

AIR BASE SHEET

Campaign Card

Situation Card

Pilot Cards

Aircraft Cards

Instant Hits

Killed Remove Pilot and Aircraft from Campaign
 Stress Add to Pilot's Stress

Apply Immediately

Temporary Hits

Altitude Change Altitude
 Attack Attack at -1 or -2
 Cannon No Cannon Attacks
 No Hover Move to Hex edge
 May adjust Altitude
 Stand-Off No Stand-Off Attacks
 Strike No Strike Attacks

Effect Remains Until the end of the Aircraft's next Turn

Lasting Damage

Bullet
 Holes* 1 Stress at start of Mission
 Cannon* -2 Cannon Attacks
 Controls* Ridge rolls at -2
 Display* -2 Stand-Off Attacks
 Engine* Crash on 2- during Target-Bound Phase
 HUD* -2 Strike Attacks
 Pylon* Discard 2 WPs if needed. Carry -2 WPs
 Structure* 1 step toward Crashing
 Wounded* +4 Stress. Cannot Attack. Stress cannot be reduced.
 Wound + Wound = Killed

Pay 1 SO Point each to Repair

Crashed Pilot SAR

| d10 | SAR Result |
|-----|----------------------|
| 5- | Killed, Remove |
| 6-7 | Recovered, +6 Stress |
| 8 | Recovered, +4 Stress |
| 9+ | Recovered, +2 Stress |

+1 per WP Expended
 +2 if Target-Bound
 +1 if Home-Bound

VP Loss

-1VP per Crashed Aircraft
 -0VP per Crashed Unmanned Aircraft
 -1VP per Pilot Killed

Campaign Set-Up

- Select Campaign Card
- Select Situation Card
- Determine and Place Battalions
- Buy Aircraft
- Buy Scouts
- Select Pilots
- Adjust Pilot Skill Levels
- Pilot Promotion Priority
- Place SO Point and Day counters

Priority Costs

- Pilot Promotion Priority
 1 SO Point / Level
- Priority R&R
 2 SO Points, -2 Stress
- Fueling Priority
 1 SO Point, -0 WPs

Replacement

- 1VP per Pilot
- 2VPs per Aircraft
- Salvage: HUD, Display, Controls, Engine, Cannon, Pylon