

Down In Flames – WWI 9/7/2005

Introduction

Down In Flames - 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 Down In Flames game opens up the whole new era of WWI combat. For those of you who have played the WWII version of the game series you will find that you catch on to the game, and its new systems very easily. For people who are new to the game, welcome aboard!

Either way, we hope you enjoy the game.

Here is a screenshot of a Vassal game in progress...



Play Formats

These rules include information for both the PDF download and Vassal formats of the game. Some of the graphics shown in the rules might look different due to the differences between the two formats.

Vassal Information

This section only applies to the Vassal format of the game.

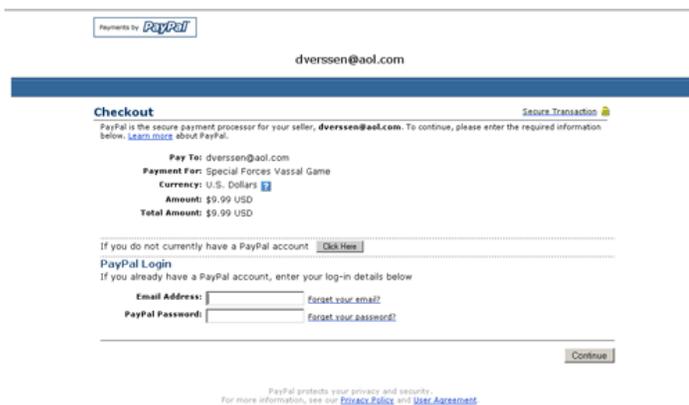
Registering this Game

We have made these rules freely available through our website because we feel that by showing people the rules, our audience will see what a cool game we have made, and will want to start playing.

Here are the basic steps you need to do to get started. Each is covered in much more detail in their respective web pages.

Go to our website's "Order" page and purchase the game using PayPal's secure online service. Install the game using the registration code that is immediately emailed to you. Connect to Vassal's online room, chat with the other players, and start up a game.

Pay Pal's buy page:



The screenshot shows a PayPal checkout page. At the top, it says "Payments by PayPal" and "dverssen@aol.com". The main heading is "Checkout" with a "Secure Transaction" icon. Below this, it states: "PayPal is the secure payment processor for your seller, dverssen@aol.com. To continue, please enter the required information below. [Learn more](#) about PayPal." The transaction details are: "Pay To: dverssen@aol.com", "Payment For: Special Forces Vassal Game", "Currency: U.S. Dollars", "Amount: \$9.99 USD", and "Total Amount: \$9.99 USD". There are two sections: "PayPal Login" for existing users and a "Click Here" link for new users. The "PayPal Login" section has fields for "Email Address" and "PayPal Password", each with a "Forgot your [email/password]?" link. A "Continue" button is at the bottom right. At the very bottom, there is a small footer: "PayPal protects your privacy and security. For more information, see our [Privacy Policy](#) and [User Agreement](#)."

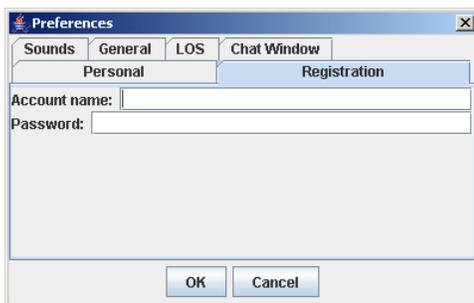
To enter your registration code, double-click on the Vassal icon now on your computer.



You will see the game screen appear.

Go to: File -> Edit Preferences -> Registration

Enter the Username and Registration code contained in your registration email.



The screenshot shows a "Preferences" dialog box with a title bar and a close button. It has four tabs: "Sounds", "General", "LOS", and "Chat Window". The "Registration" tab is selected. Under the "Registration" tab, there are two input fields: "Account name:" and "Password:". At the bottom of the dialog, there are "OK" and "Cancel" buttons.

Game Tutorial

Included in the game is a quick tutorial. This tutorial will give you a very basic overview of the game. To open the tutorial, go to the Help pull down menu and select "Tutorial". Information will then appear in the

Chat area. The first instruction will direct you to hit the "Step Forward" button. Continue hitting this button to move through the tutorial.



In some games, the play area is larger than the area displayed on your screen. Use your scroll bars to move around the play area to follow the action.

Starting-Up a Game

Here is our standard instruction sheet for creating and joining Vassal games...

Starting a Vassal Game

- 1) Double-click the desk-top game icon. The Game Control window will open. Some Vassal games will have a "New Game" option, others will have a "Games" option with pre-made scenarios. Select New Game or Games (#1). If you select Games, also select a scenario.
- 2) Click on the server button (#2) to bring up the Active Games window and the Current Game window.
- 3) Click on the connect button (#3).
- 4) Type what you want to call your game room in the #4 area. Make the name unique so your opponent can find it among the other open games like: "Tic-Tac-Toe". Enter.
- 5) The game name will now appear in the window below the New Game (#5) area under Main Room. The game name will also appear in the Current Game window with your screen name.

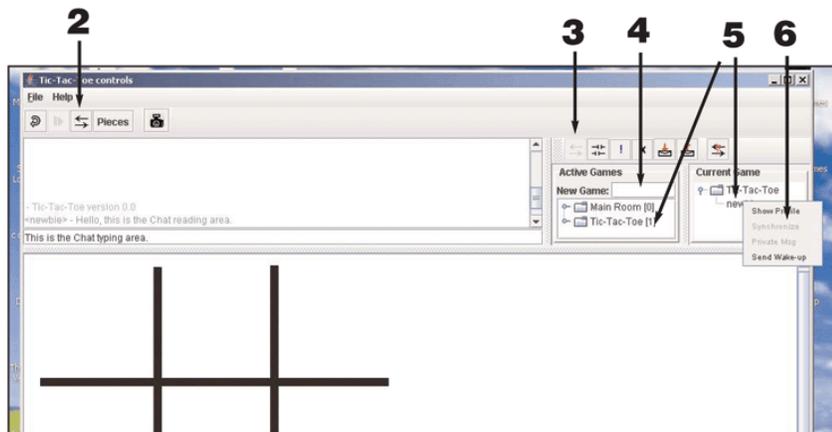
Joining a Vassal Game

- 1) Your opponent must have already gone through the "Starting a Vassal Game" steps for you to be able to join his game.
- 2) Double-click the desk-top game icon, when the Game Control window comes up, click on #2, then on #3.
- 3) Type in the name of the game room you want to join (in this case, "Tic-Tac-Toe". The game will appear in the Current Game window.
- 4) Right-click on #5 the first player's name and select "synchronize" (#6). The game is now ready to play between both of you.



To Play the Game Again

- 1) Both players must do the following: Select Close Game (#7), then select New Game or Games (#1) for either a new game or a scenario.
- 2) The board reappears and the new game is ready to play.



Adjusting the Screen

Between the map and the Chat area is a thick gray line. You can hold your cursor over that line and drag the line up or down to change the size of the Chat area. In fact, all thick gray lines can be adjusted in this way.

Vassal Commands

The Vassal module contains a rich set of right-click commands built into the game pieces.

Right-click on the game's cards and counters to discover how you can adjust the values and markers that are built into them.

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 secretly purchase as many Wingmen as possible 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 in a Neutral position to the enemy Leaders and Wingmen.
- 6) Determine Player Order by randomly dropping a Turn Order counter in front of each Player. You will play the game by going back and forth in this order.
- 7) Each Player, in Player Order, openly chooses an Altitude and places an Altitude counter 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

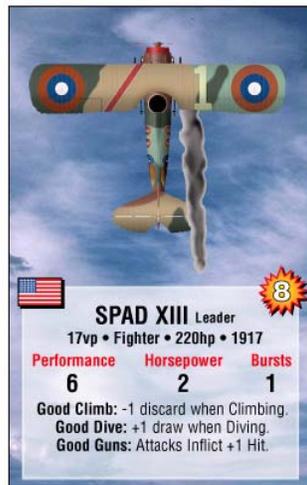
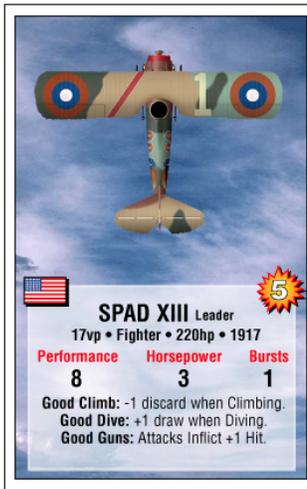
Shoot down the enemy Leader to win the game.

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 – Action / 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
3. Leader Attacks
 - a. Leader can give up positioning if Advantaged or Tailing
 - b. Declare a Target
 - c. Leader Plays Cards - Action / Response cycle
 - d. Repeat 'a' through 'c' as needed
4. Discard
5. Draw

Your Leader

Leader cards are double-sided. The frontside is for when they are mostly undamaged, and the backside shows their reduced capabilities for when they are damaged.



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

Performance – When you draw cards at the end of your turn you cannot hold more cards than the number shown as your Performance rating.

Horsepower – A Leader's Horsepower is the maximum number of cards your Leader can draw at the end of each of your turns. Your Leader cannot draw a card due to Horsepower if it would put him in excess of his Performance rating.

Bursts - The number of Bursts of attacks your Leader can use each turn. There are 2 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.

Your Wingmen

Your Leader represents you in the game. All the Wingmen are helpers, but not as important as the Leader.

Your Wingmen also have sets of stats. Like Leaders, they have a frontside and backside.



Airframe - This stat works the same as it does for you Leader. When you have accumulated damage points equal to your Airframe, your aircraft is flipped to its damaged side. When you have accumulated damage points equal to your Airframe on your aircraft's Damaged side, your aircraft destroyed.

Attack - The number of cards your Wingman gets when it is his turn to attack. Your Wingman is not limited by Bursts, he can play all the In My Sights and Out of the Sun cards he draws.

Response - The Response stat is the number of cards your Wingman draws the first time he targeted for attack by an enemy aircraft.

When an enemy aircraft attacks your Wingman, you draw cards for him. These cards are kept even if the attacker later plays a card against a different aircraft. If the attacker then switches back to your Wingman, your Wingman will only have the cards that he had remaining from his initial draw.

Once the attacking aircraft's turn is completed, your Wingman discards any of his remaining cards. He then draws a fresh hand the next time he is attacked.

Bombers

Bombers will be added to the game in future expansions.

Actions and Reactions

WWI-Down In Flames is based on a unique Action & Reaction game system. You can play 3 different types of cards: Action, Reaction and Both. Each card notes what it can do and what it can respond to.

Action Cards (red text): In My Sights, Out of the Sun, Maneuver, Immelmann

Action Cards - Action cards allow your aircraft to initiate an action during its turn. You cannot play these cards during an opponent's turn. When you play an action card, declare the enemy aircraft to be the target. If your action card will adjust the target's position or the number of Bursts that can be fired against it, also declare which friendly aircraft will benefit.

Action cards allow your Leader's plane to gain a better position on an enemy Leader, adjust your Leader's altitude, attack an enemy aircraft, or gain extra Bursts against an enemy Wingman or Bomber.

Reaction Cards (blue text): Barrel Roll, Chandelle, Ace Pilot, Stall Turn

Reaction Cards - Reaction cards allow you to respond to a card played by an enemy player. You can play Reaction cards during your turn and when the opposing player uses a card against you during his turn. Each reaction card can react to specific cards including other reaction cards. This often leads to a chain of cards being played.

Action and Reaction Cards: Side Slip, Vertical Roll

Action and Reaction Cards - These cards can both initiate an action and react to certain other cards. This flexibility makes them very powerful.

How It Works

Each card can either initiate an action and/or counter an action that is 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 WWI-Down In Flames. Here's how it works. The acting player initiates an action by playing a card. The airplane targeted by the card then has a chance to play a card to counter. If the card is countered, the first player can play another card to counter the last card played. This continues back and forth until a player cannot counter. If the acting player plays the final card, his initial action is successful. If the defending player plays the final card the initial action is cancelled.

Example: 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 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.

Example 3: 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 1 adjusts his Leader card to face the side of Player 2's Leader card. Player 1 is now in an Advantaged position against the Leader of Player 2.

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 as no affect, discard it. Your aircraft cannot play any other cards with a Burst cost until the end of the turn. Discard the card drawn for the Jam Check.

Leader Attack

Using the cards in your hand during your turn, choose a red card to attack 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.

During your turn you can target one or more enemy aircraft. You can break up your Bursts any way you want. Play a 1 Burst attack, then another 1 Burst attack at the same aircraft, then a 2 Burst attack at a different aircraft, etc.

Wingmen Attack

Attacks by Wingmen - 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 positioning of a Leader.

Wingmen first draw their attacks cards and then declare a target before each card is played. Enemy aircraft targeted by Wingman cards can respond as normal.

Wingman 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 your aircraft. The amount of damage is stated on the attack card. Place counters on the aircraft cards to indicate the amount of damage they have taken. 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 destroyed.

When your Leader is destroyed, you are out of the game. If a Wingman is destroyed, remove it from play and continue the game.

Positioning

Positioning refers to the relative position your Leader holds in relation to an enemy Leader. Wingmen do not hold Position. You can play Maneuver, Immelmann, and Side Slip cards to 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.

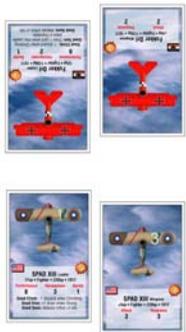
Tailing - Your Leader's nose is pointed at an enemy Leader's tail. This is the best position for you. You get 3 extra Bursts and his Leader cannot play In My Sights or Out of the Sun cards against you.



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



Neutral - Your Leader's nose is pointed at an enemy Leader's nose. This is an okay position for you. 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 you.



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



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



It is possible for more than one Leader to be Advantaged or Tailing an enemy Leader. Also, it is possible for a Leader to be Advantaged or Tailing an enemy Leader, while being Disadvantaged or Tailed by a different enemy Leader.

Here is an extreme example of multiple Leaders being engaged on each other...



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 aircraft he must give up his positioning before he can attack another Leader or Wingman.

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 enemy Leader at his same Altitude.
- Any enemy Wingman at his same Altitude.

If your Leader is Advantaged or Tailing, he can play cards against:

- The enemy Leader he is Advantaged on or Tailing.
- A Leader may give up his positioning before playing a card. If he chooses to do this he may attack any Leader at his same Altitude.

Your Wingman can play cards against:

- Any enemy aircraft at his Leader's Altitude.

Altitude

Down In Flames – WWI uses 3 very broad altitude levels: Low, Medium, and High.

Initial Altitude - Before the start of a mission you get to choose at which altitude your Leader will begin the game.

Changing Altitude - During each of your Leader's turns you will be given a choice to 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 your same altitude.

Every time you climb one altitude level, you must select 1 of your Leader's cards to discard. 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.

When the enemy climbs to a higher altitude:

If you are advantaged, you must discard one card to follow and discard another card to climb to a higher altitude.

If you are tailing you may freely follow but you must discard a 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 advantage don the same plane that is changing altitude, those planes must decide to follow, or not, according to player order.

The 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 special 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 aircraft being affected as a reminder.

Fuel Tank: If this card is not countered, the enemy aircraft is destroyed.

Wounded: If this card is not countered, the enemy aircraft suffers 2 hits and must discard 2 cards.

On Fire!: If this card is not countered, 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: If this card is not countered, the enemy aircraft suffers 2 hits and will suffer 1 Hit each time it changes Altitude.

Engine: If this card is not countered, the enemy Leader suffers 2 hits and suffers -1 Horsepower (-1 Attack if a Wingman or Bomber).

Tail: If this card is not countered, the enemy Leader suffers 2 hits and suffers -1 Performance (-1 Response if a Wingman or Bomber).

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.

Barrel Roll (Common)

Barrel Rolls are a defensive card. They can counter In My Sights and Barrel Roll.

Chandelle (Common)

Chandelles are a defensive card. They can counter In My Sights, Maneuver, and Stall Turn.

Stall Turn (Common)

Stall Turns are another defensive card. They can counter In My Sights, Maneuver, Side Slip, and Chandelle.

Ace Pilot (Rare)

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

Maneuver (Common)

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

If you are targeting a Leader, you will change the Leader's position by one in your favor in relation to any one of your Leaders. Specify the targeted enemy Leader and a friendly Leader to benefit.

If your Leader is targeting a Wingman or a Bomber, he can either gain one extra Burst, or he may use the card as an In My Sights 1 Burst for 1 Damage card.

If your Wingman is targeting another Wingman or a Bomber, he can use the card as an In My Sights 1 Burst for 1 Damage card.

Immelmann (Rare)

If you are targeting a Leader, you will change the Leader's position by two in your favor in relation to any one of your Leaders. Specify the targeted enemy Leader and a friendly Leader to benefit. You cannot select a Leader that is already Advantaged against the targeted enemy Leader.

If your Leader is targeting a Wingman or a Bomber, he can either gain two extra Bursts, or he may use the card as an In My Sights 1 Burst for 2 Damage card.

If your Wingman is targeting another Wingman or a Bomber, he can use the card as an In My Sights 1 Burst for 2 Damage card.

Side Slip (Uncommon)

Side Slips can be played in two different ways. They can be played to adjust your position or to counter an enemy card.

Side Slips can be played if an enemy Leader is Advantaged. If the Side Slip is successful, that Leader will go from being Advantaged to being Disadvantaged.

Side Slips can counter In My Sights, Slide Slip, and Barrel Roll.

If you are targeting a Wingman or Bomber a Side Slip to allow your Leader to draw one card. The Leader draws the card and places it in his hand.

Vertical Roll (Uncommon)

Vertical Rolls can be played in two different ways.

Vertical Rolls can be played by a Leader to change his altitude by one level. If you are Advantaged or Tailing when the enemy plays a Vertical Roll to change altitude, your Leader must discard one extra card if you want to follow him to his new Altitude.

If you are targeting a Wingman or Bomber, a Vertical Roll will allow your Leader to draw one card. The Leader draws the card and places it in his hand.

When a Vertical Roll is played, it is responded to as normal. Only if it is successfully played does the effect take place.

Vertical Rolls also counter In My Sights, Out of the Sun, and Vertical Roll.

Special Abilities

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

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.

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.

Good Climb

Normally you discard one card when you climb, with this aircraft you discard zero cards.

Bad Climb:

Normally you discard one card when you climb, with this aircraft you discard two cards.

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:

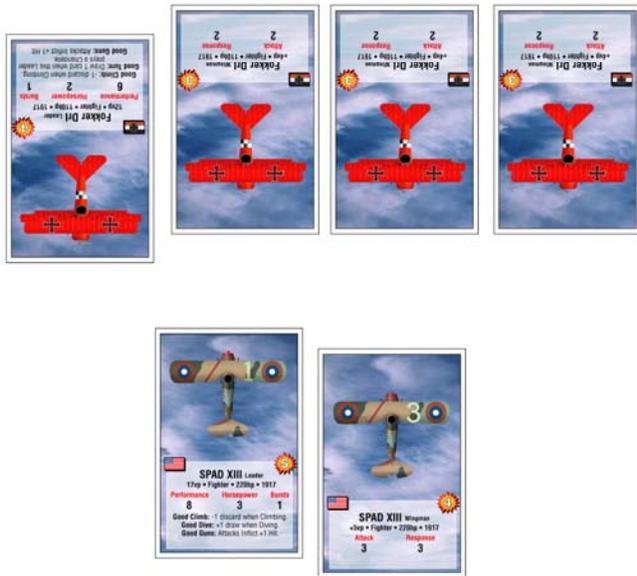
The Leader suffers one Hit when you play a Vertical Roll and choose to Dive.

High Altitude:

Your Leader does not suffer a penalty when at High Altitude. For your Wingmen to avoid this penalty, their Leader must have the High Altitude ability.

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 he goes down in flames! The Leader then plays a Maneuver card against the Fokker Leader. The Fokker Leader responds with a Chandelle. 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 purchase 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 put all players against each other.

Ways to Win

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

Credits

Game Design	Dan Verssen
Game Development	Holly Verssen
Vassal Module Creation	Marcos Hidalgo

WWI Aircraft Research
Aircraft Art

Playtesters
Rules Edits

Chris Janiec
Martin Scott (the cool looking planes)
Dan Verssen (the okay looking planes)
Chris Richardson, Kevin Verssen, Kira Verssen
Steve Keifer, Paul Loong, Michael S. Wawrow, and Marcos Hidalgo