

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

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Recon

Bomber

Fighter



Roll a d3 for Effectiveness

+2
Zeiss Camera Lens

+1
Aerial Mapping

+1
Görz Camera

0
Rear Seat

+2
Quad Engines

+1
Enclosed Cockpit

+1
In-Flight Mechanics

Roll a d2 for Effectiveness

+2
Wireless Transmitter

+2
High Altitude

+1
Oxygen Tank

+2
Very High Altitude

+2
Rear Machine Gun

+1
Dual Engines

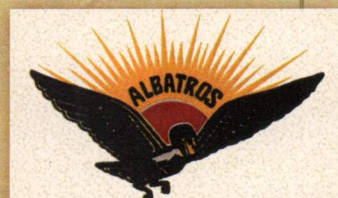
+1
Three Seater

+2
Internal Bomb Bay

+1
Bomb Rack

Campaign Game

Overall Span 20-30



ALBATROS FLUGZEUGWERKE

Starts play with 4 factories and cannot be reduced below that number. The die roll for each Banking Action gains a +1 die roll modifier.

Information Markers

Preference Rating ties are resolved in favor of
1) the most markers in this box; then
2) most money; then
3) a random die roll.

+2
Streamlining

+2
Agile

+2
Fast Climber

+1
Ailerons

+2
Better Engines I

+2
Better Engines II

+2
Better Engines III

+2
Better Engines IV

+1
Welded Steel*

+2
Dual Machine Guns

+2
Thick Wings

+2
Cantilevered Wings

+3
Metal Construction

+1: BE 0
0: BE I
0: BE II
+1: BE III
+2: BE IV
Monoplane

0
0: BE 0
0: BE I
0: BE II
0: BE III
0: BE IV
Biplane

+4
0: BE 0
+2: BE I
+1: BE II
0: BE III
0: BE IV
Triplane

Turn Sequence:

1. Choose Actions (simultaneous)
2. Resolve Actions (in # order; most markers, then money, then ⚙, if tied)
3. Award Contracts (in Preference order; most markers, then ⚙, if tied)
4. Inflation (advance marker one box if 25%, or two boxes if 50%)
5. War Status (Morale adjustments; Contracts adjustment; then Allied Aircraft Effectiveness adjustments)

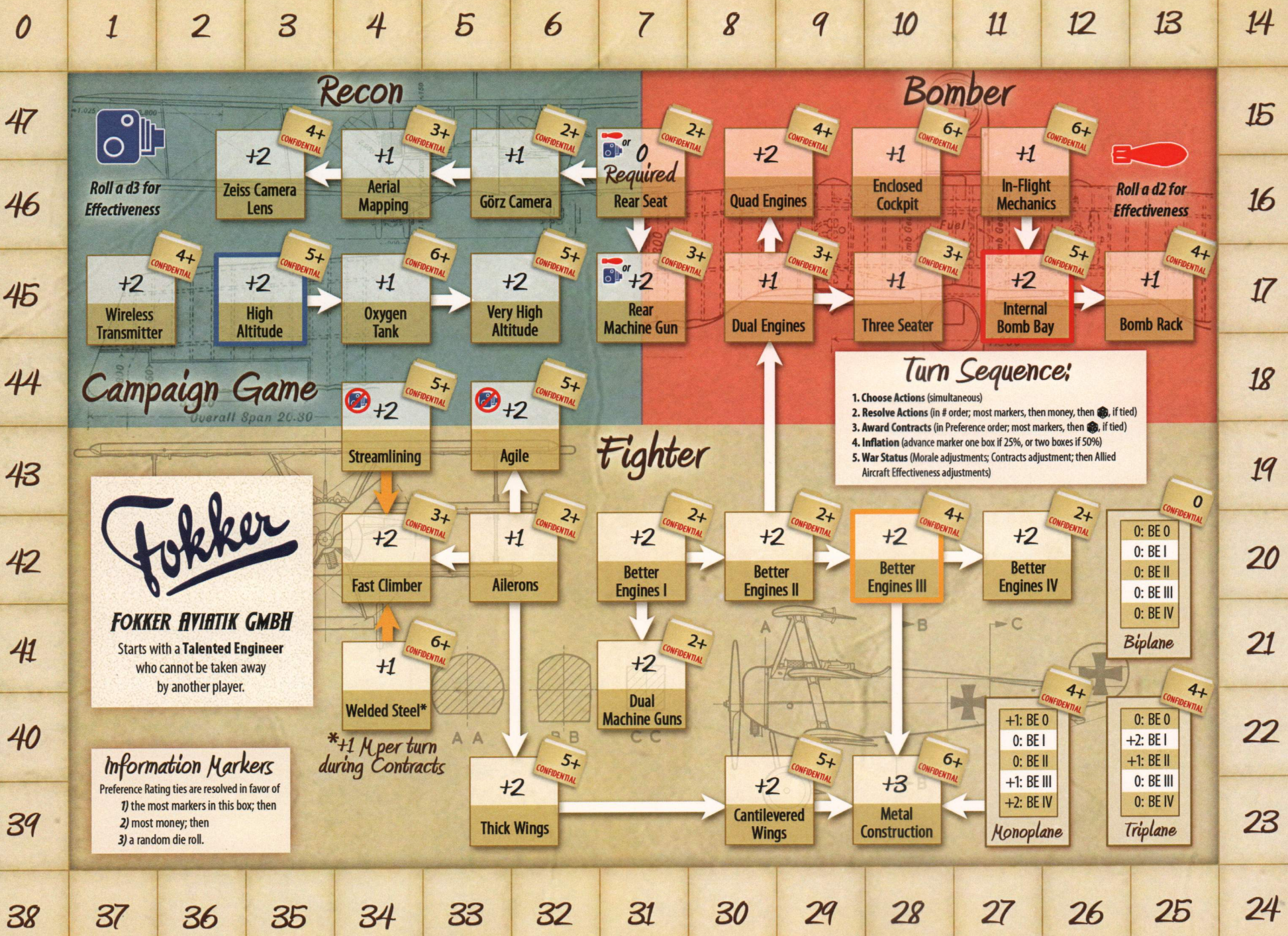
*+1 M per turn during Contracts

38 37 36 35 34 33 32 31 30 29 28 27 26 25 24

2

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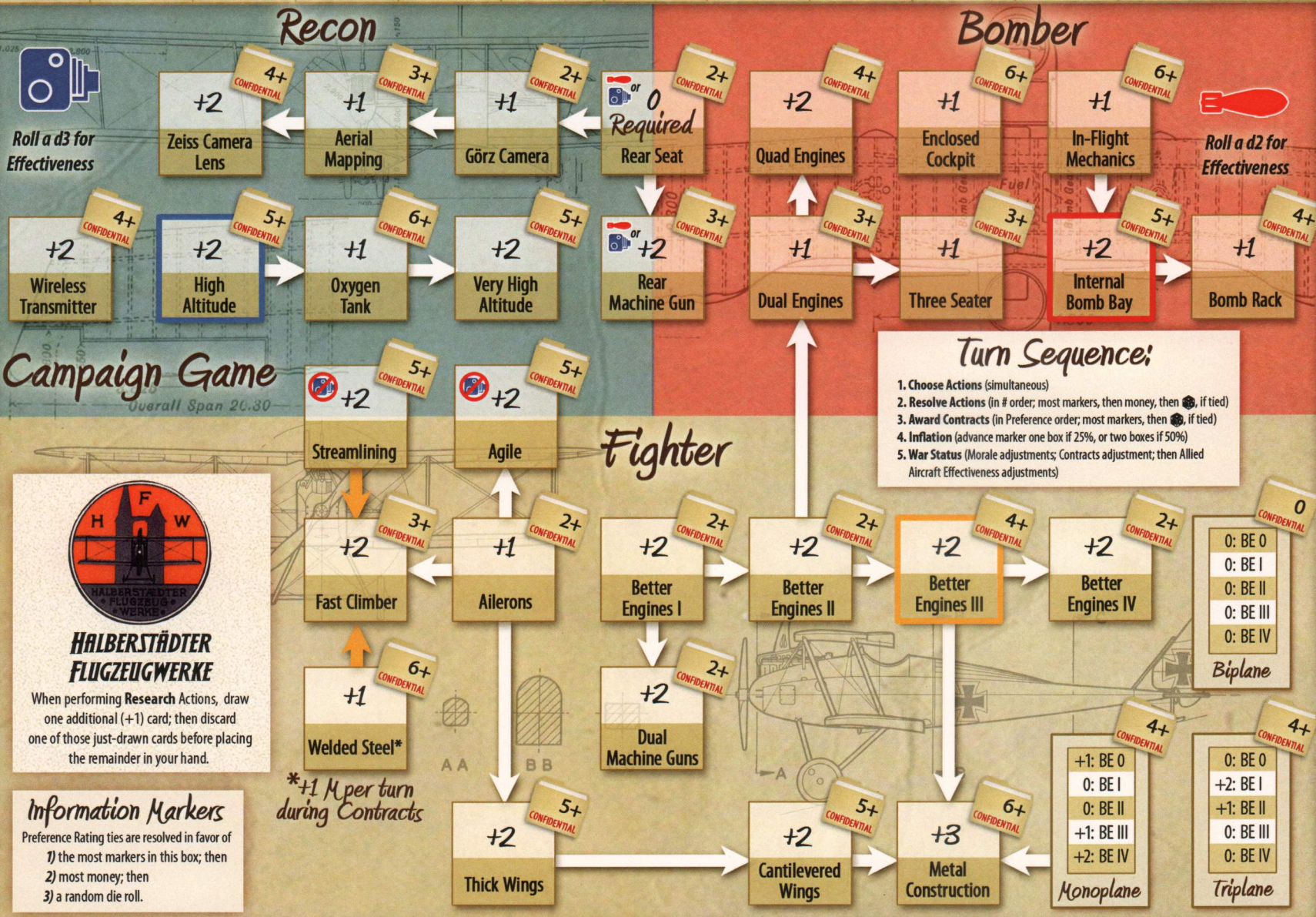
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0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

47 46 45 44 43 42 41 40 39



Roll a d3 for Effectiveness

Roll a d2 for Effectiveness

Turn Sequence:

1. Choose Actions (simultaneous)
2. Resolve Actions (in # order; most markers, then money, then if tied)
3. Award Contracts (in Preference order; most markers, then if tied)
4. Inflation (advance marker one box if 25%, or two boxes if 50%)
5. War Status (Morale adjustments; Contracts adjustment; then Allied Aircraft Effectiveness adjustments)

HALBERSTÄDTER FLUGZEUGWERKE

When performing Research Actions, draw one additional (+1) card; then discard one of those just-drawn cards before placing the remainder in your hand.

Information Markers

Preference Rating ties are resolved in favor of

- 1) the most markers in this box; then
- 2) most money; then
- 3) a random die roll.

*+1 M per turn during Contracts

0: BE 0
0: BE I
0: BE II
0: BE III
0: BE IV

Biplane

+1: BE 0
0: BE I
0: BE II
+1: BE III
+2: BE IV

Monoplane

0: BE 0
+2: BE I
+1: BE II
0: BE III
0: BE IV

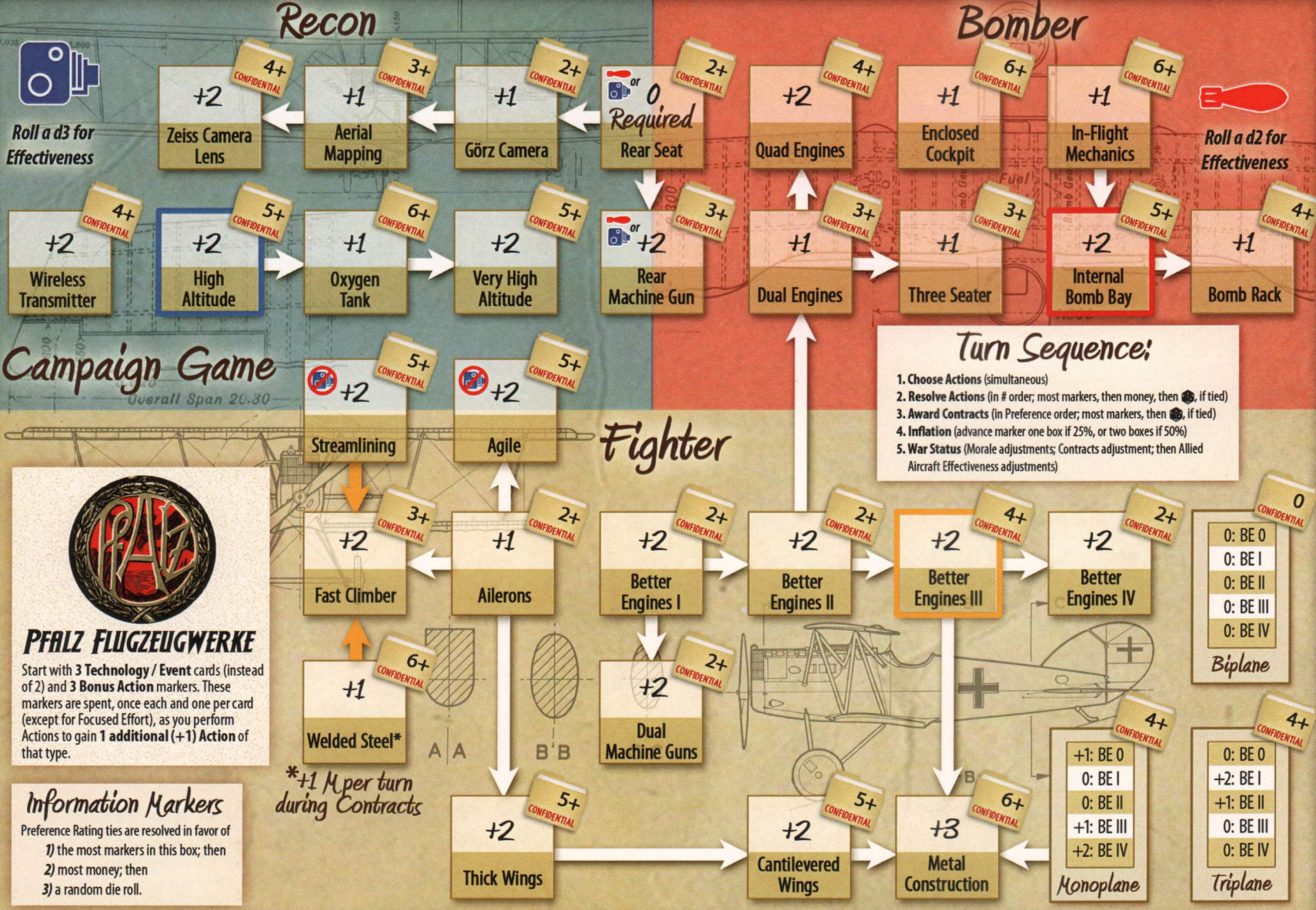
Triplane

38 37 36 35 34 33 32 31 30 29 28 27 26 25 24

2 1 1

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

47 46 45 44 43 42 41 40 39



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38 37 36 35 34 33 32 31 30 29 28 27 26 25 24

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