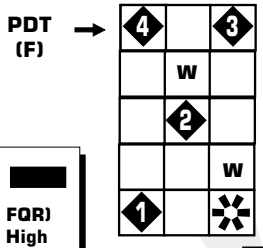


TPV

Pilot/Co-Pilot
 1 Grenade Launcher (FQL, F, FQR)
 To Hit: 2D12+ D4 Damage: High
 ○○○○○○



WO1. White "Whisky" McKay

Crew

PILOT
 Plt: 5
 Gnr: 4

CO-PILOT
 Plt: 6
 Gnr: 9

GUNNER A
 Gnr: 8

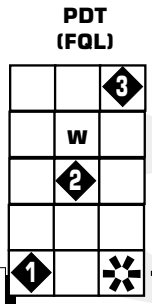
GUNNER B
 Gnr: 7

GUNNER C
 Gnr: 4

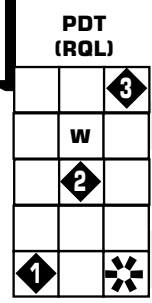
GUNNER D
 Gnr: 5

GUNNER E
 Gnr: 9

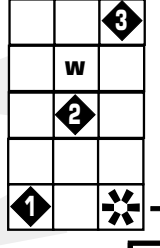
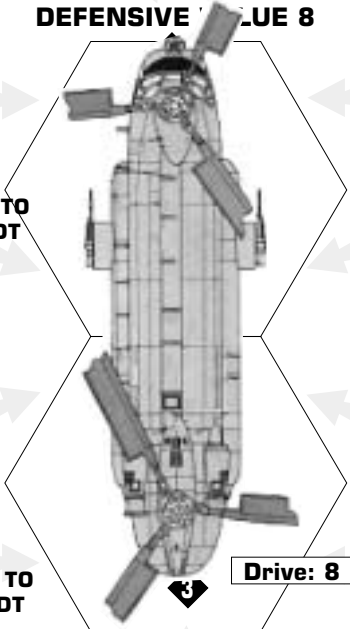
Gunner A
 1 50cal HMG (FQL)
 To Hit: 2D8+ D8
 Damage: Mid



Pilot/Co-Pilot
 2 20mm Cannon (F)
 To Hit: 2D12+1+ D6
 Damage: High+1
 ○○○○○○



DEFENSIVE VALUE 8



Gunner B
 1 50cal HMG (FQR)
 To Hit: 2D8+ D8
 Damage: Mid

Pilot/Co-Pilot XM159
 Rocket Pod (F) - Max 10

Random Area Hit

Gunner C
 1 50cal HMG (RQL)
 To Hit: 2D8+ D4
 Damage: Mid

Gunner D
 1 50cal HMG (R)
 To Hit: 2D8+ D6
 Damage: Mid

Gunner E
 1 50cal HMG (RQR)
 To Hit: 2D8+ D10
 Damage: Mid

Pilot/Co-Pilot XM159
 Rocket Pod (F) - Max 10

Random Area Hit

Turn Cost: 4
 No Tight Turns

Drive: 8

PRIMARY DAMAGE TRACK (R)

→		3			2	w		1		☠	→ GO TO MDT
---	--	---	--	--	---	---	--	---	--	---	-------------

MAIN DAMAGE TRACK (MDT)

→		8		7	☠		w	6	☠	5	w	4	☠	3	2	X
---	--	---	--	---	---	--	---	---	---	---	---	---	---	---	---	---

- CRITICAL HITS (F)**
- 2 Pilot Killed.
 - 3 Gunner A/B Killed
 - 4 Turret Jams - Grenade launcher fires Forward only
 - 5 Pilot drops Sun Glasses - no effect.
 - 6 Front Rotor Damaged - increase turn costs by 1
 - 7 Turret Disabled - Grenade launcher packs up
 - 8 Co-Pilot Killed.

- CRITICAL HITS (R)**
- 2 Ammo explodes - extra 2D6 Hits
 - 3 Gunner C/D/E Killed
 - 4 Rear Rotor Damaged - increase turn costs by 1
 - 5 Tail Gate damaged - No Effect
 - 6 Fuel hit - must land in 3 turns
 - 7 Engine damaged - minus 1 speed
 - 8 Engine Destroyed - Chinook crashes in a random hex (bowl 1D6)

- CRITICAL HITS (FQL/R)**
- 2 Ammo explodes - extra 2D6 Hits
 - 3 Gunner A/B Killed (L/R)
 - 4 20mm hit - Lose 1 Barrel (-1 to hit and damage)
 - 5 Holes shot in fuselage - so what?
 - 6 Front Rotor Damaged - increase turn costs by 1
 - 7 Rocket Pod hit - lose 1D6 remaining Rockets
 - 8 Controls hit Drop DV by 3

- CRITICAL HITS (RQL/R)**
- 2 Lose 1 Rocket Pod (L/R)
 - 3 Gunner C/D Killed (L/R)
 - 4 C/D 50cal Jams - no firing next turn
 - 5 Holes shot in fuselage - so what?
 - 6 Rear Rotor Damaged - increase turn costs by 1
 - 7 Engine damaged - minus 1 speed
 - 8 Fuel hit - must land in 1D4+3 turns

WEAPONS

Rockets - Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)

Grenade Launcher - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)

20mm Cannon - Short 1-4 (+1), Med 5-9, Long 10-16 (-1)

50cal HMG - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)