

Canvas Eagles

TAILING CARDS

TAILING CARD

Altitude Change?	Turning?	Speed Last Turn?	Steep Dive/Climb?
D - L - C	L - S - R	0 - 1 - 2 - 3 - 4	YES - NO



Altitude Change: Dive, Level or Climb
 Turning: Left, Straight or Right
 Speed Last Turn: Aircraft's Speed from last Turn's Movement Phase.
 Steep Dive/Climb: Is the tailed aircraft diving/climbing 2 or more altitude levels? Yes or No

TAILING CARD

Altitude Change?	Turning?	Speed Last Turn?	Steep Dive/Climb?
D - L - C	L - S - R	0 - 1 - 2 - 3 - 4	YES - NO



Altitude Change: Dive, Level or Climb
 Turning: Left, Straight or Right
 Speed Last Turn: Aircraft's Speed from last Turn's Movement Phase.
 Steep Dive/Climb: Is the tailed aircraft diving/climbing 2 or more altitude levels? Yes or No

TAILING CARD

Altitude Change?	Turning?	Speed Last Turn?	Steep Dive/Climb?
D - L - C	L - S - R	0 - 1 - 2 - 3 - 4	YES - NO



Altitude Change: Dive, Level or Climb
 Turning: Left, Straight or Right
 Speed Last Turn: Aircraft's Speed from last Turn's Movement Phase.
 Steep Dive/Climb: Is the tailed aircraft diving/climbing 2 or more altitude levels? Yes or No

TAILING CARD

Altitude Change?	Turning?	Speed Last Turn?	Steep Dive/Climb?
D - L - C	L - S - R	0 - 1 - 2 - 3 - 4	YES - NO



Altitude Change: Dive, Level or Climb
 Turning: Left, Straight or Right
 Speed Last Turn: Aircraft's Speed from last Turn's Movement Phase.
 Steep Dive/Climb: Is the tailed aircraft diving/climbing 2 or more altitude levels? Yes or No

TAILING CARD

Altitude Change?	Turning?	Speed Last Turn?	Steep Dive/Climb?
D - L - C	L - S - R	0 - 1 - 2 - 3 - 4	YES - NO



Altitude Change: Dive, Level or Climb
 Turning: Left, Straight or Right
 Speed Last Turn: Aircraft's Speed from last Turn's Movement Phase.
 Steep Dive/Climb: Is the tailed aircraft diving/climbing 2 or more altitude levels? Yes or No

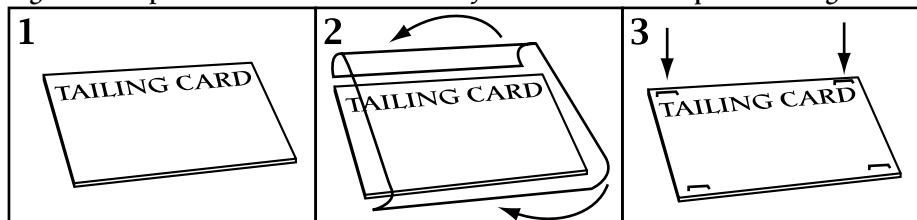
TAILING CARD

Altitude Change?	Turning?	Speed Last Turn?	Steep Dive/Climb?
D - L - C	L - S - R	0 - 1 - 2 - 3 - 4	YES - NO



Altitude Change: Dive, Level or Climb
 Turning: Left, Straight or Right
 Speed Last Turn: Aircraft's Speed from last Turn's Movement Phase.
 Steep Dive/Climb: Is the tailed aircraft diving/climbing 2 or more altitude levels? Yes or No

Making a Tailing card - Experience has shown that only three cards are required for a game (8 to 14 players)



The Simple Method of making a Tailing card:

1. Print Tailing Card out and glue onto a card board backing; cut card out.
2. Either cut out sticky Mylar, and apply it to the card surface, OR fold over regular Mylar over the card
3. If using regular, non-stick Mylar, staple the Mylar in place

NOTE: Mylar is placed over the card to allow the use of water soluble pens; this makes the card reusable.