



TRAITS HELP SHEET



Some Aircraft, Event and Target cards as well as Weapon counters have Trait keywords. Their effects are detailed here:

1 Bandit / 2 Bandits - Draw 1 or 2 Bandit counters at the start of each Turn in the Over-Target Phase. Place the Bandits in the Center Area. If the draw is "No Bandit", do not place the counter and do not redraw. Bandits drawn by this Trait are not considered Objective Bandits, and may Move out of the Center Area.

Airfield - See *Reference*.

Armor - See *Reference*.

Artillery - See *Reference*.

Big - All Air-to-Ground Attack rolls against this Target gain a +1 modifier.

Bonus - If the Target is Destroyed, gain the stated Bonus, in addition to other benefits. If the Bonus reduces a Site or Bandit draw to less than 0, treat it as 0.

Bridge / Bridging - See *Reference*.

Command - See *Reference*.

Dispersed - Each Air-to-Ground Attack cannot inflict more than 1 Hit on the Target.

Fixed - Some Weapon counters have an "F" notation. They can only be used to Attack Targets with the Fixed Trait.

Example: Target #3 "Bridging Engineers" does not have the Fixed Trait. Target #4 "Helicopter" has the Fixed Trait. A Weapon with the "F" notation cannot be used against Target #3, but it can be used against Target #4.

Friendly Fire - For each Air-to-Ground Attack against this Target which fails to Hit or Suppress, the Attacking Pilot suffers 1 Stress.

Hard - Subtract 1 Hit from the Hits inflicted by each Air-to-Ground Attack against the Target. As a Cannon Attack only inflicts 1 Hit, this means that Cannon cannot inflict any Damage on a Hard Target.

Improvement - A Target with the Improvement Trait remains in play until it is Destroyed. It is not discarded if it is not selected for a Mission. Improvement Target cards which have been drawn on a previous Day do not count against the current Day's quota for Target card draws.

An Improvement Target will also have a negative effect, which takes effect immediately and remains in play until the Improvement Target is Destroyed. If there is more than one Improvement Target in play, the effects from multiple Improvement cards are cumulative.

Example: Target #3 "Bridging Engineers" has the Improvement: All Bridge Targets take 2 more Hits to Destroy.

This means that until Target #3 is Destroyed, all Targets with the Reference text "Bridge" or "Bridging" in the title will require 2 more Hits to be Destroyed, such as Targets #1 and #2. As an Improvement effect also applies to all Targets including itself, Target #3 requires a total of 8 Hits to be Destroyed.

Infantry - See *Reference*.

Naval - Some expansions have Targets with the Naval Trait, which represent maritime combat units. Some Weapons may only be used against Targets with the Naval Trait. Naval Targets appear in Expansions 2, 3, and 8.



TRAITS HELP SHEET



Objective / Objs - Place the stipulated Objective Site, Bandit or Bomber counters in the Center Area. Destroy these Objective counters to Destroy the Target and complete the Mission. Redraw any "No Bandit / No Site" Objective counters. You do not need to Destroy any other counters in the Center Area to complete the Mission, including counters drawn from an Improvement effect.

Some Target cards with Objective counters also have Hits. To Destroy this Target, you must Destroy the Objective counters and inflict the stated number of Hits on the Target.

Overkill - If the specified number of Overkill Hits are inflicted on the Target, gain the stated bonus. The modifiers from the Infra track apply to both Hits and Overkill Hits.

Example: Target #5 "Cargo Airfield" has 14 Hits and Overkill 15+. On the Infra track, there is a -2 Hits modifier, which means Target #5 requires 12 Hits to be Destroyed and 13+ Hits to gain the Overkill bonus.

Penalty - If you fail to Destroy the Target, suffer the noted penalty. If the penalty is "End Campaign", the Campaign ends immediately with a Dismal Evaluation.

Reference - Some Skills and cards contain Reference text which refer to a specific word in a Target title. If the word in the Target title matches the Reference text, the card effect applies to that Target. Reference Traits include: Airfield, Armor, Artillery, Bridge, Bridging, Command, Infantry.

Example: The "A-10 Thunderbolt II" Squadron Asset card has a damage effect which refers to

Armor Targets. Any Target card with the text "Armor" in the title will be affected by the card effect.

Scramble - As soon as a Scramble Target is drawn, stop drawing Target cards. You must immediately select this card as your Day's Primary mission.

You may also select a Secondary Mission if you have other Target cards drawn with the Secondary Trait.

Secondary - This Target may be selected as a Secondary Mission for the Day. Decide whether to fly a Secondary Mission when you select the Primary Mission for the Day. A Pilot can participate in a Primary Mission or Secondary Mission on any given Day, but not both. Secondary Targets can be selected for a Primary or Secondary Mission. If there are more than one Secondary Targets drawn, you can only select one as the Secondary Mission.

Small - All Air-to-Ground Attack rolls against this Target suffer a -1 modifier.

Soft - Some Weapon counters gain a bonus when Attacking Soft Targets.

-1 Stress / +1 Stress / +2 Stress - Subtract or add the indicated amount of Stress to each Pilot who participated in the Mission, in the Adding Mission Stress step in the Mission Debriefing phase.

-1 Turn / +1 Turn - Subtract or add 1 Turn to the Over-Target Phase.

Vehicle - Some Weapon counters gain a bonus when Attacking Vehicle Targets.