detail what each card does, how often you can expect to receive one, and how easy each is to counter.

The cards are the heart of *Flying Circus: Aerial Combat in WWI*. Here's how it works. The current player plays an Attack card. The airplane targeted by the card then has a chance to play a Response card. If the Attack card is countered, the first player can play a Response card to counter the last card played. This continues back and forth until a player does not play. If the current player plays the final card, his Attack is successful. If the defending player plays the final card the initial action is cancelled.

Example 1: Player 1 plays an In My Sights card. Player 2 counters with a Barrel Roll. Player 1 counters the Barrel Roll with another Barrel Roll. Player 2 counters with an Ace Pilot. Player 1 does not counter the Ace Pilot so Player 2 has successfully countered the original In My Sights card.

Example 2: Player 1 and 2 are at Neutral positioning with each other. Player 1 attempts to adjust positioning on Player 2 with a Maneuver card. Player 2 counters with a Stall Turn. Player 1 counters the Stall Turn with a Chandelle. Player 2 counters the Chandelle with another Stall Turn. Player 1 counters with another Chandelle. Player 2 does not counter so Player 2 rotates his Leader card 90 degrees so Player 1's Leader now faces the side of Player 2's Leader. Player 1 is now in an Advantaged position against the Leader of Player 2.

Example 3: Player 1 plays an Out of the Sun attack. Player 2 counters with a Vertical Roll. Player 1 counters with an Ace Pilot. Player 2 does not counter the Ace Pilot. The Out of the Sun attack hits Player 2's aircraft.

Jam Checks

Some cards have a "Jam Check" notation. Draw a card when you play one of these cards. If the card is Red, your guns are jammed. Your Attack card with the Jam Check has no effect, discard it. Your aircraft can not play any other cards with a Burst cost until the next turn. Discard the card drawn for the Jam Check. If the Jam Check card is Blue or Red/Blue, your guns fire.

Leader Attack

Using the cards in your hand during your turn, choose an Attack card to target an enemy. Each Leader has a Burst rating on their aircraft. On each In My Sights and Out of the Sun cards you will find a Burst cost. Your aircraft can only use attacks equal to or less than the Bursts available.

Example: If you are flying an aircraft with a Burst rating of 1 you can play an In My Sights or Out of the Sun card that has a 1 for the Burst cost. You can also play cards that will change your positioning on an enemy aircraft. Being Advantaged on an enemy aircraft will give your Leader +1 Burst. Tailing an enemy aircraft will give your Leader +3 Bursts.

You can break up your Bursts any way you want. If you were Tailing an enemy Leader and had four Bursts available, you could play a 1 Burst attack, then another 1 Burst attack at the same aircraft, then a 2 Burst attack at the same aircraft.

The additional Bursts gained from position can be used immediately. For example, from a Neutral position, you can play an In My Sights card with a cost of 1 Burst, then play a Maneuver card to change position to Advantaged, then play another In My Sights card with a cost of 1 Burst; then another Maneuver card could be played to change to Tailing position, followed by an Out of the Sun card with a cost of 2 Bursts.

Wingman Attack

Unlike Leaders, Wingmen do not have a Burst limit. A Wingman can play all the In My Sights and Out of the Sun cards it draws. Wingmen can play Maneuvering, Immelmann, or Side Slip to improve the position of a Leader, however they can't target a Leader with Burst cards as long as enemy Wingmen are still in play.

Wingmen first draw their Attacks cards and then declare a target before each card is played. Enemy Wingmen targeted by Wingman cards respond by drawing Response cards. Enemy leaders do not draw additional cards when attacked by Wingmen.

Altitude

Wingmen are at the same Altitude as their Leader. Wingmen can only target enemy aircraft at the same Altitude as their Leader.

Damage

In My Sights and Out of the Sun cards inflict damage on aircraft. The amount of damage is stated on the Attack card. Place a die on the aircraft cards to indicate the amount of damage they have taken (small dice are included for this purpose). When the damage equals or exceeds the aircraft's Airframe stat the plane is flipped to its damaged side. When the damage equals or exceeds the damaged side's Airframe rating the plane is shot down.

When a Leader is shot down the game is over. If a Wingman is shot down, remove it from play and continue the game.

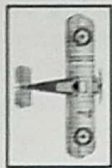
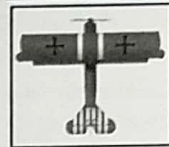
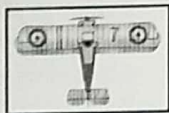
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Positioning

Positioning refers to the relative position a Leader holds in relation to an enemy Leader. Wingmen do not hold Position. Maneuver, Immelmann, and Side Slip cards adjust an enemy Leader's position. As you adjust his position, rotate the two Leaders affected by the card to face toward or away from each other based on their relative position.

Tailing

Your Leader's nose is pointed at an enemy Leader's tail. This is the best position. You get 3 extra Bursts and his Leader cannot play In My Sights or Out of the Sun cards against your Leader.



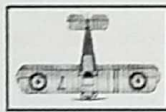
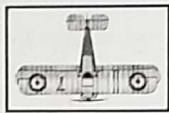
Advantaged

Your Leader's nose is pointed at an enemy Leader's side. This is a good position. You get 1 extra Burst and his Leader cannot play In My Sights or Out of the Sun cards against your Leader.



Neutral

Your Leader's nose is pointed at an enemy Leader's nose. This is an okay position. You do not get any extra Bursts and his Leader can use Bursts to play In My Sights and Out of the Sun cards against your aircraft.



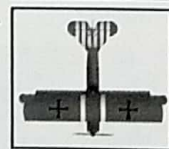
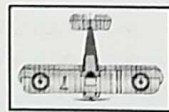
Disadvantaged

An enemy Leader's nose is pointed at your Leader's side. This is a bad position. He gets 1 extra Burst and your Leader cannot play In My Sights or Out of the Sun cards against his Leader.



Tailed

An enemy Leader's nose is pointed at your Leader's Tail. This is the worst position. He gets 3 extra Bursts and your Leader cannot play In My Sights or Out of the Sun cards against his Leader.



Engaged

When a Leader is Advantaged, Tailing, Disadvantaged, or Tailed, he is Engaged against the other Leader.

A Leader can only be Advantaged or Tailing one enemy Leader at a time. Several Leaders can be Advantaged against or Tailing one Leader.

If a Leader ever plays a card that has the result of that Leader being Advantaged and/or Tailing against more than one enemy, the Leader must choose which enemy he remains

Advantaged or Tailing with and the other enemy becomes Neutral.

At any time during your Leader's turn he can choose to disengage from an aircraft he is Advantaged or Tailing.

If a Leader is Advantaged or Tailing an enemy Leader he must give up his positioning before he can attack another Leader or Wingman.

NOTE: In giving up position, the additional Bursts are lost unless the Leader gains an Advantaged or Tailing position on a new target. For example, a Leader (with a 1-Burst aircraft) in a Tailing position plays a 2 Burst card against the Tailed Leader, then gives up his Tailing position to pursue another Leader. Unless he gains a Tailing position on the new target, he will not be able to play Burst cards because he has used 2 Bursts already. (If the Leader had played a 1-Burst card, he would be able to play a 1-Burst card from an Advantaged position on the new target).

Targeting

Your Leader's position determines the enemy planes his aircraft can play Action cards against.

If your Leader is Tailed, Disadvantaged, or Neutral, he can play cards against any aircraft at his same Altitude other than the Advantaged/Tailing Leader.

If your Leader is Advantaged or Tailing, he can play cards against the enemy Leader he is Advantaged on or Tailing ONLY.

A Leader may give up his positioning before playing a card. If he chooses to do this he may attack any Leader or Wingman at his same Altitude.

Your Wingman can play cards against any enemy aircraft at his Leader's Altitude.

Altitude

Flying Circus: Aerial Combat in WWI uses three broad altitude levels: Low, Medium, and High.

Initial Altitude—Players choose the altitude their Leader will begin the game before the start of a mission.

Changing Altitude—During each turn you can either stay at your current altitude, climb to the next higher altitude, or dive to the next lower altitude.

Effects of Altitude—Your Leader can only attack and be attacked by enemy Leaders at the same altitude.

Every time you climb one altitude level, you must discard one of your Leader's cards. This represents the loss of energy an aircraft experiences when climbing. Every time you dive one altitude level, your Leader draws 1 extra card. This represents the energy an aircraft gains when diving.

Drawing cards above your Aircraft's Performance rating is allowed at this time.

Wingmen—Wingmen are always assumed to be at the same Altitude as their Leader.

Following An Altitude Change

If your Leader is Advantaged or Tailing another aircraft and the enemy chooses to change his altitude, you can follow his aircraft to its new altitude by discarding one card if

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Advantaged or with no discard if Tailing, thus:

When the enemy climbs to a higher altitude:

- If you are Advantaged, you must discard two cards to follow and climb to a higher altitude.
- If you are Tailing you must discard one card to climb to a higher altitude.



When the enemy dives to a lower altitude:

- If you are Advantaged, you must discard one card to follow, then draw a card for diving.
- If you are Tailing, you may freely follow, then draw a card for diving.

Altitude affects the capabilities of your aircraft:

- Low—Your Leader gains +1 Horsepower. No affect on your Wingmen
- Medium—No adjustments for Leaders or Wingmen.
- High—Your Leader suffers -1 Horsepower. Your Wingmen suffers -1 Attack and -1 Response.

Following an altitude adjustment when several Leaders are Engaged:

Starting at the front of the chain, aircraft decide in chain order from front to back if they are going to follow an altitude change.

For example, Plane A is at the front of the chain, plane B is tailing plane A, and plane C is tailing plane B. If plane A decides to change altitude, plane B must decide to follow him or not. Once this has been resolved, then plane C decides if he is going to change altitude.

If more than one plane is advantaged on the same plane that is changing altitude, those planes must decide to follow, or not, according to player order.

THE CARDS

Attack Cards

In My Sights (Very Common)

This is one of the ways you inflict damage on the enemy. Every In My Sights card shows how many of your Bursts it expends and how many points of damage it will inflict if successful.

Your Leader must be Neutral, Advantaged, or Tailing, and have the required number of Bursts available to play In My Sights cards. In My Sights cannot counter any other cards.

There are several In My Sights cards that cause special damage. The special information is noted on each card. If a card has a lasting effect, place the card next to the targeted aircraft as a reminder.

Fuel Tank: The enemy aircraft is destroyed.

Wounded: The enemy aircraft suffers 2 hits and must discard 2 cards.

On Fire!: The enemy aircraft suffers 2 hits and will continue to take damage each turn. Draw a card at the start of

each turn. The damage is based on the color of the cards drawn.

Wing: The enemy aircraft suffers 2 hits.

Engine: The enemy aircraft suffers 2 hits and suffers -1 Horsepower (-1 Attack if a Wingman).

Tail: The enemy aircraft suffers 2 hits and suffers -1 Performance (-1 Response if a Wingman).

Out of the Sun (Rare)

These work just like In My Sights except they are much harder to counter. Out of the Sun cannot counter any other cards.

Maneuver (Common)

The effect of a Maneuver card depends on whether you are targeting a Leader or a Wingman.

If a Leader or a Wingman is targeting a Leader, this will change the Leader's position by one in your favor. If your Wingman is targeting another Wingman, he can use the card as an In My Sights 1 Burst for 1 Damage card. If your Leader is targeting a Wingman, he can either gain one extra Burst, or he may use the card as an In My Sights 1 Burst for 1 Damage card.

Immelmann (Rare)

If a Leader or a Wingman is targeting a Leader, this will change the Leader's position by two in your favor. If your Wingman is targeting another Wingman, he can use the card as an In My Sights 1 Burst for 2 Damage card. If your Leader is targeting a Wingman, he can either gain two extra Bursts, or he may use the card as an In My Sights 1 Burst for 2 Damage card.

Response Cards

Barrel Roll (Common)

Barrel Rolls counter In My Sights and Barrel Roll.

Chandelle (Common)

Chandelles counter In My Sights, Maneuver, and Stall Turn.

Stall Turn (Common)

Stall Turns counter In My Sights, Maneuver, Side Slip, and Chandelle.

Ace Pilot (Rare)

Ace Pilots are the best Response card. They can counter any other card, including another Ace Pilot.

Special Cards

Side Slip (Uncommon)

Side Slip cards can be played in two different ways. If your Leader is in Disadvantaged position, a Side Slip can be played as an Attack card by a Leader. If the Side Slip is successful, your Leader will become Advantaged (i.e. the Leaders switch positions). If a Wingman targets a Wingman, a Side Slip allows your Leader to draw one card. The Leader draws the card and places it in his hand. As a Response, Side Slips can counter In My Sights, Slide Slip, and Barrel Roll.

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Vertical Roll (Uncommon)

Vertical Rolls can be played in two different ways. As an Attack, Vertical Roll can be played by a Leader in a Disadvantaged or Tailed position. If it is not countered, the Leader changes his altitude by one level. The enemy Leader must discard one card to follow (regardless of Advantaged or Tailing position) and then discard one more card to climb to the new altitude or draw one card if diving to the new altitude. If played as an Attack by a Wingman, a Vertical Roll will allow your Leader to draw one card. As a Response, Vertical Roll counters In My Sights, Out of the Sun, and Vertical Roll.

This deluxe game adds three new types of action cards to the deck as well as a few more cards first seen in the original game. Add all of these cards to your action card deck.

In My Sights (Gunner) – (Rare)

This is a special type of In My Sights card. Only an aircraft with a Gunner can play this type of card.

Your Leader must be Neutral, Advantaged, or Tailing, and have the required number of Gunner Bursts available to play In My Sights cards.

These cards can be responded to like any other In My Sights card.

Barrel Roll (Under the Tail) – (Rare)

This is a special type of Barrel Roll card. These cards can only be played in reaction to an attack from a Gunner. They can counter In My Sights and Out of the Sun.

These cards can be responded to like any other Barrel Roll card.

Maneuver (Easy Target) – (Rare)

This is a special type of Maneuver. This type of card can only be played against a Bomber. It can be played to either gain 4 extra Bursts, or it can be played against the Bomber as an In My Sights 1 Burst for 4 Hits.

These cards can be responded to like any other Maneuver card.

Special Abilities

Some Leaders have special abilities that are noted on their cards.

Good Climb: Normally you discard one or two cards when you climb, with this aircraft you discard one less card.

Bad Climb: Normally you discard one or two cards when you climb, with this aircraft you discard one more card.

Good Dive: Normally you draw one card when you dive, with this aircraft you draw two cards.

Bad Dive: Normally you draw one card when you dive, with this aircraft you draw zero cards.

Good Guns: All In My Sights and Out of the Sun attacks from this aircraft inflict one extra hit. This does not apply to attacks from the aircraft's Gunner.

Good Turn: Draw one card when this Leader plays a Chandelle card.

Weak Wing: The Leader suffers one Hit when you play a Vertical Roll and choose to Dive.

High Altitude: Your Leader does not suffer a penalty when at High Altitude. For your Wingmen to avoid this penalty, the Leader card must have the High Altitude ability. In the case of a Mixed Flight, both the flight Leader aircraft and the Leader aircraft matching the Wingmen must have the High Altitude ability.

Gunner

These aircraft have a rear-facing gunner that can play In My Sights and Out of the Sun cards against an enemy Leader that is Advantaged or Tailing his aircraft, or against any Wingman at his same altitude.

Gunners have a Burst limit as noted. A Gunner's Bursts do not subtract from the aircraft's normal Bursts for the turn. Gunners attack during their Leader's "Play Cards" step. Gunner attacks can be reacted to as normal. Gunner Jam Checks and the aircraft's normal Jam Checks do not affect each other.

EXAMPLE OF PLAY

Here is an example of play to give you an idea of how game play goes. In this battle a leader and three wingmen of Fokker Dr.I's are facing off against a leader and one wingman of SPAD XIII's.

Randomly, it has been determined that the SPAD's will get to go first each turn. The SPAD player chooses to start at Medium altitude. The Fokker player then also (unwisely) chooses to start at Medium altitude. Had the Fokker player choose to begin at a different altitude he could have denied the SPAD's wingman an attack on the first turn.

The SPAD player begins with his Wingman step. His wingman has an Attack rating of 3, so he draws 3 cards: Out of the Sun 3 Bursts for 4 Hits, Side Slip, and Vertical Roll. The SPAD player declares that the left-most Fokker wingman will be his target. The Fokker player draws 2 cards because his wingman has a response rating of 2: In My Sights 1 Burst for 1 Hit, and Vertical Roll. The SPAD player plays his Out of the Sun. The Fokker player reacts with his Vertical Roll (because a Vertical Roll will react to an Out of the Sun). The SPAD player reacts with his own Vertical Roll. The Fokker wingman takes 4 Hits. This is enough to flip it to its Damaged side. One more Hit will shoot it down. The SPAD player then targets that same Wingman with his Side Slip. The Wingman cannot play a card that will respond, so the SPAD player gets to draw a card and add it to his Leader's hand. The Leader began the game with 8 cards (equal to his Performance), so this brings him up to 9.

The SPAD player then gets to adjust his altitude. He decides to stay at Medium altitude.

The SPAD Leader now gets to play cards. He selects the damaged Fokker wingman as his first target and plays an In My Sights 1 Burst for 1 Hit. Because the SPAD Leader has the 'Good Guns' special ability, this attack will inflict 2 Hits. The Fokker draws 2 response cards. Neither card will respond to an In My Sights, so the Wingman goes down in flames! The Leader then plays a Maneuver card against the Fokker Leader. The Fokker Leader responds with a Chan-

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delle. Because the Fokker Leader has 'Good Turn', he gets to draw a card. The SPAD Leader responds with a Stall Turn. The Fokker Leader does not respond and the SPAD becomes Advantaged on the Fokker.

The SPAD Leader has only one Burst per turn, which it used against the Fokker wingman. It now gains one Burst against the Fokker Leader because it is Advantaged on him. If he gives up this position, he will lose the bonus Burst.

The SPAD Leader plays another Maneuver, and the Fokker Leader does not respond. The SPAD Leader is now Tailing the Fokker Leader and gains two more Bursts. The SPAD Leader plays an In My Sights 2 Bursts for 2 Hits against the Fokker Leader (this attack will inflict 3 Hits because of the SPAD Leader's 'Good Guns' ability). The Fokker Leader does not respond and takes 3 Hits, which is not enough to flip it to its Damaged side. The SPAD Leader has 1 Burst remaining unused on the Fokker Leader.

Now, doing something that is only seen in an example of play, the SPAD Leader opts to give up his position on the Fokker Leader (and his one unused Burst) and plays a Maneuver card against one of the remaining Fokker Wingmen in order to gain one Burst. The Wingman draws 2 response cards and chooses to not play any. The SPAD Leader gains one Burst against the Wingman. The SPAD Leader then plays an In My Sights 1 Burst for 1 Hit against the Wingman. The Wingman does not respond and takes 2 Hits.

The SPAD Leader chooses to not play any more cards.

The SPAD Leader can now choose to discard. He does not need to discard any to get his full card draw, so he discards zero cards.

The SPAD Leader has a Horsepower of 3 at Medium Altitude, he draws one card at a time, and none of the draws will take him over his Performance of 8, so he gets all of his draws. Once he held 8 cards, he could not have drawn any more cards.

This ends his turn.

OPTIONAL RULES:

Mixed Flights

When selecting Wingmen for the game, you can choose any Wingmen of your Leader's nation. All aircraft must still be of the year selected for the battle or earlier.

Extra Leaders

When selecting aircraft, you may select more than one Leader. Each Leader can still have any number of Wingmen. Each Leader gets its own hand of cards based on its Performance. When choosing Player Order, each Leader and its accompanying Wingmen have a place in the Player Order.

Multi-Player Games

Several players can play the game. Play as two teams that are broken up equally by Victory Points. Teams alternate in Player Order. Remove Wingmen from the game if their Leader is destroyed.

Free-for-All

These games are like Multi-Player games, except they pit all players against each other.

OTHER WAYS TO WIN

- 1) Last Plane in the Air. At the end of the game, the last Player with a surviving Leader wins the game.
- 2) The first player to kill a Leader wins the game.
- 3) Play an agreed upon number of game turns. The player with the highest Victory Point total wins the game. Calculate your victory by adding the Victory Point from each aircraft that you damage and double the victory points for each aircraft you destroy.

CAMPAIGNS

The Campaign rules allow you to create pilots and lead them through a series of missions in one of WWI's historical settings. A campaign is played as a series of missions and there are specific goals and resources to enhance the game.

Set-Up

To play a campaign, start by selecting the campaign you and your opponent want to play. Next, each of you chooses the side you want to play: Allied or German. On the campaign sheet under Set-Up you will find the aircraft given to the Leader of each player. This area also shows you how many missions you will fly to complete this campaign.

On the Campaign Log sheet, record the campaign name. Each player also records their two pilot names, and the aircraft each will fly. Each pilot has his own section of the Log to record his exploits. These pilots will be your Leaders during the campaign.

FLYING MISSIONS

At the start of each mission, each player may choose one option found in the Special Options area on the campaign sheet. A player may choose each option only once during a campaign. Secretly record your choices on a piece of paper and then reveal them at the same time at the start of the mission. If an aircraft is called for, and the card is not available, use a substitute card and treat it as having the appropriate stats.

All campaign missions last 6 turns.

Next, draw a card from the game deck. Each mission box is numbered and titled.

Example: Mission #2. Allied Bombing Attack

Each mission box also has the name of one or more Action cards. Find the mission box that has the name of the card you drew. You will fly that mission. Some missions also show the city name where the mission took place. This information adds flavor to the mission but does not affect the game. Also in the mission box, you will find the extra planes assigned to the mission.

Example: L/W DFW CV

This means the German player gets a Leader and Wingman of DFW CV's as part of the mission.

FLYING CIRCUS

Example: Ldr R.E. 8

Means the Allied player gets an R.E. 8 Leader.

The mission box will also show the number of Leaders and Wingmen that are to be flown by both the Allied and German players

Example: Allied- L/W/W, German- L/L/W/W/W

This means the Allied player gets to fly one of his Leaders and two Wingmen. The German player gets to fly both of his Leaders and three Wingmen. The Wingmen must be of the same plane type as the leader.

On the Campaign Log, record the Mission Number and Special Options taken by each player.

At the bottom of the Campaign Log, you will find detailed instructions for each mission type. Reference those to learn your winning conditions. When the mission is completed, record the Victory Points (VPs) scored by each player on the Campaign Log.

Repeat for each mission of the campaign.

Earning Pilot Skills

Throughout the campaign, keep track of your missions, kills and the times you damage an enemy on the Campaign Log's Pilot Experience area. Fill in bubbles as experience is earned for each pilot.

When a pilot earns 5 Experience, you can select 1 skill for him from the first set of skills. When he earns his 10th Experience, you get one skill from the second set of skills. The same applies for the 15th and 20th Experience earned.

Some skills, like +1 Performance, will modify the aircraft ratings. Others, like "Immelmann", mean the pilot starts with that card in his hand at the start of all battles in addition to his normal cards. Search the deck to locate the card before each mission he flies.

You can use the Pilot Notes area to record any special accomplishments that your pilot might have achieved.

Pilot Replacement

If a pilot is shot down, he may or may not have been killed. To see if his parachute returns him safely to the ground and back to his unit draw a card. If the card is blue, he is returned to you, if the card is blue/red or red, he's dead. If one of your pilots is killed, you get a replacement. Check the Replacements area on the Campaign Sheet. Draw a card to see what aircraft type you get. Create a new name for your new pilot to add to the Campaign Log. He begins fresh.

Do not track the skills or deaths of Wingmen. You will always have the specified number for every mission. If the replacement aircraft is of a different type than the previous Leader, swap out the old Wingmen for the Wingmen cards that match the new Leader's aircraft.

Cheat Death

There is a Cheat Death bubble in the pilot notes area. This can be filled in only once per pilot during a campaign. When a pilot is killed, fill in his cheat death bubble and return that pilot to your resources.

Pilot Cards

Several of the campaign Special Options will add an historical pilot. To do so, use the pilot card and the aircraft specified by the Option.

Each pilot card has a point value. These values are used when you are selecting forces for a stand-alone dogfight. The point values are not used in campaigns. Place the leader card on the Leader aircraft card you want to enhance. Limit one card per plane.

Pilot cards have a list of skill abbreviations and numbers. Here is what they mean:

P+x = Increase the aircraft performance rating by x.

H+x = Increase the aircraft horsepower rating by x.

D+x = Increase the aircraft damage rating (both to flip and destroy) by x.

B+x = Increase the aircraft burst rating by x.

AP = Once per game, you can play any one card as if it were an Ace Pilot.

Campaign Victory

After the last mission of the campaign, tally the victory points scored by each side, then subtract the German VPs from the Allied VPs to get a net Total. Consult the Victory table on the Campaign Sheet to see the campaign's outcome.



Credits

Game Design: Dan Verssen

Original Game Development: Holly Verssen

Original Playtesters: Chris Richardson, Kevin Verssen, Kira Verssen

WWI Aircraft Research: Chris Janiec

Aircraft Line Drawings: Martin Scott & Dan Verssen

DG Edition Development: Christopher "Doc" Cummins

DG Playtesters: John Alsen, Callie Cummins, Dan Frick, Paul Koenig, Kristen Scales.

Card Art & Layout: Joe Youst

Production: Callie Cummins

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