

## Technical Sheet

Sentando a Pua – A Game by Hugo Bustilho

Age: 8+

Duration: 15+ minutes

Players: 2–4 (2–8 with expansion)

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### Main Game Mode: Dogfight (Aerial Combat – Survival)

A classic aerial duel where all pilots face off until only one plane remains in the air.

#### Objective:

Be the last player with an active plane on the board.

#### Special Rules:

- All players start positioned on the edges of the board.
  - The game ends when only one plane remains.
  - In the event of simultaneous elimination, the group may decide on a draw or shared victory.
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### Game Setup

1. Place the board at the center of the table, accessible to all players.
  2. Separate the components:
    - o 1 D10 die
    - o 24 Flack! tokens
    - o Plane tokens (4 models)
    - o Plane cards (1 per model)
    - o 10 maneuver cards per plane
  3. Each player chooses a plane model and receives:
    - o 1 plane card
    - o 10 maneuver cards
    - o 1 corresponding token
  4. Initial Positioning:  
In selection order, each player places their plane on a hex on the edge of the board, as long as it's not directly facing an opponent.
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### Start of the Round

1. All players choose one maneuver card and place it face down.
2. Once all players have chosen, reveal simultaneously.
3. Execution order is determined by initiative:
  - o The lowest initiative goes first.
  - o Others follow in ascending order.

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### Initiative Tiebreakers

- Compare the initiative of the previous round's cards.
  - If still tied, continue going back until a difference is found.
  - If it's the first round or someone reshuffled:
    - o All tied players roll a D10.
    - o The lowest result goes first.
    - o Still tied? Roll again.
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### Movement

Each player performs their maneuver as per their chosen card:

1. Starting Point (Green): Where the plane begins.
  2. Movement (White): Hexes to traverse.
  3. Final Point (Yellow): Where the plane ends.
  4. Discard: Used card goes to the discard pile.
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### Attack

During the maneuver, players may fire if they have a line of sight (LoS) to an enemy.

#### What is Line of Sight (LoS)?

- Clear visual + direct range
- Must follow the plane's orientation

#### Attack Rules:

- You may fire while passing through white hexes or at the yellow hex.
  - Multiple shots in the same maneuver are allowed.
  - If two or more planes occupy the same hex, choose only one as the target.
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### How to Fire

1. Check the target plane's armor (front, side, or rear).
2. Count the number of hexes in range.
3. Add armor + distance to get the target number.
4. Roll a D10. If the result is equal to or higher, it's a hit.

#### Example:

Armor: 1 (rear)

Distance: 3 hexes

Required roll: 4+ on D10

 Each hit causes 1 damage (hit).

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### Plane Cards

Each card includes:

- Illustration and name of the plane
  - Two attributes:
    - o Hits: How much damage the plane can take
    - o Armor Vital: Critical value for instant destruction
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### Armor Vital


- If a D10 roll equals or exceeds the Armor Vital, the plane is instantly shot down.
  - Even if the plane has not taken any hits before.
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### Critical Hit

- A 10 on the D10 always hits, even if the target number is higher than 10.
  - It causes 1 regular hit.
  - If it also meets or exceeds the Armor Vital, the plane is instantly destroyed.
- ⚠️ A 10 does not bypass Armor Vital—it just guarantees a hit regardless of target number.
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### Air Collision

If two or more planes end in the same hex:

1. All involved roll 1 D10.
  2. If all results are different, no collision (different altitudes).
  3. If any results match, collision occurs.
    -  Each involved plane takes 1 hit.
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### Recovering Maneuver Cards

At any time, you may:

1. Recover all cards from your discard pile.
  2. Choose 1 card from your hand and place it under your plane card (represents fuel used).
    - ⚠️ That card is permanently out of the game.
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### Out of Fuel

If you:

- Have no cards in hand,

- And no discard pile to recover,
  - 👉 Your plane crashes due to lack of fuel.
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#### 🚫 Leaving the Board

- Discard 1 card from your hand ( ⚠️ permanently out of the game).
  - At the start of your next turn, reposition your plane on the last valid hex, not facing an opponent.
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#### 🔄 Reentry After Being Shot Down

- Place a new (or the same) plane on the board edge during your next turn.
  - It must not be facing another plane directly.
  - Reentry is optional (depending on game mode).
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#### 🎮 Alternative Game Modes

##### 🛩️ Aerial Patrol (2v2 or 3v3)

- Objective: Eliminate all planes from the opposing team.
  - Team communication is limited: only allowed before choosing maneuver cards.
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#### ✈️ Escort Mission (Transport Plane / Logistics or Paratrooper Deployment)

##### ✈️ C-47 Skytrain Rules

##### ⚠️ Restriction:

The C-47 may not be used in missions that include the B-17.

##### 🎮 Activation:

- The C-47 moves after all fighters have chosen maneuver cards, but before they are revealed.
- It does not use maneuver cards or initiative.

##### 🌀 Movement:

- Moves 1 hex per turn: forward, left, or right (rotating its nose accordingly).
- Cannot enter hexes with enemy planes.
- Can share hexes with allies (unless prohibited by mission).

##### 🚫 Attack:

- The C-47 has no weapons and cannot attack.
- Must be protected by allied fighters.

##### 🎯 Mission Objectives (depends on mission):

- Drop paratroopers at designated zones.
- Transport cargo to a safe point on the map.
- Strategic withdrawal or evacuation.

##### 🏆 Scoring / Consequences:

- If shot down, may cause:

- o Automatic mission failure, or
  - o Bonus points for the enemy, depending on the mission guide.
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## Strategic Bombing (Heavy Bomber / Strategic Missions)

### B-17 Flying Fortress Rules

#### Restriction:

The B-17 may not be used in missions that include the C-47.

#### Activation:

- The B-17 moves after all fighters have chosen maneuver cards, but before they are revealed.
- It does not use maneuver cards or initiative.

#### Movement:

- Moves 1 hex per turn: forward, left, or right.
- Cannot enter hexes with enemy planes.

#### Defensive Armament:

- The B-17 can attack once per turn in any direction (including diagonals, up, or down if no armor is present).
- The attack can occur before or after moving.
- Attack range is 3 hexes.
- Only 1 attack per turn.

#### Objectives (depend on mission):

- Primary: Bomb a designated enemy position.
- May include multiple bombing targets (depots, trains, etc.).
- Surviving until mission end or completing a route may also be required.

#### Scoring / Consequences:

- The B-17 is a high-priority target: its destruction causes automatic mission failure.
  - Successfully bombed objectives may grant bonus points or an automatic victory, per mission guide.
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## Ace Hunt

- Free-for-all points-based mode.
- Duration: 10 rounds.

#### Scoring:

- Hit: +1 point
- Kill: +3 points
- Armor Vital Kill: +5 points

#### Reentry:

- Allowed after being shot down (follow positioning rules)

#### Tiebreaker:

- Player shot down fewer times wins; otherwise, shared victory.
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### Last Flight of the Ace

- One player uses a more powerful plane (e.g., +1 hit, +1 Armor Vital).
  - All others try to shoot them down.
  - The Ace wins if they survive 10 rounds or eliminate all opponents.
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### Development Team

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