Appendix: Manhattan Map Set

All Map-Tiles are designed in such a way, that you can freely attach them to each other. In contrary a few Tiles are stuck together especially with the big buildings. The Maps are designed, to be printed on an A3-Paper with a setting of 100% in Photoshop.

While doing the Lay out of the Maps, the surrounding fields may show two different colored Dots on the same Field. If the Scenario doesn't define otherwise, the lower Point is the right one. For Instance if there is a red and green Point on one field, the green Point counts.

Obstacle-Base-Numbers:
On a few Fields, such as Bridges, it may occur that 2 difficulties are shown. In this Case the Number above the Obstacle is for flying above, and the Number under the Obstacle is for flying under. Base Numbers with arrows are only valid for the Arrow-Direction. Normally flying in another direction is not possible.

Spreading Fire in Cities:
All Buildings in the big cities are built to resist, so that shots till Cal. 60 only incur minimal damage. Also flaks don't damage buildings, because they don't move. If Cal.70 Shots, AP-Rockets, HE-Rockets, Bombs or Planes crash into Buildings, damage is way higher.
If you are shooting on Buildings this can occur in two ways, incidentally or planned. If you miss a target it occurs incidentally, roll a D10, and if you roll a 1 the next Building in the direction of the Shot was hit. Mark the Field with a Flak Counter which stays there until the next Plot Phase and is handled like normal Flak Damage against Planes.
Seeker Rockets only hit Buildings if they were marked with a Beeper. Normally Buildings have a Base target-Number of 1.
If neutral Traffic-Members or Buildings are hit during Air Combat, the reputation may go down.

High Traffic Volume:
There's always a lot of traffic in the big Cities. As published previously in „Wings over Manhattan", Scenarios exist with neutral Traffic Members.
To make it easier for the Master it is possible to plot the Planes previously. The "Passerby's" will move only on the official Air Traffic Streets, which are parallel to the six-tracked Car streets. Offences will be prosecuted by the Law by giving out Fines. A Speed Limit of 2 Fields per Round is Law in the big Cities and most Passerby's stick to that law, an exception are for instance Taxis.

Such misdeeds are watched over by the Police, but they cannot be everywhere at the same moment, and only intervene (instead of giving Fines), if the resulting Damage is very high, such as Spreading Fires.
You should regulate the Traffic Dense and Type of Aircrafts (normally many Autogyros) based on the Scenario.

Landing Platforms of Skyscrapers:
Normally Dots are painted on the Landing Platforms, but these Obstacles are only valid if you want to fly over the Platform. If you are landing the normal Rules from the "Air Acrobats Handbook" apply.

Normal and Emergency Landing on the Streets:
To land on a six-tracked Car Street use the normal landing Rules. But sometimes it can occur that the Street is very crowded and a Collision happens between the Plane and Cars. In such a Instance, make the landing maneuver harder and apply one Splitter Damage for every point the Pilot fails the maneuver.

Skyways:
The Rules written previously in the "Air Acrobats Handbook" for flying under the Skyways do apply, with the addition that you cannot fly out of them via another Obstacle Field. This is also valid the other way round.
If two or more Skyways connect, rotary crossings exist, through which you are able to fly, by plotting in such a way, that movement ends on the rotary crossing, and you have to plot either "S" or "T". This is also possible by flying a 1GD Maneuver.

Broadway extension Rules – Floodlights:
Floodlights are drawn in both Broadway Maps. Rotating around these Floodlights are Flash Rocket Markers, and because of this every plane in 3 Fields distance and facing the Marker, has to make a Shock roll.

Two Possibilities exists to move the Flash Rocket Markers:
1. They rotate clock or anti-clock wise one Field per Turn.
2. Roll a D6. The One marks the Field above the Floodlight, every Number higher then one is one Field in clockwise Direction.