

Thunderbolt Apache Leader FAQ

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Changes to previous version are in RED!

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Remarks:

- All questions and answers are taken from the rules forum at boardgamegeek.com:
<http://www.boardgamegeek.com/forum/1235960/thunderbolt-apache-leader/rules>
- I removed all unnecessary texts from the respective threads and tried to focus just on “question” and “answer”.
- If there is an official answer from the author, this is marked with “<DVG>”.
- The remaining answers are what the community thinks and don’t necessarily be the correct answer for a given question, albeit the absence of an official correction hopefully means, that these are correct anyway ;-)
- I tried to omit similar questions, what means that not every thread is to be found here.
- I did not “normalize” terms – so if, for example, you’re searching for questions related to the AC-130, it might also be a good idea to look for “Spectre”.
- Some questions may appear in two different chapters (i.e. a question concerning the effect of an event card during combat might appear in the “Combat / Movement” section as well as in the “Miscellaneous” section
- The answers to most questions are clearly to be found somewhere in the rulebook, but I decided to include them nevertheless.
- I will keep this document updated on a regular basis. Changes to previous versions are marked in red.

Errata

Q:	I noticed a mistake either in the rules or on Campaign card - Iraq 91 Campaign card shows "26" as a number of Battalions VPs to use, while in the example in the rules it says "25", I guess the card is correct?
A:	<DVG>: the card is correct

Q:	The back card of MQ-1 has a printing error . It says "RQ-1" instead of "MQ-1"
A:	Yes, but this doesn't influence gameplay.

Q:	I'm trying to link campaigns and the additional rules from DVG read as follows for this case: "You are limited by the new campaign's VPs when purchasing your forces. Remove and add to your forces as needed" VP? Do we mean SO points?
A:	Yes.

Aircraft

Q:	When the rulebook says 'aircraft', it means both planes and helicopters , right?
A:	Yes.

Q:	RQ-1/MQ-1 - is there a reason why you might want to set them at 'L' altitude? Since no pilot, means no ridge evasion rolls? - do they also give +2 turns and reduce stress as scouts do? - since they're pretty much defenseless (esp. RQ-1), hence the most vulnerable target to enemy attacks, why might anyone want to fly them around instead of just use them as scouts?
A:	Sometimes you're forced to Low altitude by an Altitude hit (yellow). Other times you might decide to clear out some of the enemy before sending them to high altitude, where they're more vulnerable. You can use them as scouts, in which case you roll on the Scout success table -- you might get 4 extra turns, your scout might get shot down -- if so, they don't get placed on the terrain tiles like other aircraft (I set the scout or predator-used-as-scout counter next to the result I rolled on the scout table as a reminder). But where they really shine is on the board, where they make all the pilots on the mission count as fast, as long as the predator is at high altitude. They're linked too, so you can send a single predator into view, while linked Apaches or Thunderbolts fire from behind ridges, safe from the enemy. And fire first.

Q:	Can you use both RQ-1 and MQ-1 in a campaign (one as scout and the other send onto the battlefield)?
A:	Yes, of course...

Q:	RQ-1 and MQ-1: Is it correct that they're vulnerable to only non-pilot related hits/damages? What do the 3 spaces before [Crash] on the cards represent?
A:	Rulebook, Page 19: "The following Hit Counters have no effect on Unmanned Aircraft: Stress, Wounded, Bullet Holes, HUD, and Cannon." That's where you put structure hit counters (in general). As all Boxes are empty (no one says "structural hit") this means that if the RQ-1 or MQ-1 takes a single structure hit it goes down. If the aircraft card in the red boxes say structure, this is how many structure hits it can take. When all boxes are full the next structure hit downs the aircraft. So the A-10a can take a total of four hits.

Q:	MQ-1 Speed: Is the Pred fast or slow? And if it is fast, can I pop up to high altitude and make my other aircraft fast this same turn?
A:	<DVG>: The MQ-1 is Fast. The fast MQ-1 could start a turn in low altitude, then, as it is fast, go to high altitude. Then as MQ-1 is at High, all other pilots became fast.

Q:	MQ-1 and ridge evasion – how does it work? Can't find anything in the rules about it.
A:	Ridge evasion refers to pilots and UAVs don't have pilots. You simply enter/cross ridges as normal. The benefit of keeping it at 'H' altitude is so that all aircraft would be able to fly High and -1 pop up for itself.

Q:	AC-130 Cannon Attacks: Each cannon acts independently, right? So can it fire at one or all units in one hex, or in both hexes? Can each cannon take more than one hit?
A:	page 24 of the rules ... Each turn, a SPECTRE can attack up to a total of three targets located in one or two of the eligible hexes. Assign each cannon to a target before rolling for all three of them. But remember: AC-130's cannons are considered Stand-Off weapons, and they cannot ever hit enemies in cover because of the in-cover rules. If the SPECTRE suffers a cannon hit, eliminate one random weapon. Each weapon is destroyed when suffering a hit.

Q:	Regarding the AC-130 Aircraft's Cannons angle: are the two left side hexes based on its facing or on the middle of the hex it's in? So do we attack two hexes left to the hex or two hexes left to the Aircraft?
A:	<DVG>: If the hex sides are 1 to 6, starting at the 12 o'clock position at the AC-130's nose, The AC-130 can fire into its 8 o'clock and 10 o'clock hexes.

Q:	AC-130: A question about the multiple evasion points. I know that I can disregard a light hit or downgrade a heavy hit to a light hit, but am I allowed to disregard a heavy hit by using two evasion points?
A:	Yes you can, its on page 17 of rule book, "Each point of Evasive skill can be used to cancel 1 Light Hit or REDUCE 1 HEAVY HIT TO A LIGHT HIT(WHICH CAN THEN BE CANCELED IF THE PILOT HAS A SECOND POINT OF EVASIVE SKILL). Also remember Evasive skill do also reduce the hits made by Mission Event Cards against your aircraft. Also great for evading ridges of cause by adding each point of skill to the Ridge Evasion Roll.... And don't forget that evasion applies to the whole pile of incoming fire your plane takes that round, not to each individual attack against it.

Ordnance

Q:	Is the number of weapons I can use limited by the number of tokens available?
A:	Yes.

Q:	Is the cannon unlimited?
A:	Yes, it is unlimited.

Q:	The roll to hit with the Mk.82 (7 or more) is the same as my cannon (7 or more). The Mk.82 also has the same range as my cannon (both 0 - same space as aircraft). So I got to wondering, why would anyone pick a Mk.82?
A:	The cannon can only attack 1 target a turn, but you can drop multiple bombs per turn. Besides, certain events require you to roll for attacks against your planes, but you can expend weapons of a certain type to negate an attack on a 1 for 1 basis.

Q:	How many dice when using Mk.20?
A:	1 target in hex, 1 Mk.20 dropped: 1d10 against the single target. 2 targets in hex, 1 Mk.20 dropped: 1d10 against each of the two targets. 4 targets in hex, 3 Mk.20 dropped: 3d10 against each of the four targets.

Q:	AC-130 Gatling 25 mm usage - Can this thing take out Buildings and Storage facilities? Or everything except helo's?
A:	Guns can take out those facilities as long as you apply the negative DRM on the site counter: 0 DRM for storage -4 DRM for Buildings

Q:	On page 24 (concerning AC-130) of the rulebook, it says: " A Cannon* Hit only affects one of its 3 Cannons. Randomly determine <u>which</u> Cannon is affected." (underline mine). Why establish WHICH Cannon is affected? Is there a direct relation between Cannon type (25mm, 40mm and 105mm) and (one of the) Cannon values (1/3/5)? In other words: does Cannon loss have any impact on the Cannon values, and if so, how?
A:	You randomly determine whether the 1, 3, or 5 cannon gets the hit. 105 mm = 1 40mm = 3 20mm = 5 So yes - determine which cannon gets the -2 penalty. But this shouldn't come up too often: it's hard to hit the AC-130 (they kind of have an insane Evasive ability).

Q:	When the AC-130 Spectre fires , must all of its cannons fire into the same hex like other aircrafts' standoff attacks, or can it fire individual cannons at different hexes (obviously there are only two hex possibilities)?
A:	The AC-130 Attacks with all 3 of its Cannons each turn, and can target Units in one or both of its side Hexes each turn using Stand-Off Attacks.

Q:	AC-130 Cannon Attacks: Can each cannon act independently? So can it fire at one or all units in one hex, or in both hexes? Can each cannon take more than one hit?
A:	page 24 of the rules ... Each turn, a SPECTRE can attack up to a total of three targets located in one or two of the

	<p>eligible hexes. Assign each cannon to a target before rolling for all three of them. But remember: AC-130's cannons are considered Stand-Off weapons, and they cannot ever hit enemies in cover because of the in-cover rules.</p> <p>If the SPECTRE suffers a cannon hit, eliminate one random weapon. Each weapon is destroyed when suffering a hit.</p>
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Q:	Regarding the AC-130 Aircraft's Cannons angle : are the two left side hexes based on its facing or on the middle of the hex it's in? So do we attack two hexes left to the hex or two hexes left to the Aircraft?
A:	<DVG>: If the hex sides are 1 to 6, starting at the 12 o'clock position at the AC-130's nose, The AC-130 can fire into its 8 o'clock and 10 o'clock hexes.

Q:	<p>Suppose I have a Harrier hovering at high altitude, loaded with GBUs. Can I only drop the bombs on the hex I'm in and one other adjacent hex of my choosing? Or can I drop GBUs on the hex I'm in and any or all of the surrounding 6 hexes at once?</p> <p>Here are the relevant rules. GBUs have the "Independent" characteristic: "Independent (I): The weapon can attack a Unit outside the one Hex being attacked by your Aircraft, provided that Unit is in the Aircraft's Attack Angle." (rulebook, p.9)</p> <p>The issue is what the status of the "Attack Angle" is for hovering aircraft. Here are the two sections of the Attack Angle rules (p. 15):</p> <p>"Moving Aircraft Attack Angle" Moving Aircraft can only Attack an Enemy Unit Counter if it is within the Aircraft's Attack Angle. The Attack Angle diagram is on the Tactical Display Sheet. Only the lighted areas are within the Aircraft's Attack Angle.</p> <p>Hovering Aircraft Attack Angle A Hovering Aircraft can Attack into its own Hex or into any other one hex in any direction."</p> <p>As I see it, the question is whether a hovering aircraft (i) does indeed have an Attack Angle, but gets to freely choose its direction, or (ii) does not have an Attack Angle at all, and the one-other-hex rule takes over instead. Under (i), the Harrier can only drop GBUs on its own hex and one other adjacent hex of its choice; under (ii), it looks like the Harrier can drop GBUs on all of the surrounding hexes at once if you wish.</p> <p>In short: "how many hexes can you attack with I weapons?"</p>
A:	<p><DVG>: The "I" weapons can only attack one hex in addition to your targeted hex. Even if you are hovering.</p> <p>The target-hex for the I-weapon does not have to be adjacent to the other hex attacked, it just has to be within the aircraft's attack angle.</p>

Q:	<p>Situation: I'm on hex A and decide to do a stand-off-attack into hex C (distance 2). I also would like to fire two Independent weapons, one on hex B (adjacent to / in front of hex A) and another one on hex A, where I am at the moment.</p> <p>I assume/hope rules allow to do so?</p> <p>If so, do I use the stand-off modifier for all 3 attacks (as my main attack is stand-off), or do I use my strike modifier for the strike on hex A (where I am at the moment)?</p>
A:	<p>If you attacked Hex B, this would use your stand-off modifier. If you attack hex A (your current position) you would use the Strike / Cannon modifier for any attacks resolved in that hex.</p> <p>Remember: Even with independent weapons, you can only attack one hex in addition to your targeted hex!</p>

Q:	If I complete a mission with unused ordnance , does it stay on the plane or do I have to
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	repurchase it for a future mission? The rulebook is clear on not getting SOs refunded for unused weapons, but I couldn't find anything about reusing unused weapons.
A:	Any unused ordnance is removed from an aircraft after each mission. Any SO Points spent on unused weapon counters are lost.

Q:	When you roll the 10 sided dice for your weapons to attack, I've been using a roll of 0 as a 10. I don't think this is correct because I just noticed the GBU-16 has an attack number of 0 which can't mean 10, correct?
A:	The "0" on the die is a 10, it says so on page 3. The 0 on the GBU-10 is actually a zero. That means it hits. It also means an auto-hit if there's a -1 to the die roll for some reason. If there's a -2 to the die roll it will hit on 1, etc. So it's the pre-modification to-hit number.

Q:	I'm wondering about the vehicle and building type on ordnance and if I'm using correctly. AGM-114 are clearly marked "VB" so can attack either vehicles or buildings, MK-20 has no V or B but is a hex attack and can attack any ground target in hex. The ones that confuse me are LAU-61/68, MK-82, and GBU-12/16 which are not hex attack but are not marked with either V or B. I've been using them as can attack either vehicle or building but if so why bother to mark other ordnance with both VB (like AGM-65 and others)? It's the inconsistency in labels which has me wondering....
A:	Mk20 can attack every ground target in the hex, so you roll for each target, while the other ordnance can attack only single targets. Items marked VB can only attack vehicles and buildings. Other ordnance (LA-61/68, Mk 82, GBU-12/16, etc) not marked are not so restricted, they can attack ANY ground targets.

Q:	LAU 61/68 clarification: if I fire two weapons against one enemy, the second is lost if the first hits. Is it the same with two LAU 61/68? Let's say that I roll a 8 with the first LAU (so I take it back), do I roll for the second to try to take it back? Or is lost without roll?
A:	You roll to see if it is retained. The idea behind the rule, is that when you target an enemy, then choose your arms, you basically send all at once. Because they have different "to hit" numbers, they are rolled separately. Most missiles are spent regardless of hit or miss. The LAU have a chance for the missile pod to not be emptied, hence why they have a chance to be retained. So with all that thought, when you get a hit, all weapons are spent. If they have a chance to be retained, such as the LAUs, you make a roll only to see if they are retained for another round.

Movement / Attacking

Q:	Can you loiter for 11 turns ? If you max out a scout roll (+4 loiter), and have fuel pods (+2 loiter), that adds up to 11, but the track only goes to 10.
A:	Yes, in theory you can. But I can't ever imagine loitering beyond 10 turns. You either have wiped out most everything at that point or your own aircraft's blazing debris litters the ridge-line like a string of lights along the gutter of a weathered house.

Q:	My Loiter marker is on 8. My Scout roll is 9. I get "+4 turn & -1 stress". If I have no stress, is it wasted or can I apply it to a future stress loss later in the mission? Also, does my loiter go to 12 or is 10 the maximum?
A:	See rules, p. 13: "Example: I assigned a Scout to my 1A Mission. I roll a die and get a 10. I can spend 9 Loiter Turns, instead of the normal 5, over the Battlefield and at the end of the Mission, I can remove 1 Stress from each Pilot assigned to the Mission." There is no limit to the loiter turns, but 10 turns should suffice to lay everything to waste.

Q:	When enemies are attacking your low flying plane , and they score altitude hit and change his altitude to high , is it then possible for other units to attack the same plane that turn (presumably that they have range) even though they didn't have LOS earlier before the plane elevated to high altitude?
A:	All enemies attack your aircraft at the same time. Go through this sequence: <ol style="list-style-type: none"> 1. Each enemy unit may only attack one aircraft per turn. Each unit attacks the closest aircraft. 2. Determine the aircraft each will attack before resolving <i>any</i> attacks. 3. Draw all the attacks against an aircraft at the same time. So if you have 2 units attacking one counter, draw attack chits for each unit simultaneously. <p>If one of your aircraft is forced into LOS of an enemy who was previously out of LOS of any of your aircraft and not assigned a target, your aircraft should not be subject to an attack by that unit. This is because you <i>Determine which Aircraft all of the Enemy Units will Attack before resolving any of their Attacks</i> (page 17).</p>

Q:	Attacking: I think the proper way is to declare the number of ordnance to be expended before launching an attack right?
A:	Yes, you must declare which hex (or hexes) you're going to attack. Then select the ordnance (or cannon) you are going to use. Assign each to a target. Then roll the dice. Note: special case of hovering a/c that fire their cannon. They can attack ALL targets in their hex once per turn. That's what I call rain of death. Especially when the pilot has a high cannon skill.

Q:	Does a pilot get to use his evasive once per enemy fire turn or once per enemy firing upon him?
A:	"Evasion" in TAL is an abstraction of a pilot's and his aircraft's ability to avoid being hit. This can be applied each and every Loiter turn once as well as during the target-bound and home-bound phases. You're supposed to bunch all the attacks together and do one draw/resolve at which time the evasion skill is applied. Also, look at page 17 of the rules under Enemy Attacks: <i>Draw all the Hit Counters against an Aircraft at the same time. Resolve their effects before drawing the counters for the next Aircraft. Return the Hit Counters to the cup before drawing for the next Aircraft.</i> <i>If a Pilot has Evasive Skill, decrease the number of Hits by the amount of his skill. Evasive Skill also adjusts the number of Hits an Aircraft will take from Mission Event Cards and Special Condition Cards.</i>

Q:	Evasion: The way I interpret the rule is that when a single enemy hits a pilot who has 1 Evasion, and the enemy hits him with one light hit, it's basically just treated as if he wasn't hit at all, correct? And then if he's hit again with one yellow in the next turn, it's still just completely nullified. So basically, as long as he's only getting attacked by one unit with one light hit per turn, it's like he has an impenetrable force field.
A:	You are using the rule correctly. Each turn of battlefield resolution resets the evasive skill. And if you take a single heavy hit (red), you can downgrade it to a light hit (yellow).

Q:	Am I able to use evasive skill on every attack, or once per round? Example: When I'm attacked at the same time by command and infantry I have to pull 2x1 light hit counters and 1x1 light hit counter, that makes 3 light hit counters. When I use evasive skill (level 1), should I ignore one light hit, or should I ignore 1 light hit per attack, and in this case only pull one light hit counter?
A:	Evasive is only used once per turn since each aircraft is only under attack once per turn. All attacks against a single aircraft are resolved simultaneously. The enemy attack sequence is: 1) Decide which enemies are attacking which aircraft 2) For each aircraft being attacked: A) If applicable, decide how Evasive is being used B) Pull all damage chits for the aircraft being attacked C) Record damage and return all non-temporary damage chits to the cup So, in your example you would only ignore one of the light damage counters.

Q:	When I use evasive, do I draw damage and then decide which red to downgrade, or do I have to draw one first and just apply the downgrade blindly?
A:	Choose how you are using it before you draw damage chits.

Q:	Am I right, that once you finished your mission, you cannot just "disappear", (as in "Hornet Leader") but have to leave map with every single aircraft in "an organized way"? That means, having finished work in Hexes 5 or 6, it would take a slow helicopter 1 or 2 more turns to leave (depending from whether you have already moved before shooting in the actual round or not)?
A:	Yes

Q:	Can I attack two or more different hexes with the same aircraft in the same turn?
A:	The only way to attack 2 hexes with the same aircraft is by using (I) Independent armaments.

Q:	How many hexes can you attack with I weapons?
A:	<DVG>: The "I" weapons can only attack one hex in addition to your targeted hex. Even if you are hovering. The target-hex for the I-weapon does not have to be adjacent to the other hex attacked, it just has to be within the aircraft's attack angle.

Q:	What attack choices do I have? attack units in same hex (strike) OR b) attack units in different hex (standoff) OR c) attack one enemy unit with cannon (same hex) OR d) attack all enemy unit with cannon (same hex)
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	<p>These are all "linked" by an "OR" in the rules - which I understand to mean i have to choose ONE option.</p> <p>Yet, in the games sample playthrough at end of rules, I see where an attack was made with bombs in the same hex as the attacking aircraft AND an attack made into an adjacent hex (standoff) from the same aircraft in the same turn.</p>
A:	<p>Yes, it is an „OR“. In the example at the end of the rules, weapons are used that are marked with an "I" for Independent. These allow you to attack one additional hex.</p> <p>Only hovering aircraft can attack multiple targets with a cannon. That's the distinction between c and d, above. Helicopters and the Harrier are capable of hovering while everything else can only fly around, and thus attack once target per cannon use.</p>

Q:	<p>Can a hovering aircraft make a stand off attack on an enemy in an adjacent hex that is in LOS? If so, what technically is the attack angle for a hover?</p>
A:	<p>Page 15, right hand column:</p> <p>Hovering Aircraft Attack Angle: A hovering aircraft can attack into its own hex or into any other one hex in any direction</p> <p>So basically, you have a 360° attack angle, line of sight providing and weapon range.</p> <p>(And if you have linked assets the firing platform even doesn't need to have direct LOS.)</p>

Q:	<p>Are hovering stand-off attacks still limited to 1 hex away, if the weapon has a range greater than 1?</p>
A:	<p>No.... Why would the range decrease?</p>

Q:	<p>So a cannon can fire every round as long as all non-independent weapons are in the same hex?</p> <p>Consider the cannon a separate weapon that just never runs out of ammo?</p>
A:	<p>A pilot may not fire a cannon during the same turn he fires any other weapons, independent or otherwise. You may fire your cannon or your weapon counters, but not both.</p> <p>But it is correct: The cannon never runs out of ammo.</p>

Q:	<p>Is the RQ-1/MQ-1 fast or slow?</p>
A:	<p>The MQ-1 is Fast.</p>

Q:	<p>What hit counters take out Predators?</p>
A:	<p>On page 19, Unmanned Aircraft Hits:</p> <p>The following hit counters have no effect: Stress, Wounded, Bullet Holes, HUD, Cannon</p> <p>So that leaves: Altitude, Structure, Engine, Display, Controls, Attack -1/ -2, No Standoff</p> <p>The only three counters to take down a predator are: Killed, Too Many Structure Hits, Engine Hit and fail the roll on target bound step</p> <p>P24 and 25: the only weapons a Predator can carry are Hellfires and the Hellfire can't attack at range 0. That means it can't do Strike attacks.</p> <p>Since it could be forced to low altitude and then have to go through a ridge, Controls is relevant and should be placed on the aircraft, right? And Display penalizes stand off attacks so even if it doesn't literally apply it should be placed on the aircraft since it can stand that penalty. Certainly these two counters are not on the "don't apply" list on p19.</p>

Q:	<p>If a Slow Pilot gets a temporal hit, let's say Attack -1, then is my thinking correct that it would have the penalty for 2 attack phases? The rules say "next turn", but I assume also the turn it got hit, which would make it two - we are hit, have a penalty for the slow pilots attack phase and</p>
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	the counter remains for the whole next turn. Is that correct?
A:	The Temporary hits apply until the end of the pilot's next time to act.

Q:	During each Loiter turn of the enemy attack phase : when there is more than one enemy unit within range, do they all take turn inflicting/accumulate hits on you or just randomly choose one of them?
A:	All enemy units that have any of your aircraft in range and LOS will attack them. Each will only attack once. If the distance to the possible targets are equal, determine the target randomly.

Q:	Helis: 'if no aircraft is within range but they are within the heli's LOS, move the heli 1 hex closer to the aircraft...' I don't quite get this-- if there is no aircraft around, how is it related to its LOS? (is this referring to no ridge for 'H/L' altitude aircraft and ridge for 'H' altitude aircraft beyond range?)
A:	It is possible that the helicopter can see any of your aircraft but if all of them are out of its range, it will move one hex towards the closest one of yours. If at same distance, determine the move at random.

Q:	Pop-Up Helis : Can we get some clarification on what the "L" in the green box does?
A:	It relates only to line-of-sight purposes both for the helicopter to attack your aircraft and vice versa. They always stay low and THEY don't have to make a ridge evasion check.

Q:	How do enemy helicopters move when they have an aircraft in their LOS {but out of range} when there are two hexes that they can move and still count as getting closer as the rules state?
A:	If there are two options for chopper movement, I just pick the one that works in my favor. Most other DVG-Games I own state for this case that whenever rules allow for two or more equally valid options, you can choose the one that's better for you.

Q:	When an enemy unit goes into cover , I understand my aircraft can't attack the unit in cover but the enemy unit can still attack my aircraft?
A:	Not exactly. Enemies in cover can only be attacked from aircrafts in the same tile. So they can still be attacked. They still fire normally though, keeping their original range stat.

Q:	It's also correct that for ordinary ordnance you always lose all your counters no matter you hit or miss or number of times rolled?
A:	Yes, ordnance is lost in case of overkill .

Q:	I understand the concept of declaring your attacks before rolling, but what happens if you commit 2 weapons to a single target, and the first is successful?
A:	<p>If you commit two weapons and the first takes out the target, the second is expended. Don't think of it as, "If I miss him with the first, I will shoot the second." Think of it as, "I'm launching these two missiles to ensure I take him out."</p> <p>You're right, indeed it is not very clear in the rules, but I suppose that most of us simply play it as it is described in Hornet-Leader - first you declare all your targets (this is stated clearly in the TAL-rules), then you fire all of them (this is not stated clearly in the TAL-rules) even if already the first ones hit. In the Hornet Leader Rules this is written down more precisely:</p> <p>"Remove each expended weapon counter from the Aircraft, even if they were not needed."</p>

Q:	An aircraft can either attack with its cannons on a turn or with its weapons but not both correct?
A:	Yes

Q:	Is it possible when I start the turn hovering , that I attack the enemy using the advantages of hovering, and then I stop hovering in the same turn and move to an edge? Or basically the same, when I enter a hex and place the aircraft in the middle to indicate that I hover, do I get the advantages of hovering when I then attack after the movement? So to get to the point, do I have to spend the full turn hovering without any movement to get the advantages of the hover attack?
A:	You may attack before, during, or after your move. See page 15, Aircraft Attacks. Also keep in mind that you must decide at what altitude your aircraft will fly before making any move/attack decisions. Follow the game sequence at the top of the board. Here is the sequence for your question in particular: <ol style="list-style-type: none"> 1) Determine altitude 2) Attack (while hovering) with cannon hover benefits 3) Move from hover position (center) to hex edge 4) End You could also: <ol style="list-style-type: none"> 1) Determine altitude 2) Move from hover position (center) to hex edge 3) Attack (not hovering) without hover benefits 4) End Or <ol style="list-style-type: none"> 1) Determine Altitude 2) Move from hex edge of one hex to hover position in adjacent hex 3) Attack with benefit of hovering. What you can't do is move from the hex edge to hovering position in that same hex. Also: don't forget a hovering heli (or Harrier!) can also attack all 6 adjacent hexes (target one) with non-cannon weapons (as long as the units in the target hex are not in cover).

Q:	When an aircraft enters a hex at low altitude and stops on a ridge does it roll evasion and is LoS considered blocked?
A:	As to the ridge, found this one in the rules (page 15) "Aircraft at Low Altitude must roll for Ridge Evasion each time they enter a Hex edge with a Ridge during their movement. Do not roll for a Ridge that the Aircraft starts its turn on top of." In regards to LOS, page 16: "Line of Sight: Ridges on Hex edges block Line of Sight for Aircraft at Low Altitude and for Enemy Units. An Aircraft at Low Altitude cannot Attack an Enemy Unit through a Ridge. An Enemy Unit cannot Attack an Aircraft flying at Low Altitude through a Ridge."


Q:	If I enter a hex via a no ridge edge then end my movement on an edge with a ridge, when do I do the ridge evasion roll? Also, if I leave a hex via a ridge edge and the matching edge on the next hex has a ridge is that two evasions?
A:	In your first example, you do the ER in the moment when you end your turn on the ridge. In your second example, you'd do an ER for the next hex, but not on the ridge you start your turn upon, as the rules say: "Do not roll for a Ridge that the Aircraft starts its turn on top of."

Q:	Are two ridges adjacent to one another considered as a single ridge?
A:	No. See P. 15, left column first example.


Q:	At the start of a mission I placed an A10 on a ridge edge , pointing towards the hex it was to enter on Turn 1. During turn 1 Altitude/Movement step, I change its altitude to Low and move it on to a clear edge in the next hex - there is no Ridge roll required, correct?
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A:	<p>If you place your aircraft on a ridge at High altitude before Loiter Turn 1, then you don't roll for ridge evasion as normal. You will draw for a pop-up next turn and be in LOS for any enemies in range that survive to fire during their phase.</p> <p>If you place your aircraft on a ridge at Low altitude then you must roll for ridge evasion as normal, even before Loiter Turn 1. At the beginning of Loiter Turn 1, you may change your elevation from Low to High.</p> <p>There are no occasions when an aircraft at Low altitude does not roll for ridge evasion when entering a ridge as far as I know.</p>
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Q:	How do I become "Shaken" and what are the effects?
A:	<p>You can become shaken by getting "stress" during your flight (due to an attack) or after your mission. In case your pilot is shaken, he gets a "Shaken -2" marker, which subtracts 2 from all his dice-rolls when attacking.</p>


Q:	<p>So here's the first dreaded LOS question.</p>  <p>Page 16 - Line of Sight <i>Ridges on Hex edges block Line of Sight for Aircraft at Low Altitude and for Enemy Units. An Aircraft at Low Altitude cannot Attack an Enemy Unit through a ridge. An Enemy Unit cannot Attack an Aircraft flying at Low Altitude through a ridge.</i></p> <p>I know that the AAA in hex #9 does not have LOS to any of the blue aircraft in hex #8 because of the ridge on the western side of hex #9.</p> <p>Would the helicopter in hex #2 have LOS to the two blue helicopters in hex #8?</p> <p>Since Rock & Gator are technically on/over the ridge in their hex for ridge evasion purposes, I am wondering if that ridge still blocks LOS between the enemy helo and the two blue helicopters.</p> <p>I also interpret that Rock & Gator could attack from their position before moving. Maybe I'm wrong on this as well.</p> <p>I know that Gumby is not in LOS of the helicopter in hex #2.</p> <p>I couldn't find an illustration in the rulebook that addressed this example. Basically, if blue aircraft are on a hex edge with a ridge, does LOS go "through" the ridge, or does the ridge block LOS for those aircraft which are "on top" of the ridge.</p>
A:	<p><DVG>: "Trace the shortest path through the Hexes connecting the Attacker's Hex to the target. If there is more than one equally direct path, the Attacker chooses the path that will give it a Line of Sight to the target." Page 16.</p>

	<p>Basically, always trace an LOS through the centers of the hexes.</p> <p>In your example, your aircraft would be protected by the Ridges.</p> <p>Always going from the center of the hexes makes it much easier, or else you get into sub-dividing hexes and weird angles, and nobody needs a trigonometry exercise when they're just trying blow up some tanks.</p>
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Q:	<p>Say for example I have a Low flying, hovering aircraft in Hex #9, would I have LOS to the Low flying Enemy Helicopter in Hex #2. Or does the North / South ridge of Hex #5 block LOS?</p> 
A:	<p>There is a line of sight. I think it's the example on p.16 of the rules.</p>

Q:	<p>Do the SAM units in hex 10 (and hex 6 also I suppose) have line of sight to the Apaches? To look at it I would say no, but going from hex center to hex center it seems they can shoot...?</p> 
A:	<p>Although it looks odd: Yes, there is LOS.</p> <p>This is how to play LOS:</p> <p>Find the shortest path/s possible between firing unit and target.</p> <p>If there is at least one path not crossing any ridge hexside, the LOS is present.</p> <p>In your example, there are two paths between hex tiles 1 and 6 of length 2. As one (the path 1-2-6) is free of ridge hexsides, the LOS is present.</p> <p>There are two paths between hex tiles 1 and 10. 1-2-6-10 is open. LOS is provided.</p>

Q:	<p>I started to resolve attacks on Pro going from left to right, and first attack (infantry from the left</p>
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	<p>hex) resulted in "altitude". My question is, if I have to change altitude right away, does it affect other enemy units LOS? Do I have to resolve attacks from other hexes (2x infantry and AAA), and then change altitude, or do I go low right away (as it's stated in rules book) and hide behind the ridge from those attacks?</p> 
A:	<p>You determine which enemy units attack which of your aircraft at the exact same time. Then resolve all the attacks against one aircraft at the same time. If you do it this way it will prevent the situation in question from arising. Much simpler this way and by the book.</p> <p>Look on page 16 of the rules: "Determine which Aircraft each enemy Unit will attack before resolving any of their Attacks."</p>

Q:	<p>If an AAA site (range 2) is in cover on the ridge of its hex, can it fire at a low flying aircraft in a neighbouring hex if the latter hex has no ridges?</p>
A:	<p>As the rules say on page 16, left column: "Ridges on Hex edges block Line of Sight for Aircraft at Low Altitude and for Enemy Units. An Aircraft at Low Altitude cannot Attack an Enemy Unit through a Ridge. An Enemy Unit cannot Attack an Aircraft flying at Low Altitude through a Ridge."</p> <p>Placing an enemy unit "in cover" does not mean that this unit somehow exploits a ridge (gaining high ground or so). It simply reduces the option for the own aircraft to attack the enemy that is hiding somehow.</p> <p>Ridges therefore have a double function in the game: LOS blocker and indicators for possible cover.</p> <p>Besides, Line of sight is determined from the center of a hex to the center of the other hex. DVG has explained this as 'who wants to do trigonometry when they're just trying to blow up some tanks?'. This drastically simplifies LOS questions and many minutiae of TAL rules. The ridge in-cover advantage is handled by limiting attacks to strike/cannon only. You do not need to worry about how tucked into a ridge an enemy is, or any other grey area you'll come up with.</p>

Q:	<p>Quick clarification - If I suffer a "Pylon" hit, do I immediately lose counters that are in excess of my new maximum WP? And if I do lose counters, can I choose them or should it be random?</p>
A:	<p><DVG> You do immediately lose the WPs of counters that are in excess of the new WP limit. You get to choose the counters lost.</p>

Q:	<p>There's a tank that just went to cover in a hex containing a ridge. Does it stay in cover for the remainder of this mission? If not, when would the tank ever emerge from cover?</p>
A:	<p>Cover roll 10 allows me to choose one hex where all units move out of cover. So unless that roll comes up, all units that go to cover stay in cover</p>

Q:	<p>Can you attack enemy units in cover sideways or at the entrance of a ridge? Let's say my aircraft is at L altitude on Hex #1 and the enemy units are in cover on Hex #2. I know I can't shoot through the ridge in between. What about those on the other edges?</p>
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A:	You can only attack enemies in cover if you are in the same hex as them. It doesn't matter where within the hex they are in cover.
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Q:	Given they can move 0-1, can a Helo stay on the edge of a hex or does the 0 movement only apply when hovering?
A:	Being on the hex edge you have to move. To use the 0 movement, you have to be in the center of a hex -- so you need to decide you want to stop there during your (previous) movement. Though don't forget you can attack the hex before you move out of it, or go to high altitude if you don't want to roll to evade a ridge.

Q:	We can move in a direction of a battlefield edge and leave the battlefield in our next movement, I assume that it means next movement point rather than next movement phase, so we can for example, having speed up to 2, move 1 Hex, blow up some enemies in the hex on the edge of the map and leave with our 2nd movement point?
A:	<DVG>: Right. 1 movement to get to the edge, and 1 movement to exit.

Q:	I see that Pop-ups have entirely different stats than normal Enemies, but Pop-Up Helicopters have Low Altitude noted on them and this complicates things a bit, at least for me. If there's no error and they have only Low Altitude than what about them moving across ridges? And if they are behind the ridge and that ridge would block the line of sight then what if our aircraft is at high altitude, do they see us?
A:	<DVG>: Enemy helicopters get to move across ridges without an Evasion check. If they are Low and you are Low, Ridges block their LOS as normal. If you are High, they can see you.

Q:	I guess we draw Pop-ups together , not one by one and immediately putting No Enemy counters back to a cup? So 3 aircrafts at high altitude mean 3 counters at once and then all No Enemy counters back?
A:	<DVG>: Right, draw them all at once.

Q:	A few cover question: 1. If I roll a 2-3 and I have to move all units in the same hex with an Aircraft to Cover is there a limit on the number of units that can be on each ridge-line? Aka can only 1 unit be on each ridge line or can multiple units be on ridge lines? 2. If I roll a 10 and it says select a hex is that random or can I really select the hex that units move out of to give me the best odds of killing them?
A:	<DVG>: 1 - No. There is no limit to the number of units that can take cover in a hex. 2 - Yes. You get to select any hex. Also remember (from the sample game) that when you roll a 9- 1 hex with the most active, you can choose a tile with no ridges (as long as it has the most active units or tied for most active). This way no one goes to cover this turn. Page 27 paragraph 5.

Q:	When a pilot crashed , I suppose its counters must quit the display board but what about the cards and the counters? Should the hit counters that lead to the crash be kept until end of mission or should they immediately be put back to the other hit counters, participating then to the risk for others pilots continuing the mission?
A:	The question is irrelevant. The hit counters are put back into the cup immediately after drawing all of them for a given aircraft. See rules, p. 16/17: Draw all the Hit Counters against an Aircraft at the same time. Resolve their effects before drawing the counters for the next Aircraft.

	<p>Return the Hit Counters to the cup before drawing for the next Aircraft.</p> <p>So, you never have hit counters on your cards thus there's nothing that has an impact on the risk for other pilots in case of keeping or returning it.</p> <p>On your aircraft cards, you may have markers resulting from the hit counters. If your pilot has crashed, you can remove its card and its aircraft from the game and return the damage markers to wherever you store them, ready to reuse them for other pilots if needed.</p>
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Q:	<p>If I get two damage markers and the plane crashes after the first one, do I also have to apply the second damage marker?</p> <p>And what exactly happens with the aircraft (and its marker) when it crashes?</p>
A:	<p>Good news: you don't need to apply the second damage marker</p> <p>Bad news: the aircraft is a total loss.</p> <p>Ok news: the pilot might be rescued (assuming he wasn't killed) and you can replace the aircraft at the end of the day for 2VP (this is not allowed in "Rapid Deployment").</p>

Q:	<p>Hexes that F-16 can attack during its movement.</p> <p>Assume F-16 is on Hex-1. With speed 2 I'll send it to Hex-3 (through Hex-2). I can attack Hex-1 (before movement), Hex3 (after movement) and Hex-2 (with ranged weapons).</p> <p>Can I attack Hex-2 with weapons that have range 0 (like Mk.20) while F-16 was moving through Hex-2? (minimum speed of F-16 is 2 so it could not "stop" in Hex-2).</p>
A:	<p>You can attack during any part of its movement. From page 16:</p> <p>"Aircraft Attacks An Aircraft can Attack at any one time during its movement. An Aircraft can Attack before it moves, or the Aircraft can Attack after moving into any Hex during its movement.</p> <p>Example: An Aircraft Attacks before it moves, and then conducts its movement. Example: An Aircraft moves, Attacks, and then moves again. Example: An Aircraft performs all its movement, and then Attacks."</p>

Pre-Flight

Q:	When placing your aircraft in their starting hexes, what position do you put them in? In the center? On an edge? Your choice of either?
A:	If your aircraft can hover then you may place in the centre or the inner edge of the outer tiles. (tiles 1, 2, 3 4, 7, 8, 9, 10) If your aircraft can not hover then you may place in one of the outer hexes but on the inside edge.

Q:	Situation Card - Cut-off: Can someone explain to me the rules of this card? -Start with +4 VP of Battalions -Start with -4VPs. Why would I start with +4VP battalions and then negate it by subtracting 4 VP? You normally start at zero anyway.
A:	Each Campaign card lists the amount of VP you "transfer" into Battalion cards. Increase that value by 4. That gives your aircraft more targets to eliminate (i.e. options to gain VP). To compensate that, you start with a penalty of -4 VP (that's your score).

Q:	At the start of a mission , 1 - Can you place your aircraft in an hex containing enemy units? 2 - Can your plane hover at low altitude even if it's in an hex surrounded by ridges? Like, if at turn minus 1 (before the start of the mission) the plane had to go in high altitude to enter the starting hex, if the pilot did not want to make an evasive roll.
A:	1. Yes You can. And You even have to in many situations. 2. You have to set altitude to high, only if You place Your aircraft on hex edge with a ridge. So if You set aircraft in hover You always can start on low altitude.

Q:	At the start of a day, can I place a Harrier (with fast pilot) near the edge of the terrainx? The Harrier will then move out of the map after dropping all its bombs. The plane will not suffer any counters before enemy attacks.
A:	Yes.

Q:	If at the start of a day, I choose to attack two battalions but, for some reason, I spent all my loiter turns destroying one battalion, what happens to the other battalion that I chose to fight this day but I did not get to it?
A:	Each mission is an entity of its own! Your loiter track resets at the beginning of each mission.

Q:	In the Placement Phase friendly aircraft may be placed off board adjacent to a hex. For slow pilots this means that they will still be off board during the enemy attack phase. Does this mean that enemy units get to fire on off board aircraft?
A:	No, you always place aircraft in one of the hexes on the board to start: Rulebook: "[...]start in any one of the 8 edge Terrain Hexes (1, 2, 3, 4, 7, 8, 9, or 10)."

Q:	How do I re-engage half strength battalions?
A:	Pg 11, bottom left, under "Half Battalions" You place half of each of the unit type listed, so yes, it feels like they received some reinforcements or reorganized a bit. Also note that all Battalion cards have an even number for each type of unit, precisely to solve this half battalions attacks issues.

Q:	How do I destroy half strength battalions?
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A:	That [X/Y] in the text of each battalion tells you the amount of points left in the battalion to halve or destroy it. If you bring it down to less than or equal to X, but greater than Y, you've halved the battalion. If you bring the unit down to less than or equal to Y, you've destroyed the battalion. 6A starts with 36 points of units. At the end of the mission, it is halved if between 6 and 22 points (inclusive), and is destroyed at 5 or fewer points. Destroying a halved Battalion works exactly the same, there will just be less units to start with.
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Q:	What are the 'additional' pilots for during the pilot selection phase? I was in a situation where I sent out two pilots, one A-10 (Rebel) and one AH-64 (Tex) on my first mission in which they got beaten up severely to the point of unfit, and I had to withdraw from the battlefield back to base. Is it here where I could get those additional pilots to jump in their beaten up aircraft - cop the bullet holes stress levels and engine failure rolls - and go back out to the SAME mission to mop it up? Or is that considered a mission fail and time to move onto another mission with this beaten up aircraft and new pilot?
A:	The idea is that you have a "stable" of pilots on base, and can choose who goes in which aircraft they're qualified to fly, and who stays home to rest and recover each day. So, say you buy one A-10; you get two A-10 pilots. Each day, you can choose which one of them to send out in your one A-10, and which one stays home. This makes for lots of interesting decisions: do you send your favorite (e.g., Thor) day after day, or give the alternate (e.g., Halo) some air time and rest up the other for a big mission the next day? As you say, the option to replace pilots is something totally different: if a pilot gets a ridiculous amount of stress (beware Bingo Fuel checks!), or gets wounded or killed, you can send him (/his remains) packing and get a different pilot to add to your pool of pilots to choose from each day. In the situation you describe, you could not send additional pilots in the same aircraft back to the same mission on the same day (that would be two sorties for one aircraft). At best, you could leave your battered pilots home the next day to recover, and send someone else out.

Q:	SAR check and wounded pilot: Can I expend a weapon counter from a wounded pilot during a SAR check?
A:	I'd say that you can, unless the Stress caused by the Wound moved your pilot to Unfit, in which case all your weapons are removed, as I understand it. But if your Stress stays in normal/shaken, I see nothing in the Wounded rule to say you lose weapons.

Q:	SO points with two mission in one day After a dismal start, I am in the situation where I only have one SO point at the beginning of DAY 2. Can I use 5 points of ordinance for the first mission and save the other 5 for the later mission?
A:	No, because even a fraction of 10 Ordnance Points costs 1SO, so even if you'd take 1 weapon costing 1OP, it would still cost you 1SO point, so no points left for the next mission.

Q:	Is the number of weapons I can use limited by the number of tokens available?
A:	Yes.

Q:	If I complete a mission with unused ordnance , does it stay on the plane or do I have to repurchase it for a future mission? The rulebook is clear on not getting SOs refunded for unused weapons, but I couldn't find anything about reusing unused weapons.
A:	Any unused ordnance is removed from an aircraft after each mission. Any SO points spent on unused weapon counters are lost.

Q:	Battalion selection/placement in Linked Situations: Going from one situation to another (e.g. Surge to SoF), do you reset the battalions all over or deal with the previous outcome?
A:	I draw completely new ones, personally, although I suppose you could add to the ones remaining from the previous campaign. You may end up with a skewed force org, though.

Q:	When placing your aircraft at the beginning of a mission, if you place it at low altitude on a ridge do you have to roll for ridge evasion..... or is that ridge never rolled?
A:	You may not place an aircraft at low altitude if you start it on a ridge hex edge. See page 13 in the "Ridges" subheading: "If you place an Aircraft on a Hex edge with a Ridge, the Aircraft must start at High Altitude."

Post-Flight

Q:	A pilot recovers stress if he rested the previous Day. But does he accumulate stress or pay any kind of penalty for flying on consecutive Days?
A:	Pilots do not suffer from flying missions consecutively on day x, x+1, x+2, etc. Note: each pilot may fly a maximum of one mission per day (all aircraft and pilots are assigned to their targets BEFORE the very first mission of a day is actually executed). There is no extra Stress point earned for consecutive mission flying. But none is removed from a pilot this way (apart from his Cool value and possible R&R).

Q:	Using special option points to repair aircraft and remove pilot stress at the end of a day: Can this also take place between missions occurring on the same day or only at the end of an entire day which may have one or more missions.
A:	You can only spend SO points to repair aircraft or remove stress at the end of the day as noted in the End of Day section of the rules starting on page 21. With that said, as you can't use your aircraft/pilots more than once a day, doing this between missions would only eat up your SO ... which could prove detrimental in the next mission(s) you undertake that day.

Q:	Has the loiter counter to move after the last pilot has just got out the map? My last pilot has just moved out while my loiter is on 1. Maybe I must move my loiter anyway on bingo 6+ or maybe the loiter is irrelevant after all pilots have moved out ?
A:	You can ignore the loiter counter once all your pilots have moved off the tactical map.

Q:	End of Day - Move Enemy Battalions Table: How do I interpret the "0-" in the Retreat Column for Assault and Support units. Does it mean that if the die roll result + DRM's less than or equal to 0 the unit retreats, or does the "0-" mean that Assault and Support units never retreat?
A:	The way that I read it is if the modified result is a 0 then that said battalion retreats. If you reduce a battalion to half strength then the battalion roll is a -3 in the move step. So if you have an assault / support battalion that is reduced to half strength and you roll a 1-3 then it would retreat. A command battalion reduced to half strength would retreat on a roll of 1-4 if reduced.

Q:	Regarding XP points: I have been playing that if a Battalion gets damaged, that the pilots flying the mission get one XP point. If later in the campaign, the damaged battalion gets destroyed, I have been giving the pilots two XPs: (1 for flying the mission and one for destroying the battalion)
A:	1xp - Flying the mission 1xp - battalion destroyed 1xp - Every unit in battalion destroyed Example: So if you fly a mission and reduce the battalion to half you would earn 1xp. If later in the campaign, you fly against the battalion again you would get the 1xp again and if you destroyed the battalion you would earn another XP. If you also destroyed all counters in that mission then that would earn you another XP

Q:	SAR check and wounded pilot: Can I expend a weapon counter from a wounded pilot during a SAR check?
A:	I'd say that you can, unless the Stress caused by the Wound moved your pilot to Unfit, in which case all your weapons are removed, as I understand it. But if your stress stays in normal/shaken, I see nothing in the Wounded rule to say you lose weapons.

Q:	If I complete a mission with unused ordnance, does it stay on the plane or do I have to repurchase it for a future mission? The rulebook is clear on not getting SOs refunded for unused weapons, but I couldn't find anything about reusing unused weapons.
A:	Any unused ordnance is removed from an aircraft after each mission. Any SO points spent on unused weapon counters are lost.

Q:	Do I reshuffle the Mission Deck after each mission?
A:	Per page 2, reshuffle when the deck is exhausted.

Q:	Salvage: Must I replace spare parts with another same type aircraft that's participating in the campaign? If so, that means the other aircraft can no longer fly for the remaining missions? On the other hand, if I replace with another aircraft from the aircraft deck, wouldn't that be a better option than having to spend my SO points on repairs?
A:	Yes, the aircraft must be of the same type, and yes, the aircraft you replaced will fly no more missions, it's out of the game. remember that only certain damage counters can be salvaged, as listed in Rhe rules (top of page 22).

Q:	Salvage: 1. Can I leave salvaged aircraft for further repairs? Example: I have three AH-1. One has Bullet Holes and Pylon damage. I salvage HUD and Display to repair other two AH-1. Can I leave it for further repairs of Controls, Engine and Cannon in two other AH-1? 2. Rulebook says that only same type of aircraft can be salvage for repairs. Are A-10A and A-10C same type? Can I salvage A-10A to repair A-10C? 3. Does salvage cost any VP or SO?
A:	Here is how I play "salvage": Each aircraft provides up to 6 elements to be transferred to other aircraft of the same type (Rules, page 22: Salvagable parts: HUD, Display, Controls, Engine, Cannon, Pylon). Plot what has been removed (salvaged), and all is fine. Whatever is still available can be used for later salvaging on the same or other aircraft. For game purposes, I disregard the different aircraft versions of the same aircraft types when it comes to salvaging. During operations, the aircraft mechanics/maintenance men are "true heroes" and make things happen that seem impossible during normal peacetime aircraft repairs and refit. Salvaging is for FREE! No VP, no SO required. The price is the dismantling of one aircraft to quickly enhance lost capabilities of others.

Q:	Do you get the SO daily allowance on the first day?
A:	Yes, at the end of the day

Q:	If the SO points have run out , does the campaign end? Can it be negative number? Do I have to compensate the negative SO values after gaining back from the daily supply from the situation?
A:	If you are forced to spend a SO and do not have one, you lose the campaign

Q:	The rules state that you get your daily SO points at the end of the day. Since "Rapid Deployment" is a 4 day scenario, what's the point of being issued with 6 SO at the end of day 4, when you won't be able to use them?
A:	The SO Point gain isn't the last step of the campaign. You might still need it for stuff like battalions in the FR and AB range band and various Replacements. If you're unable to pay the cost, you lose the game.

Q:	In the instructions it states to "Reduce a Pilot's Stress Points by his Cool Skill. Example: A Pilot started a Mission with 3 Stress. He suffered 1 Stress during the Mission and he has a Cool of 2. He ends the Mission with 2 Stress. Is cool only factored in at the end of a mission? Or do I factor it in both during the mission and at the end of the mission? For example, the enemy range band causes me to suffer stress at the beginning of the mission, but I do not add a stress counter since the pilot's Cool cancels it. Do I still add a cool to the pilot's stress at the end of the mission?
A:	The stress due to enemy range is applied at the end of the mission, not during it. Other stress like ridge evasion is added straight away.

Q:	If you fail to destroy a half strength battalion , then is it considered a failure?
A:	Yes.

Q:	When a pilot crashed , I suppose its counters must quit the display board but what about the cards and the counters? Should the hit counters that lead to the crash be kept until end of mission or should they immediately be put back to the other hit counters, participating then to the risk for others pilots continuing the mission?
A:	The question is irrelevant. The hit counters are put back into the cup immediately after drawing all of them for a given aircraft. See rules, p. 16/17: Draw all the Hit Counters against an Aircraft at the same time. Resolve their effects before drawing the counters for the next Aircraft. Return the Hit Counters to the cup before drawing for the next Aircraft. So, you never have hit counters on your cards thus there's nothing that has an impact on the risk for other pilots in case of keeping or returning it. On your aircraft cards, you may have markers resulting from the hit counters. If your pilot has crashed, you can remove its card and its aircraft from the game and return the damage markers to wherever you store them, ready to reuse them for other pilots if needed.

Q:	Do bullet holes add stress permanently or is the stress removed from the pilot once he exits the aircraft?
A:	It's permanent. You treat all stress gains the same, regardless of how or when the pilot comes by that stress.

Q:	I drew a "killed" result on a hit to an A-10 pilot. The plane had two structural damages at the time when the plane crashed. How much SO points are required to repair the plane?
A:	The plane cannot be repaired. You lose both the Pilot and the aircraft. When the pilot is killed there's no one to fly the plane home...

Q:	VP loss due to killed pilot - Is it a loss of 2VP (crashed plane AND killed pilot) or just 1?
A:	Correct, 1 VP for a Crashed Aircraft and 1 VP for a Killed Pilot (2 total).

Q:	Crashed plane full of arms and unused weapons: I ended up with two aircrafts crashed, both full of weapons. Does that mean that during SAR check , I can get rid of all of them and have a +6 bonus? Why? If I do not use these WP for SAR check, can I keep the weapons for future use? What with other unused weapon that finish a mission? Can I keep the weapons or they are lost?
A:	The WPs used for SAR checks do NOT come from the crashed aircraft. They come from any OTHER aircraft that were flying the mission. So if you had aircraft that returned home from the mission with unused WPs, then those WPs could be used to modify the SAR check for the downed aircraft. This is done on a check-by-check basis, so the WPs expended on one SAR check are no longer available to modify any subsequent SAR checks on other downed aircraft. Once you spend WPs on a mission, they are considered consumed even if you bring back some unused weapons to your base. However, you can choose to use the optional Superior Ordnance Crew rules (downloadable from dvg.com) to allow the ability to reclaim unused WPs. This will cost 1 SO point for every 2 days of the campaign length.

Q:	Does stress stack beyond a pilot's shaken range?
A:	From page 7: "If a Pilot's Stress falls into the "Okay" range, he uses his normal Skill Values. The Okay range on the sample card is 0 to 7. Pilots exceeding the Okay range become Shaken. Pilots exceeding the Shaken Range become Unfit."

Q:	Does losing a scout or UAV cause you to lose 1VP for a crashed aircraft? The rules say: -1 VP for crash; -1 VP for pilot; don't lose 1VP for unmanned.
A:	1) Lost scouts do not result in lost VPs. If they did, the rulebook would say so. The only consequence to losing a scout is mentioned on pg 13: "If the Scout is Lost, remove the counter from the campaign". (But it's a painful consequence, none the less). 2) Losing a UAV does NOT result in lost VPs. That sentence at the top of page 21 which you mentioned, refers to aircraft - not pilots. (As there are no pilots in unmanned aircraft). This is verified by looking at the aircraft descriptions on pg 24 for both of the UAVs... they each say, "Do not lose 1VP when an R/MQ-1 Crashes". So this also applies if you decide to use either UAV as a scout... in either case, lost scouts do not cost VPs.

Miscellaneous

Q:	Battalion 2C: the trait says to '+2 to all Assault battalion move rolls'. If they are at full strength, do you still give the roll?
A:	While this battalion (2C) is at full strength, every time you roll to move assault battalions (this happens at the end of the day), add 2 to the result. In other words, this battalion affects the movement of other battalions, making them more likely to advance. Reduce battalion 2C to half or destroy it to knock out this movement boost.

Q:	When a special note on a battalion card says "lose 1 SO point at the start of each day" I assume that is in effect whether that particular battalion card is chosen as a target or not?
A:	Yup, they all take effect whether targeted on a given day or not.

Q:	'MRLS BOMBARDMENT' says to 'pay 1 SOP to attack the enemy units at the start of the 1st turn. Roll against each unit and destroy it on a roll of 8-10'. So is it respectively saying all my slow pilots get to attack first or it replaces the enemy attack phase, and I get to attack w/o expending ordnance?
A:	This is not an attack by your pilots on the board; it represents off-board rocket artillery hitting before you arrive. Just like it says, after you've set up the hexes and placed enemy and friendly unit counters on it (and rolled for scouts and placed the Loiter counter), go around and, one by one, roll a single d10 for each of the enemy units on the board. If you roll 8, 9, or 10, that enemy unit is destroyed: flip it over to its backside. Then roll for the next enemy unit, and so on until you've rolled once for each. Then start the first turn (draw pop-ups, roll for cover, etc). In other words, roughly 30% of the enemies will be destroyed just before you show up.

Q:	1. Do I gain VP's, and conditions for enemy Battalions destroyed by a MLRS strike? 2. What happens when the target of a planned airstrike is destroyed by MLRS? 3. Do pilots have to take the Mission stress?
A:	I would assume that you gain the VP, etc. regardless of how the Bttn. was destroyed. I would also assume that since at the beginning of the day you have to designate which aircraft and pilots fly each mission that those pilots and aircraft are unavailable for further missions that day. Since the event card draw comes after the abort mission option, I'd say the pilots show up, get stress, and go home.

Q:	The Enemy Supply convoy Home Bound mission event states that you have to expend 5 weight worth of weapon counters to push the convoy back one range band. What if both pilots that are Home Bound are unfit?
A:	When pilots go unfit, you discard all weapons from their aircraft. So, in this case, you would not be able to expend 5 weight points of weapons and therefore could not push the convoy back. You do not discard and draw a new card.

Q:	Enemy Support Mission Event Card: This Target Bound mission event card states: "For the duration of this mission, add any 1 extra unit to a random Hex when placing enemy units." So, this card is drawn before the terrain tiles are placed and before enemies are placed. Therefore you add an extra unit after placing the enemies. So, this is just 1 extra unit after all the enemies have been placed on the terrain tiles to setup the mission? Also, where does this extra unit come from? Is it just any unit of my choosing from the leftovers in the box? Also, it says 'for the duration of the mission', so I take it that any time a pop-up enemy appears, then another one of these extra units is placed in a random hex?
A:	<DVG>: When you draw the card, select any 1 unit from the game's counter mix. When you

	randomly place enemy units in hexes, place this one also.
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Q:	Enemy Support Mission Event Card: Are there any restrictions based on the type of battalion that's the target or can you pick a building? Do the new unit counts as part of the battalion it is supporting, for purposes of determining battalion strength?
A:	- Not yet answered -

Q:	AAA Fire Event Card: Are there any restrictions based on the type of battalion that's the target or can you pick a building? Do the new unit counts as part of the battalion it is supporting, for purposes of determining battalion strength?
A:	- Not yet answered -

Q:	When I draw a Sam vehicle mission event , should I consider to discard 2 WP per aircraft or 2 WP for the whole squadron?
A:	It's 2WP for the whole flight.

Q:	Sam vehicle mission event: The card reads "..., or 1 random Aircraft suffers 1 Heavy Hit." Does this mean you draw a chit from the cup and check the heavy side? Or does it mean you draw a random hit marker and apply it to the aircraft?
A:	Use a die or other means of picking a random aircraft in that mission, and draw a heavy damage chit for it. If the heavy damage marker has an aircraft ID that matches the randomly picked craft, then bonus! No hit! Keep in mind you can also use Evasion to reduce this type of damage. Same goes for ECM if the aircraft being attacked has it.

Q:	Enemy Reinforcement: 'Pay 1 SO Point, or add 1 new random Battalion to the Enemy Rear Range Band'. Do I move one in play (from the sector map) or draw a fresh Command/Support/Assault card/counter?
A:	Randomly draw a fresh new battalion from those left over from the initial setup.

Q:	Home-Bound Event Card Aggressive Enemy: "If this Battalion is Mobile and at full strength..." - to which battalion is this referring? Is it all mobile battalions or do I pick whichever mobile battalion (e.g. non-fixed) that I want?
A:	It is the battalion you were just up against in your mission. If after the mission it is still at full strength and it is a mobile battalion you move it closer to your base. If after the mission you reduced it to half strength then it stays where it was on the range bands.

Q:	How many missions can a single pilot do per day?
A:	One.

Q:	When you're going up against 2 or more battalions in the same mission that share common enemies (ex. two battalions each have infantry units) how do you keep track which enemy unit belongs to which battalion when determining if you halved or destroyed each battalion?
A:	You never have units from two battalions on the board at the same time. If you're doing two missions in the same day you run the first mission against one battalion (only), then run the second mission (with different pilots) against the second battalion (only). The two battalions are considered to be in different places, not overlapping.

	To add to that, you also have to have different aircraft for the second (or third etc) mission. All of this has to be tasked before the first mission is launched. Think of it as that day's Air Tasking Order where you define which pilot+aircraft attack which battalion. If it helps you can imagine that they all take off at the same time and fight simultaneously, but you execute each mission on the board one at a time.
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Q:	Enemy Support card tells us to add 1 Unit to a Battalion to a random hex, is it a random unit from all possible units in the game, or from those that are listed on Battalion card or something else?
A:	<DVG>: It can be any unit in the game. You get to choose the unit to add.

Q:	Battalion Card 12A adds 1 to the range of SAMs , aren't SAMs always able to hit everything? With the range of 3, they can reach every Hex no matter where they are, or am I missing something? The line of sight is traced via the shortest path, so it wouldn't be able to use its better range to trace it via a longer way.
A:	- Not yet answered -

Q:	Can we replace our Scouts? There is no mention of it, only buying scouts at the very beginning, before a start of the game so I was sure once they're gone, they're gone.
A:	<DVG>: Yes, Scouts can be replaced at a cost of 1 SO, during the Replacements step.

Q:	The rules state that you get your daily SO points at the end of the day. Since "Rapid Deployment" is a 4 day scenario, what's the point of being issued with 6 SO at the end of day 4, when you won't be able to use them?
A:	The SO Point gain isn't the last step of the campaign. You might still need it for stuff like battalions in the FR and AB range band and various Replacements. If you're unable to pay the cost, you lose the game.

Q:	Battalion selection/placement in Linked Situations: Going from one situation to another (e.g. Surge to SoF), do you reset the battalions all over or deal with the previous outcome?
A:	I draw completely new ones, personally, although I suppose you could add to the ones remaining from the previous campaign. You may end up with a skewed force org, though.

Q:	I pulled the Enemy Supply Convoy mission event leaving a mission. Can the fuel tanks or ECM pods be expended as weapon counters to fulfill the 5 weight points?
A:	<p>While not the same thing, ECM and Tanks count for Weight Point while doing SAR checks:</p> <p>pg. 20: Modify the SAR check die roll as follows: • Add 1 to the roll for each Weight Point of Weapon Counters expended, (including ECM Pods and Fuel Tanks). These Weapon Counters may be expended for this roll by any Aircraft flying the Mission. This modifier only applies to the current SAR die roll, not for all SAR die rolls.</p> <p>Also the rules lump ECM and Tanks in as weapons:</p> <p>pg. 8: Types of Weapons There are five Weapon types: Air to Air, Air to Ground, Fuel Tanks, ECM Pods, and Cannons.</p> <p>So by the rules, it would appear to be a valid move, though not very realistic.</p>

Q:	In WW3 scenario it says that you start with -15VP . Does that mean you can't replace planes until you get VP to +2?
A:	I assume they forgot to reconcile the wording of the rule with the starting VP condition of the WWII scenario. I think the rule is clear enough, but I see where someone who felt picky enough might have a problem with the wording. I think a clearer rule would have been, "You may not replace a pilot or aircraft if the replacement would result in you having fewer than zero VPs."

Q:	"Email from home" special condition card: Can the SO be spent at any time of the day? And multiple times? Or only when I pick the card at the start of the day?
A:	This is a Special Condition card and 'anytime' as in at the start of any mission of the Day.

Q:	"Resupply" special condition card: do I have to follow the card immediately? Or can I save it up to replace an aircraft later the same day?
A:	Here's the text directly from the rulebook: Draw a Special Condition Card from the deck on the Tactical Display Sheet and follow the Card's directions. Unless the card text says otherwise, the Special Condition applies to all of the Missions flown during the Day. I would assume that unless the card says you have to choose immediately that you could wait on your decision if you wish to do so but, of course, must choose during that day.

Q:	"SAM ATTACK" Event card: When I become victimized to a heavy hit (Engine damage), am I to make the engine damage check roll right after or is the unrepaired engine damage referring to my previous missions'?
A:	I think maybe the Special condition card texts can be applied to anytime during the Day as you see fit (unless it specifically states otherwise)-- e.g. if I draw Resupply then later draw SAM Attack(TB) with my aircraft already suffering massive damages, I could very well instantly cash in the aircraft replacement ability.

Q:	I don't quite understand the meaning of the Cut-off situation...+4 VPs for the battalion and -4VPs....?
A:	Whatever scenario card your using (say, modern Iraq) will tell you the amount of enemy battalions to generate. Cut-Off tells you to add 4 points to that amount. So if you would normally have to draw 32 points worth of battalions, you must draw 36, instead. AND... you start with -4 victory points instead of 0.

Q:	Do bullet holes add stress permanently or is the stress removed from the pilot once he exits the aircraft?
A:	It's permanent. You treat all stress gains the same, regardless of how or when the pilot comes by that stress.

Q:	If I draw "enemy fighters" as my home-bound event ("Pay 1 SO point, or Destroy 1 Scout or Unmanned Aircraft.") but I don't have any UAV or scouts assigned for this mission can this event "target" my scouts staying in the base or uav-s flying other missions? Or do I just ignore it?
A:	<DVG> To clarify, being a Mission Event, the card only applies to the current mission. For this card, you must pay 1 SO or else you must destroy 1 Scout or 1 UAV assigned to the mission. If you don't have a Scout or UAV in the mission when the card is drawn, you can ignore the event.

Q:	Has the loiter counter to move after the last pilot has just got out the map? My last pilot has just moved out while my loiter is on 1. Maybe I must move my loiter anyway on bingo 6+ or maybe the loiter is irrelevant after all pilots have moved out ?
A:	You can ignore the loiter counter once all your pilots have moved off the tactical map.

Q:	There are all kinds of rolls in the game: *Engine Damage, scout, Ridge Evasion, attacks, Bingo Fuel, SAR and Battalion movement (am I missing anything else?). Some are straightforward as they clearly have a 10 on the reference chart. GBU-16 has a 0 hit, but we know it can only mean a 10. Which ones are 0 when you roll a 0?
A:	The 0 on the die is always a 10. So a GBU-16 is pretty much an auto hit (I suppose it could be a miss if you roll a 1 and have a -2 modifier?)

Q:	Do Battalion cards Special Note effects apply on the first day e.g. 3S (Bombardment) means I lose 1 SO point before the game even starts? Or 6S (Engineer Unit) means an enemy Assault Battalion begins the game in the Friendly Transit zone?
A:	Yes they do. They apply as soon as they say they do.

Q:	Can any modified roll results go below 0?
A:	I would think so, although I don't know for sure. But if not, then the GBU-16 is always a hit.

Q:	For my ECM, do I roll per attack? I know all attacks happen at once, but do I roll for each possible chit draw, each unit attacking, or just once for the entire all unit attack?
A:	For ECM, roll for each attacker. For example, if your ECM equipped aircraft is being attacked by an AAA, a Command, and an Infantry, roll 3 times.

Q:	When does the "End of Campaign" outcome determination take place? The rulebook states that this occurs "after all Missions for the Campaign's last day". My question is this ---- do you need to survive the "Lose Special Options Points (Map)" before you can claim victory. Or does the Campaign end in failure if you don't have enough SO points to pay the costs on this final day?
A:	Finish the day completely. When conditions are met, game ends. So everything that happens regularly occurs, like your aircraft making it home.

Q:	Superior ordnance rules variant: The ordnance points reclaimed are supposed to allow you to be added to your next mission, is it correct? Is it freely given? Say your AH-64 Apache is fully loaded and returns with half of the OP/WP. Next round, fully loaded again, what happens to the excess WP? Does it cost me another SO point?
A:	Whatever ordnance is brought back by the own aircraft, change it back into ordnance points. For example: 4 Mk.83 bombs returned; that provides you 8 ordnance points. For the next mission, the first 8 ordnance points you "buy" are free. Continuing the example: Buying only 1 or 2 more ordnance points would not really help, as you still would have to spend 1 SO point. If you would buy 3 to 10 ordnance points, you would still only pay 1 SO point; but your mission aircraft indeed would have 11 to 18 ordnance points (which would have cost you 2 SO points). But remember, applying this "return ordnance" option cost you some SO points at the very start of the campaign.

Q:	<p>Situation Card - Cut-off: Can someone explain to me the rules of this card?</p> <ul style="list-style-type: none"> -Start with +4 VP of Battalions -Start with -4VPs. <p>Why would I start with +4VP battalions and then negate it by subtracting 4 VP? You normally start at zero anyway.</p>
A:	<p>Each Campaign card lists the amount of VP you "transfer" into Battalion cards. Increase that value by 4. That gives your aircraft more targets to eliminate (i.e. options to gain VP). To compensate that, you start with a penalty of -4 VP (that's your score).</p>

Q:	<p>Am I right in thinking it is almost certainly impossible to "win" the short campaigns (e.g. 2 days)?</p> <p>It always seemed weird the success metrics were associated with the conflict and not the operation (Show of force, whatever). In HL & PL it is the other way around.</p> <p>Am I missing something? do the VPs scale somehow?</p>
A:	<p>Short campaigns usually are compensated with situation card traits, they give more VP, they give more SO, etc.</p> <p>But they are also harder to win with top score while there is not much time to seed destruction. They need very good planning from the beginning and they give much more tension than long campaigns.</p>

Strategy Tips

I've gotten to the point where I get a good or great rating every time I play (barring really bad luck in the Surge situation). I'm sure I have more to learn, but I've figured out enough that I might have some tips that could help people who are struggling to crack this game.

Aircraft and pilots:

I often just take all my pilots as average. If you want to minimax, I recommend compensating skill increases with decreases; SO points are in such desperately short supply that paying them for promotions is rarely worth it.

Things I look for when adjusting pilot skills: positive modifiers, obviously. Fast pilots are nice, but you can get away without them with careful initial placement (and willingness to grit your teeth and take some fire, sometimes. Reds hurt, but the "Killed" result is pretty rare). Evasive and Cool are gold. But good bonuses are best of all.

Picking planes: should you go for a few high quality planes (AC-130 and A-10s), or lots of cheap aircraft (max AH-1s)? This is a tough choice, and you can craft a viable strategy either way. What about linked aircraft? The linked ability is pretty awesome, especially with a predator to give LOS to everything out of cover, and the +1 to all attacks is even better.

In my experience, while an upgraded squadron has fewer planes, it will often suffer much less damage. A squadron with lots of cheap planes can attack more targets in a day, but especially over long campaigns, having to fly into the teeth of enemy fire, mission after mission, starts to really add up. So for a situation like General War, with very few SOs each day to get you through a long hard slog, a squadron with linked aircraft and predators looks more appealing (as long as you can stave off the initial hordes). I'll point out that an AC-130 is also more attractive in such a campaign, because it doesn't cost SO points to arm, and can attack at full effect even in Enemy transit and rear; WP limits are irrelevant.

Prioritizing battalion targets.

The toughest decisions come on the first day. So many battalions, so many threats: where do you start? A lot goes into these decisions, but here are some guidelines:

--The support battalions that make you lose SOs every day are at the top of my kill list; they have to go, now.

--The forward base that keeps you from recovering stress is unpleasant, but there's no reason to go after it until the second day at earliest.

--Support and command battalions with positive benefits are nice, but they're luxuries, to pursue only when you have breathing room (note too that the bar is set higher, in that you have to destroy the battalion to trigger the positive effect, but only have to halve battalions to shut off negative effects). That leaves the main business of keeping Assault battalions out of SO penalty zones; if they're threatening the airbase they outrank all other threats.

--An early attack on 5C (Headquarters) can help slow the advance; it's more useful to hit it, the more assault battalions there are. But you have to hit it hard (figure on 2 or 3 SOs for the mission, for a light load of expensive weapons and/or refueling to bring enough firepower to the enemy rear range band); I generally leave it alone until near the end of the campaign, if I go after it at all.

--Don't forget, especially in the longer campaigns, that it may be better to only aim for reducing a battalion to half. This is enough to knock out special abilities, and slow down assault battalions. But the movement penalty can be a problem if it sends support and command battalions retreating to the rear, where you have to accept a weight point penalty or pony up SOs for mid-air refueling (then again, at half strength they're a whole lot easier to take out, even with those limitations).

--Assault battalions: of course you need to spend most of your energy on these bad boys. Aim to kill rather than maim if you can, especially in shorter campaigns. It's probably obvious, but the SO penalty for a battalion in your penalty range bands is uniform; given that, you can take pressure off more effectively by attacking lots of weak battalions rather than a few strong ones (balancing this, of course, against the ultimate goal of the whole game, which is getting those VPs).

Repair: I tend to only repair mission-critical damage. I actually sort the damage chits in my Plano box according to how seriously I rate the damage.

--In the lightest category (repaired only if I have the luxury, or if multiple tokens accumulate on one aircraft): Bullet Holes, Controls, Pylon.

--Medium damage: HUD, Display, Cannon.

--Severe damage: Structure, Engine, Wounded.

I tend to leave structure hits until 1 or 2 more will take the plane down. Even one Engine hit is a risk I

won't take if I can possibly avoid it; beyond the 20% chance to lose the aircraft (and maybe the pilot), it'll go down on the way to target, potentially leaving the other aircraft on the mission unable to get the job done, and unexpectedly exposed to danger. Wounded's terrible unless it occurs near the end of the campaign and your other pilots can pick up the slack (and it may be better to replace the pilot rather than try to wait out or pay off his added stress).

Cannon, HUD and Display: these make me groan during the mission they're inflicted, but often you can leave these in place for a later mission if you assign pilots correctly. For example, if you've got an Apache with a Cannon and a HUD hit, put Montana in it; an Apache with a Display hit or two goes to Daddy-O.

Don't overlook the replacement option; especially with salvage, it may be worth losing the VPs to keep the SOs.

Priority R&R is a lot more affordable than in HL: CAO, but be sparing.

I usually aim to spend only 1 SO arming each mission, except on the very nastiest battalions (Headquarters, Infantry Force). And going out with 0 SO points is a desperation move (you'll probably need to do it in WW3 General War, but it's awful).

Weapons: I had posted a "users guide to the weapons of Tal" (shamelessly relinked: <http://boardgamegeek.com/article/9624921#9624921>) when I first started playing. There's some useful stuff in that thread, especially in the comments below the main post. Even so, my thinking has evolved a lot since then, so here are some further considerations.

Weapon synergy.

One level of evaluation for the weapons concerns how good a purchase they are on an individual level, weighed against their cost in SO and weight points.

But there's a further important level, where you take into consideration how good the weapons are, given what other weapons you arm that aircraft with.

Most obvious in this regard are weapons that synergize with multiple copies of themselves. Rockets are the prime example of this, in my mind. One rocket pod isn't that great; an aircraft armed with 3 or 4 rocket pods is extremely effective (and, especially, flexible).

Mk 20 cluster bombs also fit in this category, for me. Just one mk 20 isn't too great a choice; I like to drop them in packets of 2 (or even 3, on the most congested hexes).

Likewise with iron bombs. Think about taking them on an A-10: a single Mk 83 is almost a complete waste, since it's no better than the (free!) cannon attack (not quite – you might have or get a cannon hit, and you can drop it in conjunction with other weapons). But 2 or 3 in a drop makes the whole lot better.

Force multipliers

Fuel tanks: These are great on A-10s, Apaches and Harriers. Why? You're buying time to use your cannon, pure and simple, sacrificing weight points that could go to quick-kill munitions.

Scouts: awesome. 1 SO point, to give everyone more turns over target. I like to take 2 scouts if I can afford it (not always possible).

ECM pods: I used to be a big fan of these, but nowadays I almost never take them.

I try to arm almost all my missions with just 1 SO point. Within that budget, the most effective defense is overwhelming offense. Rather than relying on a 40% chance to dodge enemy fire, I'd rather take another weapon to shoot first.