Down In Flames
Locked-On

THE MODERN
AIR COMBAT
CARD GAME

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Box Cover Painting by
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Introduction
Welcome to the jet age skies of *Down In Flames: Locked-On!* Locked-On takes the *Down In Flames* series into the Jet Age and adds Missiles and Range to the game! This game includes aircraft from the Korean War all the way up to modern day!

Components
Locked-On contains the following components:

**The Action Cards**
You hold Action cards in your hand and play them to perform air combat maneuvers with your Aircraft card.

![Action Cards Diagram]

**Value when played to "Maneuver for Positioning"**

**Value when played to "Maneuver to Adjust Range"**

**Card Title**

**Effect when played to initiate an Action During your turn.**

**List of Action cards this card can React to.**

This Action card can be played to either initiate an Action during your turn, or...

Be played to React to any of these Action cards.
The Aircraft Cards

Your Aircraft card represents your Aircraft in the battle.

Country and Service Year – The flag notes the Aircraft’s nation, and the year shows the year it entered service. These are used to set-up historical battles.

Aircraft Designation – The Aircraft’s military designation.

Speed rating – Having a higher Speed rating than the enemy Aircraft gives you an advantage in combat.

Performance rating - The number of cards in your hand may not exceed your Performance rating when you draw cards during either the Pre-Turn or Post-Turn Draw Cards step.

Pre-Turn Thrust/Afterburners – Draw this number of cards at the start of your turn. Some Aircraft are equipped with Afterburners. Aircraft with Afterburners have a second Thrust number in the top-right corner of each of their boxes. If your Aircraft’s Afterburners are On, draw this number of cards instead of your normal Thrust number. If an Aircraft does not have Afterburners, it will have a “-” instead.

Post-Turn Thrust/Afterburners – Draw this number of cards at the end of your turn.

Gun rating – Reduces the number of Action cards you must discard when performing a Gun attack. Aircraft with a “-” for their Gun rating cannot perform Gun attacks.

EW rating (Electronic Warfare) - Reduces the number of Action cards enemy Missiles draw when targeting your Aircraft.

Countermeasures - The number of Countermeasures counters your Aircraft starts with.

Standard Missile Load - The Missile types and quantities your Aircraft begins with.

Victory Points – Used for balancing missions and determining victory. Aircraft have 2 Victory Point values and a Victory Point modifier. The top-most value is for the Aircraft without Missiles. The value below the Standard Missile Load is the Aircraft’s value when armed with the listed Missiles. Subtract the modifier from the Aircraft’s values if none of the opposing Aircraft are equipped with Missiles.

Example: The F-15 is worth 62 VPs without Missiles. When it is carrying the noted Missiles, it is worth 92 VPs. If none of the enemy Aircraft are equipped with Missiles, reduce the F-15’s VP value (with, or without, Missiles) by 14 VPs.
**Missile Counters**

You’ll use Missile counters to track the type and number of Missiles carried by your Aircraft. Missile counters are double-sided. One side shows 2 Missiles and indicates that you have 2 Missiles of that type. The other side has only a single Missile, and shows that you only have 1 Missile of that type.

**Missile Designation** - The military designation for the Missile.

**Missile Type** - The color band indicates if the Missile is Heat Seeking (Red band), Radar-Homing (Black band), or Active Homing (Green band).

**Missile Cards (when Neutral)** - The number of cards the Missile draws when launched from a Neutral Position.

**Missile Cards (when Advantaged)** - The number of cards the Missile draws when launched from an Advantaged Position.

**Missile Cards (when Tailing)** - The number of cards the Missile draws when launched from a Tailing Position.

**Missile Value** - The Missile’s value if you are creating a custom Missile loadout for an Aircraft.

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**Altitude Counters**

Used to track each Aircraft’s Altitude. In order from left to right, they are: High, Medium, and Low.

**Range Counters**

Used to track each Aircraft’s relative Range to other Aircraft. In order from left to right, they are: Gun, Heat Seeking, Radar-Homing, and Active Homing.

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**Afterburner Counters**

Used to track an Aircraft’s uses of its Afterburners. They are double-sided.

**Set-Up**

Down In Flames can easily be played with more than two players and two Aircraft in a dogfight. These rules are written from the point of view of only having two Aircraft for simplicity. To fly a dogfight with more than two Aircraft, see the Optional rules.
Preparing the Cards
Shuffle the Action cards to form a draw deck and place it facedown in the middle of the table.

You and your opponent must agree on a Victory Point (VP) total and year for your battle.

Example: A good introductory battle is between an Argentinian Dagger-A and a United Kingdom Sea Harrier. The Sea Harrier has an advantage in the battle, but this is a good example of how the game plays.

You and your opponent each secretly choose 1 Aircraft card with a VP value and year that does not exceed the agreed upon point value or year. Both of you then simultaneously reveal your Aircraft cards.

Example: If you agree to a 45-point battle, taking place during or after 1970, you could choose the Kfir.

Place your Aircraft card on the table in front of you, and then draw Action cards equal to your Aircraft’s Performance rating.

If your Aircraft has Afterburners, place 2 Afterburner counters on your Aircraft card with their “Off” sides up.

Starting Position
All Aircraft start in a Neutral Position.

Starting Altitude
All Aircraft start at Medium Altitude. Locate a Medium Altitude counter and place it next to your Aircraft card.

The Aircraft with the higher EW rating can choose to go first or second. If both Aircraft have the same EW rating, randomly determine which Aircraft goes first.

Play then alternates back and forth for the remainder of the game until one Aircraft is shot down or both players have completed 6 turns.

Once both players have completed a turn, a round of play has been completed.
How to Win
Shoot down the enemy Aircraft to immediately win the game. If neither Aircraft is shot down after 6 rounds of play, the game ends in a draw.

Sequence of Play
When you’re the acting player, perform the following steps during your turn:

Afterburners
Pre-Turn Discard/Draw Cards
Adjust Altitude
Speed Maneuvering
Play Cards
Post-Turn Discard/Draw Cards

Afterburners
If you choose to turn on your Aircraft’s Afterburners, flip one of your Afterburner counters to its “On” side.

Use the A/B numbers for card draws in the upper right corner of the Thrust areas on your Aircraft card during the Pre-Turn and Post-Turn Discard and Draw Cards steps.

Your Afterburners remain “On” until the start of your next turn. Discard the counter at the start of your next turn.

If your Aircraft’s Afterburners are On, and a Heat Seeking Missile is fired at your Aircraft, the Missile draws 2 extra cards. Missiles with a “-” at the current firing Position do not gain this bonus and cannot launch.

Pre-Turn Discard/Draw Cards
You may discard as many cards as you like from your hand.

After discarding, draw cards equal to your Aircraft’s Pre-Turn Thrust/Afterburners. You cannot draw a card due to Thrust/Afterburners if it would put you in excess of your Performance rating.

Adjust Altitude
You can choose to stay at the same Altitude, Climb one Altitude level, or Dive one Altitude level.

Speed Maneuvering
Compare your Aircraft’s Speed with that of the enemy Aircraft. If your Speed is higher, you get 1 free Speed Maneuvering for each point your Speed is greater than theirs.

Declare your Speed Maneuvering points one at a time and treat them as if you had just played an Action card to “Maneuver” to adjust Position or Range. Declare if each point is being used to adjust your Position, your Range, or their Range. Each point starts a normal reaction cycle.

Play Cards
Declare an enemy Aircraft to play cards against. The card play cycle of action and reaction is used for each card played. Continue playing cards as many times as desired.

You can choose to give up your Advantaged or Tailing Position on an enemy Aircraft during your turn, and return to Neutral.

You can play cards against more than one enemy Aircraft during this step.

Post-Turn Discard/Draw Cards
You may discard as many cards as you like from your hand.

After discarding, draw cards equal to your Aircraft’s Post-Turn Thrust/Afterburners. You cannot draw a card due to Thrust/Afterburners if it would put you in excess of your Performance rating.

Action Card Play
You initiate an action during your turn by playing an Action card. The opposing player can play an Action card in reaction if the title of your Action card appears in their Action card’s “React To:” area.

Example: The Kfir has a Performance of 7, so you can hold up to 7 cards. It has a Pre-Turn Thrust of 2 and Afterburner of 3. If you already hold 6 Action cards, you can only draw 1 card.

Examples: You play a Guns card.

He can play a Barrel Roll in reaction because “Guns” is listed in a Barrel Roll’s React To: area.
He could not play a Scissors card in reaction, because “Guns” is not listed in a Scissors’ React To area.

If the opponent plays a card in reaction, you can play a card to counter the opponent’s card. This continues back and forth until a player does not play a card in reaction.

As the acting player, if you play the final card, your initial action is successful. If the defending player plays the final card, the initial action is cancelled.

Discard all the cards played once the action is resolved. You can then initiate a new action by playing another Action card.

Example: You play a Guns card on an enemy Aircraft. The enemy player does not play a card in reaction. You Destroy the enemy Aircraft.

Example: You are Disadvantaged and play a Barrel Roll against the Advantaged Aircraft in an attempt to become Neutral.

The enemy player plays a Yo-Yo in reaction to your Barrel Roll. You do not play a card in reaction to the Yo-Yo. Your Barrel Roll is cancelled.

Example: You are Neutral to an enemy Aircraft and play an Ace Pilot as a Maneuvering for Position card. The card has a Maneuvering value of 4, but you only need 2 Position adjustments to be Tailing, so you declare Maneuvering for Position 2.

The enemy player reacts with a Barrel Roll to your Maneuvering. The enemy is trying to cancel a Maneuvering action, so the card needs to have Maneuvering in the React To area as opposed to Ace Pilot.

You react to the Barrel Roll with a Scissors. The enemy player reacts to your Scissors with a Scissors. You react to his Scissors with a Barrel Roll. The enemy player does not react to the Barrel Roll. Your Maneuvering 2 is successful and you rotate the Aircraft cards to show your Aircraft is now Tailing the enemy Aircraft.

The Action Cards

Each Action card can be used in one of several ways:

- Perform an attack or other action (An Action)
- React to a card played against you (In Reaction)
- Adjust your Aircraft’s Position (Maneuvering to Adjust Position)
- Adjust Range of one enemy Aircraft and/or your own (Maneuvering to Adjust Range)

Declare how you are using an Action card at the time you play it.

An Action

You play an Action card as an Action when you are playing it during your turn to initiate an Attack or Altitude change.

In Reaction

You play an Action card in Reaction either during your turn or the enemy player’s turn when they have played an Action card.

Maneuvering to Adjust Position

Most Action cards can be played to adjust your Position relative to the opposing Aircraft during your turn.

The maximum number of Positions the card can adjust your Aircraft’s Position is noted in its “Positioning” area in the top-left corner. You may choose to have the card adjust your Position by less than the maximum. State how many Positions you want to adjust your Position by when you play the card.
**Positions**

Here are the 5 different Positions your Aircraft can have in relation to an enemy Aircraft...

- **Neutral**
  
  All Aircraft start the game in a Neutral Position. Your Aircraft’s nose is pointed at an enemy Aircraft’s nose.

  *Example: Your Sea Harrier is Neutral to the Dagger-A.*

- **Advantaged**
  
  Your Aircraft’s nose is pointed at an enemy Aircraft’s side.

  *Example: Your Sea Harrier is Advantaged on the Dagger-A.*

- **Tailing**
  
  Your Aircraft’s nose is pointed at an enemy Aircraft’s tail.

  *Example: Your Sea Harrier is Tailing the Dagger-A.*

- **Disadvantaged**
  
  An enemy Aircraft’s nose is pointed at your Aircraft’s side.

  *Example: Your Sea Harrier is Disadvantaged by the Dagger-A.*

- **Tailed**
  
  An enemy Aircraft’s nose is pointed at your Aircraft’s Tail.

  *Example: Your Sea Harrier is being Tailed by the Dagger-A.*
Examples: An Ace Pilot card with “Positioning 4” can be used to adjust your Aircraft by up to 4 Positions.

A Guns card with a “Positioning 1” can be used to adjust your Aircraft’s Position by 1 Position.

**Reaction**

When you play a card as a Position adjusting card, your opponent can react by playing a card that reacts to a Maneuvering card.

Example: You play an Ace Pilot as a Maneuvering for Positioning card. The other player can play a Tight Turn in reaction because Tight Turn cards can react to Maneuvering cards.

**Maneuvering to Adjust Range**

Most Action cards can be played to adjust Range during your turn. This is used to adjust your Aircraft’s Range, or the Range of another Aircraft, or both.

The Range of two Aircraft is determined by the farthest Range counter of the two Aircraft.

Example: If one Aircraft is at Heat Seeking Range, and the other Aircraft is at Radar-Homing Range, the two Aircraft are at Radar-Homing Range from each other.

The maximum number of Range adjustments the Action card can perform is noted in its Adjust Range area in the top-left corner. You may choose to have the card adjust Ranges less than the maximum. State specifically how many Ranges you are adjusting and for which Aircraft when you play the card.

**Detailed Action Card Rules**

**Ace Pilot** – Can be played in reaction to any card played against your Aircraft, including other Ace Pilot cards. This card cannot be played by a Missile and is a wasted draw for the Missile.

**Barrel Roll** – As an action, this card will change your Disadvantaged or Tailed Aircraft to being Neutral.

**Break** - As an action, play this card on yourself to draw 1 extra card for your next Missile attack this turn.
Guns – As an action, this card can be played to Destroy an enemy Aircraft. In order to initiate a Gun attack, you must be at Gun Range to the enemy Aircraft.

Guns cards might require you to discard 1 or more Action cards to play. Discard these cards when you play the Guns card.

There are different subtitled variations of this card. Ignore the subtitle when playing cards in reaction to this card.

Example: A Barrel Roll will react to a Guns, Guns (Good Angle), and Guns (Great Angle).

Redline – You can play this card in reaction to Guns, Tone, Missile, and Redline cards.

Scissors – As an action, this card will change your Disadvantaged Aircraft to being Advantaged.

Split-S – You may only play this card when it is an enemy player’s turn. To be able to play this card, the opposing player must target your Aircraft with an Action card (from their Aircraft or Missile), and you must play the last card in the Action/Reaction cycle.

If you do so, you immediately end the acting player’s turn, and it immediately becomes the Play Cards step of your turn. Once your turn is finished, continue the player order following your turn as normal.

Tone / Guns - This card can be used to initiate a Gun or Missile attack. In order to initiate a Gun attack, you must be at Gun Range to the enemy Aircraft. In order to initiate a Missile attack, you must be in the proper Position and Range for the Missile.

Vertical Roll – As an action, play this card on yourself to change your Aircraft’s Altitude to the next higher or lower Altitude.

Remember to draw or discard a card when Diving or Climbing.

Yo-Yo - As an action, play this card on yourself to draw 1 extra card for your next Missile attack this turn.

Countermeasures counters - Treat these counters as if they are an Action card played from your hand. They react to “Missile” and Tone cards.

Missile “Cards” - When you launch a Missile, the enemy player must first successfully react to a Missile “card”. This isn’t an actual card. You simply declare “Missile”, and he plays a card in reaction as if you had just played an Action card.

Range
Your Aircraft will always be at one of the following Ranges.
- Active Homing
- Radar-Homing
- Heat Seeking
- Gun

You may only launch the noted Missile type at each Range. Exception: Active Homing Missiles may launch at Active Homing or Radar-Homing Ranges.

The Range between two Aircraft is the attacker’s Range or the target’s Range, whichever is farther.
Example: The attacker is at Gun Range and the target is at Heat Seeking Range. The two Aircraft are at Heat Seeking Range from each other.

When determining Range, add 1 to the Range for each Altitude difference of the attacker and target.

Example: The attacker is at Radar-Homing Range and the target is at Heat Seeking Range. The two Aircraft are at Radar-Homing Range from each other.

If, however, the attacker is at Low Altitude and the target is at Medium Altitude. This increases the effective Range from Radar-Homing to Active Homing.

Positioning
Positioning refers to the relative Position your Aircraft holds in relation to an enemy Aircraft.

Unlike the World War II Down In Flames games, in Locked-On, you can gain and maintain a Position on an enemy Aircraft even when at different Altitudes.

There is a limitation though. An Aircraft can only adjust its Positioning to Advantaged or Tailing, or maintain its Advantaged or Tailing Position, when it is within the attack Range of its longest Ranged weapon. If the Range ever increases beyond its maximum attack Range, it immediately changes its Positioning from Advantaged or Tailing to Neutral.


As you adjust Positions, rotate the two Aircrafts’ noses toward or away from each other to show their new relative Position.

Neutral - An Aircraft that is not Engaged with another Aircraft is Neutral.

Engaged - When your Aircraft is Advantaged, Tailing, Disadvantaged, or Tailed, it is Engaged against the other Aircraft. Your Aircraft can only be Advantaged or Tailing one enemy Aircraft at a time.

An Aircraft can only be Advantaged by 2 enemy Aircraft at the same time. Also, a Aircraft can only be Tailed by 1 enemy Aircraft at a time. If a Neutral Aircraft attempts to Advantage or Tail an enemy Aircraft, the enemy Aircraft must have that Position unoccupied.

Example: Two Dagger-As are Advantaged against a Harrier. A third Dagger-A wants to join the fight. It must either attack from a Neutral Position or play a Maneuvering 2 or higher card to get onto the Harrier’s tail since both Advantaged Positions are filled.

If your Aircraft is Advantaged or Tailing an enemy Aircraft, you must give up your Positioning before you can target another Aircraft with an Attack, Position adjustment, or Range adjustment.

Altitude
Altitude affects several of your Aircraft’s ratings.

High Altitude -
When your Aircraft is at High Altitude, treat the Aircraft’s Thrust and Afterburner ratings as being 1 lower than normal. Treat its Performance as being 1 higher than normal, and treat its EW rating as being 1 lower than normal.

Medium Altitude – No adjustments

Low Altitude -
When your Aircraft is at Low Altitude, treat the Aircraft’s Thrust and Afterburner ratings as being 1 higher than normal. Treat its Performance as being 1 lower than normal (if it has a Performance of 7 or higher), and treat its EW rating as being 1 higher than normal.

Altitude modifies an Aircraft’s EW rating, even if the Aircraft has a “-” Electronic Warfare rating.

Changing Altitude
During each of your Aircraft’s Adjust Altitude steps 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.
Exchange the Altitude counters as needed.

Every time you Climb one Altitude level, you must discard one of your Aircraft’s Action cards. This represents the loss of energy an Aircraft experiences when Climbing.

Example: You’re holding 5 cards and you declare that your Aircraft is Climbing during your Adjust Altitude step. You must discard 1 card. If you were holding 0 cards, you would not be able to Climb.

Every time you Dive one Altitude level, your Aircraft draws 1 card. This represents the energy an Aircraft gains when diving.

You can always draw a card for Diving, even if it would put you in excess of your Performance rating.

Example: Your Aircraft has a Performance of 6 and you’re holding 6 cards. You declare that your Aircraft will Dive during your Adjust Altitude step. You get to draw 1 card even though you will be holding 7 cards, which is in excess of your Aircraft’s Performance rating.

Stalling
If your Aircraft has a 0 Thrust and it is reduced to a –1 Thrust due to High Altitude, you must discard 1 card (if you hold 0 cards, your Aircraft must immediately Dive to Medium, and draw 1 card).

If you perform an action that requires a discard (such as Climbing), and you do not hold enough cards to pay the discard cost, you cannot perform the action.

Reacting to an Altitude Change
If your Aircraft is Advantaged or Tailing another Aircraft and the enemy changes his Altitude, you can react to his Altitude change by changing your Altitude to follow him.

If you are Advantaged, you must discard one card. If you are Tailing, you do not need to discard.

In addition, if you Climb, discard one card. If you dive, draw one card.

Examples: A Disadvantaged Aircraft decides to Climb during his turn (either during his Change Altitude phase or by playing a Vertical Roll card). The Aircraft Advantaged on him can choose to follow. The Advantaged Aircraft must discard 1 card to follow. This represents the difficulty in staying with the enemy Aircraft’s movements when Advantaged. Both Aircraft then also need to discard 1 card to represent the loss of energy experienced while Climbing.

A Tailed Aircraft decides to Dive during its turn. The Aircraft Tailing him can choose to follow. The Tailing Aircraft does not need to discard a card to follow. Both Aircraft draw 1 card to represent the gain in energy experienced while Diving.

Engaged Chains of Aircraft
Aircraft can Position on each other to form a chain. 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.

Adjusting Position in a Chain
You can only adjust the Position of an Aircraft directly engaged with you in the chain.

Launching a Missile
You must have a Tone card to initiate a Missile attack. In addition, you must be in the proper Position and Range to the enemy Aircraft based on the Missile you are firing.

Example: To launch an AIM-7E-2, you must be Neutral or Tailing the enemy Aircraft, and you must be at Radar-Homing Range to the enemy Aircraft.

Tone
To initiate a Missile attack, you begin by playing a Tone card and declaring the Missile that might be launched.
Example: Your Aircraft is Tailing an enemy Aircraft at Heat Seeking Range. You play a Tone card and declare that you have Tone for an AIM-9E Missile.

The targeted player may play a card in reaction as normal, and the normal cycle of playing cards in reaction ensues.

Example: The targeted player plays a Break card in reaction to your Tone card. You play a Scissors in reaction to his Break. He does not play a card in reaction.

If the targeted player plays the last card, he defeated your Tone. Discard all the cards played. Nothing further happens.

If you played the last card, you may choose to launch a Missile.

Launch Decision
At this point, you may choose to launch a Missile, or not. If you do not launch, continue to play cards as normal. If you choose to launch, proceed to the Missile Launch step.

Example: You played the last card in the Action/Reaction cycle for your Tone card. You may now choose to launch the Missile, or not.

Missile Launch
When you launch a Missile, put down your hand of Aircraft Action cards. You cannot use them during the Missile attack. Also, flip or discard the Missile counter to show 1 Missile has been launched, and draw cards for the Missile’s hand of cards.

Draw the number of cards indicated on the Missile counter, based on your Position to the enemy Aircraft.

Example: If you launch an AIM-7E-2 from a Neutral Position, you draw 2 cards for the Missile hand.

The number of Missile cards drawn is modified as follows:

- Draw 1 less card for each point of the enemy Aircraft’s EW rating.
- Draw 1 extra card for each Altitude Level the enemy Aircraft is below your Aircraft.
- Draw 1 less card for each Altitude Level the enemy Aircraft is above your Aircraft.
- Draw 2 extra cards if you are launching a Heat Seeking Missile and the enemy Aircraft has its Afterburners turned On.

If a Missile is to draw fewer than 0 cards, it draws 0 cards.

Missile Flight
To begin, the enemy Aircraft must react to a “Missile card”. This is not an actual card, but rather a representation of the Missile’s inherent tracking ability.

This begins a standard reaction cycle. The enemy Aircraft plays cards from his hand, and you play cards from your Missile’s hand. You cannot play cards from your Aircraft hand.

If you play the last card, the enemy Aircraft is Destroyed. If the enemy Aircraft plays the last card, he defeated your Missile shot, and you continue with your turn.

Example: You draw 2 cards for your Missile’s hand, and declare “Missile” as your first card. The other player react with a Break. You play a Break from the Missile’s hand. He reacts with a Barrel Roll. You play a Yo-Yo from your Missile’s hand. He does not play a card in reaction, and you destroy his Aircraft.

Countermeasures Counters
Most Aircraft begin the game with 1 or more Countermeasure counters. Play, and react to, these counters as if they are normal Action cards.

These counters are expended when played.

Playing a Campaign
Campaigns allow you to link a series of air battles during a war. You and your opponent each select one of the two sides to play during the Campaign.

Player Log
Record the Campaign name and Mission information on the Player Log. Use the Player Log to keep track of your Missions and as a reference for important Campaign information. Photocopy this sheet as needed to play the campaigns.
**Duration**
Each Campaign has one or more Missions. Play the Missions in their numbered order.

Each Mission has a 6 turn duration unless noted otherwise in the Mission information.

![Example: In the 1973 Yom Kippur War Campaign, you begin by playing the “#1 SA-7 Ground Fire” Mission.](image)

**Campaign Notes**
Some Campaigns have notes that apply to one or more Missions.

- When Israel has lost 2 Missions: SA-7s draw -2 cards.
- When Israel has lost 3 Missions: CM works against SA-7s. Replace their Skill with Veteran or Better Envelope.

**The Missions**
Each Mission circle provides you with all the information needed to fly the Mission.

The information for 2 Nations is provided for each Mission. The Nation shown at the top is referred to as Nation #1, and the Nation shown toward the bottom is referred to as Nation #2.

1 - **Mission Number** - Play the Missions in this order.

2 - **Mission Title** - Does not affect game play.

3 - **Nation #1 - Nation Name and VPs** - Lists the Nation’s name and the number of Victory Points you gain if you win the Mission.

4 - **Nation #1 - Aircraft Graphics** - Does not affect game play.

5 - **Nation #1 - Aircraft** - The Aircraft types and quantities you receive for the Mission.

6 - **Nation #1 - Options** - Secretly select any 1 of these Options before the start of the Mission.

7 - **Nation #1 - Special Condition** - Any special advantages or disadvantages affecting your Mission.

8 - **Nation #2 - Nation Name and VPs** - Lists the Nation’s name and the number of Victory Points you gain if you win the Mission.

9 - **Nation #2 - Aircraft Graphics** - Does not affect game play.

10 - **Nation #2 - Aircraft** - The Aircraft types and quantities you receive for the Mission.

11 - **Nation #2 - Options** - Secretly select any 1 of these Options before the start of the Mission.

12 - **Nation #2 - Special Condition** - Any special advantages or disadvantages affecting your Mission.

13 - **Nation #2 - Site** - The Site types you receive for the Mission.
Special Condition Sites
Some Special Conditions are Surface-to-Air-Missile (SAM) sites or Anti-Aircraft-Artillery (AAA) sites.

The Mission lists the military designation for the site, as well as the Ranges and Altitudes it can target enemy Aircraft.

Check at the start of each enemy Aircraft’s Play Cards step to see if each enemy Aircraft is within the site’s attackable Range and Altitude. If an enemy Aircraft is within its attack Range and Altitude, draw the specified number of cards and check to see if any are Gun or Tone cards, as listed for the site.

If you draw one or more Tone or Guns cards, the acting Aircraft must play one card in reaction to defeat the attack. The targeted Aircraft must only play one card, even if multiple Tone or Guns cards were drawn.

If the targeted Aircraft does not play a card in reaction, it is Destroyed.

To determine an Aircraft’s Range to a site, refer to its actual Range counter. Do not take into account the Range counters of other Aircraft.

Example: In the 1973 Yom Kippur Campaign Mission #1, the Egyptians receive an SA-7 Site that draws 5 cards in search of Tone cards each turn. If the Israeli Mirage IIICJ is at Gun Range and at Low or Medium Altitude, or if the Mirage is at Heat Seeking Range at Low Altitude, draw 5 cards.

Determine Turn Order
Determine the Aircraft turn order for each Mission based on EW as normal.

Flying Multiple Aircraft
You will occasionally pilot multiple Aircraft. See the Optional rules section for Flying Multiple Aircraft.

Options
The following is a list of Options available during Campaigns. Each Mission lists the Options available for that Mission for each player. Some Options contradict game rules. In such situations, the Option takes priority.

OTHERS

Resolve Mission
Play the Mission using the normal rules.

If you Destroy all the enemy Aircraft, gain the noted number of Victory Points for your Nation. If you Destroy 1/2 of the enemy Aircraft, gain 1/2 the Victory Points, etc.

Victory Point Chart
The campaign’s Victory Point chart shows the number of VPs that must be earned for the different outcomes.

In each Campaign, one side score positive Victory Points and the other side scores negative Victory Points.

Subtract the negative Victory Points earned from the Positive Victory Points earned to determine the Overall outcome of the Mission.

Example: In Mission #1 of the 1973 Yom Kippur Campaign, the Israeli player Destroys 1 MiG-17 and the Egyptian player Destroys 1 Mirage IIICJ. The Israeli players earns +24 VP and the Egyptian players earns -36 VP Overall, -12 VPs are scored for the Mission.

Determine Campaign Victory
Once you fly the last Mission of the Campaign, add up the VPs scored each Mission and compare the overall result to the Campaign sheet’s Victory Point chart.

Example: After playing the 1973 Yom Kippur Campaign, the overall VPs for each Mission came out as: -12, +68, -14, +0, +48, and +44, for a Campaign total of +134. This results in a Campaign outcome of Israeli Air Supremacy.

Optional Rules:
Missile Loads
The Missiles listed on each Aircraft card represent their standard loadout. Aircraft can carry a wide variety of Missile types and quantities.

If you’d like to create your own Missile loadout for an Aircraft, remove all Missiles from the Aircraft and use its non-Missile Victory Point value.

Then, add the Missiles you would like it to carry and add their point values to the Aircraft’s point value.

2nd Missile
When you declare a Missile launch, you may declare that you are launching a 2nd Missile of the same type. If you do so, draw 1 extra card for the Missile’s hand of cards. Expend 2 Missiles if you do this.

Team Games
More than 2 players can play the game. Play as two teams that are broken up equally by Victory Points. Teams alternate taking turns in Player Order. The team with initiative always goes first each round and the player order will alternate between teams after
that. Players are free to choose which player on a
team acts during each of their player order steps.

Example: A dogfight involves 2 USSR players and 3 USA
players. A USSR Aircraft has the highest EW rating and
goes first. The USSR team selects one USSR player to
take his turn. The USA team then selects one USA player
to take his turn. The remaining USSR player then takes
his turn. The USA team then selects one of the two
remaining USA players to take his turn. The last USA
player then takes his turn.

Players do not have to keep the same player order
each round.

Example: During the next round, the USSR still gets to
take the first turn, but the order in which the players take
their turns for each team can be changed.

Flying Multiple Aircraft
Each player may pilot multiple Aircraft. Treat each
Aircraft as being piloted by a different player with its
own slot in the player order and its own hand of
cards.

There are counters to keep track of
Aircraft turn order.

When there are multiple enemy
Aircraft engaged with yours, you must declare which
one enemy Aircraft is being targeted by each of your
Action cards.

Example: There are 2 enemy Aircraft Advantaged on your
Aircraft when you play a Scissors card. You must declare
which of the 2 Aircraft you’re playing the card against.
Your Scissors will not affect the Positioning of the other
Aircraft.

Free-for-All
These games are like Team Games, except they put
all players against each other.

Adjusting Range with Multiple Aircraft
When there are more than 2 Aircraft in a dogfight, use
these rules to determine which Aircraft you can target
for Range adjustment.

You may always attempt to adjust your own Range
counter.

You may not adjust the Range counter of a friendly
Aircraft.

You may only attempt to adjust the Range counter of
an enemy Aircraft if it is Neutral to all other Aircraft, or
only Engaged with your Aircraft.

If you are attempting to adjust Range, and the
adjustment involves the Range counter of an enemy
Aircraft, only that Aircraft can play cards in reaction.

If you are attempting to adjust Range and the
adjustment does not affect any enemy Aircraft, any
one enemy Aircraft that is Neutral or Engaged with
you can play cards in reaction.

Multiple Action Card Decks
If you have more than one set of Action cards, you
can combine them into one large deck.

Campaign Scaling
If you want to play larger campaigns, everything
involving a campaign can be scaled upwards. At the
start of a campaign, decide if you want to make it 2
times, 3 times, etc. its normal size. Apply this
multiplier to the number of Aircraft and Options
received for each Mission. You may select an Option
more than once.

Examples: You are playing the 1973 Yom Kippur
Campaign and decide to make it 3 times larger than
normal. For the first Mission, the Israeli player receives 3
Mirages and the Egyptian player receives 6 MiG-17s.
Each side receives 3 Options.

Credits
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