



PILOT SKILLS SHEET



1000 Hours

Skill Level Average or higher. Expend to ignore an Event effect against this Aircraft.

2000 Hours

Skill Level Veteran or higher. Ignore all Mission Stress penalties on the Campaign sheet.

Aggressor

Add +1 AtA against Bandits (including Bombers).

Air Control

This Pilot may be selected as Flight Leader, even if there is another Pilot with a higher Skill Level on the Mission.

Bogey Dope

When this Aircraft expends a Situational Awareness, add +1 to AtA for that same Turn.

Check Ride

Start the Campaign with +2 XP

Combat 'Stache

Add +1 to your Cool

Commander

If this Pilot is also Flight Leader, this Pilot may give earned XP to any Pilots on the Mission.

Exchange Pilot

If there are Pilots from at least two different Nations on the Mission, add +1 to AtA.

Fighter Mafia

If all the Aircraft on the Mission are the exact same type, gain +1 to all AtA and AtG rolls.

Note: Different variants of the same model, e.g. F-15C and F-15E, do not count.

GRINDER

Add +1 to all Suppression rolls

Guard Guy

If this Aircraft carries only Standard Weapons on a Mission, add +1 to AtA and AtG. (Standard Weapons are Weapons which do not cost SOs.)

Gunfighter

Add +1 to Cannon Attack rolls.

Lucky

Expend. When you suffer a Destroyed result, treat instead as a Damaged result.

Mission Commander

Add +1 AtG against the Target (not Sites).

NORAD Vet

Add +3 AtA against bombers

Red Flag Vet

Treat the first Damage result suffered by this Aircraft on the Mission as a +1 Stress instead.

Runway Breaker

Add +3 AtG against Airfield Targets.



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SANDY

Expend. Add +5 to your SAR roll.

Sierra Hotel

Expend. At any time, you may immediately remove 3 Stress.

SNACKO

Expend. At any time, remove Stress from up to five different Pilots. Newbie or Green Pilots remove 2 Stress; other Pilots remove 1 Stress.

Spite

When this aircraft suffers a Destroyed result, immediately conduct an Attack against a Target within Range with any remaining Weapons before the Aircraft is lost.

Targeting Pod Expert

If this Aircraft carries a Targeting Pod, add +2 AtG instead of +1.

Test Pilot

Do not suffer any Stress penalty when performing an Evasion.

The Patch

Add +1 to your first Attack roll (AtA or AtG) of each Mission

Wild Weasel

Add +1 AtG against Sites (not the Target.)

YGBSM

Expend to either: Ignore an Attack by a Site OR Add +5 AtG against a Site.