

Air Baron Quick Rules v 1.2 (Advanced Game)

- 1 – Each player takes a set of airline markers, places his turn marker in the Turn cup, his Market Share marker on zero of track, and his Fare Wars marker in the “out” Fare Wars box.
- 2 – Place three Jumbo Profit markers on the board, and the Settlement marker on the zero space of track.
- 3 – Place all domestic and foreign spoke profit markers on the map. (See below for less than 5 players)
- 4 – Place the 5 event markers (Crash, Fuel Cost Hike, Local Competitor, Recession, Strike) in the Profits cup, draw one at a time & place on Market Share track **face-down without looking** every increment of 50.
- 5 – Place all hub profit markers and the Bid for (Gov't) Contract marker in the Profits cup.
- 6 – Choose a banker. Determine turn order by drawing the player turn markers from the Turn cup.
- 7 – Banker rolls 1 die and distributes starting cash as: die roll + 1 for player 1, +2 for player 2, etc.

Round Overview

- 1 – Return drawn Profit and Turn Order markers to their respective cups. Determine player order for the round.
- 2 – Player turns, in turn order:
 - a – If controlling no spokes, may fold and start a new company.
 - b – Choose whether to be in or out of Fare Wars.
 - c – Collect the Government contract money if owned (\$1–6).
 - d – If under Strike, reduce Settlement cost by \$5 then either settle or remain on strike.
 - e – In any order:
 - i – Draw two markers from the Profits cup. Uncontrolled spoke profit markers are placed on the map, draw again. Resolve markers in choice of order, placing them in the Drawn Profits box as they are resolved. No profit if on Strike or in Fare Wars.
 - ii – Pay 10% interest on Loan (sell assets if necessary) and all or part of principal if desired.
 - iii – Take out a Loan if desired (not if already in debt or on Strike).
 - iv – Sell *one* asset at half price (round up) if desired.
 - f – Take *one* action or pass (**must** pass if on Strike).

Actions:

- Buy Control of an open domestic spoke (place profit marker in Profits cup).
- Buy Control of an open foreign spoke if you control at least one domestic spoke in the hub (place profit marker in Profits cup).
- Buy Control of an open foreign spoke with your SST (place profit marker in Profits cup) or add SST to controlled foreign spoke.
- Buy a Jumbo Jet. Deploy to domestic spoke (within hub limit) or Undeployed box (if any are left, place one Jumbo Profit in the Profits cup).
- Attempt a takeover of a *domestic* spoke. If in Fare Wars, you **may** continue takeovers until you fail.
- Redeploy your Jumbo Jets and/or SST.

Takeovers

- Attacker pays price of spoke if open, double price if owned.
- Each player rolls two dice, adds modifiers. Highest total wins, defender wins ties.

Modifiers:

- If in Fare Wars: Attacker + 2, Defender +1.
- Defender adds +1 if he controls the hub; both players add +2 for Jumbo Jet, +1 for each controlled adjacent hub, +1 for each controlled foreign spoke attached to hub.
- If takeover succeeds, replace control marker, place profit marker in Profits cup if spoke was open.
- A Jumbo Jet in a defeated spoke is returned to the Undeployed box.
- Attacker's Jumbo Jet may be used in takeover only if undeployed and can be legally placed in the spoke if the takeover is successful (check Jumbo limit).
- If a player loses control of all domestic spokes in a hub, he also loses control of all his attached foreign spokes without SST.

Hub Dominance is achieved by controlling *more than half* of its domestic spokes. Adjust Market Share.

Hub Control is achieved by controlling all of its domestic spokes. Adjust Market Share.

End game

First player (cannot be on Strike or have a Loan) to have a combined total Market Share and cash of:
6 players = \$290 4–5 players = \$320 3 players = \$350 2 players = \$390

Profit Draw Payout

- Domestic Spoke: profit number. Jumbo Jet doubles payout.
- Foreign Spoke: Control of hub = high number, otherwise = low number.
- Hub: Control of hub = high number, Dominance of hub = low number, Presence = \$3
- Jumbo Profit: \$5 for each *deployed* Jumbo Jet.

Cost for buying domestic spokes, foreign spokes, and Jumbo Jets

- Domestic: price printed on marker.
- Foreign: low price on marker. If using SST, add \$10 (spoke must be SST-capable).
- Jumbo Jet = \$10.

Cutbacks

- During your Profit Draw step, you **may** sell *one* asset to the bank at half price (rounded up).
- If your cash is insufficient to pay for a Fuel Cost Hike or Crash, you **must** sell *one or more* assets in order to pay.
- If your cash is insufficient to settle a Strike, you **may** sell *one or more* assets to the bank in order to do so.

Loans (only 1 Loan at a time)

- You **may** take a loan out (in increments of \$10) up to highest limit on Market Share track, except if on Strike.
- On later turns, you **must** pay 10% interest (selling assets if necessary) and **may** then pay the principal back, also in increments of \$10.

Events

- As a player's Market Share reaches events, he peeks at it and adds it to the Profits cup.

Crash

- Roll two dice and pay total to bank. (Immune to crash while under Strike) **Must** sell assets if necessary.

Fuel Cost Hike

- Every player (except if on Strike) pays 10% of his current market share (\$1 if at zero). **Must** sell assets if necessary.

Government Contract Marker

- Bid for (Gov't) Contract, starting with the drawing player, continuing clockwise (raise or drop out).
- Winner places Gov't Contract marker and one of his markers on the \$1 space of the government contract track. Collects \$1 at start of turn.
- When the marker is drawn again, the previous contract expires. A new, higher rate (\$1, then \$2, then \$3, etc., maximum of \$6) contract is bid for.

Local Competitor

- The player who draws this marker **must** negate one hub or spoke profit marker (*not* a Jumbo profit marker) drawn later in the **round**, if possible (e.g. if drawn by the last player of the round, automatically negates his other profit draw, if any).

Recession

- All profit markers for rest of the round pay only \$1 (Jumbo Profit is \$1 per, spokes with Jumbos do not pay double).

Strike

- When drawn, advance Settlement marker once space on track so settlement cost is \$5 higher. Then either pay the bank or go on Strike (place a player marker on the Settlement marker). You **may** sell assets to settle if necessary and desired.
- While on Strike you receive no profit except the Government Contract and you **must pass** during your action step. Each round, before drawing profit markers, automatically lower Settlement marker by \$5.

New Company

- If you control no spokes at the start of your turn, you may fold and start a new company. Turn in all cash, remove any Strike, Loan, and Gov't Contract. Receive 1 die plus your current turn order in cash, then do a normal turn.

When playing with less than five players, play without the following hubs:

<i>Players</i>	<i>East game</i>	<i>West game</i>
Four	San Francisco and Los Angeles	New York and Miami
Three	as above, plus Phoenix and Denver	as above, plus Detroit and Washington
Two	as above, plus Dallas-Ft. Worth and Houston	as above, plus Atlanta

Leaving the game

- If a player leaves the game, his company no longer has a turn or any cash flow, but retains all markers (including the Gov't Contract). It defends normally against takeovers.