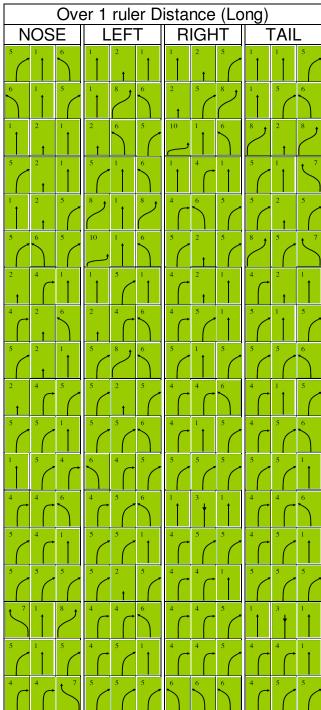
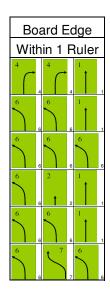
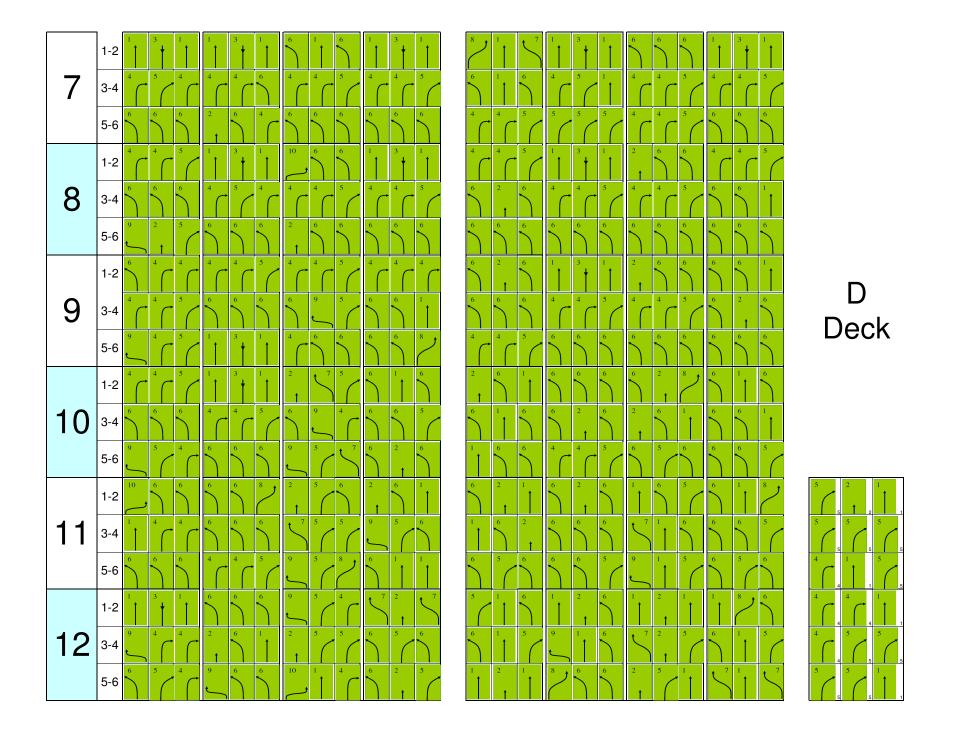
		Within 1 ruler Distance (Close)			
Zone	Roll	NOSE	LEFT	RIGHT	TAIL
1	1-2	3 1	6 2 5	2 4 5	2 8
	3-4	9 4 4	2 6 1	5 2 5	5 6 5
	5-6	6 6	10 6 6	5 5	1 5
2	1-2	5 4 4	5 6	4 2 5 T	5 1
	3-4	10 6 6	7 1	1 4 4	10 6 1
	5-6	4 5		5 5 5	8 1 5 C
3	1-2	5 4 4	6 4 6	5 5	2 4 1
	3-4	1 4 4	10 6 5	4 2 4	4 6 5
	5-6	6 5	10 8 6	5 5 5	5 2 5
4	1-2	3 1	4 6 6	4 4 5	4 8 5
	3-4	9 4 5	5 2 6 1 5 5	5 4 5	5 1 5
	5-6	<u> </u>	5 ( (		5 6
5	1-2	3 1	4 2 6	1 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 6
	3-4	5 4	5 6	4 4 5	5 6
	5-6	10 6 6	5 2 5	6 6 6	5 5 5
6	1-2	3 1	6 4 4	3 1	4 1
	3-4	4 4 5	5 5 5	4 4 5	5 1
	5-6		4 10 1		6 6





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 determine 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.