

TPV



Capt. Rex "Tiger" Clinton

Crew

PILOT
 Pit: 9
 Gnr: 6
CO-PILOT
 Pit: 8
 Gnr: 6
GUNNER
 Gnr: 7

Pilot (Co-Pilot)*

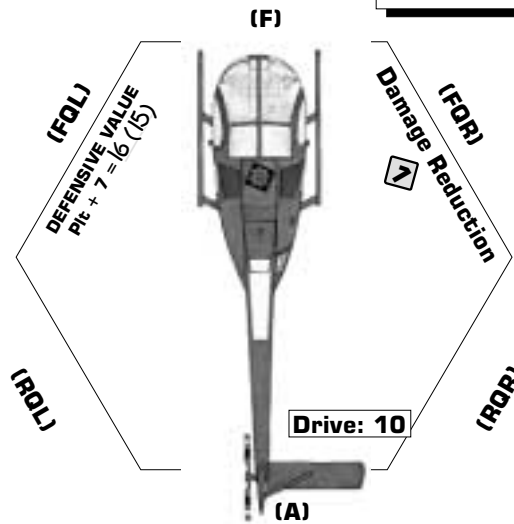
1 Minigun (F) To Hit: 2D10+D6 (+1) Damage: Mid(+1)



*Co-Pilot only takes over firing in the event that the Pilot is killed or disabled

Gunner

1 M60 (FQR, RQR, R, O) To Hit: 2D6+D8 Damage: Low



Turn Cost: 2

Tight Turn Cost: D4 +2

DAMAGE TRACK

→		10	9	8	✖	6	w	
	1	4	✖	w	3	2	X	

CRITICAL HITS

- 2 Pilot Killed.
- 3 Co Pilot Killed
- 4 Engine Damaged - Reduce speed by 2.
- 5 Minigun rate selector jams - no firing double ammo..
- 6 Gunners M60 belt falls out of breach - no firing for all of next turn.
- 7 Tail Boom Damaged - reduce defensive value by 2.
- 8 Controls Hit - increase turn cost by 1.
- 9 Gunner Killed - No firing his M60.
- 10 Hydraulic fluid lines hit - 1D4+2 more turns until a controlled landing.
- 11 Minigun Jam - Pilot may not fire Minigun at all.
- 12 Main rotor blown off - Cayuse crashes in a random hex (bowl 1D6)

WEAPONS

- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)
- Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)
- Mini Gun may expend double ammunition and add +1 to hit and damage at Pilot's option.

TPV



Capt. Ronald "Buck" O'Hare

Crew

PILOT
Pit: 8
Gnr: 7

CO-PILOT
Pit: 8
Gnr: 6

GUNNER
Gnr: 6

Pilot (Co-Pilot)*

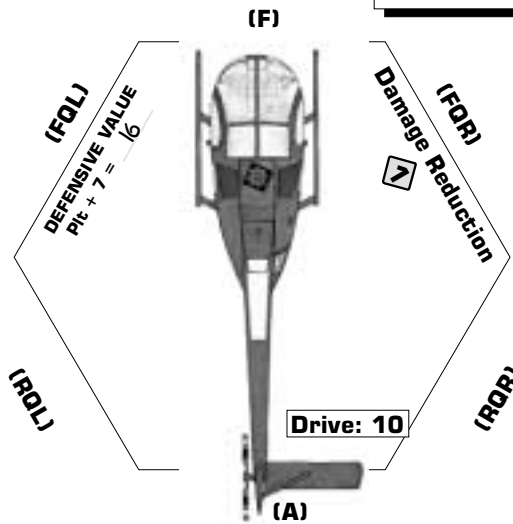
1 Minigun (F) To Hit: $2D10 + D8 (+1)$ Damage: Mid(+1)

○○○○○○○○○○

*Co-Pilot only takes over firing in the event that the Pilot is killed or disabled

Gunner

1 M60 (FQR, RQR, R, O) To Hit: $2D6 + D6$ Damage: Low



Turn Cost: 2
Tight Turn Cost: D4 +2

DAMAGE TRACK

→		10	9	8	✖	6	w	
	1	4	✖	w	3	2	X	

- CRITICAL HITS**
- Pilot Killed.
 - Co Pilot Killed
 - Engine Damaged - Reduce speed by 2.
 - Minigun rate selector jams - no firing double ammo..
 - Gunners M60 belt falls out of breach - no firing for all of next turn.
 - Tail Boom Damaged - reduce defensive value by 2.
 - Controls Hit - increase turn cost by 1.
 - Gunner Killed - No firing his M60.
 - Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - Engine Dies - 1 more turn of movement until a controlled landing.
 - Main rotor blown off - Cayuse crashes in a random hex (bowl 1D6)

- WEAPONS**
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)
- Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)
- Mini Gun may expend double ammunition and add +1 to hit and damage at Pilot's option.

TPV



WO2. Graham "Professor" Green.

Crew	
PILOT	
Pit:	5
Gnr:	9
CO-PILOT	
Pit:	7
Gnr:	6
GUNNER	
Gnr:	8

Pilot (Co-Pilot)*

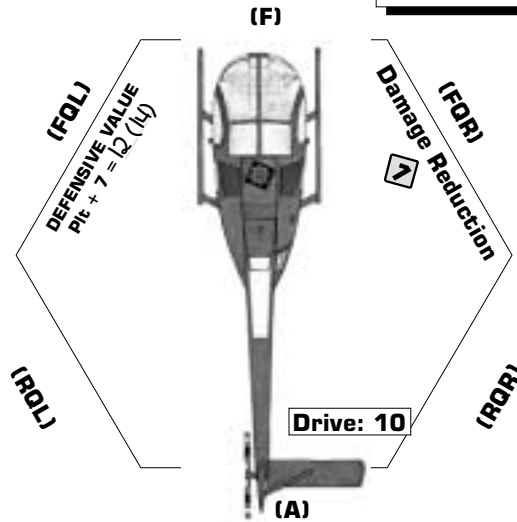
1 Minigun (F) To Hit: $2D10 + D10 (+1)$ Damage: Mid(+1)

○○○○○○○○○○○○

*Co-Pilot only takes over firing in the event that the Pilot is killed or disabled

Gunner

1 M60 (FQR, RQR, R, O) To Hit: $2D6 + D8$ Damage: Low



Turn Cost: 2
Tight Turn Cost: D8 +2

DAMAGE TRACK

→		10	9	8	✖	6	w	
	1	4	✖	w	3	2	X	

- CRITICAL HITS**
- Pilot Killed.
 - Co Pilot Killed
 - Engine Damaged - Reduce speed by 2.
 - Minigun rate selector jams - no firing double ammo..
 - Gunners M60 belt falls out of breach - no firing for all of next turn.
 - Loss of Credibility - no change.
 - Controls Hit - increase turn cost by 1.
 - Gunner Killed - No firing his M60.
 - Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - Engine Dies - 1 more turn of movement until a controlled landing.
 - Main rotor blown off - Cayuse crashes in a random hex (bowl 1D6)

- WEAPONS**
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)
- Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)
- Mini Gun may expend double ammunition and add +1 to hit and damage at Pilot's option.

TPV

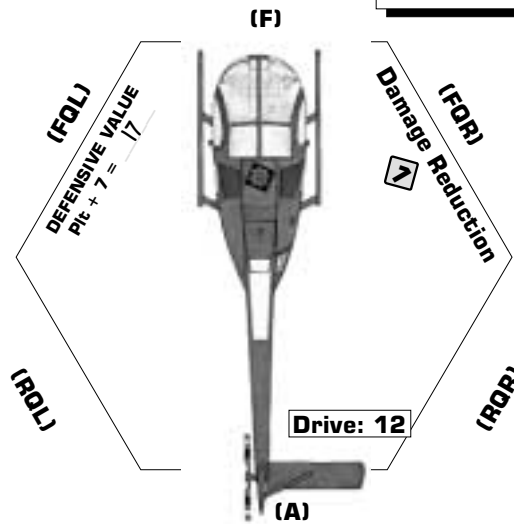


Capt. T "Blue" Atkinson

Crew
PILOT
 Plt: 10
 Gnr: 4
GUNNER
 Gnr: 8

Pilot
 1 Minigun (F) To Hit: $2D10 + D4 (+1)$ Damage: Mid(+1)
 ○○○○○○○○○○

Gunner
 1 M60 (FQR, RQR, R, O) To Hit: $2D6 + D8$ Damage: Low



Turn Cost: 2
 Tight Turn Cost: D4 +2

DAMAGE TRACK

→	12	10	9	8	✖	6	w	✖
	1	4	✖	w	3	2	X	

- CRITICAL HITS**
- Pilot Killed.
 - Engine Damaged - Reduce speed by 2.
 - Whining sound from Engine - No Change.
 - Minigun rate selector jams - no firing double ammo..
 - Gunners M60 belt falls out of breech - no firing for all of next turn.
 - Pilot drops Sun Glasses - no effect.
 - Off-putting High Pitched sound in Cockpit - increase turn cost by 1.
 - Gunner Trips and falls out - No firing his M60 (obviously...).
 - Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - Engine Dies - 1 more turn of movement until a controlled landing.
 - Main rotor blown off - Cayuse crashes in a random hex (bowl 1D6)

- WEAPONS**
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)
 - Minigun** - Short 1-2 (+1), Med 4-6, Long 7-12 (-1)
- Mini Gun may expend double ammunition and add +1 to hit and damage at Pilot's option.