SEQUENCE OF PLAY

1. Initiative phase – Each side rolls 2d6 + initiative bonuses (Special Ability, Tailing), winner moves/attacks second
2. Movement phase – Each aircraft moves in order determined by initiative & number of aircraft remaining
3. Attack phase – Each aircraft attacks in alternating order determined by initiative (Player winning initiative goes second)
4. End of turn – score points and remove non-damage related markers

INITIATIVE PHASE

Unequal numbers (movement phase only):

Won initiative & have more aircraft: Same as equal aircraft but continue to move your aircraft after opponent runs out of moves.

Won initiative and have fewer aircraft: Opponent moves aircraft until you have more aircraft left, now make your first move movement then continues as if numbers are equal.

Tailing (advanced rule): +2 bonus to initiative roll when more of your aircraft are in tailing position than opponents.
  Tailing aircraft must be
  1-4 hexes behind tailed aircraft
  In rear half of tailed aircrafts facing
  Tailed aircraft is in front half of tailing aircrafts facing
Both aircraft are within 1 altitude of each other

TAILING FACING

RANGE

MOVEMENT PHASE

Normal speed: Move any number of hexes listed, maneuver checks against 10, can turn one hex side per hex moved.

Hi-speed: Move any number of hexes listed, maneuver checks against 13, can turn one hex side every other hex moved. You can't change facing use difficult maneuver in consecutive hex.

Stacking: Units may share hexes as long as they are at different altitudes

Two or more aircraft at the same altitude at end of movement phase: Side that moved into hex second returns all aircraft that apply to previous hex and retains same facing – they may not attack this turn

Midair collisions (optional rule): Each aircraft rolls a die, if rolls of 1 (1/2 for poor pilots) are rolled by each pilot, destroy both.

Manuever checks: Roll 2d6, add aircraft maneuver bonus, then add or subtract other effects and compare to success # for speed (10 or 13)

Crippled: -2 to all maneuver checks

Climbing Status: +4 bonus to Climb maneuver check roll (for mandatory first move Climb only)

Aircraft Status: Set status at end of each aircrafts move

Diving (Nose Down) – Can attack an enemy 1 altitude lower and get +1 attack bonus but must start next move with Power Dive maneuver.

Climbing (Nose Up) – Can attack enemy 1 altitude higher but enemy targeting your aircraft get +1 attack bonus if their Climb rating is better than the Climbing Status aircraft. You must use a Climb maneuver as your first move next turn and get +4 on that maneuver check.

Evading (Bank Left/Right) – This aircraft and enemies attack it receive -1 attack penalty and must use Tight Turn in banking direction as first move the following turn.

ATTACK PHASE

Attack Bonuses (+1 to each die rolled):
• Attacking pilot superior to target
• Target crippled
• Attacking pilot in Dive Status & target is 1 altitude below
• Target is in Climb Status and Attacking aircraft has better Climb rating than target

Attack Penalties (-1 to each die rolled):
• Attacking aircraft is crippled
• Target is in Evading Status
• Attacking aircraft is in Evading Status

ATTACK FACING

Victory points:
Enemy Destroyed: VP = Aircraft Cost
Enemy Retreats: VP = ½ Aircraft Cost
The first player to get 60% of the playing points in victory points wins the game.

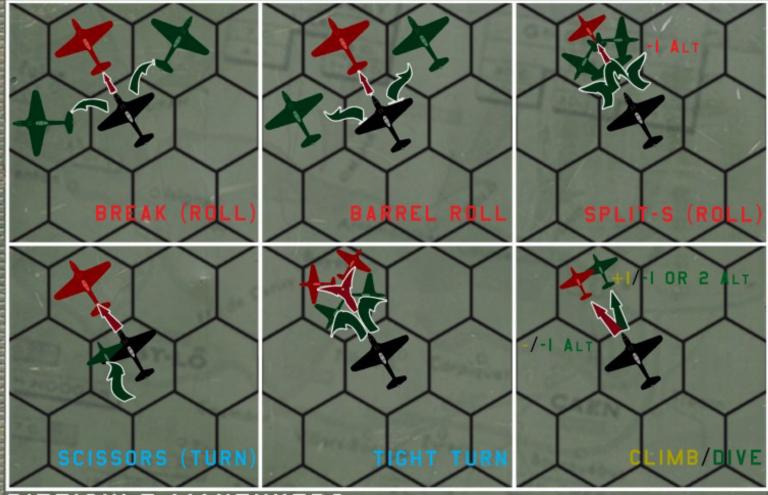Ace Rebel

Axis & Allies
AIR MINIATURES
ANGELS 20

CHEAT SHEET

Axis & Allies
MINIATURES

BREAK (ROLL)

BARREL ROLL

SPLIT-S (ROLL) — -1 Alt

SCISSORS (TURN)

TIGHT TURN

CLIMB/DIVE — +1/-1 OR 2 ALT — -/-1 ALT

DIFFICULT MANEUVERS:

BREAK (ROLL)
Make the Roll Maneuver check.
Success: Sideslip to the hex at your 10 oclock or 2 o'clock and turn 1 hex side (60 degrees).
Failure: Move straight 1 hex.

BARREL ROLL
Make the Roll Maneuver check.
Success: Sideslip to the hex at your 10 oclock or 2 o'clock.
Failure: Move straight 1 hex.

SPLIT-S (ROLL)
Make the Roll Maneuver check.
Success: Move straight 1 hex, decrease altitude by 1, and change facing 2 or 3 hex sides (120-180 degrees).
Failure: Move straight 1 hex and decrease altitude by 1.

SCISSORS (TURN)
Make the Turn Maneuver check.
Success: Remain in current hex, counting it as 1 hex of movement.
Failure: Move straight 1 hex.

TIGHT TURN
Make the Turn Maneuver check.
Success: Move straignt 1 hex and turn 2 hex sides (120 degrees).
Failure: Move straight 1 hex.

CLIMB
Make the Climb Maneuver check.
Success: Move straight 1 hex and increase altitude by 1.
Failure: Move straight 1 hex.

DIVE
Make the Dive Maneuver check.
Success: Move straight 1 hex and decrease altitude by 1 or 2.
Failure: Move straight 1 hex, and decrease altitude by 1.

ACE Rebel