

Thunderbolt-Apache Leader - New Aircraft and Ordnance

To add this expansion to your core game, add the cards to each of their core game decks, and the counters to their core game counter pools.

New Aircraft Notations

“Negates Attacks as...” - These expansion Aircraft were not part of the core game, and are not listed on the enemy attack Hit counters. Use the noted core game Aircraft type to negate enemy attacks.

Example: A UH-1 notes, “Negate Attacks as AH-1”. The UH-1 ignores hit counters with the AH-1 notation.

If an Aircraft does not have a “Negates Attacks as...” notation on its card, it does not have this ability.

“Transport...” - These expansion aircraft can transport Air Assault soldiers and cargo.

“Pylon” Damage, and other effects that reduce Weight Points mid-Mission do not reduce Transport points.

Cargo Transport: Each Day, instead of assigning the Aircraft to a Mission, you may have it fly a Mission to deliver supplies to your squadron. Ignore the Special Condition and do not draw Mission Event cards for this Mission. Gain 1 SO Point during the Gain Special Option Points step for each 5 points of Transport, or portion thereof. Assign a Pilot to the Mission as normal. The Pilot suffers 0 Stress from flying the Cargo Mission, and subtract their Cool from their Stress during the Record Pilot Stress step as normal.

Example: An Aircraft has Transport 2 and you assign it to deliver supplies. You gain 1 SO Point. The Pilot has 1 Cool. Reduce the Pilot’s Stress by 1 during the Record Pilot Stress step.

Air Assault Transport: Aircraft with the Transport notation can also be used for Air Assault Missions. This ability is not used unless you are using Air Assault rules, first appearing in Expansion #2.

“Speed...” - The Aircraft’s minimum and maximum Speed.

Rule - The MQ-9 and MQ-1C can fly at High Altitude without drawing Pop-Up counters.

New Weapons and Notations

“Cannon” - Treat these Weapon counters as being the Aircraft’s Cannon, rather than a Weapon counter. Limit 1 Cannon counter per Aircraft. Aircraft with a built-in Cannon cannot arm Cannon counters. Cannon counters cannot be discarded to pay for Event card penalties. Cannon counters with a “x2” notation may still only attack a single target.



M134: A 7.62mm minigun. The “M134 x2” represents a pair of M134 miniguns. If an Aircraft is allowed to arm the M134, it is allowed to arm the M134 x2.



GAU-19: A .50 caliber machine gun. The “GAU-19 x2” represents a pair of GAU-19 machine guns. If an Aircraft is allowed to arm the GAU-19, it is allowed to arm the GAU-19 x2.