

GMT's Down in Flames

Player Aid Card

RULES OF ENGAGEMENT

Unengaged Leader may Attack:

- Any unengaged enemy Leader.
- Any enemy Wingman (engaged or not):
 - ❖ +2 burst / non-responded Half Loop (no limit).
 - ❖ +1 burst / non-responded Maneuver (no limit).
- Any engaged enemy Leader currently Advantaged or Tailing and without a Wingman:
 - ❖ Play Maneuvering, Half Loop, Scissors (only if Enemy is Advantaged), or Full Throttle (if in play) cards until Enemy is disengaged. Once disengaged, the attacking Leader may engage the Enemy.

Engaged Leader may Attack:

- Currently engaged enemy Leader.

Unengaged Wingman may Attack:

- Any unengaged enemy Leader:
 - ❖ Burst cards cause damage as usual.
 - ❖ Maneuver, Half Loop, Scissors, or Full Throttle (if in play) cards adjust position between enemy Leader and Wingman's Leader.
- Any enemy Wingman:
 - ❖ Burst cards cause damage as usual.
 - ❖ Maneuver, Half Loop, Scissors, and Full Throttle (if in play) cards may not be played.
- Any engaged enemy Leader currently Advantaged or Tailing and without a Wingman:
 - ❖ Play Maneuvering, Half Loop, Scissors (only if Enemy is Advantaged), or Full Throttle (if in play) cards until Enemy is disengaged. Once disengaged, the attacking Leader may engage the Enemy.

Engaged Wingman may Attack:

- Currently engaged enemy Leader.
- Currently engaged enemy Wingman.

ALTITUDE EFFECTS

Horsepower

- ❖ +1 at Low or Very Low.
- ❖ -1 at High (-0 with Turbochargers).
- ❖ -2 at Very High (-1 with Turbochargers).

Wingmen

- ❖ -1 from Defensive Rating at High.
- ❖ -1 from Offensive and Defensive Ratings at Very High.

Diving and Climbing

- ❖ Draw one card when Diving.
- ❖ Discard one Card when Climbing.
- ❖ The above are still in effect when playing Vertical Roll cards.

Following when Advantaged

- ❖ Discard one card and Draw one card when Descending.
- ❖ Discard two cards and Draw one card when Descending during a Vertical Roll.
- ❖ Discard two cards when Ascending.
- ❖ Discard three cards when Ascending during a Vertical Roll.

Following when Tailing

- ❖ Draw one card when Descending.
- ❖ Discard one card and Draw one card when Descending during a Vertical Roll.
- ❖ Discard one card when Ascending.
- ❖ Discard two cards when Ascending during a Vertical Roll.

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- ❖ Discard one card and Draw one card when Descending.
- ❖ Discard two cards and Draw one card when Descending during a Vertical Roll.
- ❖ Discard two cards when Ascending.
- ❖ Discard three cards when Ascending during a Vertical Roll.

Following when Tailing

- ❖ Draw one card when Descending.
- ❖ Discard one card and Draw one card when Descending during a Vertical Roll.
- ❖ Discard one card when Ascending.
- ❖ Discard two cards when Ascending during a Vertical Roll.

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SEQUENCE OF PLAY

- ❖ **Jettison Decision**
- ❖ Wingman Attacks
- ❖ Adjust Altitude
- ❖ **Bomb or Strafe**
- ❖ Play Cards or Disengage
- ❖ Discard
- ❖ Draw
- ❖ **Loaded Penalty**
(Step no longer used)

PILOT SKILLS

- A Use any one response as an Ace Pilot card.
- BM Draw and apply one extra Bomb card.
- BU Increase aircraft's Burst Rating by +1.
- CV Before play starts discard and draw.
- D Increase aircraft's Damage Rating by +1.
- G Increase aircraft's Gunner Rating by +1.
- H Increase aircraft's Horsepower Rating by +1.
- P Increase aircraft's Performance Rating by +1.
- S Draw and apply one extra Strafe card.

DISENGAGEMENT TABLE

Level	Card Drawn	Result
A	In My Sights (Fuel Tank)	Destroyed
B	Out of the Sun	Destroyed
C	In My Sights (3B)	Destroyed
D	In My Sights (2B)	Damaged*
E	In My Sights (1B)	Damaged*
F	Maneuvering	Safe Escape
G	Half Loop	Safe Escape
H	Any other card	Safe Escape
I	Ace Pilot	Safe Escape

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

ACTION CARD LIST

- 9 In My Sights (1B/1D)
- 4 In My Sights (1B/2D)
- 6 In My Sights (2B/2D)
- 2 In My Sights (2B/3D)
- 1 In My Sights (2B/Fuel Tank)
- 3 In My Sights (3B/3D)
- 1 Out of the Sun (1B/2D)
- 1 Out of the Sun (2B/3D)
- 1 Out of the Sun (3B/4D)
- 15 Maneuvering
- 2 Half Loop
- 3 Ace Pilot
- 9 Tight Turn
- 10 Barrel Roll
- 4 Vertical Roll
- 5 Scissors
- 4 Full Throttle

OF NOTE

- ❖ Unless the opposing force consists entirely of formation aircraft, the first element activated does not get a Wingman phase.
- ❖ When a Leader is shot down, the Wingman, upon becoming the new Leader, draws a new hand equal to the Performance Rating minus one, and receives Thrust Markers (if applicable) equal to the aircraft's Thrust Rating minus one.
- ❖ A Heavy Cannon rating is added to the damage of each In My Sights and Out of the Sun card.
- ❖ A Leader (or Wingman) cannot play attack cards against more than one enemy aircraft per turn.

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Level Modifiers:

Conditions when Disengaging

Positioning **	Adjustment
Tailing	down 2 Levels
Advantaged	down 1 Level
Neutral	no adjustment
Disadvantaged	up 1 Level
Tailed	up 2 Levels
Damaged	up 1 Level
Voluntary Disengagement (RotL or 8AF only)	down 1 Level
No enemy fighters present at same Altitude	down 3 Levels
Non-Dogfight Missions (Attacker only):	
Target-Bound turn 6+	up 1 Level
Over Target and had 6+ Target-Bound turns	up 1 Level
Home-Bound and 6+ turns to go	up 1 Level
Aircraft is a Heavy Bomber	up 1 Level

** Note: A Wingman uses its Leader's Position.

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- 6 In My Sights (2B/2D)
- 2 In My Sights (2B/3D)
- 1 In My Sights (2B/Fuel Tank)
- 3 In My Sights (3B/3D)
- 1 Out of the Sun (1B/2D)
- 1 Out of the Sun (2B/3D)
- 1 Out of the Sun (3B/4D)
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- 3 Ace Pilot
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