D Deck

Zone	Roll	Within 1 ruler Distance (Close)				Over 1 ruler Distance (Long)				Board Edge Within 1 Ruler	
		NOSE	LEFT	RIGHT	TAIL	NOSE	LEFT	RIGHT	TAIL		

D
Deck

Using the Charts

1. Select your manoevre cards before determining the cards for the AP's (Auto-Pilots).

2. Decide which enemy is the greatest threat: (1): On tail and shooting (2): closest other shooting, or (3): Closest other enemy.

3. Use the direction template on the AP's base to determine direction of your plane from it. Direction will be a 1 through 12.

4. If not obvious, use a range ruler to check distance… Base to base, not from posts will detemine CLOSE or LONG range.

5. Check your planes facing to the AP, using the 4 corners of the base for reference. Will be NOSE, LEFT, RIGHT or TAIL.

6. Cross reference direction (1-12) with facing (NOSE, LEFT, RIGHT or TAIL) on the range charts (CLOSE or LONG).

7. Roll 1d6 to select one of three card series to use for the AP, as shown in the diagram.

8. Play the round as normal.

OTHER RULES

A. If target straddles the 2 distances or 2 directions, simply roll off to see which of the 2 to use.

B. If AP is within 1 ruler of board edge, and edge is facing 1,2, 11 or 12, it will use the BOARD EDGE chart to stay in play.

C. If using altitude rules, climb on a stall, and dive on a straight…if situation seems practical.

D. If using altitude rules, use your best judgement as to whether an Immelman or Split-S will be used.

RECON / BOMBERS

W. AP aircraft on bombing/photo missions will use the TO TARGET at CLOSE or LONG range to get to target.
    If enemy planes are within CLOSE range and with a NOSE facing, will conduct evasive action as per the chart.

X. AP will drop bombs or take photo during the appropriate card when approaching target.

Y. After AP finishes it's mission or aborts, will use the TO HOME section of the LONG chart, unless needing to evade.

Advanced variant of Richard Bradley's solo rules done by Shaun Mather, reformatted by John Hatfield.