

Drop Zone: Chocks Away

Take to the skies and earn your reputation as the greatest pilot in the jungle. Plan your strategy, develop your Airbase and guide out your pilots on more lucrative and dangerous Missions. You'll need to play your tactics at just the right moments to swing the skies in your favour.

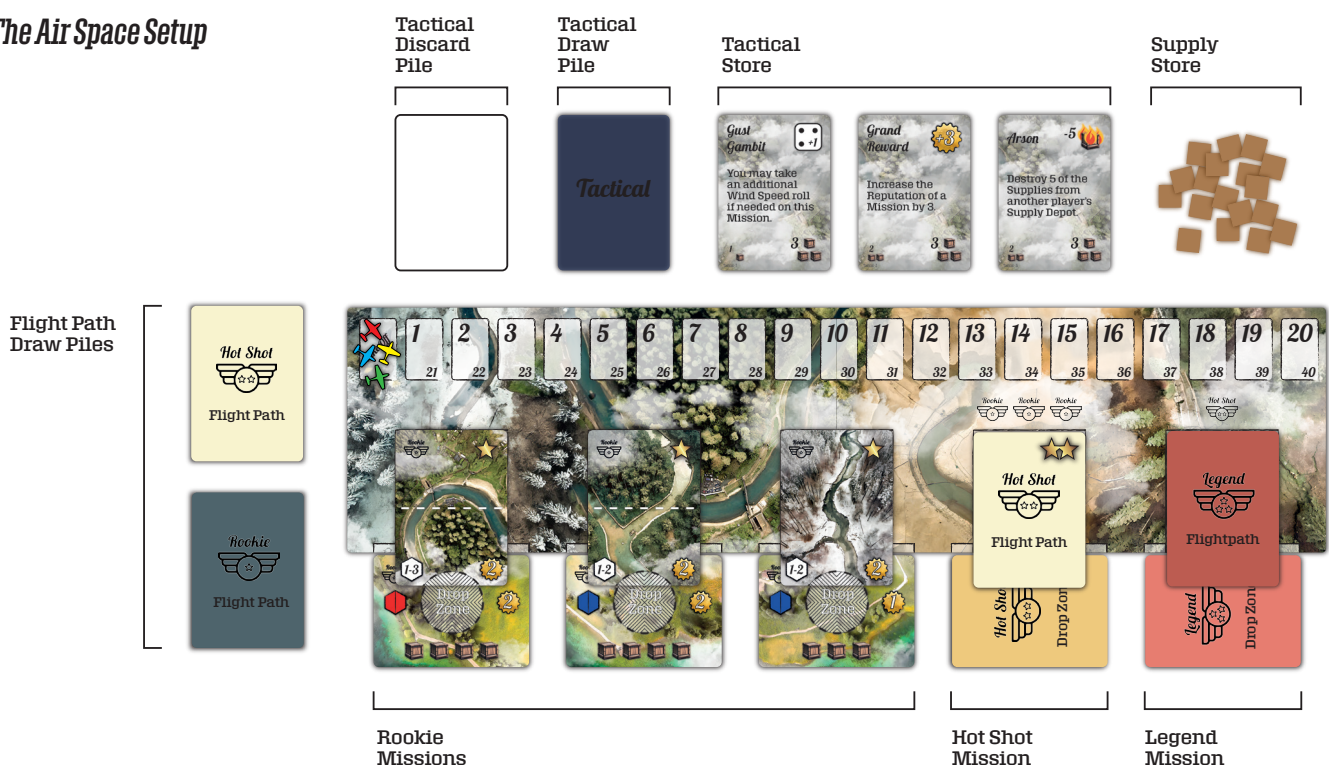
The Set Up

Setting up the Airspace

Separate the Drop Zone and Flight Path cards into Rookie, Hot Shot and Legend Missions and shuffle each separately. Shuffle the Tactical Cards.

- Lay the Airspace board on the table in front of you, within reach of all players.
- Place 3 Rookie Drop Zones and Flight Paths face up on the board. Place a Rookie token on each of the three Rookie Missions in top right corner.
- Place Hot Shot & Legend Flight Path and Drop Zone cards face down on the board. Place a Hot Shot token on the top right of the Hot Shot Flight Path.
- Place the remaining Flight Paths for Hot Shot and Rookie Missions next to the board.
- Take the Tactical Cards and create a Tactical Store by placing 3 Tactical Cards above the game board. Place the remaining Tactical Cards face down create a draw pile.
- Place the Supply Cubes to the side of the board to create the Supply Store.
- Place the Wind Speed and Accuracy dice close to the Airspace.

The Air Space Setup



Setting up your Airbase

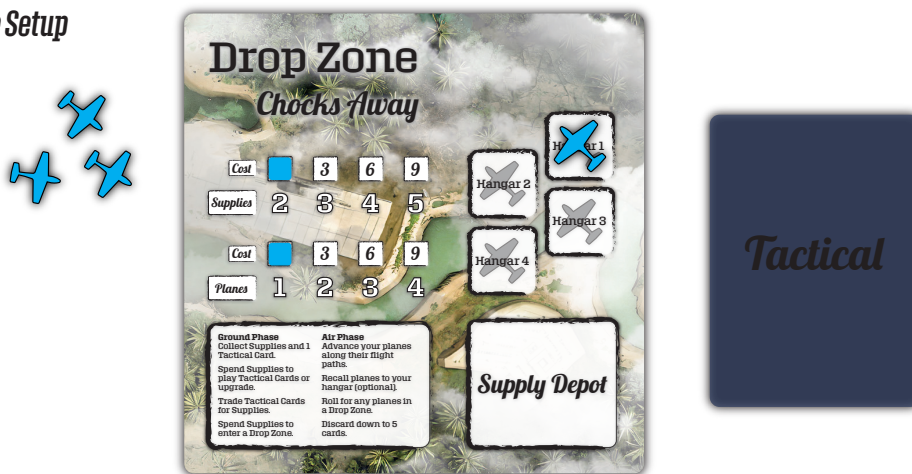
Give each player an Airbase and deal them 2 Tactical cards face down from the Tactical Draw Pile. Each player also needs:

- 5 Planes
- 2 Resource Marker cubes

To set up your Air Base

- Place the Resource Marker cubes on the '0' spaces for Supplies and Planes.
- Put 1 plane in a hangar. Place 3 planes to the side of the Air Base; you will need to upgrade your planes to use these.
- Place your final plane as a score marker on the Take Off space on the Airspace.

The Air Base Setup



Playing Drop Zone: Chocks Away

The player who has most recently dropped supplies from an airplane over a remote jungle goes first. In the unlikely event that no one has, the player who most recently saw an aeroplane goes first.

Your turn is made of two phases: a **Ground Phase** and an **Air Phase**.

Ground phase

- Collect supplies equivalent to the position of your Supply Resource marker (starting 2) - you may only have a maximum of 20 supplies at the end of your turn.
- Collect 1 Tactical card from either the draw pile. If there are no Tactical cards in the supply, shuffle the discarded cards and make a new draw pile.
- You may spend supplies to upgrade your airbase - increasing either the number of supplies you can get each turn (maximum 5), or the number of planes you may fly on Missions (maximum 4). Plane upgrades happen immediately and can be used on the same turn. Supply upgrades take effect on your next turn.
- You may now sell or play Tactical Cards.

Selling Tactical Cards

- You may sell one card per turn for the Sale Value on the bottom left of the card.
- Place the sold card face up into a discard pile next to the Tactical draw pile and receive the correct number of supplies from the Supply Store.



Tactical Cards attached to a Mission

Playing Tactical Cards

- You may play as many cards as you can afford per turn. You may play cards from either your hand or the Tactical Store.
- To play a card you pay the Supply Cost (bottom right) to the Supply Store.
- Then either attach the card to a Mission by placing it under a Mission of your choice or resolve the action on the card.
- Tactical Cards and their abilities can stack on Missions.
- You can only play Tactical Cards on Missions that have been unlocked.



Air Phase

- Move any airplanes that are out on Missions forward one space.
- If you want an airplane to move into a Drop Zone, the Supply Cost (indicated on the drop zone card) must be paid to the bank. Planes can wait when they are adjacent to the Drop Zone if you don't have enough Supplies to cover the cost.
- Attempt any Drop Zones your airplanes are in or have moved into (from left to right)
- You may Launch any free planes you have onto active (face up) Missions. Multiple planes can occupy the same spaces on the same Mission.
- On your turn you may also return any planes to your hangar - you may not send these planes out on further Missions on this turn.
- Discard down to 5 Tactical Cards.



Turn 1
Blue plane leaves the Hangar and embarks on the mission.



Turn 2
Blue plane moves one space closer to the Drop Zone each turn.

Other planes may join Blue on the mission at any time.



Turn 2
Blue can enter the Drop Zone if the Supply Requirement has been paid.

If the Supply Requirement has not been paid, Blue remains in the space before the Drop Zone.

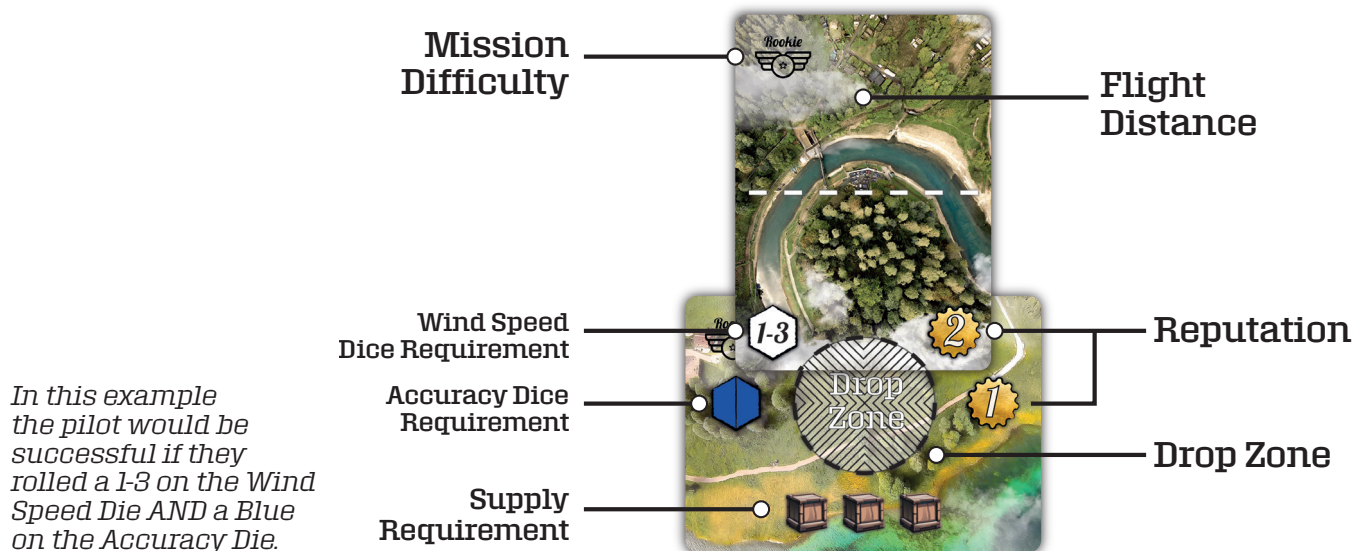
Attempting a Drop

When your plane enters a Drop Zone, you must roll to attempt to drop supplies and complete the Mission. The Flight Path and Drop Zone cards show the Mission success conditions.

These are made up of the **Wind Speed Requirement** and **Accuracy Requirement**.

For a Supply Drop to be successful:

- A pilot must pay the Supply Requirement for the Mission (this only needs to be done once per plane per Mission).
- Roll the black D6 and meet the Wind Speed Requirement.
- Roll the multi-coloured D6 and meet the Accuracy Requirement.
- Both requirements must be met, unless the criteria have been changed by Tactical Cards attached to the Mission.



Successful Drops

- All planes on the Mission return to their respective hangars.
- Your score marker moves up the amount of reputation you have earned.
- Remove any Tactical cards from the Mission and place them in the Tactical discard pile.
- Remove the Flight Path card from the Mission and replace it with a new one.
- The Drop Zone remains the same throughout the game.

For the first 3 Rookie Missions, when they are completed move the Rookie Token on the Mission to the space above the Hot Shot Flight Path on the Airspace.

Unsuccessful Drops

- Your plane remains in the Drop Zone and you may attempt the Supply Drop again on your next turn, alternatively you can return to your hangar.
- All other Planes and Tactical Cards remain in place on the Mission.

Unlocking the Hot Shot Mission

To unlock the Hot Shot Mission, you must complete each of the three Rookie Missions. When the third Mission is complete, turn over the Hotshot Flight Path and Drop Zone cards. The Hot Shot Mission is now active along with all the Rookie Missions.

Unlocking the Legend Mission

To unlock the Legend Mission, you must complete the Hot Shot Mission. When the Hot Shot Mission has been completed, turn over the Legend Flightpath and Drop Zone cards. The legend Mission is now active along with all Hot Shot and Rookie Missions.

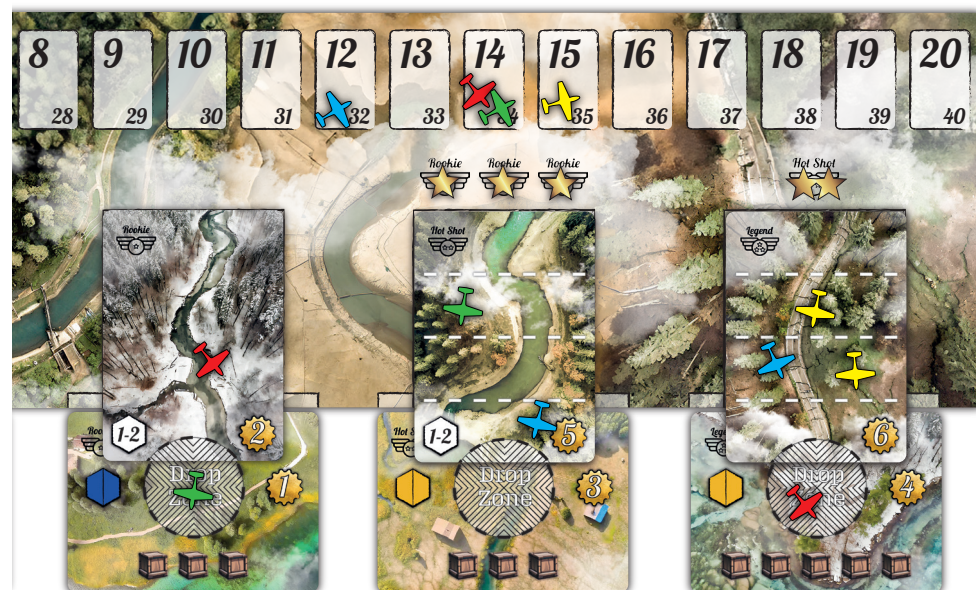


Two Rookie Missions have been completed. When the final Rookie Mission is complete, the pilots can turn over the Flight Path and Drop Zone cards for the Hot Shot Mission.

Ending the Game

The game ends when the Legend Mission has been successfully completed. The game ends immediately and the winner is the player with the highest amount of reputation.

Remember that whilst the Legend Mission is in play, all other Missions remain active. This means you'll need to plan your final Mission carefully!



All Missions have been unlocked. Red must roll to attempt the Legend Supply Drop on their next turn. If they are successful the game ends.