

# GMT *Down in Flames* Player Aid

## SEQUENCE OF PLAY

**Search Step** (Night Mission only)

**Jettison Step**

**Wingman Step**

On the first Game-Turn, the first unit (only) skips this step unless opposing force consists entirely of Formation aircraft

**Altitude Step**

**Air Strike Step** (Over-Target Turn only)

**Leader Step**

**Discard Step**

**Draw Step**

**Final Step**

(after completion of all player-turns)

## FULL THROTTLE COUNTERS

Expend any time as if it is a *Full Throttle* card in hand – even if loaded – with no need to discard a card.

## LEADER REPLACEMENT

When a Leader is Destroyed, the Wingman becomes the new Leader by drawing a new hand equal to (Performance rating - 1). Thereafter, the normal Performance rating applies.

## ALTITUDE EFFECTS

**Horsepower**

Very Low or Low: +1

High: - 1 (0 if Turbocharger)

Very High: - 2 (-1 if Turbocharger)

**Wingmen**

High: - 1 from Defensive Rating (n/a if Turbocharger)

Very High: - 1 from Offensive and Defensive Ratings  
(only -1 Defense if Turbocharger)

**Changing Altitude**

Climbing: Discard one card

Diving: Draw one card

Still applicable when playing a VERTICAL ROLL

**Following When Advantaged**

Climbing: Discard two cards

Diving: Discard one card, then draw one card

Discard one additional card when following a VERTICAL ROLL

**Following When Tailing**

Climbing: Discard one card

Diving: Draw one card

Discard one additional card when following a VERTICAL ROLL

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## RULES OF ENGAGEMENT

**May only attack enemy aircraft at the same altitude**

**Each aircraft may only attack ONE enemy aircraft during a turn**

### Unengaged Leader May Attack:

Any Unengaged enemy Leader

Any enemy Formation aircraft or Wingman (Engaged or not)

+1 Burst for successfully played MANEUVER

+2 Bursts for successfully played HALF LOOP

Any enemy Advantaged or Tailing Lone Leader

Play MANEUVER, HALF LOOP, or FULL THROTTLE cards until enemy is no longer Engaged, or SCISSORS if enemy is Advantaged, then may engage and/or fire

### Engaged Leader May Attack:

Only the enemy Leader currently Engaged

+1 Burst if Advantaged

+3 Bursts if Tailing

### Unengaged Wingman May Attack:

Any Unengaged enemy Leader

Successful MANEUVER, HALF LOOP, SCISSORS, or FULL THROTTLE cards adjust position of your Leader vs. targeted Leader

Successful firing inflicts normal results

Any enemy Formation aircraft

Any enemy Wingman (Engaged or not)

MANEUVER, HALF LOOP, CLOUDS, FULL THROTTLE, SCISSORS, and VERTICAL ROLL cards have no effect as Attack cards

Successful firing inflicts normal results

Any enemy Advantaged or Tailing Lone Leader

Play MANEUVER, HALF LOOP, or FULL THROTTLE cards until enemy is no longer Engaged, or SCISSORS if enemy is Advantaged, then may engage and/or fire

### Engaged Wingman May Attack:

The enemy Leader currently Engaged

The Wingman of the enemy Leader currently Engaged

## DISENGAGEMENT TABLE

Level	Card Drawn	Result
A	IN MY SIGHTS (Engine/Fuel Tank)	Destroyed
B	OUT OF THE SUN	Destroyed
C	IN MY SIGHTS (3B)	Damaged <sup>1</sup>
D	IN MY SIGHTS (other 2B)	Damaged <sup>2</sup>
E	IN MY SIGHTS (1B)	Damaged <sup>2</sup>
F	CLOUDS	Safe Escape
G	MANEUVER	Safe Escape
H	HALF LOOP	Safe Escape
I	Any other card	Safe Escape
J	ACE PILOT	Safe Escape

<sup>1</sup> If aircraft is already Damaged, treat as *Destroyed*.

<sup>2</sup> If aircraft is already Damaged, treat as *Safe Escape*.

### LEVEL MODIFIERS

Conditions when Disengaging	Adjustment
Position (Wingman uses its Leader's position)	
Tailing	Down 2 Levels
Advantaged	Down 1 Level
Neutral	No adjustment
Disadvantaged	Up 1 Level
Tailed	Up 2 Levels
No enemy Fighters at the same altitude	Down 3 Levels
Leadership (same aircraft type only)	Down 1 Level
Damaged	Up 1 Level
Night (Day Fighter only)	Up 1 Level
Fuel Disengagement (day)	Up 1 Level
Fuel Disengagement (night)	Up 2 Levels
<i>Other than Air Combat Missions (Strike aircraft only):</i>	
Game-Turn	
Target-Bound and 5+ Turns completed	Up 1 Level
Home-Bound and 6+ Turns to go	Up 1 Level
Aircraft is a Heavy Bomber	Down 1 Level

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