



PLAYER HELP SHEET



STARTING AIRCRAFT

Pilot Level	Campaign Length		
	Short	Medium	Long
Newbie	1	1	1
Green	2	2	2
Average	4	5	6
Skilled	1	1	2
Veteran	-	1	1

AIRCRAFT ATTACK SEQUENCE

- Select enemy unit (Site, Bandit or Target) to Attack, then declare whether using one or more Weapon Counters to be expended or Cannon
- Roll a die to resolve for each Weapon counter or Cannon Attack
- When Attacking a Bandit at Range 0 whilst loaded with AtG Weapon counters excluding ECM Pods, apply the modifiers:

AtG Weight Points	AtA Penalty
2 or less	-
3	-1 AtA
4	-2 AtA
5 or more	-3 AtA

- When performing a Suppression, follow all Attack steps and apply all Attack modifiers. The only difference is that a successful Suppression Attack roll cancels out the enemy's Attack, and does not inflict any Hits.

AIR-TO-AIR/AIR-TO-GROUND ATTACK MODIFIERS

When making an Air-to-Air/Air-to-Ground Attack roll, include all applicable modifiers:

- Add or subtract the Pilot's Air-to-Air/Air-to-Ground modifier
- Add the Bandit/Site's defense modifier
- Add a modifier from a Pilot Skill
- Add a modifier from the Weapon bonus
- Add a modifier from an Event

SITE AND BANDIT ATTACK SEQUENCE

- A Site or Bandit will Attack the closest Aircraft within Range. Randomly choose the Aircraft if there are more than one Aircraft within equal closest Range.
- An Aircraft can react to being Attacked in three ways:
 - **Decoy:** Make an ECM roll to cancel the Attack
 - **Suppress:** Any one Aircraft can Attack the Site or Bandit. If the Attack is successful, the Site or Bandit does not take Damage but its Attack is canceled.
 - **Going Evasive:** The targeted Aircraft incurs 1 Stress. The Site or Bandit rolls 2 dice and takes the lower result.
- Roll an Attack die for the Site or Bandit, and refer to the counter's Hit numbers to determine damage inflicted.

BANDIT MOVEMENT

- Bandits do not Move if there is an Aircraft within its Range. Objective Bandits and Bombers never Move or leave the Center Area.
- Otherwise Bandits will Move 1 Area closer to the closest Aircraft.



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SO POINT COSTS

- Crew Promotion Priority: 6/12/18 SO
- Pilot Skills (up to 2): 1/2/3 SO
- Squadron Assets: As printed on the Squadron Asset card
- Special Weapons: As indicated on the Campaign Sheet
- Priority R&R: 6/9/12 SO

Optional Rules

- Flying 1 Less or 1 More Aircraft: 3/6/9 SO
- Selecting Squadron at Random: 6/12/18 SO
- High-Stress Attacks and Supps: 3/6/9 SO
- Air-to-Air Cannon Attack Bonus: 1/2/3 SO
- Persistent Target Damage: 3/6/9 SO
- Electronic Warfare (EW) Sites and Bandits: 2/4/6 SO
- Experienced Ground Crews: 15/30/45 SO

SEARCH AND RESCUE (SAR) OPERATION

Roll for each Pilot who was destroyed during the Mission:

Roll	Pilot Condition	
9+	Quick Recovery	3 Stress 1 XP
6-8	Recovered Under Fire	5 Stress 1 XP
5-	Missing in Action	Unfit until Recovered

- Add +1 to the roll per WP of AtG Weapon counters expended
- Add +2 if Aircraft was Destroyed in Target-Bound Phase
- Add +1 if Aircraft was Destroyed in Home-Bound Phase
- Subtract WP penalty for the Target (on Campaign Sheet)