

DCY



ALT: 4,411m RWY: 4,200m A/Y: 2,314



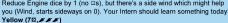


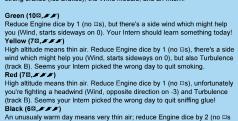
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General Rules
Landing Hot and High: Your engines will have to work extra hard to land!
When placing a die in the Engines, reduce its value. You'll also need extra
strong brakes (Ice Brakes), the Wind module, and an Intern.





An unusualy warm day means very thin air; reduce Engine dice by 2 (no
sor
so, you're fighting a headwind (Wind, opposite direction on -3) and
Turbulence (track B). Your Intern may be looking for a new career after this!

Tavener



BOARDING PASS