September's Eagles

Player Aid Card

Drawing New Cards

+1 Plane in Pack Hex
-1 Plane marked 'pylon clipped'
Maximum Hand Size is Pilot Skill and plane's Throttle Setting up to a total of six cards

Pack Movement

Draw two Action Cards and add point values.
Roll 1d10:

    0-3= add 1 point
    4-7= add 2 points
    8+= add 3 points

Total of all points is the number of spaces (hexes) moved by the Pack. It costs no points for the Pack to turn.

Expending Airspeed

Movement or Action	Cost in Airspeed
Move forward 1 space	1 point of airspeed
Turn 1 hexside	1 point of airspeed
Change altitude	see Plane Card
Enter Pack hex	
at medium altitude	+1 point of airspeed
at low altitude	+2 points of airspeed
Reduce turn radius	-1 point of airspeed
	Endurance Factor -1
Pilot Rally	point of airspeed
	Allows Fatigue Check
Plane Rally	point of airspeed
	Allows Endurance Check
After every turn	Check for increased turn radius

If activated with trump suit: -1 die roll modifier
Any trump cards played previously by opponents:
Apply a die roll modifier equal to the Action Card point totals

Playing Cards

Skill or Maneuver Cards activate the Pilot Maneuver or Endurance Action activate the Plane 3 additional Action Cards can be played (up to a maximum of 5) can be played for activation.

The total of un-trumped Action Cards determines the Throttle Setting. +1 to the value of the Action Cards if a Player's trump suit.

Fatigue Checks

A Fatigue Check is performed when:
1. Plane crosses the Finish Line on a lap
2. Any time an Endurance Check is called for but the plane is already stressed.

Apply a -1 die roll modifier to a Fatigue Check if a plane's Turn Radius was reduced this turn.
Apply a +1 die roll modifier to a Fatigue Check if an Endurance Action Card of any suit **OR** a Maneuver Action Card of the trump suit is played during the Fatigue Check.

Endurance Checks

An Endurance Check is performed when:
1. Plane enters a Pack Hex and an opponent plays an Incident Card.
2. Plane moves in an adjacent space or into a space occupied by an opponents plane and at the same altitude.
3. Plane cross the Finish Line on a lap.
4. Plane changes altitude and an opponent plays an Incident Card.
5. Plane makes a turn in a space adjacent to a pylon and an opponent plays an Incident Card.

Apply a -1 die roll modifier to the Endurance Check if an Endurance Card of any suit **OR** a Maneuver Card of the trump suit is played.

EARN YOUR WINGS