

Basic rules

Rule	WWI	WWII
Planning	3 maneuver cards (play in a row)	2 maneuver cards (play 1 st , shift 2 nd , plan next)
Speed	---	One speed token on each planned card
Immelmann	Straight + IM + Straight	Straight "Fast" + IM + Straight "Slow"
Damages	Long = 1 card ; Short = 2 cards	Damage counter as on plane card
Illegal Move	Go straight	Go straight + take 1 "A" damage token

Advanced rules

Rule	WWI	WWII
Aim	Put damage card on the "+1 slot"	Take 1 extra "A" damage token
Acceleration	---	Use 4 counters: 1 Slow, 1 Fast, 2 blank, and put one of these on the console (it's the plane speed) Fast/Slow token on card → change speed Blank token on card → keep same speed
Fuel	---	Slow speed: consume 1 fuel Fast speed: consume 2 fuel
Disruption	---	If take 1 damage → lose Aim and Tailing
Pilot damage	Kills observer (or ignore ?)	Change turn order: 1. Wounded pilots move and plan 2nd move 2. Not-Wounded pilots move 3. Fire 4. Not-Wounded plan 2nd move
Engine damage	1 mandatory stall maneuver per turn	Mandatory Slow speed for all maneuvers
Smoke damage	3 smoke tokens	6 smoke tokens
Fire damage	3 fire tokens	6 fire tokens
Tailing	Tailing pilot can change order of the next planned maneuver cards	Tailing pilot can look the first maneuver card of the tailed plane (before planning his card)
If damage tokens are out...	---	- "B" and "C" becomes equivalent - 1 "B" or 1 "C" becomes 2 "A" (*) - 1 "D" becomes 2 "B" or 2 "C" (*) - 1 "A" becomes 1 "B" or 1 "C" (+) - 1 "B" or 1 "C" becomes 1 "D" (+) (*) Ignore special damage of 1 st token (+) Halfling damage value (rounded down)
Altitude (only WW2)	<ul style="list-style-type: none"> - Add the maneuver cards with red arrows. - Dive: lose 1 level and all climb tokens. - Climb: gain 1 Climb token. When number of tokens > plane climb rate (see page 17) → remove all Climb tokens and gain 1 altitude level (max altitude = 4). 	
Altitude changes to other rules (only WW2)	<ul style="list-style-type: none"> - Immelman: Straight "Fast" + IM + Straight "Slow" → receive 1 Climb counter - Split-S: Stall "Slow" + Split + Straight "Fast" → lose 1 Climb counter (if the plane has no Climb counter -> lose 1 level and gain max-1 Climb counters) - If Dive or Split-S → set High speed (ignore plane Speed token) - If Climb or Immelmann → set Low speed (ignore plane Speed token) - LOS: only planes at the same level blocks Line of Sight (ignore Climb counters) - Fire: can fire to a target to a different altitude only if ΔLevel ≤ 1 and short range (but assign damage as if long range) - Tail: possible only on same level or if tailed plane is just 1 level lower - Fuel: Dive consume 1, Climb consume 2 (ignore plane Speed token) 	