Expansion Rules

New Game Components

New Skills

This expansion adds new Skills and Skill counters. The new Skills have counters. Skills on the sheet within this expansion that do not have counters are present within the core game.

Elite Pilots

These Pilots are Elite versions of normal Pilots. They cost SO points to purchase. Some ranks start with Skills, these Skills do not count towards your Pilot's maximum Skill count.

Example: Winter is an Elite Pilot. It costs 2, 4, or 6 SO points to add them to your Squadron dependant on if you are playing a Short, Medium, or Long length Campaign. Winter at Ace rank has the Skills Alert and Cocky.

New Counters

There are optional new counters within this Expansion.

Ready and Acted counters are to mark which of your Pilots have acted this Turn.

Okay, Shaken, and Unfit are to mark your Pilot's current Status.

Damaged and Destroyed are to mark if your Pilot's Aircraft is Damaged, or was Destroyed during the Mission.

Alternate Targets

There are optional new Targets within this Expansion. These represent attacking the Target on a different Day where the Hits and VP are the same, but anything else may be different. When you choose your Targets during Campaign prep, you may choose either version of a Target to add to your Target Draw pile.

Example: The 1948: War of Independence requires you to add Target #1 to your Target Draw pile. You may choose either Target #1 to add to your Target Draw pile, not both.