

EACH TURN YOU HAVE 2 PHASES. IN EACH PHASE CHOOSE 1 ACTION. FINALLY DRAW A TRICK AND BOOST CARD.

	OUTCOME	PASS	FAIL	CATASTROPHIC FAILURE
TAKE OFF	Depends on result of take off test.	Take off. Phase ends.	Stay on ground. Phase ends.	Stay on ground. Take 1 damage marker. Phase ends.
REPAIR AND SCAVENGE	Repair damage. Take 1 fuel cube if required + choose 2-3 fuel and/or spare parts. Phase ends.	N/A	N/A	N/A
FLY ON	Depends on result of flying test.	Move to next tile discard 1 dice. Repeat, do trick manoeuvre, or phase ends.	Stay on same tile. Phase ends.	Stay on same tile. Take 1 damage marker. Forced down. Land.
DO A TRICK MANOEUVRE	Depends on result of flying test.	Successful manoeuvre. Take 2 victory points. Discard 2 dice. Repeat, fly on or phase ends.	Fail to perform manoeuvre. Phase ends.	Fail to perform manoeuvre. Take 1 damage marker. Forced down. Land. Phase ends.
GAIN ALTITUDE	Move to the highest level. Phase ends	N/A	N/A	N/A
LAND	Depends on result of landing test.	Land safely. Take first to land token if present. Take 1 fuel cube. Phase ends.	Bumpy landing. Take 1 damage marker. Phase ends.	Crash landing. Take 2 damage markers. Phase ends.

FUEL RULES:

- 0 SPACES = 0 FUEL
- 1 SPACE = 0 FUEL
- 2 SPACES = 2 FUEL
- 3 SPACES = 3 FUEL
- 4 SPACES = 4 FUEL

(May discard 2 fuel to pass take off or flying test.)

LUCK TOKEN:

Take 1 if make no progress in turn (Don't score any points, move on a tile or end up higher than at start). Use to pass any single test.

CARGO AND PASSENGERS:

Collect max 2 cargo and/or passengers per turn. Drop off passengers whenever on airfield/town and cargo whenever on ground.

FINAL AIRFIELD ACTIONS (1 PER TURN):

- **MAKE GOOD:**
Take a take off test (3) = discard 3 damage.
- **GIVE A FLYING LESSON:**
Take a flying test (3) = 3VP.
- **GIVE A SPEECH:**
Take a landing test (3) = 3VP.
- **SIGN AUTOGRAPHS:**
No test required = 1VP.

