

Dogfight Rulebook

WILD BLUE

YONDER

The Air War in Europe, 1940-1944

DOWN
IN
FLAMES
SERIES



Volume V

Cover illustration by Antonis Karidis

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1.0 INTRODUCTION

The *Down in Flames* series began with GMT's publication of *The Rise of the Luftwaffe* in 1993. Three additional volumes, two expansion packs, and over a dozen campaigns appearing in *C3i* magazine attest to the popularity of this system. Sadly, most are out of print and no longer available, so the publication of *Wild Blue Yonder* attempts to at least partially remedy this. It features many of the aircraft that fought in Europe during World War II, and includes updated versions of several campaigns that appeared in the first two volumes of the series and in *C3i*.

Over time, the *Down in Flames* system has evolved, with many elements added and changing. This Dogfight Rulebook incorporates all the accumulated changes and improvements in one place, using the updated rules from *Zero!* as its starting point. It contains all the rules needed for fighter vs. fighter combat between two or more players. It is intended to be inclusive, so includes a few rules such as descriptions of Bomb ratings [5.2.8] that do not apply directly to fighter duels. Such rules are printed with gray text, and may be skipped over by players interested only in Dogfights.

The Campaign Rulebook in this game adds rules for bombers, ground targets, flak, and skilled pilots and crews, allowing more structured and detailed exploration of the air missions, operations, and campaigns flown by Allied and Axis airmen throughout the war.

1.1 References

Throughout these rules, references to other sections of the rules where players will find more information about a term or concept appear in [square brackets].

1.2 Significant Rule Changes

The *Down in Flames* rules have changed very little since 1993, but there have been some clarifications and improvements. Where these rules differ in substance from those last published, they are marked with a ► symbol.

Experienced *Down in Flames* players should pay particular attention to the following changes:

- **WBY** has separate, functionally identical decks for each side [2.2].
- The Sequence of Play now includes a Final Step when players conduct various end of turn actions [3.6].
- All Aircraft cards have Ceiling ratings, limiting the altitude at which they may operate [5.2.7].
- The concept of Power Boost, introduced by Toby Pilling for Bf109G aircraft in *C3i* magazine, has been normalized and extended to other aircraft types [5.5.4].
- Four new Action card types are included in the 110-card decks:
 - ◊ CHOP THROTTLE [6.2.3]
 - ◊ CLOUDS [6.2.5, 7.3.5]
 - ◊ IN MY SIGHTS (COCKPIT HIT) [9.3.3]
 - ◊ IN MY SIGHTS (ENGINE HIT) [9.3.4]

2.0 COMPONENTS

Wild Blue Yonder contains the following components:

- 220 Action Cards
- 300 Aircraft Cards
- 264 5/8" Counters
- 4 Double-sided Target Cards
- 7 Double-sided Campaign Cards
- 4 Double-sided Campaign Log Sheets
- 1 Land Campaign Log Sheet
- 1 Campaign Display
- 1 Double-sided 11" x 17" Resource/Player Aid Card
- 1 Dogfight Rulebook (this one)
- 1 Campaign Rulebook

If any components are damaged or missing, please contact us, and we'll replace them.

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2.1 Aircraft Cards

► The *Down in Flames* series includes four general classes of aircraft: Fighters, Light Bombers, Medium Bombers, and Heavy Bombers. Only Fighters are used in the basic Dogfight game of *Wild Blue Yonder*.

2.1.1 Fighters

The primary function of a Fighter is to shoot down enemy aircraft. Fighters operate in pairs of aircraft—a Leader plus his Wingman—called an Element. You, the player, have complete control over the Leader, and keep a hand of cards representing that Leader's "potential energy." You have a lesser degree of control over your Wingman, drawing smaller, temporary "mini-hands" whenever it attacks or is attacked.



Leader (front)

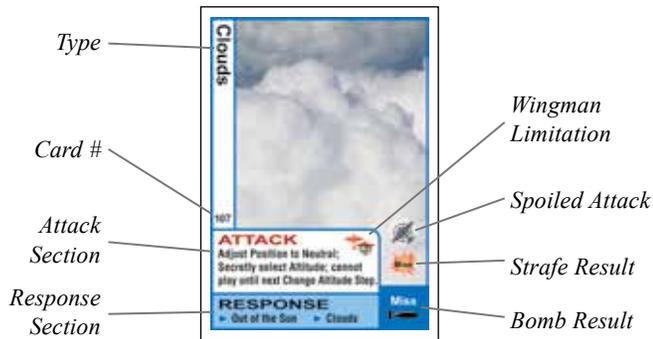


Wingman (front)

2.2 Action Cards

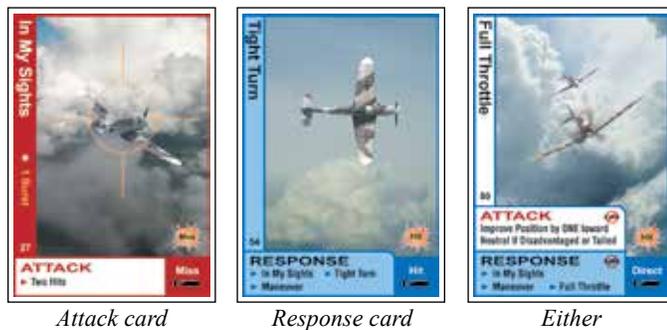
► Each side uses its own (functionally identical) Action card deck. Action cards allow players' aircraft to maneuver relative to each other, fire their guns, and defend against enemy attacks. The name of each Action card is listed in the vertical box on the left side of the card, and is shown in SMALL CAPS when mentioned

in the rules. The vertical box also includes an individual Card #, used for randomization results in some campaigns. Every Action card includes Attack and Response sections [explained in Section 6.0] as well as Strafe and Bomb results. Some cards also have Wingman Limitation symbols, Spoiled Attack symbols, and/or Loaded Penalty symbols.



Action cards may be played in one of two ways, as an Attack or as a Response, and are color-coded for easy reference.

- Cards with a **red** vertical box along the left side are Attack cards.
- Cards with a **blue** box are Response cards.
- Cards with a **white** box can be used either way, but not at the same time.



The Response sections of Blue and White cards list the Action card types to which they may respond [6.2].

2.3 Altitude and Hit Markers

These counters show an aircraft’s current Altitude and accumulated Hits sustained.



2.4 Pilot Counters

These counters represent the men at the controls of the aircraft. Unless used for play balance [see Section 13.4], they enter play only in the Campaign Game.



2.5 Other Counters

► *Wild Blue Yonder* also includes a Turn marker and counters for Play Order, Elements in the Clouds, Agile aircraft, Full Throttle energy, and Heavy Guns. *Ace* and *Veteran* markers are used when pilots have those Skills.

Campaign games may use additional markers for first and last Mission turns, campaign progress, formation status, Fighters Over Target, Resource reminders, and loads (indicating aircraft carrying drop tanks, bombs, and other encumbrances).

3.0 SEQUENCE OF PLAY

Basic Dogfight games are played in Game-Turns, each of which includes one player-turn (hereafter called simply “turns”) for each Element in the game. Each turn is composed of several steps, as described below.

In your turn, you complete each of the following steps in the order listed. If you do not wish to conduct actions in a given step, you may skip it and go on to the next step.

Once you have completed all the steps, your turn is complete, and play moves on to the next player. When all players have finished their turns, one Game-Turn is complete. Begin the next Game-Turn, following the same player order established for the first Game-Turn [4.7].

NOTE: In these rules hereafter, a capitalized “Turn” will always refer to a Game-Turn, while a lower-case “turn” will be a player-turn.

3.1 Wingman Step

If you have a Wingman and are at the same Altitude as an enemy Element, choose and announce a target for your Wingman. Draw a “mini-hand” equal to the Offensive Rating and resolve his attack. You may attack only *one* enemy aircraft during this step; you cannot play cards against two different aircraft.

EXCEPTION: On the first Game-Turn, the first Element (only) skips this step unless the opposing force consists entirely of Formation aircraft [17.3].

3.2 Altitude Step

► Remove *Clouds* marker, if any, and adjust your altitude to match that selected. Otherwise, your Element may change altitude up or down to an adjacent level.

3.3 Leader Step

Choose and announce a target and play cards one at a time from your Leader’s hand. These may allow you to adjust your altitude, change your position relative to an enemy Element, or fire upon an enemy aircraft. An affected enemy player has the opportunity to respond immediately to each card as it is played against him. You may then respond to his card, and so on, until one of you elects not to respond further. You may then play a card to initiate a new action. You may attack only *one* enemy aircraft during this step; you cannot play cards against two different aircraft.

Instead of playing cards, you may choose to voluntarily Disengage at this time [12.1].

3.4 Discard Step

► You may discard as many cards from your Leader's hand as you like, placing them face up in the discard pile. Only the top card you discard need be visible. The discard pile is closed—no player may ever examine it at any time.

3.5 Draw Step

You may draw cards to refill your Leader's hand. Your Leader's Horsepower, Performance, Altitude, and being in Clouds limit the number of cards drawn.

***Play Note:** If you just can't wait to play this game, and aren't overly fond of reading rules, skip ahead to Section 14.0 and read through the Extended Example of Play. That, along with the Sequence of Play you've just read, should get you going. You can refer to the rest of the rules as questions arise.*

► 3.6 Final Step

The Final Step is unique in occurring only once per Game-Turn, after the completion of all player turns. In a Dogfight, the only activity is to advance the Turn marker one space on the Dogfight Mission Turn Track unless it is the last Turn of the game (Turn 6).

4.0 SET UP, DURATION, AND VICTORY

4.1 Summary

- Select players to be on each side (Axis or Allied).
- Select the date in which the battle takes place.
- Each side selects the aircraft to be used by their side.
- Secretly select an altitude for each Element.
- Deal out initial Action card hands.
- Determine the first player.
- Play a six-Turn Dogfight, using the same player order determined on the first Turn.
- Determine victory.

4.2 Sides

Divide the players into two sides. One side is the Axis, and flies aircraft with red borders on their cards (German, Hungarian, Italian, or Romanian in *Wild Blue Yonder*). The other side is the Allies, and flies aircraft with blue borders (British, Soviet, or US).

The number of players on each side may be unequal, but the number of aircraft should be the same unless using rules for play balance [13.2-3]. This may mean that one or more players will control two Elements, or one or more players may elect not to have a Wingman (see 13.0 Balancing a Dogfight).

4.3 Date

Select the month in which the battle will occur. The month and year in which an aircraft came into operational service are listed on its Aircraft card. Choose aircraft that came into service during or before the month you select.

4.4 Aircraft

Choose only Fighter aircraft in a basic Dogfight game. Use Bombers only in the Campaign Game.

4.5 Initial Altitudes

Each player secretly selects his Element's starting altitude [see 8.0] by placing an Altitude marker on the table and covering it with his hand. Players on the same side may confer before selecting their altitude(s). Once all players have selected their altitudes, reveal all markers simultaneously. Place the Altitude markers selected on or next to their Elements to so indicate.

***EXCEPTION:** Very High Altitude can be chosen only for Elements equipped with Turbochargers [5.2.3].*

4.6 Action Cards

Deal each Element (or lone Leader) a number of Action cards equal to the Leader's Performance rating. If you are controlling more than one Element, keep a separate hand for each Leader.

► 4.6.1 Hand Etiquette

Players should keep their hands hidden from all other players (including their teammates) at all times. Players need not reveal how many cards are currently in their hands except to a player with whom they are Engaged [7.5].

4.6.2 Draw Pile

When a Draw Pile is depleted, shuffle the discards together to create a new Draw Pile and continue play.

4.7 Play Order

Place the Turn marker in the '1' space of the Turn Track (or place a spare '1' Hit marker next to the Draw Pile). Randomly determine which side goes first, e.g., by flipping the Turn Marker (which reads "Allied" on one side and "Axis" on the other). The winning side announces which of its Elements goes first and places the "1" play order marker in front of that Element. After that Element's turn is complete, the opposing side then selects which of its Elements will go next, placing the "2" play order marker in front of that Element and taking its turn. Alternate choosing Elements, placing markers, and executing turns until all Elements have completed their turns. Advance the Turn marker one space on the Turn Track or replace the Hit marker with another that is 1 value more.

This order established during Game-Turn 1 is the play order for the remainder of the game.

4.8 Game Duration

All basic Dogfight games last six Game-Turns. Upon completion of Turn 6, determine victory based upon air losses as detailed below.

Play Note: *Players with a little more blood lust may feel free to continue dogfights “to the death,” until all aircraft of one side are shot down or Disengaged.*

4.9 Victory

4.9.1 Damage and Destruction

An aircraft is Damaged when it has suffered a total number of Hits sufficient to flip it to its back side [see 5.2.1]. An aircraft is shot down and Destroyed when it has suffered a total number of Hits equal to or greater than the Damage Capacity on its back (Damaged) side.

4.9.2 Element Elimination

If both the Leader and his Wingman have been Destroyed or have Disengaged, skip that Element’s turn during any remaining Game-Turns.

4.9.3 Determining Victory

At the end of the game, determine victory by counting the number of enemy aircraft that were Damaged or Destroyed by your side at the end of the battle. Assign Victory Points (VPs) as follows:

- **5 VP** for each enemy Fighter (Leader or Wingman) Destroyed
- **2 VP** for each enemy Fighter (Leader or Wingman) Damaged or voluntarily Disengaged.

Compare the total number of VPs scored by the Allied side with those scored by the Axis side. The side with the highest number of points wins. In the event of a tie, the battle is a Draw.

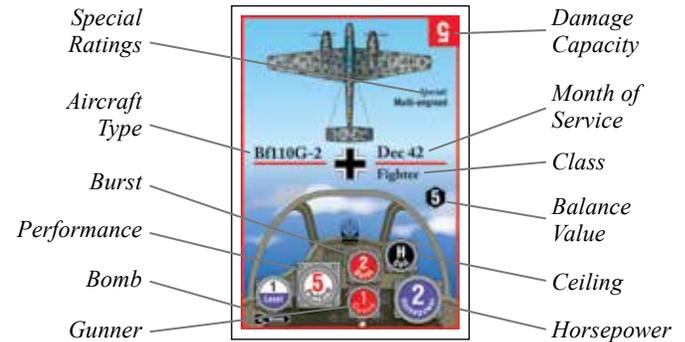
Example: *One Element of Bf109s battles an Element of Spitfire Is. At the end of the dogfight, one Bf109 has been Destroyed and one Damaged. One Spitfire was Damaged, and both voluntarily Disengaged. The Allies score 7 VPs and the Axis 4, so the Allies win.*

Play Note: *This will produce a result that is not adjusted for the relative quality of the aircraft flown, so is best used for dogfights between closely-matched fighters. If you want to balance a game between unequal types of aircraft, see 13.0.*

5.0 FIGHTER AIRCRAFT CARDS

Every Fighter is represented in the game by an Aircraft card. These cards provide details of the aircraft’s capabilities. The Aircraft cards also functionally illustrate the relative positions between Elements in a dogfight [see 7.0].

Every Aircraft card bears the national symbol of the country to which it belongs. All Aircraft cards with blue borders are Allied. All those with red borders are Axis.



5.1 Leaders and Wingmen

There are two types of Fighter cards: Leaders and Wingmen. Leader cards have Burst, Horsepower, and Performance ratings as described below. Wingman cards have Offensive and Defensive ratings instead. All ratings (including ‘0’) are subject to modification.

When you select a Leader card, select the Wingman card of the same type of aircraft. The Wingman is also under your control, but only draws smaller “mini-hands” when needed to reflect the less-than-complete control a pilot has over his wingman. How Wingmen play is detailed in the Wingmen section [10.0].

5.2 Leader Ratings

5.2.1 Damage Capacity

An aircraft’s Damage Capacity is a measure of how many Hits it can take before being impaired or shot down.

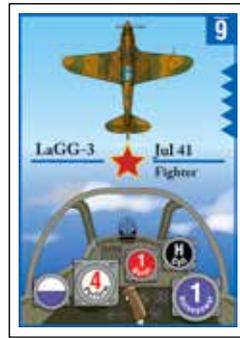
An Undamaged aircraft becomes Damaged when it accumulates Hits that equal or exceed the Damage rating listed on the front (Undamaged) side of the card (but less than the number required to destroy it, listed on the back side).

NOTE: These rules often refer to “Damaged” and “Undamaged” aircraft. In every case, a Damaged aircraft is one that has been flipped to its Damaged side, not one that has simply taken some Hits. In the latter instance, the aircraft is still considered Undamaged.

An aircraft is shot down and Destroyed when it has accumulated Hits equal to or exceeding the Damage rating on the card’s Damaged (saw tooth) side.



Undamaged
Leader (front)



Damaged
Leader (back)

Example: Immediately flip the LaGG-3 above to its Damaged side when it accumulates at least 3 Hits. It is Destroyed when it accumulates 6 or more Hits.

5.2.2 Performance

► The Performance rating is the normal maximum number of cards the controlling player may hold in his hand. It is based on the aircraft's top speed and overall maneuverability, and can be modified by Cockpit Hit damage and pilot skills.

If drawing cards during the Draw Step, you cannot end the step with more Action cards in your hand than the Leader's modified Performance rating.

NOTE: This limit does not apply when your Leader is newly-Damaged, or when you gain an extra card by changing Altitude to a lower level. In such cases, you are not required to immediately discard down to the (new) Performance number, but you may not draw any cards during the Draw Step of your turn unless the number of cards in your hand is less than the (modified) Performance rating.

5.2.3 Horsepower

The Horsepower rating is the number of cards you may draw during the Draw Step of your turn if your Element is at Medium altitude. It is based on the aircraft's weight, engine power, and drag.

During the Draw Step, you are allowed to draw a number of Action cards equal to your Leader's Horsepower, modified by altitude. Remember, you may not draw more cards into your hand than the Leader's Performance rating allows.

Leaders with a 'T' next to their Horsepower rating are Turbocharged aircraft, which gives them an advantage when flying at higher altitudes. Turbocharged aircraft treat Very High Altitude as if it was High Altitude, and High Altitude as Medium Altitude for purposes of Horsepower.

Altitude [8.0] affects Horsepower as follows:

- At Low or Very Low Altitude, *add one* to the Horsepower rating.
- At Medium Altitude, Horsepower is *unchanged*.
- At High Altitude, *subtract one* from the Horsepower rating (unless Turbocharged).
- At Very High Altitude, *subtract two* from the Horsepower rating (subtract only one if Turbocharged).

5.2.4 Bursts

A Leader's Burst rating limits the number of Bursts it can fire against another aircraft during its turn. This rating is based on the number and type of machine guns and cannon carried by that aircraft. The amount of ammunition carried by the aircraft also affects this rating.

► Any Leader that has a "+#" next to its Burst rating is equipped with multiple rapid-firing heavy cannons. Add the indicated number of Hits to the hits caused by each successfully played IN MY SIGHTS or OUT OF THE SUN card, and draw the indicated number of additional cards when strafing [21.7.2i].

5.2.5 Gunners

Some Leaders are equipped with Gunners as well as (or instead of) Bursts. Gunners are assumed to be facing towards the sides and/or rear of the aircraft to protect it from being attacked from those directions.

The Gunner rating acts like the Burst rating in limiting the IN MY SIGHTS and/or OUT OF THE SUN cards that can be played. The difference is that, while the Burst rating applies when your Leader is Neutral, Advantaged, or Tailing, the Gunner rating applies when your Leader is Disadvantaged or Tailed [9.2].

5.2.6 Heavy Guns

Leaders with Heavy Guns have "HG#" notations on their cards. The "#" indicates the number of Heavy Gun markers with which the aircraft starts the game [see 9.1.2].

Design Note: A few aircraft with single heavy cannon have this rating. It models the low rate of fire and/or limited ammunition supply of these weapons.

► 5.2.7 Ceiling

Not all aircraft may fly at any Altitude level [8.0]. The Ceiling rating is the highest altitude level this aircraft may climb to or occupy, abbreviated thusly:

- L Low
- M Medium
- H High
- VH Very High

Most Undamaged Fighters have a Ceiling of VH, and most Undamaged Bombers have a Ceiling of H.

Play Note: When using previously-published aircraft cards without Ceiling notations, assume Fighters have a Ceiling of VH and Bombers H.

NOTE: The Ceilings of some (but not all) aircraft are reduced on their Damaged sides.

5.2.8 Bomb

This rating is used only in Campaign Game Missions and is not used in Dogfights. See 21.1.

► 5.2.9 Strafe

This rating is used only in Campaign Game Missions and is not used in Dogfights. See 21.7.

5.2.10 Balance Value

This value may be used to balance Dogfights between unequal aircraft [see 13.0].

5.3 Jet Ratings

In addition to the normal ratings, Jets have additional Speed and Thrust ratings on their Leader cards. These ratings are roughly analogous to Performance and Horsepower, but give a Jet a number of *Full Throttle* counters to use in addition to its normal hand of cards [6.3]. All Jets also have Turbochargers.

5.3.1 Speed

At the beginning of a Mission, a player who is controlling a Jet with a Speed rating receives a number of *Full Throttle* counters equal to that rating.

EXCEPTION: When a jet Leader is Destroyed and the Wingman is “promoted” to become the new Leader [see 11.2], draw a number of *Full Throttle* counters equal to the Speed rating **minus one** (–1). This penalty is a one-time event that represents the Wingman’s initial shock at seeing his Leader shot down. Use the printed Speed rating for all purposes subsequently.

5.3.2 Thrust

► During the Draw Phase of its turn, the player controlling a Jet with a Thrust rating receives a number of *Full Throttle* counters equal to that rating. Unlike Horsepower, Thrust is *not* affected by Altitude. But, similar to Performance, the number of *Full Throttle* counters held cannot exceed the Speed rating.

5.4 Wingman Ratings

In World War II, most fighter formations were based on two aircraft, a Leader and his Wingman. This pair of aircraft, referred to by various names in different countries’ air forces, is termed an Element in *Down in Flames* series games. Virtually every Leader in this system has a matching Wingman card. When you select a Leader aircraft, also select a Wingman card of the same aircraft type. The only exception in the Basic Game is when one side opts to fly a Leader without a Wingman to help balance the game [see 13.3].

5.4.1 Damage

Wingmen have the same Damage ratings and use the same Damage rules as Leaders.

5.4.2 Combat Ratings

Every Wingman card has an Offensive and a Defensive rating, which dictate the number of cards you may draw for its “mini-hand” when it attacks or is attacked. The specifics of how these ratings are used are covered in Section 10.0.



Like a Leader’s Horsepower, a Wingman’s combat ratings are affected by its Altitude [8.0] and whether or not it is Turbocharged:

- At Medium Altitude and below, combat ratings are unchanged.
- At High Altitude, subtract one from the Defensive rating (unless Turbocharged).
- At Very High Altitude, subtract one from both the Offensive and Defensive ratings (subtract one from only the Defensive rating if Turbocharged).

Like a Leader’s Bursts, any Wingman with a “+#” notation on its Offensive rating is equipped with heavy cannons and adds the indicated number of Hits whenever it successfully plays an IN MY SIGHTS or OUT OF THE SUN card.

► 5.4.3 Heavy Guns

Like Leaders, Wingmen with “HG#” notations on their cards start the game with “#” Heavy Gun markers.

► 5.4.4 Ceiling

A Wingman’s Ceiling rating is identical to its Leader’s. If Damaged, a reduced rating (with a red outline) will limit the altitude at which the Element may operate.

5.4.5 Bomb and Strafe

Wingmen have the same Bomb and Strafe ratings and use the same strike rules as Leaders.

5.4.6 Balance Value Modifiers

When including a Wingman in an Element, add the Wingman’s Value Modifier to the Leader’s Value to determine the Element’s total value.

5.5 Special Ratings

Some aircraft have additional text ratings that give them special abilities or penalties.

5.5.1 Agile

▶ An aircraft rated as Agile may, once during each of its own turns, treat any card as if it were a SCISSORS card [see Section 7.3.4 for further explanation]. Unlike other Fighters, an Agile aircraft engaged with a Dive Bomber *may* follow when it dives during the Over-Target Turn [21.4.1b].

▶ This rating does not apply with a Green Pilot [19.6.2].

5.5.2 Carrier Aircraft/Floatplane/Flying Boat

This information is included for interest only, and has no impact on game play.

▶ 5.5.3 Multi- and Single-Engined

All Fighters and Light Bombers in *Wild Blue Yonder* are single-engined unless rated as Multi-engined. Multi-engined aircraft are not automatically shot down by an IN MY SIGHTS (Engine Hit) card [see 9.3.4].

All Medium and Heavy Bombers are multi-engined unless rated as Single-engined.

▶ 5.5.4 Power Boost

Some aircraft are equipped with a methanol (or alcohol)-water or N2O injection system that increases speed for a limited time. Each Leader and Wingman receives one *Full Throttle* counter at the beginning of the mission [6.3]. It is lost and no longer available when the aircraft is Damaged. Once expended, it may not be replaced.

▶ 5.5.5 Turret Fighters

Turret Fighter Leaders may attack other aircraft using their Gunner rating:

- vs. Fighters, they may only attack when Disadvantaged or Tailed [9.2];
- vs. Light Bombers, they may only attack when Advantaged or Tailing, with a Burst rating equal to their Gunner rating but with no bonus Bursts for position;
- vs. Formation aircraft, they attack with a Burst rating equal to their Gunner rating, but with no bonus Bursts except for successful card play [20.4.1].

Turret Fighter Wingmen play normally.

At Night, a Turret Fighter may attack a Formation Aircraft as if it has an Oblique Guns 1 rating [17.5.2].

6.0 PLAYING ACTION CARDS

Like all games in the *Down in Flames* series, *Wild Blue Yonder* uses two game mechanisms to represent the spatial relationship between aircraft: altitude and position [described in Sections 7.0 and 8.0]. During your turn, you play Action cards in an attempt to maneuver your Element to an altitude and position from which you may fire upon enemy aircraft [described in 9.0].

6.1 Attacking

The term “attack” is used to denote any action that will either damage an enemy Leader or Wingman, or alter your position or altitude.

The only player permitted to initiate an attack is the player taking his turn. For your Leader or Wingman to attack an enemy aircraft, you must play a card that has an effect listed in its Attack section [2.2]. A Leader or Wingman may attack only one enemy aircraft per turn.

▶ MANEUVER, HALF LOOP, SCISSORS, VERTICAL ROLL, FULL THROTTLE, and CLOUDS are the Attack cards you may play in order to change your altitude or position. Once in position (i.e., at the same altitude as an enemy Element and usually Neutral, Advantaged, or Tailing), you may play IN MY SIGHTS and OUT OF THE SUN cards (i.e., fire Bursts) to score Hits on an opposing aircraft. Note that maneuvering need not necessarily precede firing Bursts [see the Example in Section 9.1].

Whether or not an Attack card play is successful, you may then play another appropriate Attack card (if you have one) against the same enemy aircraft. There are two restrictions:

a) A Leader may not exceed his Burst/Gunner ratings as modified by his position during the Leader Step. Thus the maximum possible number of Bursts a Leader can use during a single turn is his Gunner Rating (if he starts Disadvantaged or Tailed) + his Burst rating (if he starts or maneuvers to at least a Neutral position) +3 (the total additional Bursts available if he maneuvers to a Tailing position).

b) A Leader (or Wingman) cannot attack more than one enemy aircraft during a single turn.

6.2 Responding

The player who is the target of these maneuvering and firing attempts may play an appropriate Response card each time an Attack card is played. In order to respond to an attack against your Leader or Wingman, you must play a card that lists the name of the Attack card in its own Response section [2.2].

The attacker may then respond to the response, if he holds a card that will successfully respond to the defender’s card. Players may continue to respond to the last card played until one player cannot, or chooses not to, respond. If, at any point, the defending player does not respond (i.e., the attacker plays the last card), the original Attack succeeds and its results are applied. If the defender successfully responds and the attacker does not (i.e., the defender plays the last card), then the attempted Attack

fails. In either case, discard the Attack card and all Response cards played.

6.2.1 ACE PILOT

An ACE PILOT card responds to any Attack or Response card, including another ACE PILOT.

6.2.2 BARREL ROLL

A BARREL ROLL card responds to another BARREL ROLL or an IN MY SIGHTS card.

▶ 6.2.3 CHOP THROTTLE

A CHOP THROTTLE card responds to another CHOP THROTTLE or an IN MY SIGHTS card. It also responds to a FULL THROTTLE card, but only if you are Neutral, Disadvantaged, or Tailed.

6.2.4 TIGHT TURN

A TIGHT TURN card responds to an IN MY SIGHTS card, a MANEUVER card, or another TIGHT TURN.

▶ 6.2.5 CLOUDS

A CLOUDS card responds to another CLOUDS or an OUT OF THE SUN card.

6.2.6 FULL THROTTLE

A FULL THROTTLE card or counter responds to an IN MY SIGHTS card, a MANEUVER card, or another FULL THROTTLE.

6.2.7 SCISSORS

A SCISSORS card responds to another SCISSORS or a TIGHT TURN card.

6.2.8 VERTICAL ROLL

A VERTICAL ROLL card responds to an IN MY SIGHTS card, an OUT OF THE SUN card, or another VERTICAL ROLL.

Example: (1) Your P-47D Leader attacks a Fw190A Leader by playing an IN MY SIGHTS card. (2) The enemy plays a TIGHT TURN in response. (3) You then play a TIGHT TURN in response to the TIGHT TURN. (4) He then responds to your TIGHT TURN with a SCISSORS. (5) You respond to his SCISSORS with an ACE PILOT, to which he declines to respond. Because you played the last card, your original IN MY SIGHTS Attack succeeds.

6.3 Full Throttle Counters



Jets and aircraft with the Power Boost Special rating use *Full Throttle* counters. These counters may be expended at any time exactly as if they are FULL THROTTLE cards in the hand, *even when loaded*.

7.0 POSITION

In *Wild Blue Yonder*, Leaders' Aircraft cards are placed on the table in such a way as to indicate their position with respect to other aircraft.

7.1 Relative Position

Every Leader is always at one of five relative Positions with respect to each enemy Leader. Listed from best to worst, they are: Tailing, Advantaged, Neutral, Disadvantaged, and Tailed. Position affects attacks between aircraft.



*Unengaged
Neutral*



*Engaged
Disadvantaged
Advantaged*



*Engaged
Tailed
Tailing*



*Unengaged
Neutral*



*Engaged
Disadvantaged
Advantaged*



*Engaged
Tailed
Tailing*

7.1.1 Tailing

Your aircraft is flying behind the enemy aircraft and your nose is pointing at its tail. This is the best position for firing, as you may fire up to three extra Bursts against your opponent. In the illustration above, the MC.202 on the far right is Tailing the Hurricane above it.

7.1.2 Advantaged

You are not directly behind your opponent, but are still in a good position for low-deflection shooting. You may fire one additional Burst in this position. In the illustration, the MC.202 in the middle is Advantaged over the Hurricane above it.

7.1.3 Neutral

Neither aircraft has a noticeable advantage. Both are in a position to take quick, high-deflection shots. Your aircraft will be Neutral to all enemy Leaders in the game except possibly one, with which it is Engaged [see Section 7.5]. In the illustration, the aircraft on the left are Neutral with respect to one another.

7.1.4 Disadvantaged

The opposite of Advantaged. Your aircraft is subject to the enemy taking low-deflection shots on you.

7.1.5 Tailed

The opposite of Tailing. The enemy aircraft is right behind you, and will be firing everything it has.

7.2 Indicating Position

Show relative Position by turning and facing the Leader cards with respect to other Leaders with which they are Engaged. Wingmen and Bomber cards do not use positioning.

The top edge of a Leader card is the nose, the two edges by the wing tips are the sides, and the bottom edge by the cockpit display is the tail.

7.2.1 Neutral

If your Leader is Neutral with respect to all enemy Leaders, it should face straight away from you, away from all enemy aircraft.

7.2.2 Advantaged/Disadvantaged

If your Leader is Advantaged, point its nose at the enemy Leader with which it is Engaged. That enemy player must rotate his Disadvantaged Leader's card so that one of its sides is facing your Leader's nose. If the situation is reversed, the Advantaged enemy Leader points its nose at you, and you must rotate your Disadvantaged Leader so that one of its sides faces the enemy Leader's nose.

7.2.3 Tailing/Tailed

If your Leader is Tailing, point its nose at the enemy Leader with which it is Engaged. That enemy player must rotate his Disadvantaged Leader's card so that its tail is facing your Leader's nose. If the situation is reversed, the Tailing enemy Leader points its nose at you, and you must rotate your Tailed Leader so that its tail faces the enemy Leader's nose.

7.3 Adjusting Position

► You play cards to improve your position relative to an enemy Leader. Leaders attempt to change their relative Position by playing one of five cards as an Attack. These five cards (MANEUVER, HALF LOOP, FULL THROTTLE, SCISSORS, and CLOUDS) are discussed in this section. Reposition the Leader cards after every successful attempt to change position.

7.3.1 MANEUVER

A successful MANEUVER card played will improve your Leader's position by one, from Tailed to Disadvantaged, Disadvantaged to Neutral, Neutral to Advantaged, or Advantaged to Tailing.

Example: Your Spitfire and a Bf109 are Neutral with respect to each other. You play a MANEUVER card against him. He plays a TIGHT TURN in response. You then play a SCISSORS in response to the TIGHT TURN. He does not respond, so your original MANEUVER succeeds. Your Spitfire is now Advantaged over the Bf109 (which is now Disadvantaged by your fighter).

7.3.2 HALF LOOP

A successful HALF LOOP card played will improve your Leader's position by two, from Tailed to Neutral, Disadvantaged to Advantaged, or Neutral to Tailing. A HALF LOOP can *never* be used to change position by only one, so cannot be played when you are Advantaged.

Example: Your Spitfire is Tailing a Bf109. The opposing player plays a HALF LOOP card against you. You play an ACE PILOT in response. He responds with an ACE PILOT of his own. You do not respond with anything but dismay, so the HALF LOOP succeeds. The aircraft are now Neutral with respect to each other.

7.3.3 FULL THROTTLE

A successful FULL THROTTLE card or counter played as an Attack will improve your Leader's Position by one, from Tailed to Disadvantaged or Disadvantaged to Neutral. It *cannot* be played as an Attack card if your Leader is Neutral, Advantaged, or Tailing.

7.3.4 SCISSORS

A successful SCISSORS card played as an Attack will improve your Leader's Position by *two*, from Disadvantaged to Advantaged. It can be played as an Attack card *only* if your Leader is Disadvantaged (or is attacking an enemy Lone Leader that is Advantaged [7.5.2]).

Remember, an Agile aircraft may treat any one card played during its turn as if it were a SCISSORS.

Example: Your Gloster Gladiator is Disadvantaged by a CR.42 at the beginning of your turn. Both players have one SCISSORS card in their hands. You begin your turn by playing a SCISSORS card. The Falco responds with its own SCISSORS card. You then play an OUT OF THE SUN card and announce it will be treated as a SCISSORS. Even though the Fiat is also Agile, it cannot play one of its other cards and call it a SCISSORS since it is not the CR.42's turn. Your Gladiator is now Advantaged over the Italian fighter. Note that if your opponent had a second SCISSORS card, you would have been unable to respond, because an Agile aircraft can only treat one non-SCISSORS card as a SCISSORS per turn.

► 7.3.5 CLOUDS

A successful CLOUDS card played as an Attack by your Leader will change its position to Neutral, regardless of the starting position. If played during the last Game-Turn of the game, your Element must immediately and automatically disengage (see 12.0). Otherwise, place a *Clouds* marker on the Leader's card to show it is "in the clouds" until the Altitude Step of its next turn, when the marker is removed.

While under a *Clouds* marker, several restrictions apply:

- a) You must immediately select the altitude at which you will *end* your next Altitude Step by secretly placing the appropriate marker face-up under your Leader's card. Normal restrictions apply per Rule 8.2.1, i.e., you may change altitude up or down by one level at most.
- b) You cannot play any more cards during your Leader Step.
- c) Skip your Discard, Draw, and Wingman Steps.
- d) Enemy aircraft cannot attack your Leader or your Wingman.
- e) In your next Altitude Step, remove the Clouds marker, lift the Leader's card to reveal the chosen Altitude marker, and adjust altitude if appropriate (discarding or drawing a card normally).

NOTE: A Wingman may *not* play CLOUDS as an Attack card; it is so marked [10.2(d)]. A CLOUDS card played as a Response *never* causes a position change.

An Advantaged or Tailing enemy Leader (only) may play his own CLOUDS or ACE PILOT card in response to stop a CLOUDS card played by the Engaged Leader to change position to Neutral.

7.3.6 Giving Up Position

If your Leader is Advantaged or Tailing at the beginning of your Leader Step, you may freely give up your Position and become Neutral. By doing so, you are free to play cards to attack a different enemy Leader, a Wingman, or a Bomber. This is because a Leader cannot play Attack cards against more than one enemy aircraft during any single Leader Step.

7.4 Effects of Position

When a Leader is Disadvantaged or Tailed, it is not allowed to fire Bursts unless it has a Gunner [5.2.5]. When firing from a Neutral position, a Leader uses its printed Burst rating. An Advantaged Leader increases its Burst rating by *one*, while a Tailing Leader increases its Burst rating by *three*. Thus, Leaders with a Burst rating of 0 (e.g., a MC.200) cannot fire while Neutral, but have their Bursts modified to 1 and 3 when Advantaged or Tailing, respectively.

Example: *A Spitfire V has a normal Burst limit of one (1). This increases to 2 when Advantaged, and to 4 when Tailing.*

The Burst limit increases relative to Neutral and is *not* cumulative. A Leader's Bursts can never increase by more than +3 due to positioning.

Example: *Your Bf109E-3 is Disadvantaged by a Spitfire I at the beginning of your turn, as in the middle illustration above. You currently have 0 Bursts, because you can only fire when Neutral, Advantaged, or Tailing. You play a MANEUVER card, to which the Spitfire does not respond. You are now Neutral, so could fire 1 Burst (your printed rating) at the Spitfire, or play an additional MANEUVER or a HALF LOOP card, or both in turn.*

You choose to play a 1 Burst IN MY SIGHTS card. Whether the Spitfire responds successfully or not, this Attack has used all of your allowed Bursts, unless you improve your Position further to increase your Burst capability. You could now play another MANEUVER card against the Spitfire and be allowed one more Burst if successful (+1 for Advantaged position), or play two MANEUVER cards (or a HALF LOOP card) to improve your Position to Tailing and be allowed three more Bursts. You could even use 1 Burst while Advantaged, then play a MANEUVER again to move to Tailing, where you could use an additional 2 Bursts (having already used two of your 1+3=4 Bursts).

7.5 Engagement

If your Leader is in any Position but Neutral, your Element is Engaged. While Engaged, your Leader cannot attack any aircraft other than the enemy Leader with which it is Engaged until you break the Engagement and return to Neutral position (either through maneuvering, or by voluntarily giving up position at the beginning of your Leader Step).

A Neutral Leader is Unengaged, and may attack any one Unengaged enemy Leader or any one enemy Wingman at the same altitude.

7.5.1 Engagement Restrictions

- a) A Leader may only be Engaged with one enemy Leader at a time.
- b) When a Leader is Disadvantaged or Tailed, it is not allowed to play Burst cards unless it has a Gunner, in which case it may fire upon the Engaged enemy Leader or his Wingman [9.2].
- c) The Wingman of an Engaged Leader may only conduct attacks against either the Engaged enemy Leader or his Wingman.
- d) Neither Leaders nor Wingmen of other Elements can attack an Engaged Leader, except in one special circumstance (see 7.5.2). They may attack an Engaged Leader's Wingman.

7.5.2 Attacking a Lone Leader

If an enemy Leader without a Wingman is Advantaged or Tailing, your Unengaged Leader or Wingman at the same altitude may attack as follows.

- a) First, your Unengaged Leader or Wingman must play one or more MANEUVER, HALF LOOP, FULL THROTTLE, or SCISSORS cards (the latter only if the enemy Leader is Advantaged) until the enemy Leader is no longer Advantaged over or Tailing the friendly Leader. The enemy Leader may respond normally [6.2].
- b) Once the enemy Leader is no longer Advantaged or Tailing, you may attack him normally [6.1].
- c) If, in the course of steps (a) and (b) above, you play cards that adjust the enemy Leader's Position further than Neutral, you immediately gain this (Advantaged or Tailing) position on him.

Example: *An enemy Bf109 with no Wingman is Advantaged with respect to an Element of Hurricanes at your altitude. Your Spitfire Leader plays a SCISSORS*, to which he responds with an ACE PILOT. You respond with an ACE PILOT of your own, to which he does not respond. The enemy Bf109 loses his Advantaged position over the Hurricanes, and is now Disadvantaged by you. You may now continue to attack with IN MY SIGHTS or OUT OF THE SUN cards (or a MANEUVER card to improve your position to Tailing).*

* **NOTE:** This is the only situation where you can attack with a SCISSORS when you are not Disadvantaged.

8.0 ALTITUDE

Aircraft are always at one of five Altitude Levels: Very Low, Low, Medium, High, or Very High. Aircraft may never go above Very High Altitude or below Very Low. Only opposing aircraft at the same altitude at the time a card is played may attack each other.



8.1 Altitude Markers

Players designate altitude for each Element in the game using the Altitude markers provided. If all players agree, they may omit the Altitude markers for Medium Altitude.

8.2 Changing Altitude

Changing altitude is a good way to shake an enemy Leader who is Advantaged Over or Tailing your Leader. You may change altitude in one of two ways.

During the Altitude Step of your turn, your element may climb up or dive down one level. You may also change altitude by playing a VERTICAL ROLL during your Leader Step. Only an enemy Element that is Advantaged over or Tailing your Leader may respond or follow you (i.e., change altitude and maintain position on your Leader).

8.2.1 Altitude Step

To change altitude during your Altitude Step, follow this sequence:

- Adjust your Element's altitude by one level, up or down.
- If you *climb*, discard any one card from your Leader's hand (or a *Full Throttle* counter). If you don't have a card to discard, you cannot climb to a higher level.
- If you *dive*, draw one card from the deck into your hand, even if this causes you to temporarily exceed your maximum allowed hand size (your Leader's Performance rating [see 5.2.2]).
- If you were Advantaged over or Tailing an enemy Element, you lose that position, return to Neutral, and become Unengaged. During the following Leader Step, you may attack a different enemy Element at your new altitude.
- If you were Disadvantaged or Tailed by an enemy Element, that Element may choose to follow your altitude change and maintain its position:
 - A Tailing enemy may freely follow by immediately performing steps (a) through (c) above.
 - An Advantaged enemy may follow by discarding any one card from the Leader's hand (or a *Full Throttle* counter), then immediately performing steps (a) through (c) above. Note that if you climb, this means the Advantaged aircraft must discard *two* cards, one to follow you and one to gain altitude.

- If the enemy Element chooses not to follow, it stays at its current altitude and reverts to Neutral position.

► If either aircraft in your Element is Damaged such that its altitude exceeds its Ceiling [5.2.7], your Element must Dive during the Altitude Step.

8.2.2 VERTICAL ROLL

To change altitude during your Leader Step, play a VERTICAL ROLL card: Follow steps (a) through (e) above, except that any Advantaged or Tailing enemy aircraft that follows your altitude change must discard an *additional* card in order to do so—an Element can never “freely” follow an altitude change due to a VERTICAL ROLL. This penalty is cumulative with that described in Rule 8.2.1(e)(2) above, e.g., an Advantaged enemy must discard a total of *three* cards to follow you if you climb with a VERTICAL ROLL.

NOTE: A Wingman may not play a VERTICAL ROLL as an Attack card; it is so marked [see 10.2(d)].

8.2.3 Stopping a VERTICAL ROLL

An Advantaged or Tailing Leader (only) may play his own VERTICAL ROLL or an ACE PILOT card in response to stop a VERTICAL ROLL played by the Engaged enemy Leader to change altitude.

NOTE: A VERTICAL ROLL card played as a Response never causes an altitude change.

8.2.4 Effect on Position

If the enemy changes altitude to follow your Disadvantaged or Tailed Element, adjust their altitude to conform to yours, maintaining position.

If they choose not to change altitude with you, the enemy Element loses position and reverts to Neutral at its current altitude. You cannot attack other enemy aircraft at your new altitude. If you have another VERTICAL ROLL, however, you could play it to return to your original altitude, then play additional Attack cards against the Leader with which you had been Engaged.

8.3 Altitude Effects on Ratings

As previously described in Rules 5.2.3 and 5.4.2, altitude affects Horsepower and Wingman Combat ratings.

8.3.1 Horsepower Ratings

Altitude affects Horsepower as follows:

- At Low or Very Low Altitude, add one to the Horsepower rating.
- At Medium Altitude, Horsepower is unchanged.
- At High Altitude, subtract one from the Horsepower rating (unless Turbocharged).
- At Very High Altitude, subtract two from the Horsepower rating (subtract only one if Turbocharged).

8.3.2 Wingman Combat Ratings

Altitude affects Wingman Combat ratings as follows:

- At Medium Altitude and below, Combat ratings are unchanged.
- At High Altitude, subtract one from the Defensive rating (unless Turbocharged).
- At Very High Altitude, subtract one from both the Offensive and Defensive ratings (subtract one from only the Defensive rating if Turbocharged).



9.1.2 Heavy Guns

Heavy Gun markers are used in conjunction with Burst ratings (never by Gunners). Each Heavy Gun marker can only be used once and is then expended.

- ▶ Play one Heavy Gun marker together with *any* IN MY SIGHTS (not OUT OF THE SUN) card to convert that card to a 2 Burst/3 Hit IMS. Wingmen may only use these markers when attacking Formation aircraft.

The Burst requirement to play a “converted” card is the same as if the card had that printed 2 Burst number on it. Discard the used Heavy Gun marker from the game.

Example: Your P-39D Leader (Burst rating of 1) begins the game with two Heavy Gun markers, and you have one 1 Burst/1 Hit IN MY SIGHTS and one 3 Burst/3 Hits IMS cards in your hand. While Neutral, you could play the IMS 1/1 card, but could not use a Heavy Gun marker because you do not have the needed 2 Bursts. Once you become Advantaged, however, you could play either IN MY SIGHTS card as an IMS 2/3 card by expending one of your Heavy Gun markers (and your allowed 2 Bursts).

9.2 Gunner Attacks

When unfavorably Engaged by enemy aircraft, a Leader with a Gunner may return fire during his turns. Unlike the Burst rating, the Gunner rating does not change with relative position. It may only be increased by a ‘G’ rating on a Pilot counter [19.2.6].

While Disadvantaged or Tailed, play an IN MY SIGHTS or OUT OF THE SUN card during your Leader Step. The number of Bursts on the card may not exceed the (modified) Gunner rating.

Example: Your Bf110 Leader (Gunner rating of 1) is Disadvantaged by a Hurricane Leader. During your Leader Step, you play a 1 Burst IN MY SIGHTS card at the Hurricane. Your Gunner could not fire any additional Bursts, but if you are able to maneuver to Neutral position or better, you could continue firing using your Burst rating instead.

9.2.1 Evading Gunner Attacks

Gunner attacks are treated like any other IN MY SIGHTS or OUT OF THE SUN cards, and may be responded to as such.

- ▶ (OPTIONAL) Decrease position by one when responding to Gunner fire.

Design Note: It's difficult to maintain a good firing solution when dodging fire from a Gunner.

9.2.2 Gunner Responses

Gunners may never respond to a response. Once a Gunner's Attack card is negated, that attack is finished.

9.0 FIRING

Play IN MY SIGHTS and OUT OF THE SUN cards (i.e., fire Bursts) to score Hits on an opposing aircraft. Every IN MY SIGHTS and OUT OF THE SUN card requires the use of from one to three Bursts as specified on the card. A Leader can divide its Bursts into several IN MY SIGHTS and/or OUT OF THE SUN cards during his turn, as long as the total Bursts used do not exceed the Leader's Burst (and/or Gunner) rating as modified by its target, their relative Position, and other cards played:

- Leaders gain extra Bursts and suffer attack restrictions based on their Position relative to the target Leader. These rules are detailed in the Position section [7.1 and 7.4].
- Leaders may gain extra Bursts when attacking a Wingman or Formation aircraft by playing MANEUVER and/or HALF LOOP cards.
- Leaders automatically gain extra Bursts when attacking a Formation aircraft [see 20.4.1].

9.1 Pilots Firing

Most firing attacks are made by an aircraft's pilot, who points his aircraft at the enemy and uses his fixed forward guns. The Leader's Burst rating applies while making these attacks.

While Neutral, Advantaged, or Tailing, play an IN MY SIGHTS or OUT OF THE SUN card during your Leader Step using the number of Bursts specified on the card. This number may not exceed the modified total of Bursts available minus Bursts already expended this turn.

Example: Your Bf109 Leader (Burst rating of 1) is Tailing a Yak Leader. During your Leader Step, you play a 3 Burst IN MY SIGHTS card at the Yak. If you have one, you could then play an additional (1 Burst) IN MY SIGHTS or OUT OF THE SUN card.

9.1.1 Changing Position

If able, you may fire before and/or after playing other cards to change your position or gain extra Bursts. If your Leader improves his position (even after firing), it immediately gains the additional Bursts granted by the new position or card played.

Example: Your Kittyhawk Leader (Burst rating of 1) is Neutral with respect to a MC.202 Leader. During your Leader Step, you play a 1 Burst IN MY SIGHTS card at the Folgore, then play a MANEUVER card to improve your Position to Advantaged and gain one additional Burst. You then play an additional 1 Burst IN MY SIGHTS card.

9.3 Hits

The Attack section of every IN MY SIGHTS and OUT OF THE SUN card specifies the damage it may cause. When played successfully, inflict the indicated number of Hits on the target aircraft by placing the appropriate Hit marker on it. Hits are always cumulative, both within a turn and from one Game-Turn to another.

9.3.1 Damaged Aircraft

When an aircraft accumulates Hits that equal or exceed its Damage rating on the front (undamaged) side of its card, it is now Damaged, and will lose some of its effectiveness. Flip the Aircraft card over to its Damaged (saw tooth-bordered) side to reflect its new status, retaining any accumulated Hits.

9.3.2 Destroyed Aircraft

An aircraft is shot down when it has accumulated Hits equal to or exceeding the Damage rating on its Damaged side [see Section 11.0].

► 9.3.3 IN MY SIGHTS (Cockpit Hit)

In addition to inflicting 1 Hit, place a *Cockpit Hit* marker on the target Fighter or Light Bomber card. This has additional effects:

- Reduce a Leader's Performance rating by 1.
- Reduce a Wingman's Offensive rating by 1.

Multiple results are cumulative.

A Medium or Heavy Bomber is now Out of Formation [17.3.7].

► 9.3.4 IN MY SIGHTS (Engine Hit)

If the target is a single-engine aircraft, it is Destroyed. If the target is a Multi-engined aircraft [5.5.4], inflict six (6) Hits instead.

9.3.5 IN MY SIGHTS (Fuel Tank Hit)

The target aircraft is immediately Destroyed.

9.3.6 Heavy Cannons

If the Burst or Offensive rating of the firing aircraft has a “+##” indication, add the indicated number of Hits to the Hits caused by *each* successfully played IN MY SIGHTS or OUT OF THE SUN card.

10.0 WINGMEN

Each Fighter Leader normally begins the game with a Wingman flying with him. Night Fighters, Rockets, campaign rules, and play balance are some exceptions.

10.1 The Wingman's Mini-Hand

Wingmen do not retain a hand of cards throughout the game like Leaders. Instead, their Attacks and Responses come from a temporary “mini-hand” drawn during the Wingman Step or when attacked.

10.1.1 Wingman Attacks

If your Wingman will attempt to attack during the Wingman Step of your turn, first designate the target [see Section 10.3]. Then draw a mini-hand equal to your Wingman's Offensive rating, modified by altitude [per 8.3.2].

10.1.2 Wingmen Defending

When an opponent announces he is attacking your Wingman and first plays an Attack card, draw a mini-hand equal to your Wingman's Defensive rating, modified by altitude [per 8.3.2].

► **Play Note:** *To reduce the frequency of reshuffling, do not draw a mini-hand just because an enemy Wingman announces an attack on your Wingman. Quite often, your opponent will not draw any usable Attack cards, so no attack will be made and no Responses are possible.*

10.2 General Rules for Wingmen

Wingmen generally attack and respond in the same manner as Leaders, but there are some differences:

- a) Wingmen are restricted in whom they may attack [see Section 10.3].
- b) A Wingman has *no* Burst limits when it attacks. You may play all the IN MY SIGHTS and OUT OF THE SUN cards you draw during your Wingman Step.
- c) When your Wingman successfully attacks an enemy Leader with a MANEUVER, HALF LOOP, FULL THROTTLE, or SCISSORS card, improve *your Leader's* position with respect to that enemy Leader.
- d) Wingmen cannot play CLOUDS and VERTICAL ROLL cards as Attack cards.

10.3 Eligible Targets for Wingmen

- a) If your Leader is Engaged, your Wingman may only attack that Engaged enemy Leader or his Wingman.
- b) If your Leader is Neutral, your Wingman may attack any Unengaged enemy Leader, any Leader without a Wingman that is Advantaged or Tailing, or *any* Wingman. The target must, of course, be at your Element's altitude.

10.4 Wingmen Attacking Leaders

Attack an enemy Leader during your Wingman Step using the following procedure.

- a) Declare which enemy Leader at the same altitude you are attacking.
- b) Draw your Wingman's mini-hand based on his Offensive rating and the altitude.
- c) Play an Attack card and respond just as with a Leader, as modified by Section 10.2.
- d) Continue playing Attack and Response cards in the same manner as long as desired.
- e) Discard any unplayed cards at the end of the Wingman Step.

10.4.1 Maneuvering

If the enemy Leader does not respond to a MANEUVER, HALF LOOP, FULL THROTTLE, or SCISSORS card, or your Wingman successfully responds to his responses (i.e., is the last one to play a card), adjust your own Leader's position relative to the targeted enemy Leader as indicated on the card.

10.4.2 Firing

If the enemy Leader does not respond to an IN MY SIGHTS and OUT OF THE SUN card, or your Wingman successfully responds to his responses, inflict Hits upon the enemy Leader normally.

Example: Your P-38J Leader at High altitude is being Tailed by an Fw190A-6 Leader. You declare your Wingman (Offense rating of 2) will attack the 190 Leader and draw two cards, a 3 Burst IN MY SIGHTS and a MANEUVER. You decide to play the MANEUVER first. The German player does not respond, so your Leader is now Disadvantaged. You then play the IN MY SIGHTS card, to which he responds with a BARREL ROLL. Since you have no cards left in your mini-hand with which to respond, your IN MY SIGHTS card is negated and no Hits are inflicted on the enemy Leader.

During your Leader Step, you are able to maneuver the Fw190 Leader to Neutral. Then, during your next Wingman Step, you declare that enemy Leader as your target and again draw two cards, a HALF LOOP and a TIGHT TURN. You play the HALF LOOP, to which the enemy player does not respond, so you adjust your Leader's position from Neutral to Tailing the 190 Leader. You finish your Wingman Step by discarding the TIGHT TURN, as it is unplayable.

10.5 Wingmen Attacking Wingmen

Fire at an enemy Wingman during your Wingman Step using the following procedure.

- Declare which enemy Wingman at the same altitude you are attacking.
- Draw your Wingman's mini-hand based on his Offensive rating and the altitude.
- If you have any IN MY SIGHTS or OUT OF THE SUN cards, your opponent must draw his Wingman's mini-hand based on his Defensive rating and the altitude. If you do not have any of these cards, discard your mini-hand—your Wingman Step is over.
- Play an IMS or OOTS Attack card and respond just as with a Leader, as modified by Section 10.2.
- Continue playing firing Attack and Response cards in the same manner as long as desired.
- Both players discard any unplayed cards at the end of the Wingman Step.

10.5.1 Maneuvering Not Allowed

Wingmen *cannot* maneuver against an enemy Wingman, so you cannot play a MANEUVER, HALF LOOP, CLOUDS, FULL THROTTLE, SCISSORS, or VERTICAL ROLL Attack card against one. You may, however, play White- as well as Blue-bordered cards when responding to an enemy Wingman's response.

Example: Continuing the previous example, your P-38 Leader is still Tailing the Fw190 Leader at High altitude when your next turn begins. This time, you declare your Wingman will attack the 190 Wingman and draw two cards, a 2 Burst OUT OF THE SUN and a MANEUVER. Your opponent (Defense rating of 3, reduced by one at High altitude) draws two IN MY SIGHTS cards. You cannot play the MANEUVER against a Wingman, so you play the OUT OF THE SUN card. Since he cannot respond, you inflict 3 Hits on the Focke-Wulf. Both of you then discard your remaining mini-hand cards.

10.6 Leaders Attacking Wingmen

If you are Neutral with respect to an enemy Leader at the same altitude, you may attack that Leader's Wingman with your Leader.

10.6.1 Declaring the Attack

You must have at least one IN MY SIGHTS or OUT OF THE SUN card in your Leader's hand to declare an attack on a Wingman. Once you have declared the attack, the opposing player must draw his Wingman's mini-hand based on his Defensive rating and the altitude.

10.6.2 Bursts

Relative position does not change the number of Bursts allowed when attacking a Wingman. Instead, you may play MANEUVER and/or HALF LOOP, cards to increase the number of Bursts you may fire during your Leader Step. When played successfully,

- A MANEUVER increases your Bursts by *one*, and
- A HALF LOOP, increases your Bursts by *two*.

Unlike Leader vs. Leader combat, you are not limited to gaining, at most, three additional Bursts. When attacking a Wingman, the number of Bursts your Leader may fire is equal to your Burst rating plus all gains from successfully playing MANEUVER and HALF LOOP cards.

Example: Continuing the previous example, during your Leader Step, you decide to voluntarily give up your Tailing position so you may attack the 190 Wingman in hopes of Damaging him. But you have only a 2 Burst IN MY SIGHTS fire card, and your P-38's Burst rating is 1. You must successfully play a MANEUVER card to gain one additional Burst. Fortunately, you have one, to which the Wingman does not respond. This increases your Burst rating by 1, allowing you to play the 2 Burst card. The enemy player responds with a FULL THROTTLE, to which you cannot respond—rats!

10.6.3 Gunners vs. Wingmen

A Gunner may attack an enemy Wingman only if that Wingman's Leader is currently Advantaged over or Tailing the Gunner's aircraft. Normal rules for a Gunner Attack apply [9.2].

11.0 DESTROYED AIRCRAFT

11.1 Wingman Destroyed

When your Wingman is shot down, place its card off to the side for later use in determining victory [4.9.3].

11.2 Leader Destroyed

When your Leader is shot down, assume full control of your Wingman (if any) by “promoting” him to Leader:

- Discard your current hand of cards.
- Remove all Hit markers from the Leader card.
- Retain all Hits and Damage status when your Wingman is converted to Leader by moving any Hit markers currently in effect on your Wingman to the matching side of your Leader card.
- Move any Aircrew, *Full Throttle*, and Heavy Gun counters from your Wingman to your Leader card.
- Place your Wingman card off to the side for later use in determining victory [4.9.3].
- Draw a new hand of Action cards equal to your new Leader’s Performance rating *minus one*.

Design Note: This Performance reduction reflects the Wingman’s “shock” at having seen his Leader shot down, and is a one-time penalty. The new Leader uses the printed Performance rating in future turns.

If your Leader is shot down after the Wingman Step of your turn (e.g., due to Target Flak [22.2] or return fire from a Formation aircraft [20.5.3]), your newly-“promoted” ex-Wingman does not get a Leader Step this turn.

12.0 DISENGAGEMENT

There may be times when running from a fight is your best course of action. Many fighter pilots living today are alive because they knew when to “get out of Dodge.”

12.1 Voluntary Disengagement

You may attempt to remove your Element from combat through Voluntary Disengagement. Perform this action during the Leader Step *instead of* playing cards.

- Draw one card from the Draw Pile.
- Find the card under the “Card Drawn” column of the Disengagement Table on the back of this Rulebook and note the Level.
- Check the list of Level Modifiers below the table and sum *all* that apply—these modifiers are cumulative.
- Adjust the Level determined in step (b) up or down by the total modifier derived from step (c).
- Apply the result for the modified Level.

If you have a Wingman, repeat this procedure for him.

► 12.2 Clouds

If your Leader successfully plays a CLOUDS card as an Attack during the last Game-Turn of the game, your Element *must* immediately disengage.

13.0 BALANCING A DOGFIGHT

You can balance a dogfight in one of several ways.

13.1 Balance Values

Give the difference in Balance Values as Victory Points to the player with the lower-valued Fighters.

Example: An element of P-38Js (11 points) and an element of P-47Ds (13) oppose an element of Bf109Gs (9) and an element of Fw190As (10). The Germans get a bonus of $(24 - 19 =) 5$ VPs.

You can also use these values to create “balanced” dogfights. When the number of aircraft and total Balance Values of each side are equal, the game should be very balanced.

13.2 Quality vs. Numbers

Give one side more Elements than the other, with each side’s total Balance Values being equal.

13.3 Lone Leaders

Give one or more players a Leader but no Wingman in one or more Elements, with each side’s total Balance Values being equal.

13.4 Pilot Counters

Give the side with the lower total Balance Value a pilot with bonus ratings for one or more of its Leader aircraft. Consider each Skill rating on a pilot counter to be worth one point of Balance Value.

NOTE: Don’t confuse this with the VPs gained for shooting down an aircraft with a Skilled Pilot in the Campaign Game. This is for game balance only, not VPs.

See the section on Skilled Pilots in the Campaign Book [19.2] for details on how these ratings affect your aircraft’s capabilities.

14.0 EXTENDED EXAMPLE OF PLAY

This example of a small dogfight between Al (the Allied player) and Axel (the Axis player) illustrates the Dogfight Game concepts and sequence of play. You are encouraged to get out the cards and markers, set up this battle, and follow along so that you may better visualize the action.

14.1 Setup

The players choose to pit an Element of MC.202s vs. an Element of P-47C-5 Fighters. NOTE: This is a very unbalanced Dogfight, but these aircraft provide the greatest possible scope to illustrate the rules.

14.2 Initial Altitudes

Both players secretly choose High as their starting altitude. Since the Thunderbolts are Turbocharged, the Allied player (only) could have chosen Very High.

14.3 Initial Hands

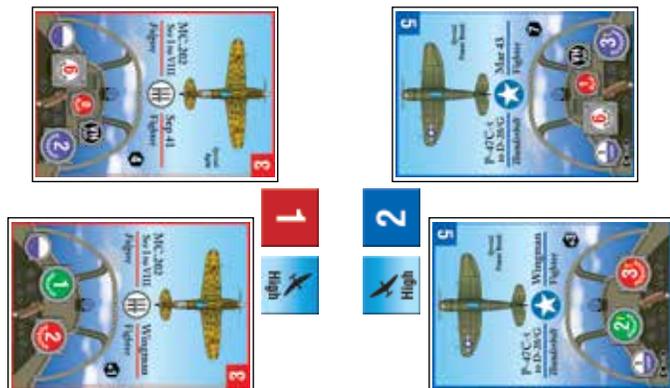
Each side draws six cards for its Leader's starting hand:

MC.202	P-47C
MANEUVER	MANEUVER
MANEUVER	IMS 1B/2H
IMS 1B/Cockpit Hit	IMS 2B/2H
IMS 1B/1H	OUT OF THE SUN 3B/4H
VERTICAL ROLL	CLOUDS
TIGHT TURN	SCISSORS

Note that altitude affects Horsepower but not Performance, so initial hand size is unchanged. In addition, each of the P-47s starts with one *Full Throttle* (FT) marker, and the MC.202 Leader starts with an Agile marker.

14.4 Play Order

Axel wins the flip of the Turn marker and goes first.



14.5 Turn 1

14.5.1 Axis Player-Turn

a) **Wingman Step:** Because this is the first player-turn of Turn 1, Axel skips his Wingman Step.

b) **Altitude Step:** Axel elects to stay at High altitude with his Macchis.

c) **Leader Step:** With a strong offensive hand, Axel chooses to attack the P-47 Leader to put it at a disadvantage and bring his guns to bear. He begins by playing a MANEUVER card, to which Al decides not to respond. The Italian Leader becomes Advantaged over the American.

Adding the +1 Burst for being Advantaged to his Leader's rating of 0, Axel now has one Burst available and plays his IN MY SIGHTS 1 Burst/Cockpit Hit card. Al again chooses to hold onto his FT marker, and his Leader takes 1 Hit and places the appropriate markers on his Leader's card to track this damage. His Performance is now reduced by 1 to 5, but he may still retain six cards in his hand for now.

Axel plays another MANEUVER card, and when Al again declines to respond, the Axis position improves to Tailing. Axel plays his IMS 1B/1H, again Al doesn't respond, and the Hits on the P-47 increase to 2.

d) **Discard Step:** Because he only has two cards left and his Performance/hand capacity is six, Axel elects not to discard.

e) **Draw Step:** The Folgore's Horsepower rating is 2, but this is reduced by one at High altitude, so Axel can only draw one card. He draws an IMS 1B/1H.



14.5.2 Allied Player-Turn

a) **Wingman Step:** Confident in his Leader's ability to extricate himself, Al announces his Wingman is attacking the Italian Wingman. He draws two cards (a MANEUVER and an IMS 2B/2H), and because at least one of them is playable in this situation, he advises Axel he must draw his Wingman's Defensive mini-hand. Although the Folgore's Defensive rating is 2, this is reduced by one at High Altitude. Axel draws a BARREL ROLL.

Al plays the IMS card, and Axel responds with his BARREL ROLL. Al cannot respond to the BARREL ROLL, so his attack fails. He discards the MANEUVER (of no use in a Wingman-on-Wingman attack) to end the step.

b) **Altitude Step:** Since his Turbochargers give him an advantage at High altitude, Al elects to stay there.

c) **Leader Step:** Al announces he is attacking Axel's Leader and finally plays his Full Throttle marker. Axel says he declines to respond (he has no response to a FULL THROTTLE, but there's no need to tell Al this!), so Al improves his position from

Tailed to Disadvantaged. Now AI can play his SCISSORS, and though the MC.202 is Agile, this ability only applies during its own turn. Again there is no response, so positions are reversed and AI's Leader is now Advantaged.

AI could play his IMS 2B card but, hoping to improve his position further and finish off the Italian, he plays the IMS 1B/2H card instead. Fearing worse is to come, Axel declines to play either of his available response cards and accepts the 2 Hits.

AI next plays his MANEUVER, planning on improving his position to Tailing so he can play his OUT OF THE SUN card. But when Axel responds with his TIGHT TURN, AI is stymied.

- d) **Discard Step:** Wanting to keep all three of his cards, AI declines to discard.
- e) **Draw Step:** Although the Thunderbolt's Turbocharger allows it to still draw equal to its Horsepower of 3 at High altitude, the Cockpit Hit has reduced Performance to 5 and AI draws only two cards (MANEUVER and SCISSORS).

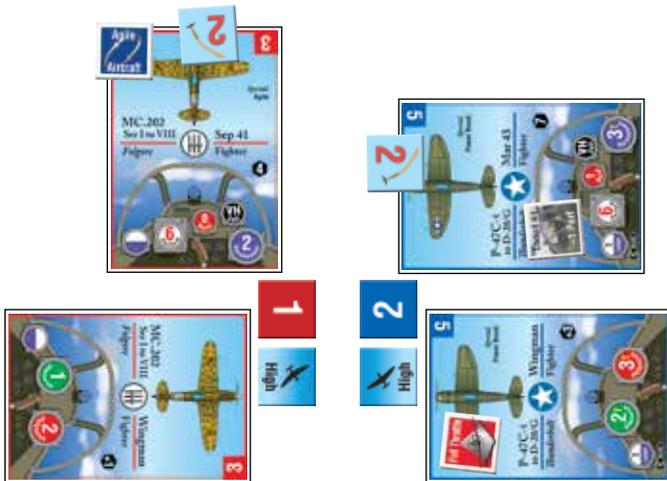
14.5.3 Final Step

Advance the Turn marker into the Turn 2 space.

14.6 Turn 2

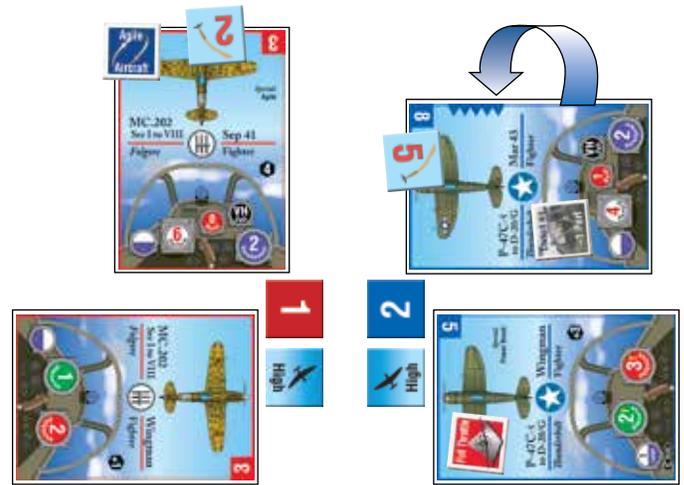
The players now have the following cards:

MC.202	P-47C
IMS 1B/1H	MANEUVER
VERTICAL ROLL	IMS 2B/2H
	OUT OF THE SUN 3B/4H
	CLOUDS
	SCISSORS



14.6.1 Axis Player-Turn

- a) **Wingman Step:** Hoping to help his Leader, Axel announces his Wingman will attack AI's Leader. He draws and plays an IMS 3B/3H. Unable to respond, AI incurs 3 more Hits, flipping his Leader's card over to its Damaged side.



- b) **Altitude Step:** Needing more cards, Axel elects to dive to Medium altitude and draws one card (an OOTS 2B/3H). Though Damaged, AI wants to remain Advantaged on the Italians, discards a card to do so (the CLOUDS), and descends to Medium altitude as well. Even though his Performance is now reduced to 3, he can still draw one card for doing so (a CHOP THROTTLE).

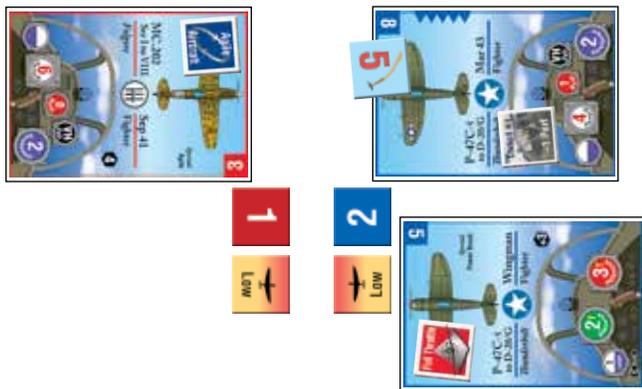
- c) **Leader Step:** Hoping he can turn the tables on the P-47s, Axel uses the Folgore's Agile ability to play his OOTS card as a SCISSORS. AI responds by playing his own SCISSORS. Thwarted, Axel now plays his VERTICAL ROLL to dive to Low altitude. Unable to respond to cancel this card but determined not to let go, AI must discard two cards to follow (one for being Advantaged and one to follow a VR), and does so. Axel draws a TIGHT TURN, and after discarding both the IMS and the OOTS, AI draws an ACE PILOT.

- d) **Discard Step:** Axel elects not to discard.
- e) **Draw Step:** Now at Low altitude, Horsepower is increased by 1 and Axel draws three cards (MANEUVER, IMS 1B/2H, TIGHT TURN).



14.6.2 Allied Player-Turn

a) Wingman Step: Al announces his Wingman will attack the Italian Leader and draws two cards (IMS 2B/Engine Hit, SCISSORS). Al plays the IMS, Axel responds with one of his TIGHT TURNS, and Al responds in turn with his SCISSORS. The IMS attack succeeds, and since the MC.202 is not noted as Multi-engined, it is Destroyed and removed from the game. Axel’s Wingman is now “promoted” to become the new Leader and takes over the Leader card, keeping the *Agile* marker while discarding the 2 Hits marker. Importantly, the “new” Leader is Neutral. Axel discards the downed Leader’s hand and immediately draws a new hand of five cards (one less than the Performance of 6): HALF LOOP, IMS 2B/2H, CLOUDS, FULL THROTTLE, BARREL ROLL.



- b) Altitude Step:** Al remains at Low altitude.
- c) Leader Step:** Al leads off by playing a MANEUVER, and Axel responds with his FULL THROTTLE. Al responds in turn with his CHOP THROTTLE, and since Axel cannot respond to this, the Thunderbolt Leader improves its position to Advantaged.
- d) Discard Step:** Obviously wanting to keep his ACE PILOT, Al declines to discard.
- e) Draw Step:** Al draws two cards (MANEUVER, SCISSORS).

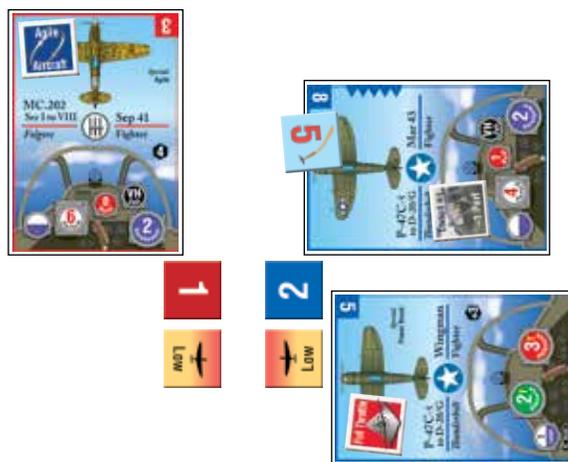
14.6.3 Final Step

Advance the Turn marker into the Turn 3 space.

14.7 Turn 3

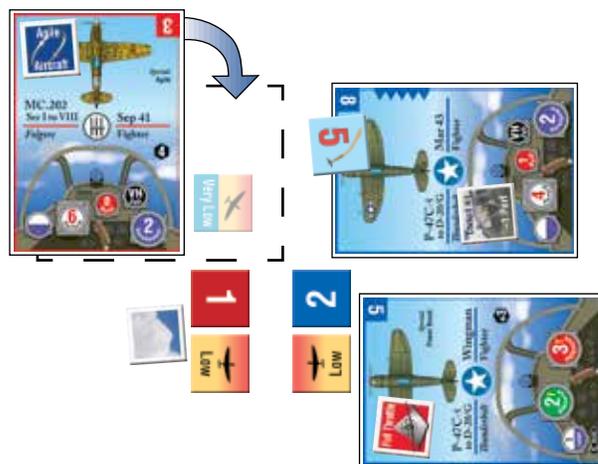
The players now have the following cards:

MC.202	P-47C
HALF LOOP	MANEUVER
IMS 2B/2H	SCISSORS
CLOUDS	ACE PILOT
BARREL ROLL	



14.7.1 Axis Player-Turn

- a) Wingman Step:** Since the Wingman has been shot down, this step is skipped.
 - b) Altitude Step:** Axel remains at Low altitude.
 - c) Leader Step:** Expecting to turn the tables on the P-47 Leader, Axel first plays his IMS card as a SCISSORS, only to be thwarted when Al responds with his own SCISSORS. Undismayed, Axel then plays his HALF LOOP. But Al is able to respond by playing the only card that responds to a HALF LOOP, an ACE PILOT.
- Stymied and in a bad position facing an unscathed enemy Wingman, Axel looks to evade by playing his CLOUDS, to which Al cannot respond. Successful, the Italian Leader reverts to Neutral and receives a *Clouds* marker. Axel must secretly choose the altitude at which he will end his next Altitude Phase, and hides a Very Low Altitude marker under his Aircraft card. He skips the last two steps of his turn.



This concludes the example, although this dogfight would continue to the end of Turn 6 (unless one side is completely eliminated or disengages first).

DOG FIGHT SEQUENCE OF PLAY

Wingman Step

If you are at the same Altitude as an enemy unit or Formation, choose and announce a target for your Wingman. Draw a “mini-hand” equal to the Offensive Rating and resolve the attack.

EXCEPTION: On the first Game-Turn, the first unit (only) skips this step.

Altitude Step

▶ Remove *Clouds* marker, if any, and adjust your altitude to match that selected. Otherwise, your unit may change altitude up or down to an adjacent level.

Leader Step

Target an enemy aircraft at the same altitude and play cards one at a time from your Leader’s hand. The enemy player has the opportunity to respond immediately to each card as it is played against him. You may then respond to his card, and so on, until one of you elects not to respond further. You may then play a card to initiate a new action against the same target.

Instead of playing cards, you may choose to voluntarily Disengage at this time [12.1].

Discard Step

Discard as many cards from your Leader’s hand as you like.

Draw Step

You may draw cards to refill your Leader’s hand [5.2.3].

▶ Final Step

After the completion of all player turns, advance the Turn marker one space.

Action Card Manifest

HALF LOOP	3	OUT OF THE SUN	
MANEUVER	21	1B/2H	2
IN MY SIGHTS		2B/3H	2
1B/1H	11	3B/4H	1
1B/2H	5	CLOUDS	2
1B/Cockpit Hit	2	FULL THROTTLE	5
2B/2H	7	SCISSORS	6
2B/3H	2	VERTICAL ROLL	5
2B/Engine Hit	1	ACE PILOT	4
2B/Fuel Tank Hit	1	BARREL ROLL	10
3B/3H	4	CHOP THROTTLE	4
		TIGHT TURN	12

Bombing, Strafing, and Spoiled Attacks

Bombing Results: 6 Vital, 23 Direct, 52 Hit, 29 Miss

Strafing Results: 63 Hit, 47 Miss

Spoiled Attacks: 17 Normal (incl 4 IMS, 1 OOTS),
5 Special (incl 1 IMS)

▶ Disengagement Table [12.0]

Conduct a Disengagement Check for each aircraft that exits before the end of a Mission or Mission Segment.

Level	Card Drawn	Result
A	IN MY SIGHTS (Engine/Fuel Tank)	Destroyed
B	OUT OF THE SUN	Destroyed
C	IN MY SIGHTS (3B)	Damaged ¹
D	IN MY SIGHTS (other 2B)	Damaged ²
E	IN MY SIGHTS (1B)	Damaged ²
F	CLOUDS	Safe Escape
G	MANEUVER	Safe Escape
H	HALF LOOP	Safe Escape
I	Any other card	Safe Escape
J	ACE PILOT	Safe Escape

¹ If aircraft is already Damaged, treat as *Destroyed*.

² If aircraft is already Damaged, treat as *Safe Escape*.

LEVEL MODIFIERS

Conditions when Disengaging	Adjustment
Position (Wingman uses its Leader’s position)	
Tailing	Down 2 Levels
Advantaged	Down 1 Level
Neutral	No adjustment
Disadvantaged	Up 1 Level
Tailed	Up 2 Levels
No enemy Fighters at the same altitude	Down 3 Levels
▶ Leadership (same aircraft type only)	Down 1 Level
Damaged	Up 1 Level
▶ Night (Day Fighter only)	Up 1 Level
Fuel Disengagement (day)	Up 1 Level
▶ Fuel Disengagement (night)	Up 2 Levels
<i>Other than Air Combat Missions (Strike aircraft only):</i>	
Game-Turn	
Target-Bound and 5+ Turns completed	Up 1 Level
Home-Bound and 6+ Turns to go	Up 1 Level
Aircraft is a Heavy Bomber	Down 1 Level



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