Draw New Cards

- Max new cards = Pilot Skill + Plane Throttle Setting
  - +1 Card if plane located in "**Pack**" space.
  - -1 Card if currently holding "**Clipped Pylon**" marker.

- Max hand size = 6 cards.

Play Cards

- First card played is the "activating" card. Add card **value** to **Action Points**.
- "**Skill**" or "**Maneuver**" cards activate **Pilot**; "**Endurance**" or "**Maneuver**" card activate **Plane**.
- If Pilot activated, + **Skill Rating**. If plane activated, + **Throttle Setting**. If **trump** suit, +1.
- Additional Action cards can be played up to a max of 3 cards.
- Total Action Card **values** must be <= Pilot Skill Rating or Plane Throttle Setting (player chooses).
- Multiply total by 2 to calculate total **Airspeed** available.

Movement

Action	Airspeed Cost
Move Forward	1
Turn	1
Change Altitude	Climb/Dive cost (on plane card)
Enter "Pack" space	+1 if Medium Altitude
Enter "Pack" space	+2 if Low Altitude
Reduce Turn Radius	+ (Endurance Factor – 1)
Pilot Rally (once per turn)	1 (Allows Fatigue check)
Plane Rally (once per turn)	1 (Allows Endurance check)
After every "Turn" maneuver	Check for Increased Turn Radius: • If player activated with trump suit: **-1** • Any trump cards previously played by opponents: **+ Card Value**

Pack Movement

Total of:

- Draw two cards – add values.

- Die Roll:
  - 0 – 3 = 1 point
  - 4 – 7 = 2 points
  - 8 – 9 = 3 points

Endurance Checks (if plane "**Stressed**", Fatigue check instead)

- Plane enters a "Pack" space and opponent plays "Incident" card.
- Moving adjacent to opponent plane and opponents plays "Incident" card.
- Plane crosses the Finish Line.
- Airspeed used > plane's Endurance Factor.
- Plane changes altitude and opponent plays "Incident" card.
- After "**Side Slip**" maneuver (+1 DR if preceding move included a Turn Radius Increase.
- Making turn adjacent to Pylon and opponent to play "Incident" card and rolls odd # on DR.

*** Play "Endurance" card of any suit – or – "Maneuver" card of trump suit to reduce Endurance Check DR by **value of card played**.

Fatigue Checks

- Plane crosses the Finish Line.
- Any time Endurance Check is called for, but plane is already "Stressed".

*** If "Reduce Turn Radius" this turn, +1 to DR.

**** Play "Endurance" card of any suit – or – "Maneuver" card of trump suit to reduce Fatigue Check DR by **-1**