Missile Threat House Rules

Turn StructureBoth players activate their aircraft and ground/naval assets during the same game turn, so there is no need for alternate turns. Once a turn has passed. Mark it on a dice. After the 16th turn, the game could begin to end.  
I. Flight Plan Phase <SAME>  
II. Action Phase:

* Missiles correct their course up to 45 degrees (or more) to track their target.  
  An aircraft can perform a defensive maneuver BEFORE a missile moves, but not during its movement. Once a missile starts moving, the last defensive maneuver that can be performed is the *last ditch missile defense*.
* Aircraft will activate starting with the highest quality pilots. Each aircraft can undertake 2 actions. If both sides have the same quality pilots, roll off each turn to see which side can act first. All of their pilots of that quality can then act before all the pilots of the same quality from the other side. Remove "Defensive" markers at the end of this phase.

IV. Asset Phase: <SAME>

Ending the GameEnd of turn check starts at turn 16 instead of 8.

Forward Momentum and the Mandatory Move

Fixed-wing aircraft (anything that is not a helicopter) do not stay still – they must keep moving forwards to generate lift. To represent this, all aircraft must make a move: either directly forwards or turning. If an aircraft elects to fly straight and level during their turn they move a distance equal to the their current speed + their speed bonus (optional) divided by 2 (round down).

Example: if an aircraft has a speed bonus of 5 and its current speed is 3 then it can move any of the following during one of its straight and level maneuvers:

* 4 moves ahead (using full speed bonus)
* 1 move ahead (using no speed bonus)
* Moving between 2-3 moves ahead (using part of the spee bonus)

If an aircraft climbs or dives, the number of moves ahead that it makes is cur in half.

Example: if an aircraft has performs a dive from altitude 3 to altitude 2, but is still performing a straight flight, and has to perform a forward movement of 4, then the number of moves ahead is now reduced to 2.

Stalling: Running out of Speed

If an aircraft reaches 0 Speed for any reason, it goes into a stall. To recover from a stall, the pilot must pass a a pilot check. If he succeeds, the aircraft only

loses 1 Altitude that turn instead of 2, gains 1 Speed and no longer counts as in a stall. Once recovered from a stall, an aircraft will be at Speed 1. A pilot cannot make any further actions after recovering from a stall. Pilots who have gone "Defensive I" can recover from stalls as normal. If the aircraft goes below 1 Altitude while in a stall, it crashes and counts as destroyed.

**ACTIONS**

An aircraft can perform a **radar lock, shoot guns, or shoot up to two missiles** during a dive, turn, or straight and level flight; they cannot be performed after an advanced maneuver. An aircraft **MUST** move first before attempting any of these actions.

**Changing Speed**

**Level Flight**

If an aircraft elects to fly straight and level during their turn they move a distance equal to the their current speed + their speed bonus (optional) divided by 2 (round down).

**Aircraft Notes**

**Stealth** identical to the rules of ECM, except that no HOJ missiles can lock onto the aircraft (since it is not using ECM)

**Vectored Thrust** will have a number associated with it. This number indicates three things. 1.) the maximum number of 30-degree heading changes that the aircraft can make (in place), and 2.) the number of required hexes it has to travel before rotating in place and 3.) the maximum speed at which this type of movement can be done. In addition, Vectored Thrust(3) and higher are allowed to shoot missiles, and achieve radar locks up to two altitude level differences on aircraft during the maneuver.

* Vectored Thrust (1) and (2): must move at least one inch forward before making their turn. Aircraft can make this maneuver at speeds of 2 or less.
* Vectored Thrust (3)+: can move zero or more hexes. Aircraft can make this maneuver at speeds of only 1.

**Aircraft**

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| Aircraft | Speed Bonus | Turn Rate | Contact Size\* | Rng | Rdr | Ceil | Notes |
| F-22A Raptor | 8” | 90 | Very Small | 5 | 30” | 6 | Same as rules. Stealth(5). Vectored Thrust(3) |
| F-35A Lightning II | 5” | 60 | Small | 7 | 30” | 5 | Same as rules. Stealth(3). Vectored Thrust(2) |
| SU-57 | 6” | 90 | Small | 8 | 30” | 6 | Same as rules. Stealth(4). Vectored Thrust(6) |

\* Very Small reduces radara range by one half.