DOGFIGHT

1917



Rulebook

14+ 2 30min

Attention, pilots!

The sky is now a battlefield, just as much as the land and sea.
It's a battlefield where only the best of the best can survive.

The mission today is simple: seek out the enemy and destroy them.
Be alert, for the enemy is capable and relentless.
You cannot afford a single mistake, or they will shoot you down.

But take heart, remember your training,
and show them who the real master of the sky is.

History will remember this day. Now, it's time to soar into the sky!

Fight on and fly on to the last drop of blood
and the last drop of fuel, to the last beat of the heart!

1917, Western Front. The vast sky above the trenches is yet another battlefield
where modern knights clash in a life-and-death struggle.

Your mission is to seek out and destroy the enemy fighter.
But the enemy will also be on the lookout for you to do the same.
Make the most of your aircraft's advantages to slip in behind the enemy for a decisive attack.
Positioning, speed, and even luck will determine
whether you can come out victorious in this dogfight.

OBJECTIVE

Shoot down the enemy before they can shoot you down!

COMPONENTS



1 Battlefield board



4 Fighters, 4 Fighter boards
(Fokker Dr.I / Sopwith Camel / Albatros D.III / SPAD S.XIII)



80 Flight cards
(20 per fighter)



4 Pilot cards
(Manfred von Richthofen / Donald Roderick MacLaren / Erich Loewenhardt / René Fonck)



4 Reference cards



2 Pilot mentor cards



8 Dice
(black and white, 4 each)



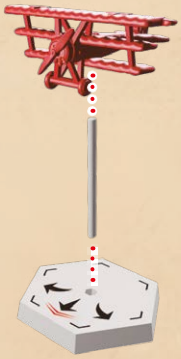
20 Tactical tokens



Rulebook

FIGHTER ASSEMBLY INSTRUCTIONS

Assemble the fighter so that its propeller aligns with the middle arrow on the base, as shown on the right.



SETUP



1. Place the battlefield board in the middle of the table, and put the tactical tokens next to it to form a general supply.
2. Each player takes 4 dice and a reference card.
3. The player who has most recently seen a fighter aircraft becomes the starting player.
4. Check the basic combination of fighters and pilots on the right and choose one each, beginning with the starting player.

BASIC COMBINATION

	Fighter	Pilot
Central Powers	Fokker Dr.I	Manfred von Richthofen
	Albatros D.III	Erich Loewenhardt
Entente	Sopwith Camel	Donald Roderick MacLaren
	SPAD S.XIII	René Fonck

If it's your first time playing *Dogfight: 1917*, try using the **Pilot Mentor** card instead. For planes, we recommend **Sopwith Camel** for the starting player, and **Fokker Dr.I** for the second player. Each player removes 2 Basic Maneuvers and 1 Evasive Climb from their flight cards and returns them to the box.



5. Take the matching fighter board, flight cards, and fighter. Take the matching pilot card as well, and place it side A face-up on your fighter board as shown above.
6. Each player shuffles their flight cards to form a deck and draws 5 cards to form their hand.
7. Place the fighters on the battlefield board. They should face north according to the compass on the battlefield board. The second player places their fighter on the **central** space on the board, and the starting player places their fighter 1 space north of the other fighter.

Battlefield board & fighter placement

During setup, rotate the battlefield board so that **the rookie (the less experienced player) faces the rear of their fighter**. The direction and movement of the fighters is fundamental to *Dogfight: 1917*, and this placement helps new players get adjusted.

KEYWORDS

FIGHTER BOARD

① Artwork ② Name ③ Pilot card slot

④ Fighter special action ⑤ Deck

⑥ Damage pile ⑦ Discard pile



Under **Name** ②, you can find useful information about the fighter's advantages and notable characteristics.

Fighter special action ④ shows that fighter's unique abilities which require tactical tokens to carry out.

Cards in your **deck** ⑤ and **damage pile** ⑥ are always placed **face-down**. You may check how many cards there are in your deck and damage pile, but you cannot look through them face-up or change the card order around.

Cards in the **discard pile** ⑦ are placed **face-up**. You may look through the cards there at any time.

FLIGHT CARDS

① Type ② Name ③ Artwork ④ Effect



You may use the flight cards in your hand during the engagement phase (see page 9), and their usages differ based on their **type**. For example, maneuver cards can be used only once per player turn, and **evasion** cards are used to respond to the opposing player's **attacks**.

The flight card's effects are always resolved from top to bottom, left to right. Unless an effect is marked off by ¦, the effect must be resolved. Used flight cards go in your discard pile.

ⓐ Conditional effect: An additional effect that **must** be triggered and resolved if its condition is met. The condition is checked just once, after all other effects of the card are resolved.

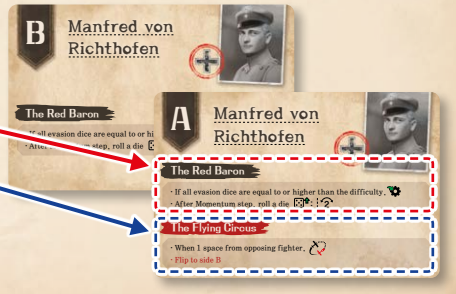
ⓑ Optional effect: An additional effect that may be resolved. If you do choose to resolve the optional effect, you must resolve all of it.

PILOT CARD

Pilot cards are double-sided and each has its unique **ongoing effects** and **special action**.

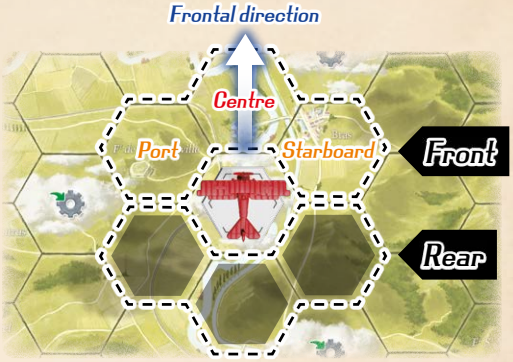
The ongoing effect is activated whenever its conditions are met.

The special action is a powerful one-off action, and/or changes the ongoing effect.



DIRECTION

Front



Of the six spaces surrounding a fighter, the three spaces ahead of the fighter's wings are the **front** of the fighter. Of these, the left/right spaces are port/starboard respectively, and the space right in front of its propeller is the centre.

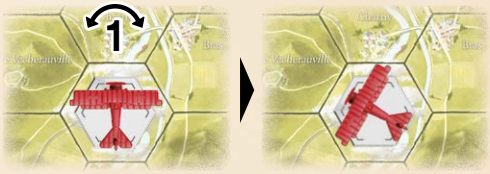
Important: the direction of the fighter's propeller is called the frontal direction.

Rear

The three spaces behind the fighter's wings are called the **rear**.
Your fighter is vulnerable to basic attacks from behind, so take care with your positioning.

TURNING

Changing the direction of the fighter while remaining on the current space is called a **turn**. Each turn rotates the fighter by 60°.

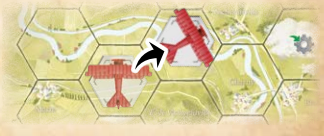


ADVANCE

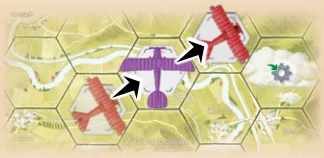
Advance is when the fighter moves from one space to another. When advancing, the fighter chooses one of the three spaces in their **front** to move to. Each time a fighter advances one space, check the direction of the fighter.

A fighter is always moving forward, so if the fighter advances in a **starboard/port direction**, **the frontal direction of the fighter changes accordingly**. This change in the fighter's direction from advancing is **not** considered a turn.

Example: *If the fighter moves 1 space forward in the starboard direction, it would move and change direction as shown on the right. Note that the frontal direction of the fighter has changed. Since it was* ***advancing****, however, that direction change is not considered a* ***turn****.*



When advancing, a fighter may go past another fighter, but it cannot end the movement on a space occupied by another fighter. There can only be one fighter on a single space.



TACTICAL TOKENS

Tactical tokens are resources required for the tactical actions and fighter special actions.

Tactical position

Tactical positions have tactical token icons on them. If you end your movement on a tactical position, immediately collect as many tactical tokens as shown on the space (whether it's your turn or not).

If the general supply runs out of tactical tokens, use any suitable replacements.



Tactical Token



Collect 1 token

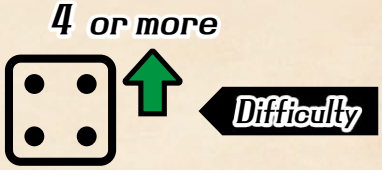


Collect 2 tokens

DICE ROLL

When resolving certain actions/effects, you may have to roll a number of dice to determine their results.

After rolling, resolve the appropriate effect accordingly. In cases where you roll multiple dice, check and resolve the effect for each die. Under no circumstances should you add up the dice's results.



DAMAGE

When your fighter takes damage from an attack or effect, move cards **equal to the damage you took from your deck to the damage pile**. Do not look at the cards moved to the damage pile.



FIGHTER DOWN!

If you do not have any cards in your deck at the end of your turn, your fighter **will crash** and you **lose** the game!



SHOT DOWN

If you take more damage than the number of cards in your deck, you are **shot down** – your fighter will immediately **crash** and you lose the game.

Example: *You deal 4 damage to the opposing fighter. Since there are now only 3 cards left in their deck, the opposing fighter immediately crashes because they took more damage than the number of cards in their deck.*



GAMEPLAY

Beginning with the starting player, the players take turns one after the other.
On your turn, go through the following phases in order: **Reconnaissance phase → Assessment phase → Engagement phase**.

At the end of your turn, if you do not have any cards in your deck, your fighter **crashes**.

1. RECONNAISSANCE PHASE

Draw the top card from your deck and add it to your hand.



Crash imminent: If you do not have any cards in your deck, skip this phase.

2. ASSESSMENT PHASE

Before engaging with the enemy, check your hand and the state of your fighter.



▸ Tactical improvisation (optional)

You may discard a card in your hand to carry out a **tactical improvisation**.

Tactical improvisation: Collect a tactical token. Then, shuffle as many cards in your hand as you want into your deck, and then draw equal number of cards.
You may only carry out tactical improvisation once per player turn.

▸ Stalling

At the end of the assessment phase, if you determine that you cannot carry out a maneuver action this turn (see Maneuver in page 9), resolve one of the effects below:

(1) If there are no spaces for your fighter to advance to,
Immelmann turn: Discard a card from your hand and rotate your fighter 180°.

(2) If you have no maneuver cards in hand,
Blackout: Put the top card from your deck into the damage pile. Your fighter advances 1 space.

Then you **skip** the engagement phase and end your turn.

If you **stall** in the assessment phase while not having any cards in deck, your fighter will **crash**.

3. ENGAGEMENT PHASE

During the engagement phase, **you may carry out actions in any order**. The available actions are: maneuver, basic attack, special actions, and tactical actions.

You must carry out a maneuver action **exactly once** on each of your engagement phases. You may carry out basic attacks, special actions, and tactical actions multiple times, as long as you meet the requirements to do so. Once you have carried out all the actions you wish/could, end your turn.

▸ Maneuver

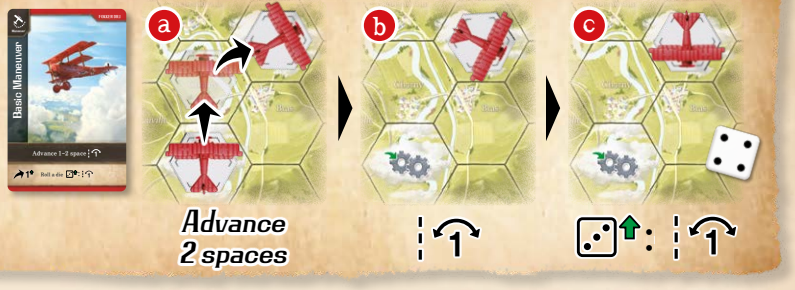
You must carry out a maneuver action **exactly once** before the engagement phase ends.

Play a **maneuver flight card** from your hand, and **advance** and **turn** your fighter according to its effects.

Example: *Fokker Dr.I's Basic Maneuver*

ⓐ *Advance 1–2 spaces* ⓑ *(optional) Turn once*

ⓒ ***Conditional effect: if you advanced in starboard direction at least once****, roll a die. If you roll 3 or more, (optional) turn once.*

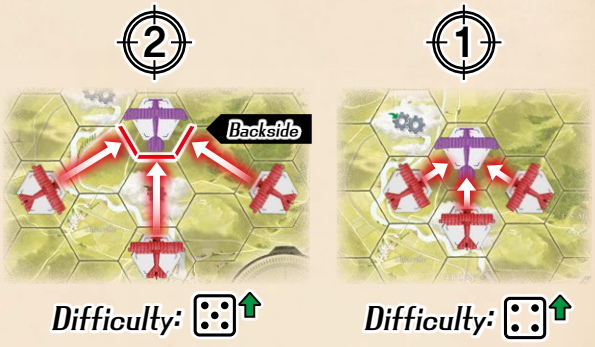


▸ Basic attack

A basic attack can only be carried out if i) your frontal direction is facing the **backside** of the opposing fighter, and ii) the opposing fighter is in **range** of your attack.

Range: The 2 spaces in the **frontal direction** of your fighter are within the basic attack range.

Basic attack goes through 3 steps in order:
1) Fire, 2) Damage, 3) Momentum.



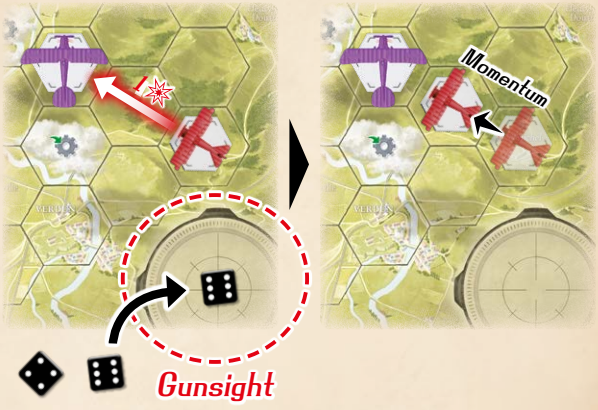
(1) Fire: Roll 2 dice to determine the result. The difficulty for basic attacks differs based on distance.
Place any dice that is equal to or higher than the difficulty on the gunsight closest to you on the battlefield board.

Example: *If you carried out a basic attack from a range of 2 (difficulty 5), and roll a 4 and a 6, you place only the 6 on your gunsight.*

At the end of the fire step, the opposing player may attempt to **evade** the attack (see Evasion on page 10).

(2) Damage: If there are no dice on your gunsight, skip this step. Deal damage to the opposing player **equal to the number of dice on your gunsight**. Then, clear all the dice on your gunsight.

(3) Momentum: Advance your fighter 1 space.



As long as you are facing the backside of the opposing fighter and in range after the momentum step, you may carry out the **basic attack** action again.

· Evasion

If you are the target of an attack, you may attempt to evade the attack at the end of the opposing player's fire step. You may only attempt to evade once per attack.

To evade, play an **evasion flight card** from your hand, or carry out a **special evasion action**. Then, roll dice according to its effect to determine the result. Remove dice from your opponent's gunsight equal to the number of your dice that is equal to or higher than the difficulty.



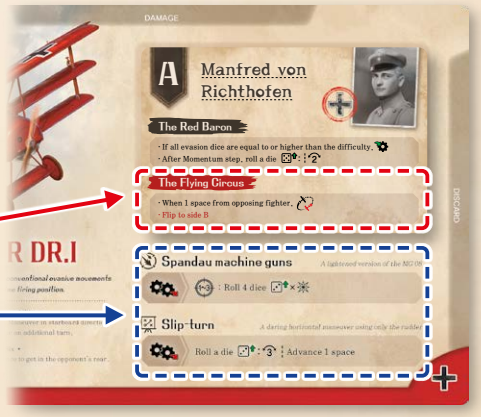
> **Evasive movement:** In cases where you are able to move your fighter after a successful evasion (e.g. via dead six), you make the movement **after** the opposent completes all the steps of the attack.

▸ Special action

Fighters and pilots have their own unique **special actions**. These may have types like flight cards and are used in the same manner in such cases. Check the reference guide for further details.

Pilot special action: carry out the pilot special action by flipping the pilot card to side B.

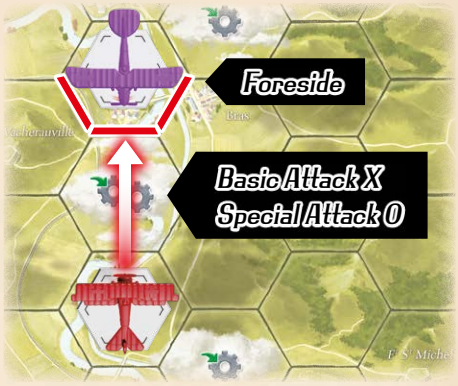
Fighter special action: requires tactical tokens to carry out.



> In cases where the fighter special action is in conflict with another effect, the fighter special action's effect supersedes it. Ignore the conflicting effect.

· Special Attack

Fighter special action with the attack type is called a special attack. If the **frontal direction** of your fighter is facing the opposing fighter and is in range, you can carry out a special attack **whether you are facing the foreside or backside of the opposing fighter.**



Note: Some special attacks have a longer range than the basic attack.

Special attack goes through 2 steps in order: 1) Fire, and 2) Damage.

(1) Fire

Roll the dice according to the special attack's effect.
Place any dice that is equal to or higher than the difficulty on your gunsight on the battlefield board.

At the end of the fire step, the opposing player may attempt to **evade** the attack.

(2) Damage

If there are no dice on your gunsight, skip this step.

Deal damage to the opposing fighter equal to **the number of dice on your gunsight × special attack's damage multiplier**. Then, clear all the dice on your gunsight.

> Special attacks, unlike basic attacks, have no momentum step.

▸ Tactical Action

These are actions related to tactical token(s). They either grant tactical tokens or require tactical token(s) to carry out.

- **Play a  tactic flight card.**

- **Focus (costs 1 tactical token)**

  Reroll as many of your dice as you want. May be used to reroll dice for evasion.

- **Regroup (costs 2 tactical tokens)**

  Shuffle your discard pile, and choose 2 cards from it without looking to add to your hand.
  Return the remaining cards in your discard pile face-up.

- **Emergency Repair (costs 3 tactical tokens)**

  Look through the cards in your damage pile and choose up to 3 cards to shuffle into your deck.
  Put the remaining cards into your discard pile face-up.

GAME END

The game ends immediately when a fighter **crashes**. The surviving player wins and becomes a flying ace!

FUNDAMENTALS OF AERIAL COMBAT

Basic rules for rookie pilots to live by:

- *Constant aggressiveness is the key to victory!*
  Occupy a position where you can attack the enemy multiple times.
- *Occupy tactical spaces on the battlefield to secure tactical tokens.*
- *If you are running short on tactical tokens, go for Tactical Improvisation to draw your Killer Instincts.*
- *Use the pilot's abilities and the fighter special actions aggressively to counter the enemy.*

DOGFIGHT 1917

APPENDIX

1. VARIANT RULES

Dogfight: 1917 offers many variants and scenarios that adjusts the player count and/or the difficulty level.

All other rules not specified in the variant rule remain the same as the base game.
In 3-4 player games, remove any crashed fighter from the battlefield.

1.1 DRAFT MODE (2-4 PLAYERS)

Breathe fresh life into the base game by trying out different combinations of fighters and pilots.

▸ Setup

Instead of using the basic combination, the starting player chooses one of the 4 pilot cards, and then the player to their **left** chooses a pilot from the remaining cards, and so on until everyone has a pilot card. Then, the last player to get their pilot chooses one of the 4 fighters, then the player to their **right** chooses one from the remaining fighters, and so on until everyone has a fighter.

1.2 BATTLE ROYALE (3-4 PLAYERS)

Become the last person standing in this free-for-all!



▸ Setup

Take turns placing your fighter on the battlefield board, beginning with the starting player and going clockwise.

The fighters can only be placed in one of the six corner places on the board and its frontal direction must be facing the central space.

After finishing setup, distribute **tactical tokens** based on the play order as shown below:

1st player	2nd player	3rd player	4th player
0	1	2	3

▸ Gameplay

Game proceeds in clockwise order, beginning with the starting player, with the player to their left going next.

Spoils of War: If you **shoot down** an opposing player, collect **5 tactical tokens**. Crashed players do not take their turn.

▸ Game End

The last surviving player is the winner.

1.3 DARING ESCAPE (2 PLAYERS)

The ace pilot was shot down behind enemy lines and is looking for a way out.
Luckily, he finds an aging enemy aircraft and spots his chance for an improbable escape.

Just as the ace is making his escape, the rookie discovers him and is hot in pursuit.

This variant levels the playing field between a skilled player and a rookie.

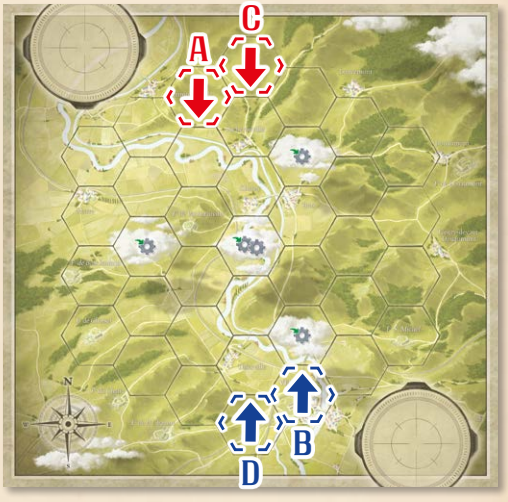
▸ Setup

The less skilled player becomes the rookie. The rookie chooses their fighter and pilot first, then chooses the fighter and pilot for the ace as well.

The ace becomes the starting player. Then, the ace shuffles their deck of flight cards and remove the top 2 cards from the game without looking. If they are feeling particularly confident, they can remove 2 more cards. Return the removed cards to the box.

1.4 TEAM BATTLE (4 PLAYERS)

A variant for a more complex squadron battle.



▸ Setup

Take turns choosing a pilot and fighter. Sort into 2 teams of two and place the fighters on the board as shown on the right.

▸ Gameplay

The player with their fighter on space A starts, then the game proceeds alphabetically (A → B → C→ D, and repeat)

Crashed players do not take their turn.

▸ Game End

The game ends when a team is eliminated with both of their planes crashed. The surviving team is the winner.

1.5 ENTENTE vs CENTRAL POWERS

This is a variant of the team battle, where the 2 players in a team divide themselves into the leader and wingman.
The objective is to down the enemy leader.

▸ Setup

Choose which team will be the Entente and which will be the Central Powers. Then choose which in your team will be the leader and which will be the wingman, and take the matching combination of fighter and pilot as shown below.

	Leader	Wingman
Central Powers	(A) Fokker Dr.I & Manfred von Richthofen	(C) Albatros D.III & Erich Loewenhardt
Entente	(B) SPAD S.XIII & René Fonck	(D) Sopwith Camel & Donald Roderick MacLaren

See the setup map in “Team Battle” above and place the fighters accordingly.

▸ Gameplay

The player with their fighter on space A starts, then the game proceeds alphabetically (A → B → C→ D, and repeat)

▸ If the wingman crashes

A wingman can rejoin the battle even after a crash.

The crashed wingman shuffles the cards in their damage and discard piles together to form a new deck, then the team's leader immediately takes the next turn (the turn order proceeds normally after).

On the crashed wingman's next turn, they draw 3 cards (instead of 1) in their Reconnaissance phase and place their fighter on their starting position. Then they proceed with their turn as normal from the Assessment phase onwards.

▸ If you shoot down the opposing wingman,

Your team leader shuffles up to 2 cards from the top of their damage pile into their deck.
The remaining cards in the damage pile remain in place.

▸ Game End

The game ends immediately when one of the leaders crashes, and the opposing team is the winner.

2. REFERENCE GUIDE

2.1 PILOT CARD EFFECT

2.1.1 Manfred von Richthofen



Ongoing Effect A/B: *The Red Baron*

- If all the dice rolled for an **evasion** are equal to or higher than the difficulty, collect a tactical token.
- After the **Momentum step**, roll a die. If you roll 5 or more, (optional) **turn** 2 times.

Special Action A: *The Flying Circus*

- Can only be used if you are 1 space from the opposing fighter.
  Dead Six: move your fighter to 1 of your opponent's rear spaces, facing the opposing fighter.
- **Flip this card to side B.**

2.1.2 Donald Roderick MacLaren



Ongoing Effect A: *Silent Pursuer*

- **Basic attack** difficulty is reduced by 1.
- If all the dice rolled for a **basic attack** are placed on your gunsight, collect a tactical token.

Special Action A: *Northern Falcon*

- **Flip this card to side B; the ongoing effect changes to *Northern Falcon*.**

Ongoing Effect B: *Northern Falcon*

- Once per roll, you may reroll as many dice as you want.
- After your maneuver action, (optional) **turn** once.

2.1.3 Erich Loewenhardt



Ongoing Effect A: *Heart of Iron*

- If you are attacked and choose not to **evade**, roll a die.
  If you roll 3 or more, collect a tactical token.
- If you are 1 space from the opposing fighter after your maneuver action, (optional) turn once.

Special Action A: *Smiling Beast*

- Flip this card to side B; the ongoing effect changes to *Smiling Beast*.

Ongoing Effect B: *Smiling Beast*

- Difficulty for your **fighter special action** is reduced by 1.
- Roll an additional die for your **fighter special action**.

2.1.4 René Fonck



Ongoing Effect A: *Aerial Sharpshooter*

- Before carrying out a **basic attack**, roll a die.
  If you roll 5 or more, roll 2 additional dice for the basic attack.
- If you place at least 1 die on your gunsight with a **basic attack from a range of 2**, collect a tactical token.

Special Action A: *Ace of Aces*

- Flip this card to side B; the ongoing effect changes to *Ace of Aces*.

Ongoing Effect B: *Ace of Aces*

- Your **basic attack** procedure changes as below:
  - Basic attack range is reduced to 1.
  - Basic attack can target either the foreside or backside of the opposing fighter.
  - Roll 2 dice. Difficulty 3. Damage multiplier 1.
    Momentum step: Advance your fighter 1 space.

2.1.5 Pilot mentor: Pathfinder



Ongoing Effect: *Marksmanship*

- During setup, collect 2 tactical tokens. (A)
- Roll an additional die for basic attacks. (A/B)

Special Action A: *Pioneer of the Sky*

- Advance 0-2 spaces. (optional) Turn once.
- Flip this card to side B.

2.2 Fighter special action & Flight card effects



2.2.1 Fokker Dr.I

Special actions

Type	Name	Requirements	Effect
Attack	**Spandau machine guns**	Range: 1-3, Cost: 2 tactical tokens	Roll 4 dice. Difficulty 3. Damage multiplier 1
Tactic	**Slip-turn**	Cost: 2 tactical tokens	Roll a die. If you roll 3 or more, turn 3 times and (optional) advance 1 space.

Flight cards

Type	Name	Effect	Conditional effect
Maneuver	**Basic Maneuver (×8)**	Advance 1-2 spaces. (optional) Turn once.	・If you advanced in starboard direction at least once, roll a die. If you roll 3 or more, (optional) turn once.
	High-speed Maneuver (×3)	Advance 1-3 spaces. (optional) Turn once.	・If you advanced in starboard direction at least once, roll a die. If you roll 3 or more, (optional) turn once. ・If you advanced in port direction at least once, roll a die. If you roll 2 or less, take 1 damage. **※If you satisfy both conditions, roll just once to determine which effect to resolve.**
	Turning Maneuver (×2)	Advance 1 space. (optional) Turn 2 times.	・If you advanced in starboard direction at least once, roll a die. If you roll 3 or more, (optional) turn once.
Evasion	**Evasive Climb (×3)**	Roll a die. Difficulty 3. Remove a die from opponent's gunsight for each successful die.	・If you rolled 6, dead six: move your fighter to 1 of your opponent's rear spaces, facing the opposing fighter.
	Evasive Dive (×2)	Roll 2 dice. Difficulty 3. Remove a die from opponent's gunsight for each successful die.	・If you rolled 6, dead six: move your fighter to 1 of your opponent's rear spaces, facing the opposing fighter.
Tactic	**Killer Instinct (×2)**	Collect 2 tactical tokens. Return to box after use instead of going to discard pile.	(none)

2.2.2 Sopwith Camel



Special actions

Type	Name	Requirements	Effect
Attack	**Vickers machine guns**	Range: 1-3 Cost: 3 tactical tokens	Roll 3 dice. Difficulty 4. Damage multiplier 2.
Attack	**Lewis guns**	Range: 1-2 Cost: 2 tactical tokens	Roll 4 dice. Difficulty 5. Discard a card from your opponent's hand for each successful die (instead of dealing damage).

Flight cards

Type	Name	Effect	Conditional effect
Maneuver	**Basic Maneuver (×8)**	Advance 1-2 spaces. (optional) Turn once.	· If you advanced in frontal direction exactly one space, roll a die. If you roll 4 or more, collect a tactical token.
	High-speed Maneuver (×3)	Advance 1-3 spaces. (optional) Turn once.	· If you advanced in starboard direction at least once, roll a die. If you roll 3 or more, (optional) resolve this card's effect one more time (except the conditional effect).
	Turning Maneuver (×2)	Advance 1 space. (optional) Turn 2 times.	· If you advanced in port direction at least once, roll a die. If you roll 3 or less, take 1 damage.
Evasion	**Evasive Climb (×3)**	Roll 2 dice. Difficulty 4. Remove a die from opponent's gunsight for each successful die.	· If you rolled 6, dead six: move your fighter to 1 of your opponent's rear spaces, facing the opposing fighter.
	Evasive Dive (×2)	Roll a die. Difficulty 3. Remove a die from opponent's gunsight for each successful die.	· If you rolled 6, dead six: move your fighter to 1 of your opponent's rear spaces, facing the opposing fighter.
Tactic	**Killer Instinct (×2)**	Collect 2 tactical tokens. Return to box after use instead of discard pile.	(none)

2.2.3 Albatros D.III



Special actions

Type	Name	Requirements	Effect
Attack	**Spandau machine guns**	Range: 1-3 Cost: 2 tactical tokens	Roll 3 dice. Difficulty 3. Damage multiplier 1.
Attack	**Boom & Zoom**	Range: 1-2 Cost: 2 tactical tokens	Roll 2 dice. Difficulty 3. Damage multiplier 1. ・Conditional effect: If you roll 3 or more, dead six: move your fighter to 1 of your opponent's rear spaces, facing the opposing fighter.

Flight cards

Type	Name	Effect	Conditional effect
Maneuver	**Basic Maneuver (×8)**	Advance 1-2 spaces. (optional) Turn once.	・If you advanced in the same direction exactly 2 spaces, roll a die. If you roll 4 or more, collect a tactical token.
	High-speed Maneuver (×3)	Advance 1-3 spaces. (optional) Turn once.	・If you advanced in the same direction exactly 2 spaces, roll a die. If you roll 4 or more, collect a tactical token.
	Turning Maneuver (×2)	Advance 1 space. (optional) Turn 2 times.	(none)
Evasion	**Evasive Climb (×3)**	Roll 2 dice. Difficulty 3. Remove a die from opponent's gunsight for each successful die.	・If you rolled 5 or more, collect a tactical token.
	Evasive Dive (×2)	Roll a die. Difficulty 3. Remove a die from opponent's gunsight for each successful die.	・If you rolled 5 or more, collect a tactical token. ・If you rolled 2 or less, take 1 damage.
Tactic	**Killer Instinct (×2)**	Collect 2 tactical tokens. Return to box after use instead of going to discard pile.	(none)

2.2.4 SPAD S.XIII



Special actions

Type	Name	Requirements	Effect
Attack	**Vickers machine guns**	Range: 1–3 Cost: 3 tactical tokens	Roll 3 dice. Difficulty 4. Damage multiplier 2.
Evasion	**Steep dive**	Cost: 2 tactical tokens	Roll a die. Difficulty 2. Remove a die from opponent's gunsight for each successful die. ・Conditional effect: If you roll 5 or more, dead six: move your fighter to 1 of your opponent's rear spaces, facing the opposing fighter.

Flight cards

Type	Name	Effect	Conditional effect
Maneuver	**Basic Maneuver (×8)**	Advance 1–2 spaces. (optional) Turn once.	・If you advanced in frontal direction exactly 2 spaces, roll a die. If you roll 4 or more, (optional) resolve this card's effect one more time (except the conditional effect).
	High-speed Maneuver (×3)	Advance 1–4 spaces. (optional) Turn once.	・If you advanced 2 or less spaces, roll a die. If you roll 3 or less, take 1 damage.
	Turning Maneuver (×2)	Advance 1 space. (optional) Turn 2 times.	(none)
Evasion	**Evasive Climb (×3)**	Roll 2 dice. Difficulty 4. Remove a die from opponent's gunsight for each successful die.	・If you rolled 5 or more, collect a tactical token.
	Evasive Dive (×2)	Roll 2 dice. Difficulty 3. Remove a die from opponent's gunsight for each successful die.	・If you rolled 5 or more, collect a tactical token.
Tactic	**Killer Instinct (×2)**	Collect 2 tactical tokens. Return to box after use instead of going to discard pile.	(none)



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