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INSTANT THUNDER By Nigel Lancaster

This game board designed by Michael ('Scotty') Scott

TURN SEQUENCE

1. Aircraft deployment
(Draw one card per aircraft)
2. Aircraft movement
(In order of height, lowest to highest)
3. Combat
(In order of height, highest to lowest)
4. Removal of aircraft from the map

GUN COMBAT

- a. Cannons range 3, Machine Guns 2.
- b. Target declares Jinking, drawing cards against V and M. Range is +1 per success.
- c. Shooter draws reference card. Shooter must guess if next card is higher or lower than reference card. One card is drawn per range. Each guess must be correct for a hit to occur.

- d. If target is hit, Shooter draws a card and subtracts Effect number to get the damage done to the Target.

MISSILE COMBAT

HS Lock On: Shooter adds V and M and Missile Lock On. Subtract Target's V+M. Add 1 per band if higher, subtract 1 per band if lower. Shooter draws a card. If the card is equal to or less, Lock On is achieved, Shooter may fire.

RADAR Lock On: Shooter's Radar number plus 1 per band if higher, subtract 1 per band if lower. Shooter draws a card. If the card is equal to or less, Lock On is achieved, Shooter may fire.

Missile Movement: Shooter draws reference card and decides whether or not to launch. Missile moves laterally, not vertically. For each

turn of flight, the shooter draws a card. The difference in value between the reference card and the card drawn is the number of squares the missile moves. If the same value is drawn, the missile is removed. If the missile has not reached the Target, another card is drawn until all turns of flight have been used.

Missile Effects: If the missile reaches the Target, the Target selects the highest of its V or M numbers. This is modified by the missile's Maneuver number. The Target draws a card. If the value is equal to or less than modified V or M number, the Target has dodged the missile, otherwise the missile hits. Shooter now draws a card and modifies it by the missile's Effect number to get the number of hits scored.

(Refer to rules for further elaboration.)