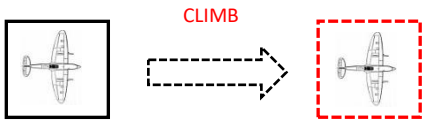
Desert Spitfires Example 1

An Israeli Spitfire (Maximum Energy 6 / Maximum Height 4) is starting a turn with current Energy of 6 at Altitude 2.

The Spitfire has an Action Point total of 6 (equal to its current Energy)

Action 1

CLIMB



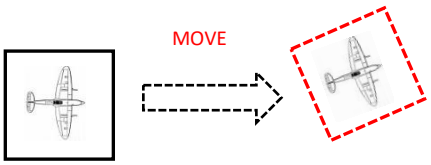
The Spitfire moves forward 5cm and climbs to Altitude 3.

- ✓ Action Point cost = 3
- ✓ Energy Gain / Loss = -2

The Spitfire now has 3 Action Points remaining.

Action 2

MOVE



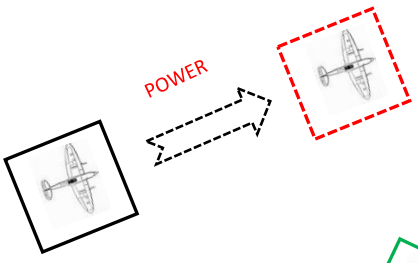
The Spitfire moves forward 5cm and then turns 30 degrees to the left.

- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = 0

The Spitfire now has 2 Action Points remaining.

Action 3

POWER



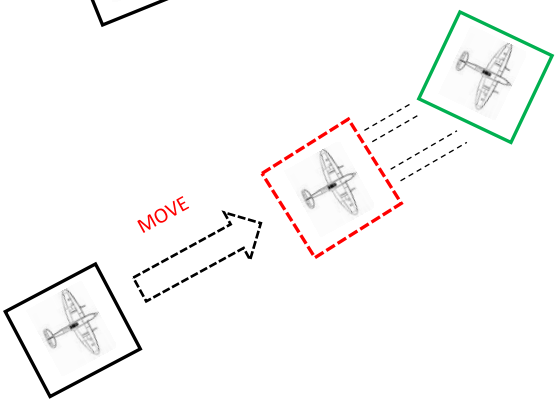
The Spitfire moves forward 5cm.

- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = +1

The Spitfire now has 1 Action Point remaining.

Action 4

MOVE



The Spitfire moves forward 5cm and then fires at an Egyptian Spitfire.

- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = 0

The Spitfire now has no Action Points remaining.

As the Spitfire now has no Action Points left, its turn is over.

The Player now calculates the Energy Total for the start of the next turn.

During the first Action the Spitfire lost 2 points of energy by climbing, then moved forward and turned in Action 2 at a cost of 0 Energy, then gained 1 point of Energy in Action 3 with a Power move, then moved forward and fired in Action 4 at a cost of 0 Energy points. The Spitfire started the turn with 6 Energy Points, so the calculation is:

6 - 2 - 0 + 1 - 0 = 5.

The Spitfire will now start the next turn with an Energy of 5 and an Action Point total of 5 (starting Energy always determines the total Action Points available in turn)

Desert Spitfires Example 2

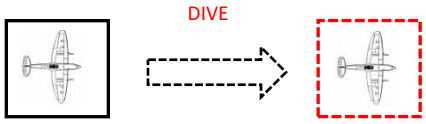
An Israeli Spitfire (Maximum Limit 6 / Maximum Height 4) is starting a turn with a current Energy of 5 at Altitude 3.

The Spitfire has an Action Point total of 5 (equal to its current Energy)

Action 1

DIVE

The Spitfire moves forward 5cm and dives one level to Altitude 2.



- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = +2

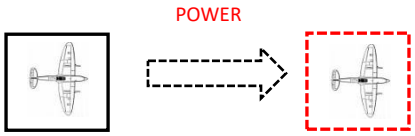
The Spitfire has now exceeded its Maximum Energy rating of 6 but this is permitted during a move.

The Spitfire now has 4 Action Points remaining.

Action 2

POWER

The Spitfire moves forward 5cm.



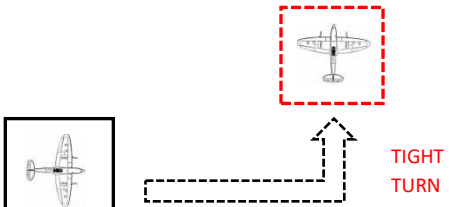
- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = +1

The Spitfire now has 3 Action Points remaining.

Action 3

TIGHT TURN

The Spitfire moves forward 5cm and then turns 90 degrees to the left.



- ✓ Action Point cost = D
- ✓ Energy Gain / Loss = -1

To calculate the Action Point cost for this action, the player rolls a D3 and refers to the table on p4.

The player rolls a 3 on the D3. This is reduced to 2 as a Spitfire has a -1 modifier for a Tight Turn action.

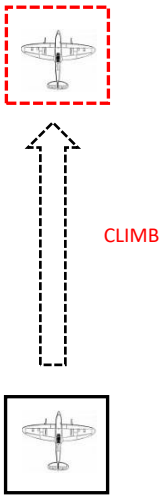
The Spitfire reduces its Action Point total by 2 points.

The Spitfire now has 1 Action Point remaining.

Action 4

CLIMB

The Spitfire moves forward 10cm, as he dived in Action 1, and climbs to Altitude 3.



- ✓ Action Point cost = 3
- ✓ Energy Gain / Loss = -2

The Spitfire now has no Action Points remaining.

As the Spitfire now has no Action Points left, its turn is over.

The Player now calculates the Energy Total for the start of the next turn.

The Spitfire started the turn with 5 Energy Points, so the calculation is:

5 + 2 + 1 – 1 – 2 = 5

The Spitfire will have Energy 5 for the next game turn.

However, the player has spent more Action Points than he had available at the start of the turn, with a total of 7 Action Points having been spent:

1 + 1 + 2 + 3 = 7

As a result, the Spitfire will now enter a Spin.

The player now rolls a D3 and scores a 1.

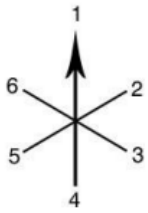
The Spitfire will drop 1 level of Altitude and will have an Energy total of 1. The Spitfire is currently at Altitude 2, so will begin the next turn at Altitude 1 after the spin.

The player now rolls a D6 and refers to the Spin and Stall Diagram.

The player rolls a 4 on the D6.

The Spitfire will now begin the next turn facing the 6 o'clock position on the Spin and Stall Diagram. This is the opposite direction from its original position.

The Spitfire will begin the next turn at Altitude 1 with an Energy of 1.



Spin & Stall Diagram