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
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## 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)

## Standard Game



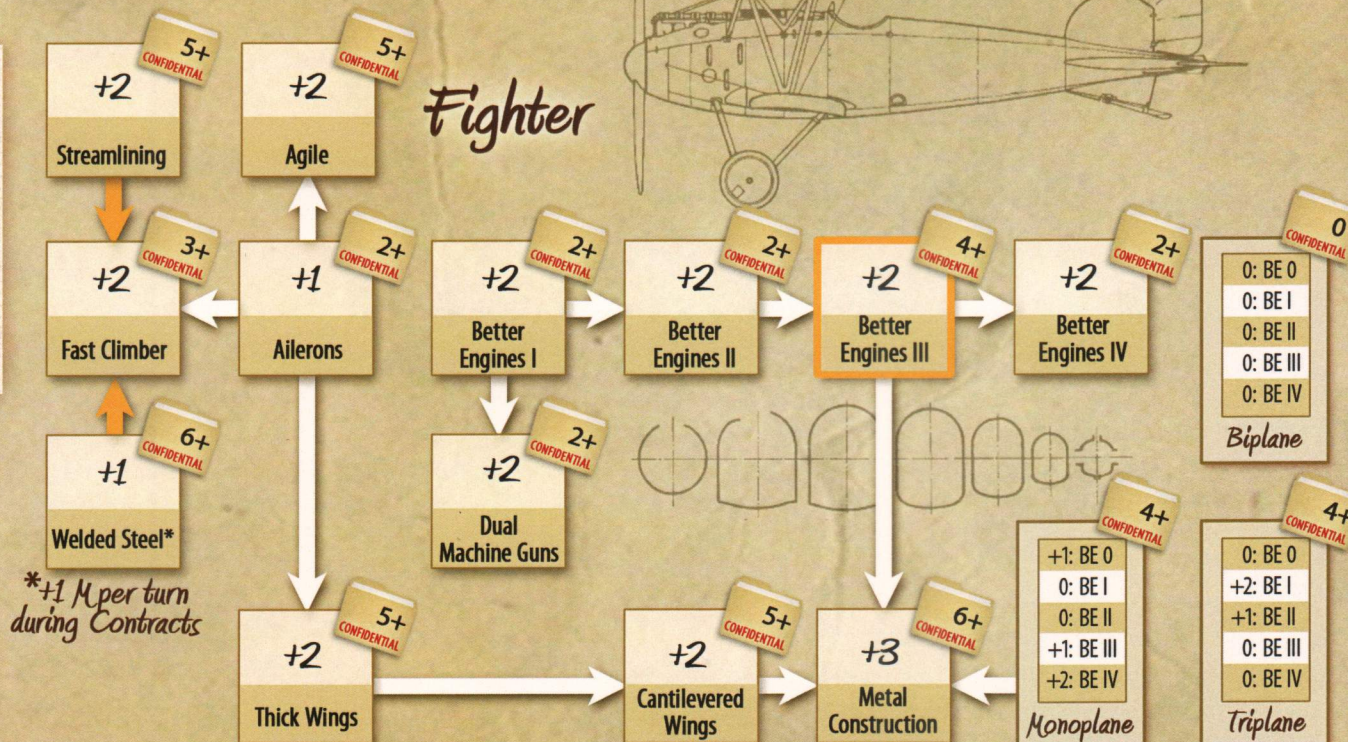
### ALBATROS FLUGZEUGWERKE

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.





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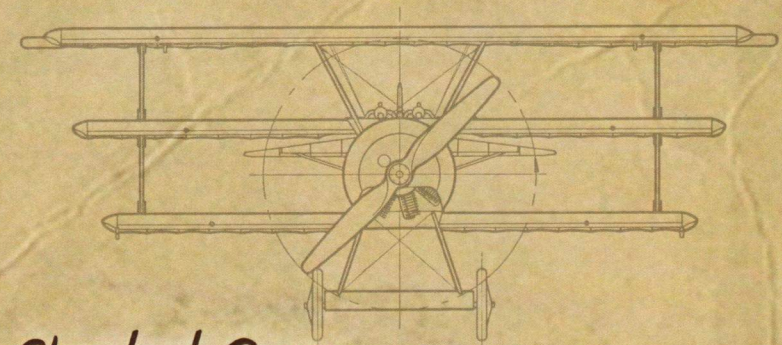
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# Standard Game

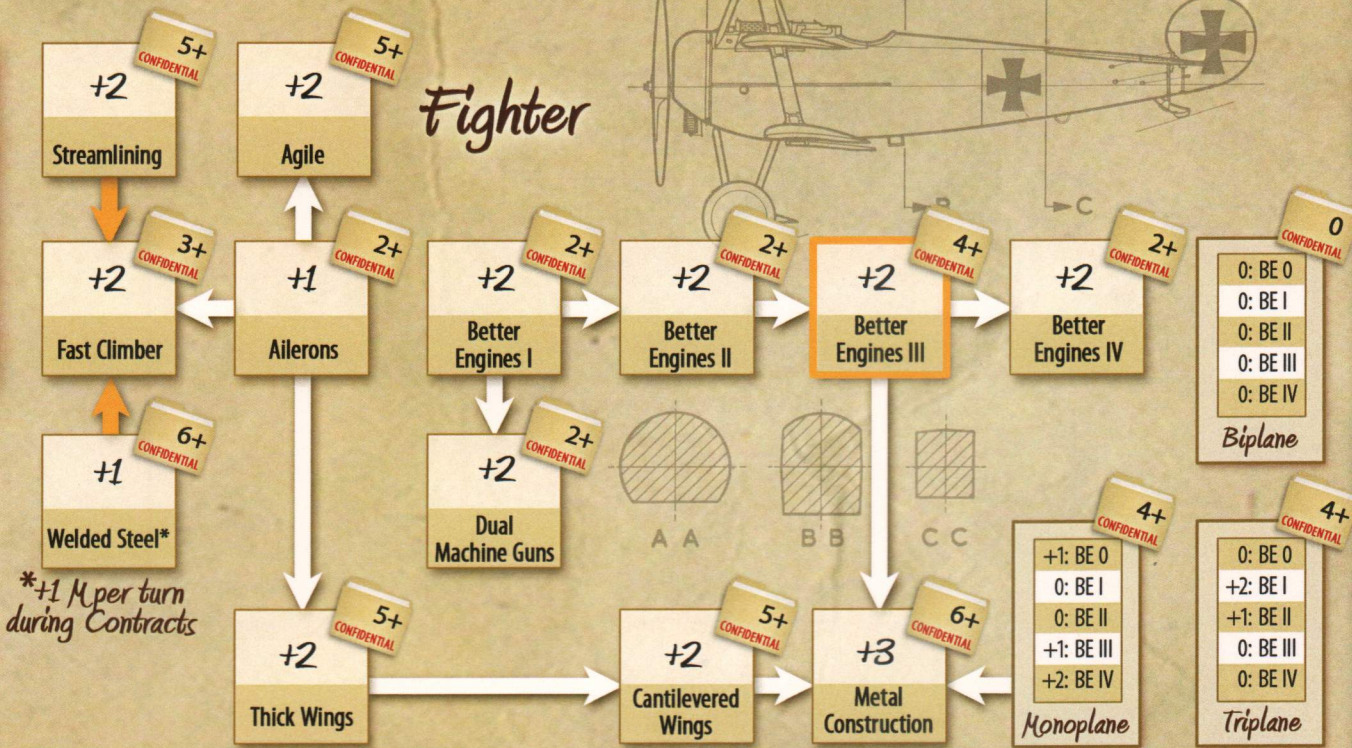
**Fokker**

**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.



## 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)

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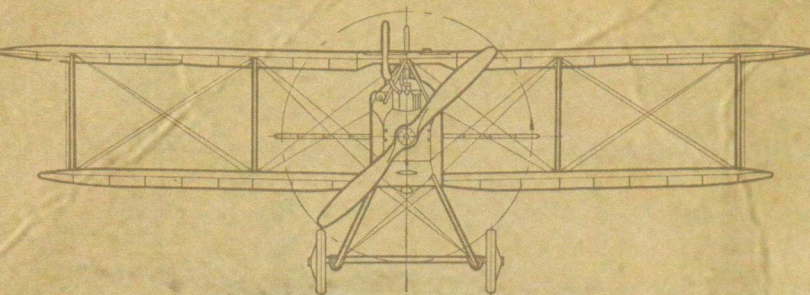
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## Standard Game

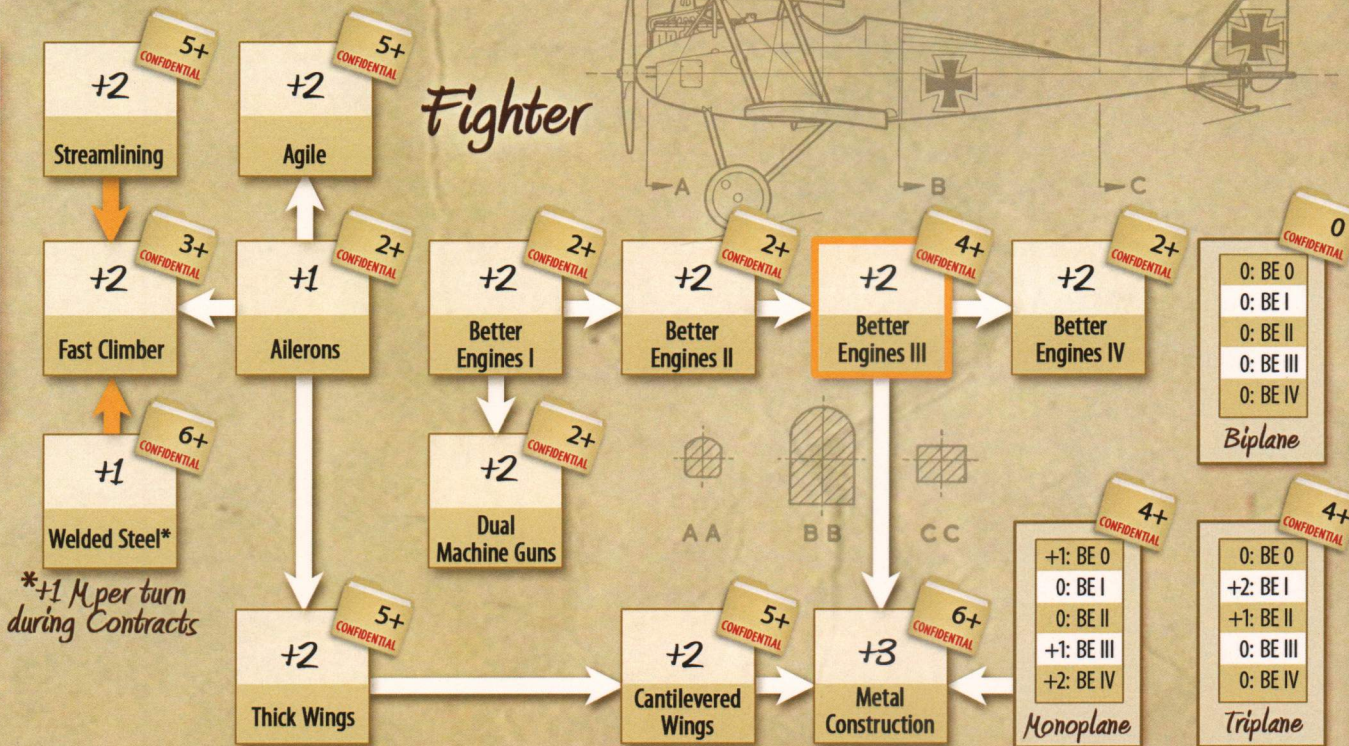


### HALBERSTÄDTER FLUGZEUGWERKE

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.



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
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## 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)



## 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)

## Standard Game



### LFG ROLAND

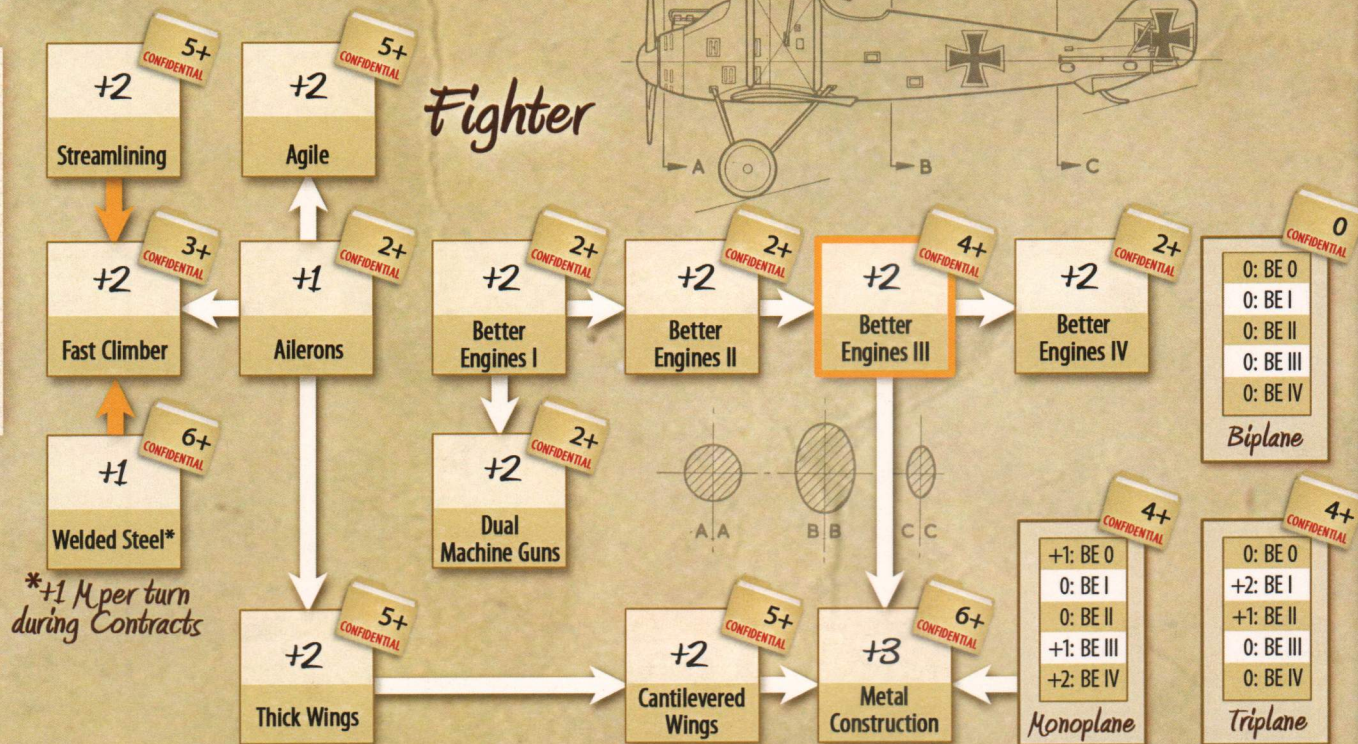
Starts with two **Licensed Production** markers. These are spent to go **second** during **Assign Contracts** and roll on the first Fighter's Effectiveness Contracts table with a -1 DRM.

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.

## Fighter





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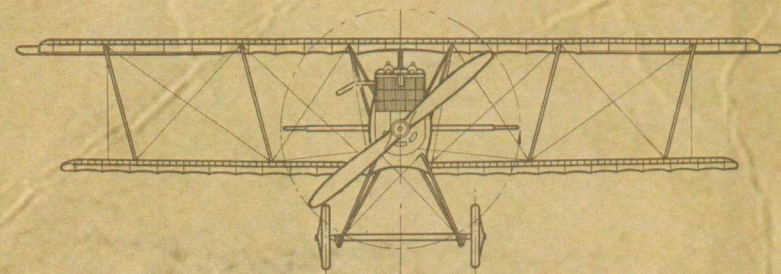
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## Standard Game

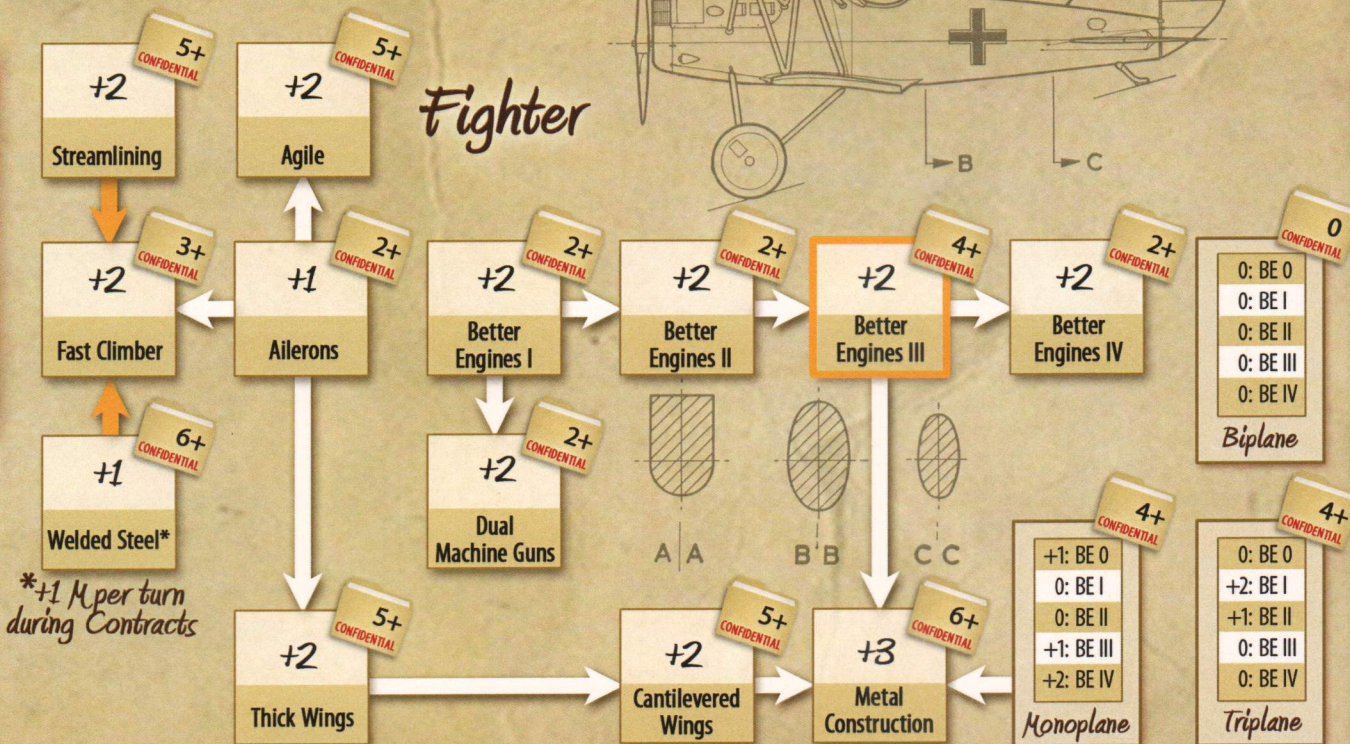


### PfALZ FLUGZEUGWERKE

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.

### 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.



## 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%)
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