

**Expertise  
Bonus**

**+1 Action**

When performing a stunt, dispatch or move an extra plane.

**Expertise  
Bonus**

**+1 Action**

When performing a stunt, dispatch or move an extra plane.

**Expertise  
Bonus**

**+1 S&T Card**

Take the top Skill and Tactic card and add to your hand.

**Expertise  
Bonus**

**+1 S&T Card**

Take the top Skill and Tactic card and add to your hand.

**Expertise  
Bonus**

**Play 2 S&T  
Cards**

Play both Skill and Tactics cards when performing a stunt.

**Expertise  
Bonus**

**+1 Action**

When performing a stunt, dispatch or move an extra plane.

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When performing a stunt, dispatch or move an extra plane.

**Expertise  
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**+1 S&T Card**

Take the top Skill and Tactic card and add to your hand.

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Bonus**

**+1 S&T Card**

Take the top Skill and Tactic card and add to your hand.

**Expertise  
Bonus**

**Recall any  
Planes**

Select any 2 planes and return them to their hangar(s).

**Expertise  
Bonus**

**Recall any  
Planes**

Select any 2 planes and return them to their hangar(s).

**Expertise  
Bonus**

**Reset any  
Headings**

Reset the heading of any 2 planes to the direction of your choice.

**Expertise  
Bonus**

**Play all S&T  
Cards**

Play all your Skill and Tactics cards when performing a stunt.

**Expertise  
Bonus**

**Immunity to  
Freak Events**

Use this card to ignore any Freak Event.  
Display this card until required.

**Expertise  
Bonus**

**Reset and  
Move Planes**

Reset the heading of any 2 planes and move them one air space.

**Expertise  
Bonus**

**Play 2 S&T  
Cards**

Play both Skill and Tactics cards when performing a stunt.

**Expertise  
Bonus**

**Reset any  
Headings**

Reset the heading of any 2 planes to the direction of your choice.

**Expertise  
Bonus**

**Reserve a  
Trick Stunt**

Choose any Trick Stunt to reserve for your use only.

Display stunt until completed and scored.

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**Expertise  
Bonus**

**+2 Actions**

When performing a stunt, dispatch or move 2 extra planes.

**Expertise  
Bonus**

**+2 Actions**

When performing a stunt, dispatch or move 2 extra planes.

**Expertise  
Bonus**

**Reset and  
Move Planes**

Reset the heading of any 2 planes and move them one air space.

**Expertise  
Bonus**

**Reset and  
Move Planes**

Reset the heading of any 2 planes and move them one air space.

**Expertise  
Bonus**

**Reserve a  
Trick Stunt**

Choose any Trick Stunt to reserve for your use only.

Display stunt until completed and scored.

**Expertise  
Bonus**

**Reserve a  
Trick Stunt**

Choose any Trick Stunt to reserve for your use only.

Display stunt until completed and scored.

**Expertise  
Bonus\***

For your barnstorming stunt expertise.

Earn 5 CPs bonus from the Judges.

Keep this card.

**Expertise  
Bonus\***

Earn 5 CPs from the Judges for the best performing plane of the show.

Keep this card.

**Expertise  
Bonus\***

**Flying Aces**

Chained manoeuvres of 5 or more planes earn another Bonus card.

Display and keep this card.

**Expertise  
Bonus\***

**Flying Aces**

Chained manoeuvres of 5 or more planes earn another Bonus card.

Display and keep this card.

**Expertise  
Bonus**

**Reset Your  
Headings**

Reset the heading of any to all of your planes to the direction of your choice.

**Expertise  
Bonus**

**Discard 2  
Trick Stunts**

Discard any 2 Trick Stunts and replace them with a new ones.

**Expertise  
Bonus\***

**Precision  
Flying**

Score double points for one Trick Stunt.

Keep this card.

**Expertise  
Bonus\***

**Precision  
Flying**

Score double points for one Trick Stunt.

Keep this card.

**Expertise  
Bonus**

**Discard all  
Trick Stunts**

Clear the current set of Trick Stunts and replace them with a new set.

**Expertise  
Bonus**

**Discard 2  
Trick Stunts**

Discard any 2 Trick Stunts and replace them with a new ones.

**Expertise  
Bonus**

**Recall Rival  
Planes**

All your rivals must select a plane to return to their hangar.

**Expertise  
Bonus**

**Reset Your  
Headings**

Reset the heading of any to all of your planes to the direction of your choice.

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