

THUNDERBOLT APACHE LEADER
ENEMY BATTALION CAMPAIGN INFORMATION

Designation		VPs	Starting Sector	Mobility	Special Notes
1C	Command Unit	5	Enemy Rear		Add 2 to all Battalion Move Rolls
2C	Scout Group	3	Enemy Rear		Add 2 to all Assault Battalion Move Rolls
3C	Mobile HQ	2	Enemy Rear		
4C	Recon In Force	1	Enemy Rear		Add 1 scout counter to your Squadron when you destroy this Battalion
5C	Headquarters	4	Enemy Rear	Fixed	Subtract 2 from the Move rolls of all Battalions the Day you destroy this Battalion
6C	Forward Base	3	Friendly Transit	Fixed	Do not perform "No Fly Stress Recovery" Steps
1S	Artillery Unit	6	Enemy Transit		Lose Two SO pts at the end of each Day
2S	Convoy	1	Enemy Transit		Gain two SO points when you destroy this battalion
3S	Bombardment	4	Enemy Transit		Lose 1 SO Point at the start of each day
4S	Supply Depot	3	Enemy Transit	Fixed	Freely Repair 1 Damage on ea aircraft during "Repair Aircraft" step the Day you destroy this Btn
5S	Fuel Depot	4	Enemy Transit	Fixed	-1 Loiter turn over all Battalions
6S	Engineer Unit	2	Enemy Transit	Enables	Move any 1 Assault Battalion 1 Range Band closer to the Air Base at the start of each Day
7S	Reserves	1	Enemy Transit		All the pilots in your Squadron recover 1 stress when you destroy this Battalion
1A	Infantry Force	5	Front Line		
2A	Tank Force	5	Front Line		
3A	Mechanized	3	Front Line		
4A	Mixed Force	3	Front Line		
5A	Mounted Infantry	4	Enemy Rear		
6A	Tank Spearhead	6	Front Line		-2 Loiter turns when attacking this Battalion
7A	Dismounted	2	Enemy Transit		
8A	Scout Force	2	Front Line		
9A	Fast Assault	3	Front Line	+2 to roll	Add 2 to this Battalion's Move rolls
10A	Infantry Formation	2	Front Line		
11A	Tank Leader	4	Friendly Transit		
12A	Air Defense Unit	4	Front Line		Add 1 to the Range of this Battalion's SAMs and AAAs

Highlight Key: Red = This battalion Threatens Campaign Objectives while active. Yellow = This battalion presents extra threat only for itself. Green = Destroying this battalion adds a benefit.

Btn	Units	Total Pts	Reduced Threshold	Full to Reduced Delta
1C	10	30	18	12
2C	8	16	10	6
3C	14	32	19	13
4C	10	16	10	6
5C	22	48	29	19
6C	10	22	13	9
1S	16	36	22	14
2S	12	12	7	5
3S	18	38	23	15
4S	22	38	23	15
5S	16	28	17	11
6S	10	10	6	4
7S	12	20	12	8
1A	28	38	20	18
2A	16	36	22	14
3A	12	16	10	6
4A	14	30	18	12
5A	20	34	17	17
6A	16	36	22	14
7A	12	18	11	7
8A	8	14	8	6
9A	12	16	10	6
10A	14	14	8	6
11A	10	26	16	10
12A	8	16	10	6

AAA	AAA Site	APC	(Hard -4) Building	Command	Helicopter	Inf	SAM	SCUD	SPA	Storage	(Hard -2) Tank	(Soft +2) Truck
		2		4			4					
		2		2							2	2
2		2		2			2	2	2			2
		4			2						2	2
2	2	2	6		2	2	2			2		2
	2	2	2					2		2		
						4	2	6	4			
		4										8
4		2						6	4			2
	4		4			4				4		6
	2		2			2				6		4
		4				2						4
		2				2		2	2		2	2
4		8		2		10						4
2					2		2				10	
2		4				4					2	
		4		2	2				4		2	
		8		2		4	4					2
2					2		2				10	
		2		2		6						2
		2			2						2	2
		4									4	4
		4				6						4
2				2	2						4	
4		2					2					

Bold Font = Enemy Units able to inflict damage to U.S. Aircraft

Red Font = Enemy Units which inflict heavy damage

ENEMY UNIT DATA	Type	Mod	Pt Value	Attack	Range	Attack Coverage
AAA	V		2	2	1	7
AAA Site	B		2	3	2	10
APC	V		1	1	0	1
Building	B	-4	3	1	0	1
Command	V		4	2	1	7
Helicopter	air		3	2	1	7
Infantry			1	1	1	7
SAM	V		3	2	3	10
SCUD	V		3	0	0	1
SPA	V		2	0	0	1
Storage	B		2	1	0	1
Tank	V	-2	2	1	0	1
Truck	V	+2	1	1	0	1

Enemy Attack Coverage =
 Range of 0 = Attack Coverage of 1 Hex
 Range of 1 = Possible Attack Coverage of 7 Hexes
 Range of 2 or 3 = Possible Attack Coverage of 10 Hexes

Mod = Die roll modifier applied to US attack ("-4"= hardest to hit, "+2" = easiest to hit)

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ENEMY BATTALION COMBAT INFORMATION