

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

47



Roll a d3 for Effectiveness

+2

**Zeiss Camera Lens**

4+  
CONFIDENTIAL

+1

**Aerial Mapping**

3+  
CONFIDENTIAL

+1

**Görz Camera**

2+  
CONFIDENTIAL

+1

**Required Rear Seat**

2+  
CONFIDENTIAL

+2

**Quad Engines**

4+  
CONFIDENTIAL

+1

**Enclosed Cockpit**

6+  
CONFIDENTIAL

+1

**In-Flight Mechanics**

6+  
CONFIDENTIAL

15

46



Roll a d2 for Effectiveness

+2

**Wireless Transmitter**

4+  
CONFIDENTIAL

+2

**High Altitude**

5+  
CONFIDENTIAL

+1

**Oxygen Tank**

6+  
CONFIDENTIAL

+2

**Very High Altitude**

5+  
CONFIDENTIAL

+2

**Rear Machine Gun**

3+  
CONFIDENTIAL

+1

**Dual Engines**

3+  
CONFIDENTIAL

+1

**Three Seater**

5+  
CONFIDENTIAL

+2

**Internal Bomb Bay**

4+  
CONFIDENTIAL

+1

**Bomb Rack**

16

45

17

44

18

## Campaign Game

Overall Span 20.80

## 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)

43

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41

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23



**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.

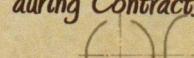
38

24

## Information Markers

Preference Ratings 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

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

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

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

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

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

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

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

37

25

36

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35

26

36

25

37

2

1

1

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

47



Roll a d3 for Effectiveness

+2  
CONFIDENTIAL

Zeiss Camera Lens

## Recon

+1  
CONFIDENTIAL

Aerial Mapping

+1  
CONFIDENTIAL

Görz Camera

+1  
CONFIDENTIAL

Rear Seat

0  
CONFIDENTIAL

Required

+2  
CONFIDENTIAL

Quad Engines

+1  
CONFIDENTIAL

Enclosed Cockpit

+1  
CONFIDENTIAL

In-Flight Mechanics

## Bomber

+1  
CONFIDENTIAL

Fuel

+1  
CONFIDENTIAL

Internal Bomb Bay

+1  
CONFIDENTIAL

Bomb Rack



Roll a d2 for Effectiveness

46

45

44

43

42

41

40

39

38

15

16

17

18

19

20

21

22

23

24

## Campaign Game

Overall Span 20.30

**Fokker**

**FOKKER AVIATIK GMBH**  
Starts with a Talented Engineer  
who cannot be taken away  
by another player.

## 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  
CONFIDENTIAL

Streamlining

+2  
CONFIDENTIAL

Agile

+2  
CONFIDENTIAL

Fast Climber

+1  
CONFIDENTIAL

Ailerons

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Thick Wings

+2  
CONFIDENTIAL

Dual Machine Guns

+1  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Better Engines III

+2  
CONFIDENTIAL

Better Engines IV

+2  
CONFIDENTIAL

Biplane

0  
CONFIDENTIAL

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

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

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

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

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Better Engines III

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Ailerons

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Better Engines III

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Ailerons

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Ailerons

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Ailerons

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Ailerons

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Ailerons

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Ailerons

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Ailerons

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Welded Steel\*

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

Better Engines II

+2  
CONFIDENTIAL

Biplane

+1  
CONFIDENTIAL

Fast Climber

+2  
CONFIDENTIAL

Better Engines I

+2  
CONFIDENTIAL

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

47



Roll a d3 for Effectiveness

## Recon

+2

Zeiss Camera Lens

CONFIDENTIAL  
4+

+1

Aerial Mapping

CONFIDENTIAL  
3+

+1

Görz Camera

CONFIDENTIAL  
2+

0

Required

CONFIDENTIAL  
0

+2

Rear Seat

CONFIDENTIAL  
2+

+1

Quad Engines

CONFIDENTIAL  
4+

+1

Enclosed Cockpit

CONFIDENTIAL  
6+

+1

In-Flight Mechanics

CONFIDENTIAL  
6+

15

46



+2

Wireless Transmitter

CONFIDENTIAL  
4+



+2

High Altitude

CONFIDENTIAL  
5+



+1

Oxygen Tank

CONFIDENTIAL  
6+



+2

Very High Altitude

CONFIDENTIAL  
5+



+2

Rear Machine Gun

CONFIDENTIAL  
3+



+1

Dual Engines

CONFIDENTIAL  
3+



+1

Three Seater

CONFIDENTIAL  
3+



+2

Internal Bomb Bay

CONFIDENTIAL  
5+



+1

Bomb Rack

16

## Campaign Game

Overall Span 20.30



### 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.

+2

Streamlining

CONFIDENTIAL  
5+

+2

Agile

CONFIDENTIAL  
5+

+2

Fast Climber

CONFIDENTIAL  
3+

+1

Ailerons

CONFIDENTIAL  
2+

+1

Welded Steel\*

CONFIDENTIAL  
6+

+2

Better Engines I

CONFIDENTIAL  
2+

+2

Better Engines II

CONFIDENTIAL  
2+

+2

Better Engines III

CONFIDENTIAL  
4+

+2

Thick Wings

CONFIDENTIAL  
5+

+2

Dual Machine Guns

CONFIDENTIAL  
2+

34

33

32

31

30

29

28

27

26

25

35

36

37

38

24

23

1

1

## Bomber



Roll a d2 for Effectiveness

15

16

17

19

20

21

22

23

## Fighter

### 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)

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

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

+1: BE 0  
+2: BE I  
+2: BE II  
+2: BE III  
+3: BE IV

Monoplane  
Triplane

+2

Dual Machine Guns

CONFIDENTIAL  
2+

+2

Cantilevered Wings

CONFIDENTIAL  
5+

+3

Metal Construction

CONFIDENTIAL  
6+

+1

Monoplane

CONFIDENTIAL  
4+

0: BE 0  
+2: BE I  
+2: BE II  
+2: BE III  
+3: BE IV

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

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

2

1

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

47



Roll a d3 for Effectiveness

+2  
Zeiss Camera Lens  
CONFIDENTIAL 4+

+1  
Aerial Mapping  
CONFIDENTIAL 3+

+1  
Görz Camera  
CONFIDENTIAL 2+

Required  
Rear Seat  
CONFIDENTIAL 2+ or 0

+2  
Quad Engines  
CONFIDENTIAL 4+

+1  
Enclosed Cockpit  
CONFIDENTIAL 6+

+1  
In-Flight Mechanics  
CONFIDENTIAL 6+

+1  
Internal Bomb Bay  
CONFIDENTIAL 5+

+1  
Bomb Rack  
CONFIDENTIAL 4+

46

+2  
Wireless Transmitter  
CONFIDENTIAL 4+

+2  
High Altitude  
CONFIDENTIAL 5+

+1  
Oxygen Tank  
CONFIDENTIAL 6+

+2  
Very High Altitude  
CONFIDENTIAL 5+

+1  
Rear Machine Gun  
CONFIDENTIAL 3+

+1  
Dual Engines  
CONFIDENTIAL 3+

+1  
Three Seater  
CONFIDENTIAL 3+

+2  
Internal Bomb Bay  
CONFIDENTIAL 5+

+1  
Bomb Rack  
CONFIDENTIAL 4+

45

## Campaign Game

Overall Span 20.30



### LFG ROLAND

Starts with two Licensed Production markers. These are spent to go **second** during Assign Contracts and roll on the first Fighter's Effectiveness Contracts table with a -1 DRM.

Recommended for a 4- or 5-player game only.

### 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

44

## 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)

43

## Fighter

+2  
Streamlining  
CONFIDENTIAL 5+

+2  
Agile  
CONFIDENTIAL 5+

+2  
Fast Climber  
CONFIDENTIAL 3+

+1  
Ailerons  
CONFIDENTIAL 2+

+2  
Better Engines I  
CONFIDENTIAL 2+

+2  
Better Engines II  
CONFIDENTIAL 2+

+2  
Better Engines III  
CONFIDENTIAL 4+

+2  
Better Engines IV  
CONFIDENTIAL 2+

+0  
Biplane  
CONFIDENTIAL 0

42

+1  
Welded Steel\*  
CONFIDENTIAL 6+

+2  
Dual Machine Guns  
CONFIDENTIAL 2+

+2  
Thick Wings  
CONFIDENTIAL 5+

+2  
Cantilevered Wings  
CONFIDENTIAL 5+

+3  
Metal Construction  
CONFIDENTIAL 6+

+1  
Monoplane  
CONFIDENTIAL 4+

+0  
BE 0  
+0: BE I  
+0: BE II  
+0: BE III  
+0: BE IV  
CONFIDENTIAL 0

41

+2  
Monoplane  
CONFIDENTIAL 4+

+1  
Triplane  
CONFIDENTIAL 4+

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

+1  
BE 1  
+0: BE II  
+0: BE III  
+0: BE IV  
CONFIDENTIAL 0

+1  
BE 2  
+0: BE III  
+0: BE IV  
CONFIDENTIAL 0

+1  
BE 3  
+0: BE IV  
CONFIDENTIAL 0

+1  
BE 4  
CONFIDENTIAL 0

40

39

38

37

36

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2

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22

23

24

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

47



Roll a d3 for Effectiveness

## Recon

+2

Zeiss Camera Lens

4+  
CONFIDENTIAL

+1

Aerial Mapping

3+  
CONFIDENTIAL

+1

Görz Camera

2+  
CONFIDENTIAL

+1

Rear Seat

2+  
CONFIDENTIAL

0

Required

+2

Quad Engines

4+  
CONFIDENTIAL

+1

Enclosed Cockpit

6+  
CONFIDENTIAL

+1

In-Flight Mechanics

6+  
CONFIDENTIAL

Red Bomb



Roll a d2 for Effectiveness

46

+2

Wireless Transmitter

+2

High Altitude

4+  
CONFIDENTIAL

+1

Oxygen Tank

6+  
CONFIDENTIAL

+2

Very High Altitude

5+  
CONFIDENTIAL

+2

Rear Machine Gun

3+  
CONFIDENTIAL

+1

Dual Engines

3+  
CONFIDENTIAL

+1

Three Seater

3+  
CONFIDENTIAL

+2

Internal Bomb Bay

4+  
CONFIDENTIAL

+1

Bomb Rack

45

## Campaign Game

Overall Span 20.30

44

## 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)

43



## PFALZ FLUGZEUGWERKE

Start with 3 Technology / Event cards (instead of 2) and 3 Bonus Action markers. These markers are spent, once each and one per card (except for Focused Effort), as you perform Actions to gain 1 additional (+1) Action of that type.

42

## Fighter

+2

Streamlining

5+  
CONFIDENTIAL

+2

Agile

5+  
CONFIDENTIAL

+2

Fast Climber

3+  
CONFIDENTIAL

+1

Ailerons

2+  
CONFIDENTIAL

+1

Welded Steel\*

6+  
CONFIDENTIAL

+2

Dual Machine Guns

2+  
CONFIDENTIAL

\*+1 M per turn during Contracts

+2

Thick Wings

5+  
CONFIDENTIAL

+2

Cantilevered Wings

5+  
CONFIDENTIAL

+3

Metal Construction

6+  
CONFIDENTIAL

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

Monoplane

+4  
CONFIDENTIAL

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

Triplane

41

## 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.

40

39

38

37

36

35

34

33

32

31

30

29

28

27

26

25

24