DOGFIGHT

1917

Rulebook

14+ 2–4 30 min

Attention, pilots!

The air is now a battlefield, just as deadly as the land or sea.
Up here, only the best survive.

Your mission is simple: seek out the enemy and bring them down.
Stay sharp. Your opponent is just as skilled and will
relentlessly hunt you down.

But you've trained for this. Trust your instincts, push your equipment
to its limit, and prove who truly rules the skies.

History will remember this day. It's time to climb into the cockpit and take flight!

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

1917, Western Front. Above the trenches, modern-day knights clash in a brutal duel for dominion over the skies.

Your mission is to track down the opposing Fighter and destroy it, before they do the same to you. Become one with your aircraft, using its strengths to outmaneuver your rival and slip onto their tail for a decisive attack.

Position, speed, and even a little luck will determine who returns as an ace and who is lost in the Dogfight.

OBJECTIVE

Shoot down the opponent 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

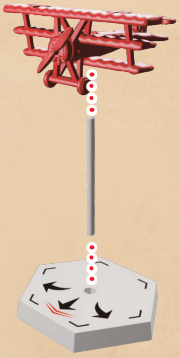
8 Dice
(4 Black, 4 White)

20 Tactical Tokens

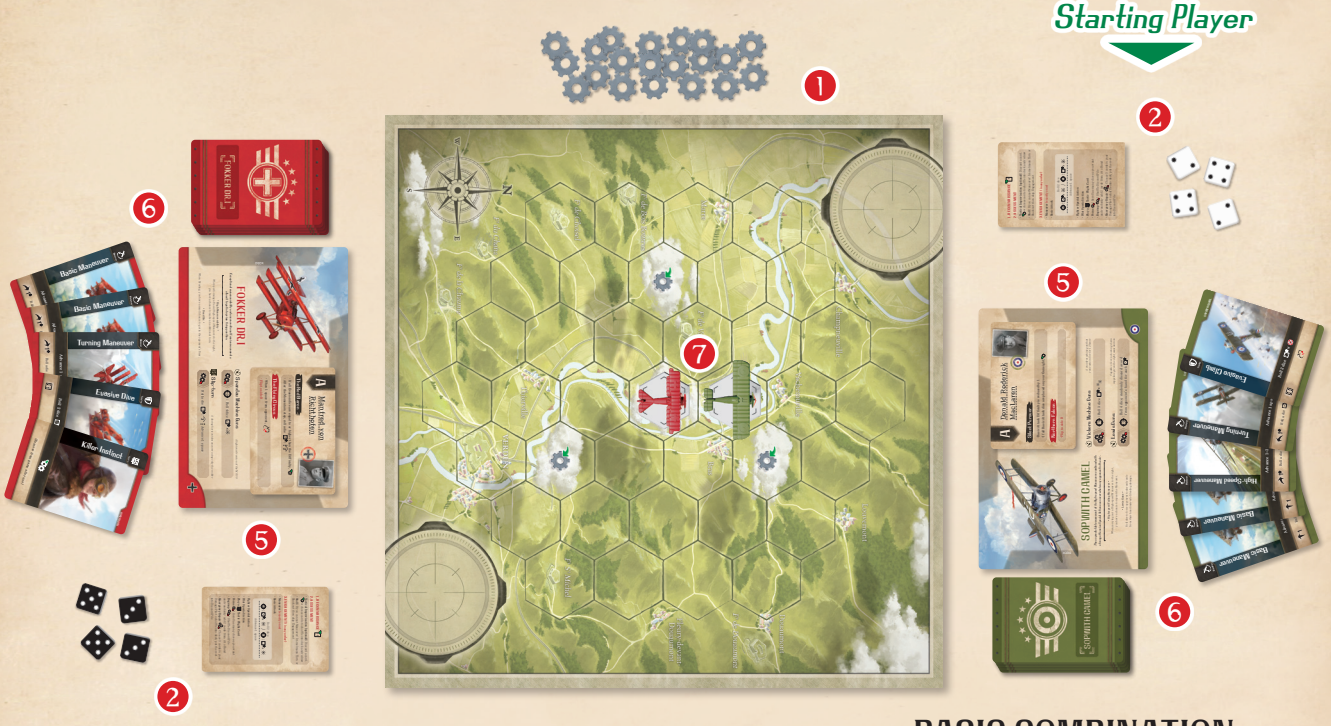
Rulebook

FIGHTER ASSEMBLY INSTRUCTIONS

Assemble each 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 place the **Tactical Tokens** nearby to form a general supply.
2. Each player takes **4 Dice** and a **Reference Card**.
3. The player who has most recently seen an aircraft becomes the **Starting Player**.
4. Refer to the Basic Combination chart. Beginning with the Starting Player, each player chooses **1 Fighter** and **1 Pilot**.

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 this is your first game of *Dogfight: 1917*, we recommend using the **Pilot Mentor Card** instead of a Pilot Card.
For planes, we recommend the **Sopwith Camel** for the Starting Player, and the **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. Each player takes the matching **Fighter Board**, **Flight Cards**, and **Fighter**. Take the chosen **Pilot Card** as well, and place it Side A face-up in the Pilot Card slot on the 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 Orientation

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 orientation helps new players better understand positioning and facing.

CARD ANATOMY

This section explains the core game elements and how they are used during play.

FIGHTER BOARD

Each player has a Fighter Board that tracks their Fighter, Pilot, and cards.

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.

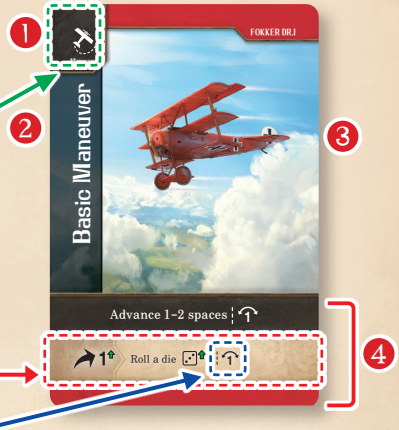
Cards in your **Deck** ⑤ and **Damage Pile** ⑥ are always placed **face-down**. You may check how many cards there are in your Deck and Damage Pile, but you cannot view them face-up or change the card order around.

Cards in the **Discard Pile** ⑦ are placed **face-up**. You may look through these cards at any time.

FLIGHT CARDS

Flight Cards represent the actions your Fighter can take during combat.

① Type ② Name ③ Artwork ④ Effect



You may use the Flight Cards in your hand during the Engagement Phase (see page 7), and their usage differs based on their **type**. **Maneuver Cards** can be used only once per Player turn, and **Evasion Cards** are used to respond to the opposing Player's **Attacks**. Tactic Cards can create special advantages.

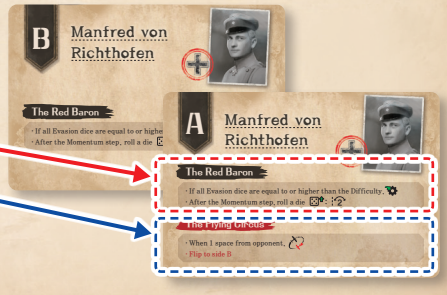
Flight Card effects are always resolved from top to bottom, left to right. Unless an effect is marked off by ┆, the effect must be resolved. Used Flight Cards go in your Discard Pile.

ⓐ **Conditional Effect:** An additional effect that triggers **only** if its condition is met. The condition is checked once, after all other effects on the card have been resolved.

ⓑ **Optional Effect:** An additional effect you may choose to resolve. If you choose to resolve it, you must resolve the entire effect.

PILOT CARD

Pilot Cards represent the abilities of the legendary WWI Pilots and are double-sided, with Side A and Side B. Each Pilot has their own unique **Ongoing Effects** and **Special Action**.



The **Ongoing Effect** is activated whenever its conditions are met.

The **Special Action** is a powerful one-time action, and/or changes the ongoing effect.

After using a Pilot's Special Action, flip the Pilot Card from Side A to Side B.

GAMEPLAY

Beginning with the Starting Player, the players take turns one at a time.
On your turn, resolve the following phases **in order**:

Reconnaissance Phase
Assessment Phase
Engagement Phase

Important: At the end of your turn, if you have no cards remaining in your **Deck**, your Fighter crashes and you lose the game.

1. RECONNAISSANCE PHASE

Draw the top card from your Deck and add it to your Hand.

Crash Imminent: If you have no cards in your Deck at the start of this phase, **skip the Reconnaissance Phase**.

2. ASSESSMENT PHASE

Before engaging with the opponent, assess your Hand and the state of your Fighter.

▸ Tactical Improvisation (optional)

You may discard 1 card in your Hand to perform a **Tactical Improvisation**.

Tactical Improvisation:

1. Collect 1 Tactical Token
2. Shuffle any number of cards from your Hand into your Deck.
3. Draw the same number of cards from your Deck.

▸ Stalling

At the end of the Assessment Phase, if you determine that you **cannot perform a Maneuver Action this turn** (see Maneuver, page 8), you must resolve **one** of the following effects:

1. **Immelmann Turn**
   If there are **no spaces available** for your Fighter to Advance into:
   - Discard 1 card from your Hand.
   - Rotate your Fighter 180°.
2. **Blackout**
   If you have **no Maneuver Cards** in your Hand:
   - Move the top card of your Deck to your Damage Pile.
   - Advance your Fighter 1 space in the Frontal Direction.

Then skip the Engagement Phase and end your turn.

If you Stall during the Assessment Phase while having **no cards remaining in your Deck**, your Fighter crashes immediately.

3. ENGAGEMENT PHASE

During the Engagement Phase, **you may perform actions in any order**, following the rules below and on the following pages. Available actions:

Maneuver · Basic Attack · Fighter Special Action (see page 9) · Pilot Special Action (see page 9) · Play a Tactic Flight Card (see page 10) · Tactical Actions (see page 10)

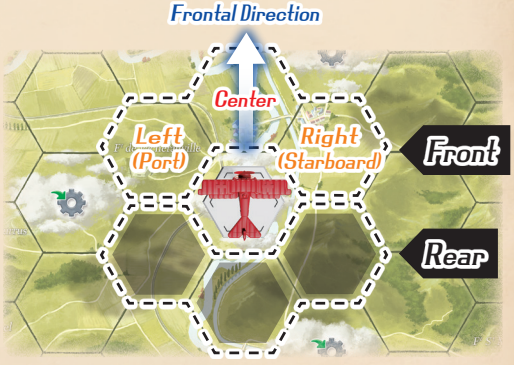
You must perform **exactly one Maneuver Action** during each Engagement Phase. You may perform other actions any number of times, as long as you meet their requirements. These additional actions are all optional.

Once you have completed all actions you wish or are able to perform, end your turn.

BASICS OF FLIGHT MANEUVERS

▸ Direction

Each Fighter's position and facing are critical to gameplay.



▸ Front

Of the six spaces surrounding a Fighter, the three spaces ahead of the Fighter's wings are the **Front** of the Fighter. These three spaces are called the Left (Port), Right (Starboard), and the space directly in front of its propeller is the Center.

Important: The direction the propeller is pointing is called the Frontal Direction and is always the Center position of the plane.

▸ Rear

The three spaces behind the Fighter's wings are considered its **Rear**.

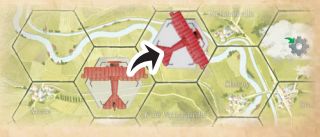
Important: A Fighter is vulnerable to Basic Attacks from the Rear, so careful positioning is essential.

▸ Advance

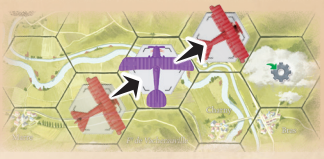
An **Advance** moves a Fighter from its current space to an adjacent space. When advancing, the Fighter must move into one of the three Front spaces. Each time a Fighter Advances one space, immediately check and update its Frontal Direction.

Important: When a Fighter Advances **to the left or right, the Frontal Direction of the Fighter also rotates 60° accordingly** so it always flies facing forward. This change in direction is **not** considered a Turn.

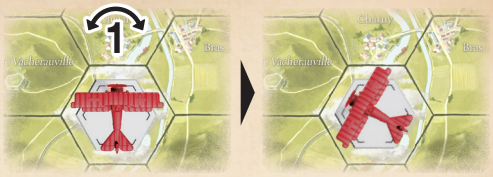
Example: *The Fighter Advances 1 space right (starboard), it both moves into that space and rotates 60° to face that direction as shown on the right. Note that the Frontal Direction of the Fighter has changed. Since it was* ***advancing****, however, that direction change is not considered a* ***Turn****.*



A Fighter may Advance through a space occupied by another Fighter, but it may not end its movement on that space. Only one Fighter may occupy a space at a time. Passing through an occupied space still counts as Advancing 1 space, so the Fighter must have sufficient movement to move beyond it.



▸ Turning



A **Turn** changes the direction a Fighter is facing without moving it to a different space. Each turn rotates the Fighter 60°.

Remember: When Advancing to the left or right, the change in Frontal Direction is not considered a Turn.

▸ Maneuver

Remember: You must perform **exactly one Maneuver Action** before the Engagement Phase ends.

To Maneuver:

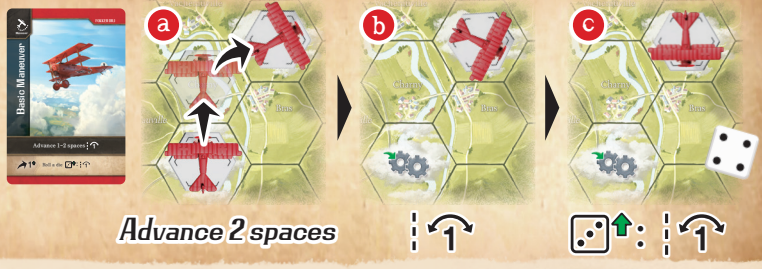
- Play 1 **Maneuver Flight Card** from your Hand.
- **Advance** and/or **Turn** your Fighter according to the card's effects.

Follow all instructions on the card in the order listed, resolving effects from top to bottom, left to right.

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

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

ⓒ ***Conditional Effect:*** *If you advanced to the* ***right at least once****, roll 1 die. If you roll 3 or more, (optional) turn once.*



KEY CONCEPT: DICE ROLL

Certain actions and effects require rolling one or more dice.

After rolling, resolve the effect for **each die individually**. Never add dice results together unless explicitly instructed to do so!

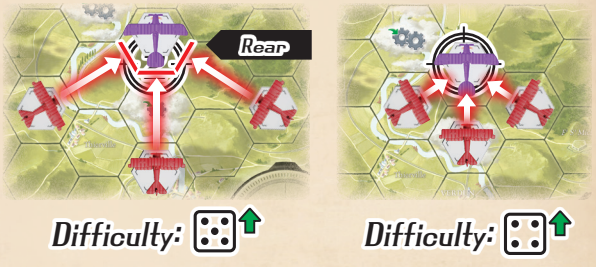
Compare the dice results directly against the listed Difficulty. The number shown on the die symbol is included as a success.

▸ Basic Attack

You may perform a Basic Attack only if **both** of the following conditions are met:

1. Your Fighter's **Frontal Direction** is facing the **Rear** of the opposing Fighter.
2. The opposing Fighter is within **Basic Attack Range**.

Basic Attack Range: The two spaces directly in front of your Fighter's Frontal Direction are within Basic Attack Range.



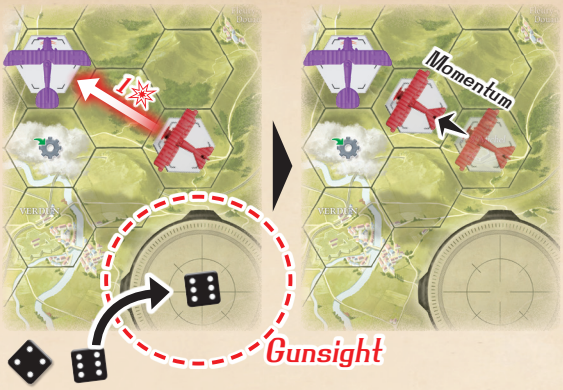
A Basic Attack is resolved in the following order:

1. **Fire:** Roll 2 dice and determine the Difficulty of the shot. The Difficulty for Basic Attacks is based on range. Place any dice that are **equal to or higher than the Difficulty** on the Gunsight closest to you on the Battlefield Board.

At the end of the Fire step, the opposing player may attempt to **Evade** the attack (see Evasion, page 9).

2. **Damage:** Deal damage to the opposing player **equal to the number of dice on your Gunsight** and then clear all the dice on your Gunsight. If there are no dice on your Gunsight, skip this step.
3. **Momentum: Advance** your Fighter 1 space.

   If, after Advancing, you are still facing the opposing Fighter's Rear and they are still within range, you may perform another Basic Attack.



Example: *You perform a Basic Attack from Range 2 (Difficulty 5), and roll a 4 and a 6. Only the 6 is placed on the Gunsight since 4 is under the Difficulty. The opponent is unable to Evade, deal 1 damage, then Advance 1 space from your momentum.*

KEYWORD: DAMAGE

When your Fighter takes damage from an attack or effect, move a number of cards **equal to the damage taken from your Deck to the Damage Pile**.

Cards moved to the Damage Pile are placed face-down.

You may not look at the cards in the Damage Pile unless an effect specifically allows it. Likewise, you cannot look at the cards as you are placing them in the Damage Pile.

· Evasion

If you are the target of an attack, you may attempt to Evade **once per attack** at the end of the opposing player's **Fire step**.
To Evade:

- Play 1 **Evasion Flight Card** from your Hand, **or**
- Perform a **Special Evasion Action**, if available.

Then, roll dice according to the effect used to determine the result.

For each die result that is **equal to or higher than the Difficulty**, remove 1 die from the attacker's Gunsight.

Evasive Movement: Some Evasion effects allow your Fighter to move (example, Dead Six). Any movement granted by an Evasion effect is resolved **immediately after** the attacker completes **all steps of the attack**, including damage and momentum.

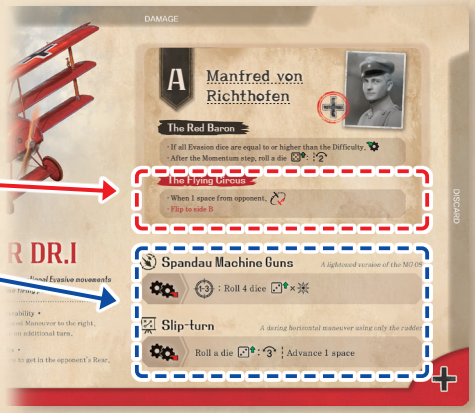
▸ Special Action

Fighters and Pilots each have unique **Special Actions**. These actions follow the same usage rules as Flight Cards unless stated otherwise.

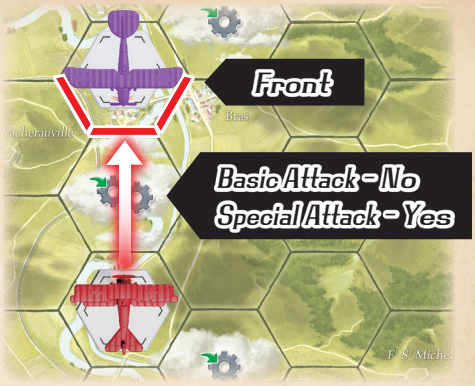
Pilot Special Action: Perform the Pilot Special Action by flipping the pilot card to Side B. This action may only be used **once**, unless stated otherwise.

Fighter Special Action: Performing a Fighter Special Action requires **Tactical Tokens** to perform and the number of Tokens needed is indicated by the symbol(s) on the card.

If a Fighter Special Action conflicts with another effect, the Fighter Special Action **takes priority**. Ignore the conflicting effect.



· Special Attack



A Fighter Special Action with the **Attack** type is called a **Special Attack**.

You may perform a Special Attack if:

- Your Fighter's **Frontal Direction** is facing the opposing Fighter, **and**
- The opposing Fighter is within the Special Attack's listed range indicated by the numbers within the crosshairs.

Note: Unlike a Basic Attack, a Special Attack may target the opposing Fighter from the **Front or Rear**, unless stated otherwise.

Special Attack Procedure

Special Attacks are resolved in the following order:

1. **Fire**
   - Roll dice according to the Special Attack's effect.
   - Place each die that is **equal to or higher than the Difficulty** on your Gunsight.
   - After the Fire step, the opposing player may attempt to Evade.
2. **Damage**
   - Deal damage equal to the number of dice on the Gunsight x Special Attack's Damage Multiplier.
   - Clear all dice from your Gunsight.
   - If there are no dice on your Gunsight, skip this step.

Important Differences from Basic Attacks:

- Special Attacks **do not** have a Momentum step.
- Special Attacks may have a **longer range** than Basic Attacks.

KEY CONCEPT: TACTICAL TOKENS

Tactical Tokens are resources required to perform Tactical Actions and Fighter Special Actions.

▸ Tactical Position


Tactical Token


Collect 1 Token


Collect 2 Tokens

Some spaces on the Battlefield Board show Tactical Token icons. These are called **Tactical Positions.**

Anytime a Fighter **ends its movement** on a Tactical Position, immediately collect the number of Tactical Tokens shown on that space.

If the general supply runs out of Tactical Tokens, use any suitable replacement.

▸ Tactical Action

Tactical Actions are actions that either **cost or generate Tactical Tokens**. You may perform Tactical Actions during the Engagement Phase, as long as you meet their requirements.

Available Tactical Actions:

- **Play a Tactic Flight Card.**
  Play a Tactic Flight Card from your Hand and resolve its effects.
- **Focus (Cost: 1 Tactical Token)**
  Reroll **any number** of your dice.
  - Focus may be used when resolving any roll, including Evasion rolls.
  - You may reroll dice multiple times, as long as you can pay the cost.
- **Regroup (Cost: 2 Tactical Tokens)**
  Shuffle your **Discard Pile**, then randomly select 2 cards from it without looking at them and add them to your **Hand**. Place all remaining cards from the Damage Pile into your **Discard Pile**, face-up.
- **Emergency Repair (Cost: 3 Tactical Tokens)**
  Look through the cards in your **Damage Pile** and choose **up to 3 cards** to shuffle into your **Deck**. Place all remaining cards from the Damage Pile into your Discard Pile, face-up.

CRASHING

▸ Fighter Down!

If, at the **end of your turn**, you have **no cards remaining in your Deck**, your Fighter immediately crashes and you lose the game!

Your plane has suffered mechanical failure!

Remember: You may have zero cards in your Deck at the start of your turn (**Crash Imminent**), this only applies at the end of your turn.

▸ Shot Down!

If you take damage that exceeds the number of cards remaining in your Deck, your Fighter is **Shot Down**.

Your Fighter immediately **crashes** and you lose the game.

Example: *You deal 4 damage to the opposing Fighter. That Fighter has only **3 cards remaining in their Deck**. Because the damage exceeds the number of cards in their Deck, the opposing Fighter is immediately Shot Down and crashes, ending the game.*

GAME END

The game ends **immediately** when a Fighter **crashes**.
The player whose Fighter survives wins and becomes a **flying ace**.

FUNDAMENTALS OF AERIAL COMBAT

The following tips are not rules, but general guidance for rookie pilots:

- *Aggression is key. Position your Fighter so you can perform multiple attacks in a single turn. Aim to combo multiple Basic and/or Special Attacks on the same turn when possible.*
- *Control Tactical Positions on the Battlefield to maintain a steady supply of Tactical Tokens.*
- *If you are low on Tactical Tokens, use Tactical Improvisation to search for your Killer Instincts and regain momentum.*
- *Use your Pilot Abilities and Fighter Special Actions aggressively to counter the opponent.*

APPENDIX

1. VARIANT RULES

Dogfight: 1917 includes several Variant Rules that adjust player count and Difficulty. Unless a Variant specifically states otherwise, **all base game rules remain in effect**. In games with **3–4 players**, remove crashed Fighters from the Battlefield Board.

1.1 DRAFT MODE

Draft Mode steps outside of historical accuracy by allowing different Fighter and Pilot combinations.

▸ Setup

1. The Starting Player chooses **1 Pilot Card**.
2. Proceed clockwise, with each player choosing 1 Pilot Card from the remaining cards.
3. After all players have a Pilot Card, the **last player to choose a Pilot selects 1 Fighter**.
4. Proceed in reverse, counterclockwise, order with each player choosing 1 Fighter from the remaining Fighters.

1.2 DARING ESCAPE (2 PLAYERS)

Shot down behind enemy lines, an ace pilot risks everything on a desperate plan: steal an aging enemy aircraft and make a daring escape. But the moment the engine roars to life, a rookie pilot spots the breakout and races into a deadly pursuit.

This variant is designed to level the playing field between a skilled pilot and a rookie.

▸ Setup

5. The less experienced player becomes the Rookie.
6. The Rookie chooses:
   - Their own Fighter and Pilot, and
   - The Fighter and Pilot used by the Ace.
3. The Ace becomes the Starting Player.
4. The Ace shuffles their Flight Cards to form a Deck, then removes the top 2 cards from the game without looking.
   - For a greater challenge, the Ace may remove 2 additional cards without looking.
   - Removed cards are returned to the box.

1.3 BATTLE ROYALE (3–4 PLAYERS)

A free-for-all variant where the last remaining Fighter wins!

▸ Setup

Beginning with the Starting Player and proceeding clockwise, players place their Fighters on the Battlefield Board following these rules:

- Fighters may only be placed on one of the six corner spaces.
- All Fighter's Frontal Directions must face the board's center space.

After setup distribute Tactical Tokens based on player order:

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

▸ Gameplay Updates

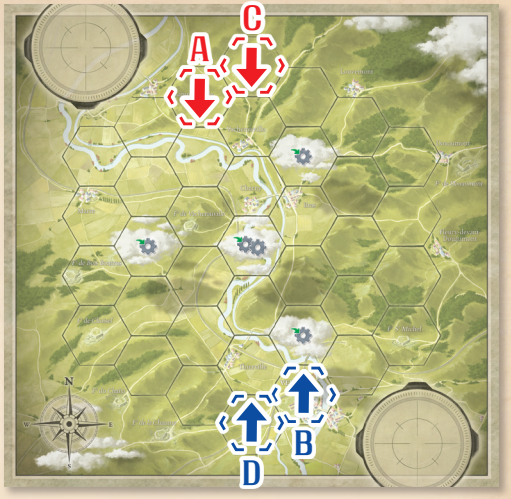
- Gameplay proceeds clockwise, beginning with the Starting Player, and includes all players.
- **Spoils of War:** If you shoot down an opposing Fighter, immediately collect 5 Tactical Tokens.
- Players whose Fighters have crashed are eliminated from the game.

▸ Game End

The last player with a surviving Fighter wins and becomes the ace of aces!

1.4 TEAM BATTLE (4 PLAYERS)

A squadron-level battle where teamwork and coordination are key.



▸ Setup

1. Divide players into **two teams of two**.
2. Players take turns choosing Fighters and Pilots with the Starting Player (**A**) choosing first, then both players on the opposing side (**B** & **D**), and then finally the teammate of the Starting Player (**C**).
3. Place the Fighters on the Battlefield Board as shown in the image.

▸ Gameplay

- The Starting Player (on space **A**) takes the first turn.
- Turns proceed alphabetically: **A** → **B** → **C** → **D**, repeating as needed.
- Players whose Fighters have crashed do not take turns.

▸ Game End

The game ends when **both Fighters on a team have crashed**. The team with at least one surviving Fighter wins the game!

1.5 ENTENTE vs CENTRAL POWERS (4 PLAYERS)

A team-based variant focused on protecting your squad's leader. Each team consists of a **Leader** and a **Wingman** with the objective to shoot down the opposing team's Leader.

▸ Setup

1. Assign one team as the **Entente** and the other as the **Central Powers**.
2. Each team chooses one player to be the **Leader** and one to be the **Wingman**.
3. Each player takes the Fighter and Pilot combination 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

4. Place the Fighters on the Battlefield Board using the Team Battle setup map above.

▸ Gameplay

- The Starting Player (on space **A**) takes the first turn. Play proceeds alphabetically: **A** → **B** → **C**→ **D**, repeating as needed.

▸ If a Wingman Crashes

When a Wingman's Fighter crashes, that player is not eliminated and may rejoin the battle.

Resolve the following steps immediately when a Wingman crashes:

- The crashed Wingman shuffles all cards from their **Damage Pile** and **Discard Pile** together to form a new Deck.
- The crashed Wingman's Leader immediately takes the next turn. (Turn order then resumes normally from the Leader).

On the crashed Wingman's **next turn**:

- During the Reconnaissance Phase, **draw 3 cards** instead of 1.
- Place the Wingman's Fighter on its **original starting position**, facing the same direction as during setup.
- Continue the turn starting with the **Assessment Phase**, playing normally from that point onward.

▸ If You Shoot Down the Opposing Wingman

When you shoot down an opposing Wingman's Fighter:

- Your team's **Leader** shuffles **up to 2 cards** from the top of their **Damage Pile** into their **Deck**.
- Any remaining cards in the Damage Pile remain where they are.

▸ Game End

The game ends **immediately** when **either Leader's Fighter crashes**. The team whose Leader survived wins the game!

2. REFERENCE GUIDE

This section provides detailed explanations of Pilot Card Effects and how they are resolved during play.
Unless otherwise stated, all effects follow the standard rules for timing, dice rolls, and card resolution.

2.1 PILOT CARD EFFECTS

2.1.1 Manfred von Richthofen

Ongoing Effect (Side A/Side B): *The Red Baron*

- If all dice rolled for an **Evasion** are equal to or higher than the Difficulty, collect 1 **Tactical Token**.
- After the **Momentum step**, roll 1 die: On a roll of 5 or more, (optional) **Turn** 2 times.

Pilot Special Action (Side A): *The Flying Circus*

Requirement: you must be exactly 1 space away from an opposing Fighter.

- **Dead Six**: Move your Fighter to **one of the opposing Fighter's Rear spaces**, facing the Fighter.
- Flip this card to side B.

2.1.2 Donald Roderick MacLaren

Ongoing Effect (Side A): *Silent Pursuer*

- The Difficulty of your **Basic Attacks** is reduced by 1.
- If **all dice rolled for a Basic Attack** are placed on your Gunsight, collect 1 **Tactical Token**.

Pilot Special Action (Side A): *Northern Falcon*

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

Ongoing Effect B: *Northern Falcon*

- Once per dice roll, you may **reroll any number of dice**.
- After your **Maneuver Action**, (optional) **Turn** once.

2.1.3 Erich Loewenhardt

Ongoing Effect (Side A): *Heart of Iron*

- If you choose **not to Evade** an attack, roll 1 die. On a of roll 3 or more, collect 1 **Tactical Token**.
- If you are **1 space away** from the opposing Fighter after your Maneuver Action, (optional) **Turn** once.

Pilot Special Action (Side A): *Smiling Beast*

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

Ongoing Effect (Side B): *Smiling Beast*

- The Difficulty of your **Fighter Special Actions** is reduced by 1.
- Roll **1 additional die** when resolving your **Fighter Special Actions**.

2.1.4 Rene Fonck

Ongoing Effect (Side A): *Aerial Sharpshooter*

- **Before** performing a **Basic Attack**, roll 1 die. On a roll **5 or more**, roll **2 additional dice** for that Basic Attack.
- If you place **at least 1 die** on your Gunsight during a **Basic Attack from Range 2**, collect 1 **Tactical Token**.

Pilot Special Action (Side A): *Ace of Aces*

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

Ongoing Effect (Side B): *Ace of Aces*

Your **Basic Attack** is modified as follows:

- Range is reduced to 1 only.
- You may target the opposing Fighter from the Front or Rear.
- Roll 2 Dice | Difficulty: 3 | Damage Multiplier: 1
- Momentum: Advance your Fighter 1 space after the attack.

2.1.5 Pilot Mentor: Pathfinder

Ongoing Effect: *Marksmanship*

- During setup, collect **2 Tactical Tokens (Side A)**.
- Roll 1 additional die for all Basic Attacks (Side A/Side B).

Pilot Special Action (Side 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

Fighter 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 1 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 to the right at least once, roll 1 die: If you roll 3 or more, (optional) turn once.
	High-speed Maneuver (×3)	Advance 1-3 spaces. (optional) Turn once.	・ If you Advanced to the right at least once, roll 1 die: If you roll 3 or more, (optional) turn once. ・ If you Advanced to the left at least once, roll 1 die: If you roll 2 or less, take 1 damage. ※ If both conditions are met, roll only once to determine which effect resolves.
	Turning Maneuver (×2)	Advance 1 space. (optional) Turn 2 times.	・ If you Advanced to the right at least once, roll 1 die: If you roll 3 or more, (optional) turn once.
Evasion	**Evasive Climb (×3)**	Roll 1 die | Difficulty: 3. Remove 1 die from opponent's Gunsight for each successful die.	・ On a roll of 6, perform **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 1 die from opponent's Gunsight for each successful die.	・ On a roll of 6, perform **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. Randomly 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 1 space, roll 1 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 to the right at least once, roll 1 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 to the left at least once, roll 1 die. If you roll 3 or less, take 1 damage.
Evasion	**Evasive Climb (×3)**	Roll 2 dice | Difficulty: 4. Remove 1 die from opponent's Gunsight for each successful die.	· On a roll of 6, perform **Dead Six**: Move your Fighter to 1 of your opponent's rear spaces, facing the opposing Fighter.
	Evasive Dive (×2)	Roll 1 die | Difficulty: 3. Remove 1 die from opponent's Gunsight for each successful die.	· On a roll of 6, perform **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, perform **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 1 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 1 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 1 die from opponent's Gunsight for each successful die.	· If you rolled 5 or more, collect a Tactical Token.
	Evasive Dive (×2)	Roll 1 die | Difficulty: 3. Remove 1 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 1 die | Difficulty 2. Remove 1 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 1 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 1 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 1 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 1 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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