

Aircraft – Overview:

Aircraft	In Service	WPs	SO	Special rules
A-10A	1976	14	8	
A-10C	2006	14	9	A-10Cs have the “Linked”-capability. A-10Cs add 1 to their pilot’s Cannon/Strike and Stand-Off skills.
AH-1	1967	6	2	
AH-64A	1986	8	4	
AH-64D	1997	8	5	AH-64Ds have the Linked capability. AH-64Ds add 1 to their Pilot’s Cannon/Strike and Stand-Off Skills.
AV-8B	1985	10	6	
F-16	1976	10	5	Add 2 to the F-16’s Attacks when attacking a Helicopter.
AC-130	1995		10	The AC-130 can only fly at high altitude. Do not draw a Pop-Up for the AC-130 being at high. A cannon hit only affects one of its 3 cannons. Randomly determine which Cannon is affected. Ignore Altitude Hits, Pylon Damage and HUD Damage.
RQ-1	1995		3	If the RQ-1 is at high altitude, treat all your pilots as being fast. Do not draw a Pop-Up for the RQ-1 being at high. RQ-1 is unmanned. Do not lose 1VP when an RQ-1 crashes. You can use an RQ-1 as a scout instead of sending it on a mission. RQ-1s have the “Linked”-capability. The Predators do not carry weapon counters and do not suffer from Weight Point penalties. The RQ-1 does not have a cannon.
MQ-1	2001		4	If the MQ-1 is at high altitude, treat all your pilots as being fast. Do not draw a Pop-Up for the MQ-1 being at high. MQ-1 is unmanned. Do not lose 1VP when an MQ-1 crashes. You can use an MQ-1 as a scout instead of sending it on a mission. MQ-1s have the “Linked”-capability. The Predators can carry up to 2 AGM-114 counters and do not suffer from Weight Point penalties. The MQ-1 does not have a cannon.

Hit Counters - Effects:

If a Pilot has **Evasive Skill**, decrease the number of Hits by the amount of his skill (if applicable ->check **ECM Pod** before)
Apply the effects of Hit counters, then immediately return them to the cup.

Instant Hits:

No Effect	The counter has no effect.
Killed	The Pilot is killed and the aircraft crashes. Remove both from the campaign.
Stress	Immediately place a Stress Counter on his Pilot card showing the amount of Stress he has suffered.
Shaken -2	Reduces the pilot’s value. If a pilot’s stress falls into the “Shaken” range, he suffers -2 on all the attacks he makes. When a Pilot’s Stress exceeds the Shaken range, he becomes Unfit.
Unfit	Remove all Weapons (not ECM pods or fuel tanks) from the aircraft, and the pilot can no longer attack.

Temporary Hits:

Altitude	Immediately change the aircraft’s altitude. The aircraft must remain at this altitude until the end of its next turn. The aircraft ignores any additional altitude hits suffered until this counter is removed at the end of the pilot’s next turn. If the hit changes the aircraft to low altitude and the aircraft is over a ridge, roll for ridge evasion.
Attack -1 or -2	If the aircraft attacks during its next turn, subtract 1 or 2 from its rolls.
No Cannon Attacks	The aircraft cannot perform cannon attacks during its next turn.
No Hover	If the aircraft is hovering, immediately move it to any edge of its hex. You may adjust its altitude. Whether hovering or not, the aircraft may not hover until the end of its next turn. If the hit moves the aircraft to a hex edge with a ridge, and the aircraft is at low altitude, roll for ridge evasion.
No Stand-Off Attacks	The aircraft cannot perform stand-off attacks during its next turn.
No Strike Attacks	The aircraft cannot perform strike attacks during its next turn.

Hits Resulting in Lasting Aircraft Damage (Hit Counters have an asterisk (*) after the Damage type to designate they are Lasting Damage):

Bullet Holes	This result effects future missions, not the current mission. A pilot suffers 1 stress at the time he is assigned to an aircraft for each bullet hole damage present on the aircraft.
Cannon	Subtract 2 from the aircraft’s cannon rolls.
Controls	Subtract 2 from the aircraft’s ridge evasion rolls.
Display	Subtract 2 from the aircraft’s stand-off rolls.
Engine	Aircraft must perform an engine damage check die roll to avoid crashing during target-bound steps.
HUD	Subtract 2 from the aircraft’s strike (not cannon) rolls.
Pylon	Reduce the maximum weight points of counters the aircraft can carry by 2, including the weight point penalty the aircraft is suffering due to the target card’s range band. Discard counters if needed to meet the new limit.
Structure	The aircraft is one step closer to crashing.
Wounded	The Pilot suffers 4 stress and cannot attack. The pilot cannot have his stress reduced until the wounded counter is repaired by paying 1 SO point during the repair aircraft phase. If the pilot suffers a second wound while wounded, he is killed and the aircraft crashes. Place a wounded counter on the pilot card, instead of the aircraft card.










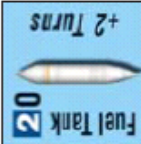




Bingo Fuel Checks:

Roll a die for each aircraft with a Bingo Fuel Counter. If the roll is equal to, or higher than, the Bingo-number, the pilot suffers no additional stress. If the roll is less than the Bingo number, the pilot suffers 1 stress for each point he failed the roll by.

SAR Checks:

Modifiers	<ul style="list-style-type: none">- 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.- Add 2 to the roll if the aircraft crashed during the target-bound step.- Add 1 if the aircraft crashed during the home-bound step.		
Roll Results	5- 6-7 8 9+	Killed Dangerous Recovery Recovered Fast Recovery	Pilot cannot be used again during the campaign. The Pilot rejoins the squadron after suffering normal mission stress, plus 6. The Pilot rejoins the squadron after suffering normal mission stress, plus 4. The Pilot rejoins the squadron after suffering normal mission stress, plus 2.

Ordinance – Overview

<div>AIM-92</div> <div></div>	<div>Mk.20</div> <div></div> <div>[X] = Hex Attack: Roll an Attack against all the Units in the Hex.</div>	<div>ECM Pod</div> <div></div> <div>When being attacked by enemy unit, heli or Event card: 1) Roll for ECM Pod (>7 = success -> no hit) 2) Use Evasive Skill (-1 hit) 3) Draw hit counters (if needed) Is not expended after usage. Max. 1 ECM Pod per Aircraft!</div>	<div>LAU-68</div> <div></div> <div>Expend (Retain) xy): die < x : miss x <= die < y : hit y <= die: hit & retain weapon</div>	<div>AGM-65</div> <div></div> <div>V (Vehicle) or B (Building): Can only be used against Vehicles or Buildings. Must not attack at range 0!</div>	<div>Mk.83</div> <div></div>	<div>Mk.82</div> <div></div>	<div>AIM-9</div> <div></div>	<div>LAU-61</div> <div></div> <div>Expend (Retain) xy): die < x : miss x <= die < y : hit y <= die: hit & retain weapon</div>	<div>Fuel Tank</div> <div></div> <div>Aircraft's Loiter time over the Battlefield is extended by 2 Turns. Max. 1 Fuel Tank per Aircraft!</div>	<div>BGM-71</div> <div></div> <div>V (Vehicle) or B (Building): Can only be used against Vehicles or Buildings. Must not attack at range 0!</div>	<div>AGM-114</div> <div></div> <div>V (Vehicle) or B (Building): Can only be used against Vehicles or Buildings. Must not attack at range 0!</div>	<div>GBU-16</div> <div></div> <div>Independent (0): Can attack a Unit outside the one Hex being attacked by your Aircraft, provided that Unit is in the Aircraft's Attack Angle.</div>	<div>GBU-12</div> <div></div> <div>Independent (0): Can attack a Unit outside the one Hex being attacked by your Aircraft, provided that Unit is in the Aircraft's Attack Angle.</div>
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Internal Guns

May attack enemy unit or heli in the same hex (Aircraft can be high or low)
If successful: Enemy unit or heli is destroyed
Modified by Pilot's cannon skill!

