Flying Circus
Rules for WW1 Air Combat

What you will need to play

- A cloth or table marked with a hex grid. Each hex should be large enough for a plane to fit in it.
- Model planes (or overhead views)
- A means of marking altitude levels 1 to 6; a telescopic rod is ideal, but a dice or numbered markers will also work fine
- Some 6 sided dice. You will need about 8.
- A deck of movement cards for each plane. These are provided with these rules for a number of planes; you can easily construct more as required for different planes. Most of the cards are common to all planes.
- An 'attitude' card for each plane. This shows what your plane was doing on the last card so that you can check your moves are legal.
- Cards with the stats for each plane, and for showing things like gun jams and engine failure.

Sequence of play
- Planes which are neither tailing nor being tailed select next movement card and place face down to the right of previous move card
- Tailed planes show their next card to the plane tailing them and place it face down to the right of the previous move card
- Tailing planes select next movement card and place face down to the right of previous move card
- All planes flip leftmost facedown card face up and execute moves; some manoeuvres are tricky or hard and may not succeed.
- Check if anyone can fire, and resolve firing
- Check to see if anyone has got on the tail of anyone else, or if a tailer has been shaken off
- Put counter on attitude card to show what the last move was
- Pick up face up card
- Do any end of turn checks (fire, planes crashing, etc)

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Movement

You move using your cards; as your plane gets damaged you will be required to discard some cards from your deck, restricting what you can do. Each plane has its own deck; different planes have different abilities, so a plane with fast level flight (like the SE5a) has extra 'Move 2 cards', while a plane with great climbing ability (like the Fokker Triplane) gets a 'Climb 2' card, and a plane that can do snap turns (like the Sopwith Camel, although only the way its engine rotates!) gets a card for those.

At the start of the game, each pilot selects two cards and puts them face down in front of them. They flip the leftmost card face up, leaving the other card face down. The planes then all move according to their revealed cards; at the end of the turn, everyone picks up their face up cards ready to select a new card. their face down card will determine what they do next move.

The exception to this sequence is for tailing pilots. If a pilot has got on another's tail, then they do not have to select a new card until **after** their victim has shown them their next card. This obviously makes it easier for them to stay on the tail.

The sequence is:
• Planes which are neither tailing nor being tailed select next movement card and place face down to the right of previous move card
• Tailed planes show their next card to the plane tailing them and place it face down to the right of the previous move card
• Tailing planes select next movement card and place face down to the right of previous move card
• All planes flip left card face up and execute moves; some manoeuvres are tricky or hard and may not succeed.
• Once the move has been done, use the attitude card to record what it was so that move legality can be checked.

Cards are divided into four colour coded groups, corresponding to moves straight (blue), left (red), right (green), or complex manoeuvres (yellow).
There are some restrictions on which cards can be played when; these restrictions are printed on each card. For instance a gentle right turn may only be played after a left or straight card, a half loop can only be played after a climb or dice, and so on.

If you indavertently play a card when it is not legal, then your move becomes 'ahead 1' instead of whatever you intended to do, but leave the card in position. You pilot has made a mistake in the confusion of the battle and is struggling with his plane.

Some cards are shown as 'Tricky' or 'Hard'. These are difficult manoeuvres which a pilot will not always get right (sometimes they are only tricky in some circumstances). To execute such a manoeuvre, roll 1d6.

A Tricky manoeuvre succeeds on a 2 or more.
A Hard manoeuvre succeeds on a 3 or more.

An Ace pilot adds one when rolling, a Rookie pilot subtracts one.

If a manoeuvre fails the plane flies straight and level (Ahead 1) exactly as if an illegal card had been played.

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Firing

Fighters have guns which fire straight ahead. Range is 3 hexes; you can fire at a plane at the same altitude, or one level lower or higher, but if firing at a higher or lower plane it adds one to the range, so the maximum distance will be 2 hexes in those cases.

Observers in 2 seaters have a much more flexible arc of fire as shown below.

The firing procedure is as follows.
Start with 2 dice per machine gun. Most planes have 2 guns, so you will start with 4 dice. a few (like the Sopwith Pup, or an Observer), have only a single gun so start with 2 dice.

Add dice equal to target size (0,1,2) as shown on its stat card.
Adjust dice for the aspect of the target relative to you; it is much easier to fire at someone moving in the same direction as you!
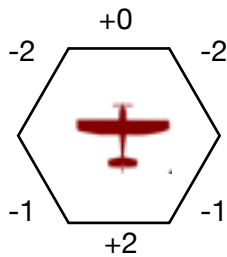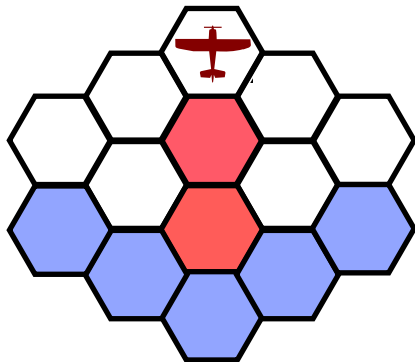

Deduct one dice for each hex of range after the first
Add one dice if you fired at the same target last turn
Add one dice per two damage tokens on the target

Roll the dice. 5s and 6s are hits; consult the damage tables to see what happens.
If you roll 3 or more 1s then your guns have jammed!

Observer arc of fire.
Blue hexes only at planes on same level
Red hexes not for planes at lower altitude

Observers do deflection differently. If the target is facing the same way as the firer, there is no penalty, otherwise deduct one dice

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Damage

When a plane takes any hit, it receives a damage token. This reflects a mixture of actual damage and pilot morale, and makes the plane a bit easier to hit on future shots.

Roll on the table below, cross referencing number of hits with a dice roll

Dice Roll	1 hit	2 hits	3 hits	4+ hits
1	Minor structural	Minor Structural	Crew Wound	Engine
2	Minor structural	Rudder	Engine	Aileron
3	Minor structural	Engine	Aileron	Wing Tear
4	Rudder	Crew Wound	Wing Tear	Fuel Leak
5	Engine	Aileron	Fuel Leak	Major structural
6	Crew Wound	Wing Tear	Major structural	Pilot killed

| Damage Type	Effect
Minor structural	Discard any one card of your choice
Major Structural	Discard all HARD and TRICKY cards; keep cards which are only sometimes tricky, but you may not use them if they are tricky. If this happens again, the plane disintegrates
Wing Tear	Discard your Dive 2 card. If this happens again, discard your highest value Climb card. If it happens a third time, your plane goes into a spin.
Aileron	Discard any snap and sharp turn cards. If you have none, discard a gentle turn card.
Rudder	Your next card must be in the same direction (left, right, ahead) as your previous one
Engine	Discard any Climb 2 card, if you have one. If you have no Climb 2, discard an Ahead 2. If you have no Ahead 2, your engine has seized and you start to lose altitude
Fuel Leak	Plane catches fire. You must dive to try and extinguish it. You will take damage each turn the fire burns.
Crew wounded	-1 dice firing, -2 to manouevre checks if pilot. If firing at a 2 seater, dice to see who is hit. 1,2,3 = Observer, 4,5,6 = Pilot
Pilot Killed	Plane crashes

Tailing

If you are behind another plane, facing in the same direction, you may be able to get on the tail.

If you are directly behind and within 3 hexes, or one hexrow to either side then your are eligible to try for tailing.

Roll a dice, needing a 3+ to succeed. Aces add 1. Mark tailed planes.
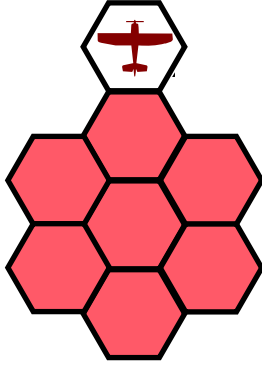
Tailer must be in one of the red hexes, facing the same way as the target

End of turn checks

Planes which are on fire roll to see if the fire is out. If the fire is not out, discard one card of your choice, and take a damage token.
Planes which have gun jams and have flown level and not done a tricky or hard manoeuvre may try to unjam
Planes with seized engines or are in a spin lose one level of altitude, possibly crashing

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Planes

Plane	Cards	Fire	Size
Albatross V	Basic deck	4	1
Sopwith Pup	Basic Deck	2	0
Fokker Triplane	Add Snap Turn, Climb 2	4	0
Sopwith Camel	Add Snap Turn	4	1
Fokker DV	Add Climb 2, Ahead 2	4	1
SE5a	Add Ahead 2	4	1
Hannover	Remove Half Loop and Loop	2/2	2
Bristol F2B	Remove Half Loop and Loop	2/2	2

Ahead 1	Ahead 1	Loop
		Hard
		Only after Climb
		Lose one level of altitude

Sharp left turn	Gentle left turn	Gentle left turn
Tricky if after right card		

Sharp right turn	Gentle right turn	Gentle right turn
Tricky if after left card		
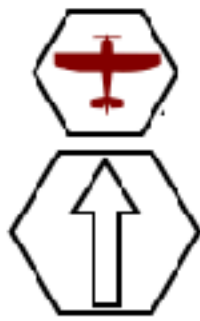
Dive 1

Dive 1

Ahead 2

Only after Ahead, Dive, Easy Turn
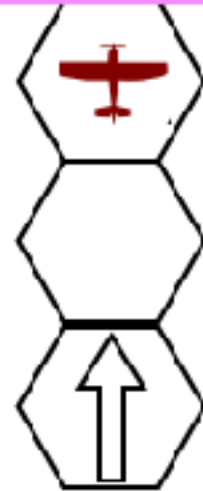
Cimb 1

Cimb 1

Dive 2

Half Loop

Hard

Only after Climb or Dive

Sideslip left

Tricky & Lose 1 altitude if after right card
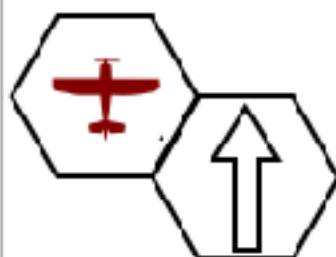
Sideslip right
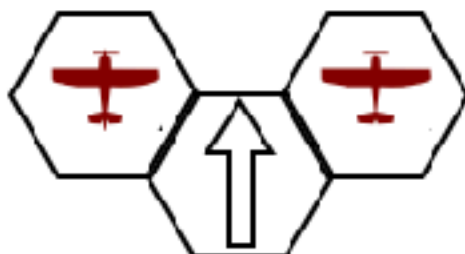
Tricky & Lose 1 altitude if after left card
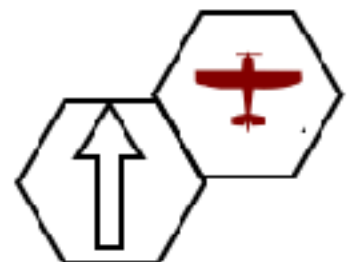
Cimb 2
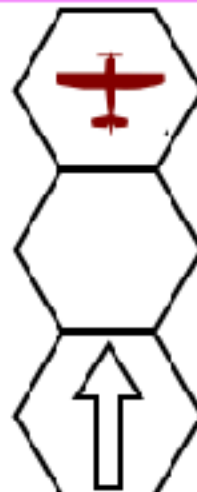
Fokker DVII

Scissors

Hard

Gain one level of altitude

Aces Only

Ahead 2

Only after Ahead, Dive, Easy Turn
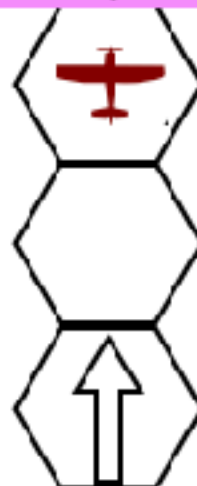
SE5a

Cimb 2

Fokker Triplane

Ahead 2

Only after Ahead, Dive, Easy Turn

Fokker DVII

Falling Leaf

Hard

Only after Sideslip. Lose one level of altitude

Aces Only

Slip Left   **Slip Right**

Snap turn right

Tricky

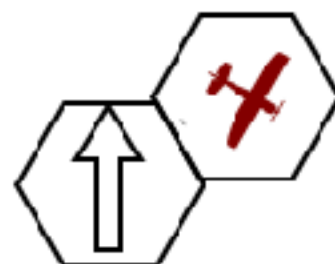**Hard & Lose 1 altitude if after left card**

Fokker Triplane

Snap turn right

Tricky

Hard & Lose 1 altitude if after left card

Sopwith Camel

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