Card activation system

It was in the cards..

Alternative card driven activation system

The optional activation system replaces the dice based system in the rulebook and instead employs a deck of activation cards where the top card is revealed one at the time - each card representing a possible activation for a pilot or asset (AA, Gunner etc).

This system gives more drama and faster gameplay as players have less possibility to make a full analysis of the possible defensive and offensive possibilities during the move, as the activation sequence of the round is not known at the start of the round but is revealed as the cards are revealed. The downside is that each pilot needs a prepared deck of activation cards before the game starts.

Each card carries the plane ID, pilot name and number of cards belonging to that same pilot.

As a guide a rookie has 2 activation cards, a normal/good pilot has 3 and good pilots have 4 or more. When a player whose pilots name is on the card that is turned face up he checks if the card turned is that last card that pilot have in the activation deck - By checking how many cards that have been pulled and referencing that with the number of cards that pilot have. As the last activation card of a pilot drawn from the activation deck that pilot must activate and move the plane. The activation card is then placed in a row to denote the firing order (shooting is in the reverse order - The last plane that moves shoots first as per normal rules.

Base number of cards for each pilot

Awareness	#Cards
Up to 7	1
8-14	2
15-16	3
17-18	4
19-20	5
21-23	6
24-26	7
27+	8

Rear Gunners
Rear gunners have their own cards. When their cards have been turned face up they are placed in the row denoting when that gunner will fire in the shooting phase.

Gunners in planes that flies in formation does not have a card but shoots before any attacking plane.

Base number of cards for each gunner

Awareness	#Cards
Up to 7	1
8-14	2
15-17	3
18 +	4

Ground asset and mission specific assets
Troops, AA, flaming onions and other assets that may fire on a plane each have one activation card that defines when they fire

Preparing the Activation cards
The cards can be found in the download section on the webpage. We propose that you sleeve the cards in plastic card sleeves to make them more uniform when shuffling and for writing on with a permanent marker (can be erased later with cleaning alcohol).
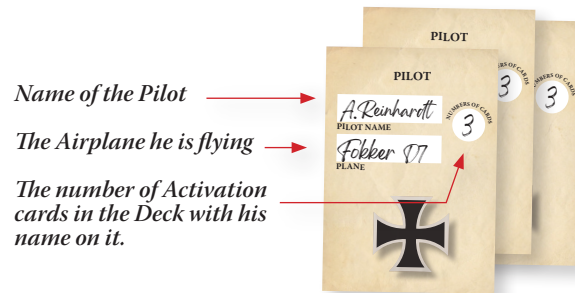
Name of the Pilot

The Airplane he is flying

The number of Activation cards in the Deck with his name on it.

The Game Turn :

4.1 Threat Arcs

4.1 For each pilot: Check if the pilot has an enemy plane in the side or rear arc and remove cards from that pilots card stack

Plane in rear arc	**- 2 cards**
Plane in Side arc	**-1 card**

For each pilot and Gunner: check if wounded and remove 1 card per 3 HP lost.

Pilot that has 0 cards moves before all others. In cases where two or more pilots pilots both have 0 cards the pilot with the lowest Awareness score (subtracted for wounds as usual) moves first. If you still have a tie, determine with a die roll.

Planes in formation also has 0 cards and is regarded as one plane in case of a tie. Remember to place 1 card for the formation as the first card face down in the Gunnery deck.

4.2 Shuffle the activation deck

Carefully mix all the remaining cards from each asset (pilot, gunner, AA etc) into an activation deck. The opponent is allowed to mix the deck some more after this.

5 Movement phase

5.1 Move land units

5.2 Move planes in fires, in Spin or in a Stall
Including planes with 0 cards, and planes flying in formation.

5.3 Move planes after activation
One card at the time – the top card of the activation deck is turned face up.

The player drawing cards compares the number on the card with the number of the cards that has already has been drawn of the same pilot or asset. If the card drawn is the last card in the deck belonging to the asset (pilot, gunner, ground unit) ,then the pilot or asset MUST activate now following the activation steps (2.3). If not the card is placed in a pile so each pilot or asset is staced for it self. This makes it easyer to count the cards and see when a pilot or asset is close to activation.

5.3.1 Activation
5.3.1.2 Activating a pilot
* Place the last activation card of a given pilot in the "Shooting

Movement phase

Holding aces doesn't ensure a win. Right moves do..

Deck" to show that the pilot has activated and to record fireing order.
* Move the plane as per the normal rules, **5.4**
* Then resume drawing cards (**5.3**).

5.3.2 Ground Units and Gunners
* Place the last drawn card belonging to that asset in the "Shooting deck"
* Then resume drawing cards (**5.3**).
When all units are moved go to Gunnery phase.

6 Gunnery phase

6.1 Planes, gunners and ground units fires
Planes, gunners and ground units fires in reverse activation order seen on the "Shooting deck" – The last plane to activate shoots first and so on.

Ending the round:
When there is no more cards in the activation deck the round ends. Resolve eventual end of round effects such as effects from hits (planes on fire etc) and mission specific effects. Then start the next round from step **4.1** Threat Arcs and preparation phase

*A britsh RE8 crew is Jumped by two Germans.
The activation deck consist of ˙3 pilots and a gunner.
The brithis pilot have 4 crads in there, since he has a Awerness score of 18. The two german pilots is not that good and have 3 and 2 cards each in the activation deck. The british gunner have 2 cards aswell in the activation deck.*

One card at the time is turned face up from the Activation deck. Lining them up its easy to see how many cards each Pilot or asset have turned already.

In this exsample A.Reinhardt have only one card left in the deck. If that is the next card drawn he wil have to make his move. The same is true for B.Schneider. Hawkeye is safe, he have to get 3 more cards to his pile, before he activates.
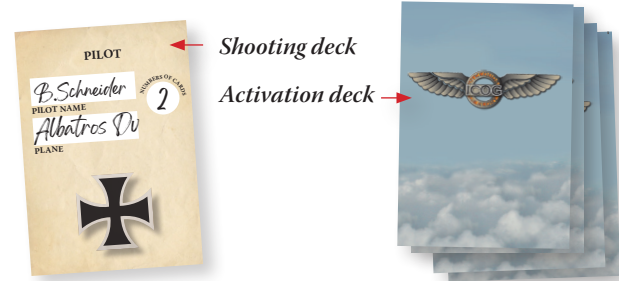
The next two cards was Hawkeye, and after that B.Schneider. Since that was the last card of B.Schneieder he moves his plane at once, and place one of his card in the Shooting deck.

← Shooting deck

Activation deck →

Next card was Hawkeye again, bringing his total up to the 4 cards he have, He activates. More cards are flipped after that and next to activate is Rienhardt. The game turn comes to an end when the last two cards is the gunners, L.Bennett !. He win the turn against all odds, and will start the Shooting phase as the first one.

After all movement is resolved and all units have moved, it is time for the Shooting phase. Starting from the top of the Shooting pile, resolve any shooting in the order they come in the deck.

L.Bennett, the british gunner was the last to activate, and he will then be the first to shoot. Reinhardt will be the next.

Cards already drawn, layed out so its easy to see how close each is to activate.

Activation deck →