

TPV



**Crew**

**PILOT**  
Pit: 10  
Gnr: 4

**CO-PILOT**  
Pit: 6  
Gnr: 7

**Capt. T "Blue" Atkinson**

**Co-Pilot**

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

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**Co-Pilot**

1 Grenade Launcher (FQL, F, FQR) To Hit:  $2D12 + D8$  Damage: High

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**Pilot XM159 Rocket Pod**

(F) - Max 10

Random Area Hit

**Pilot XM159 Rocket Pod**

(F) - Max 10

Random Area Hit

**Pilot XM159 Rocket Pod**

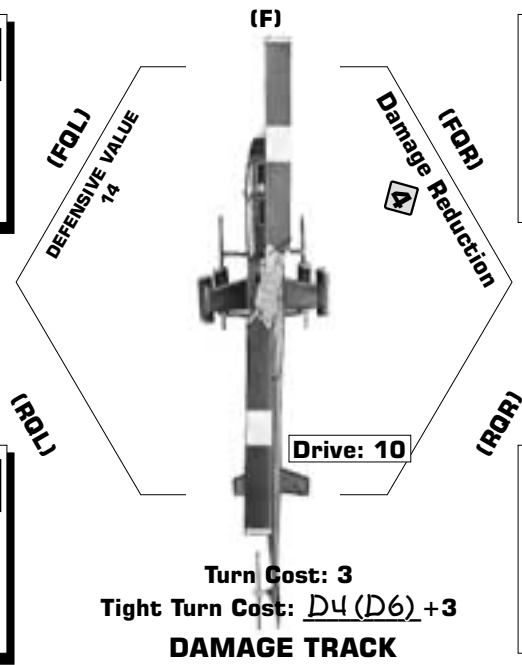
(F) - Max 10

Random Area Hit

**Pilot XM159 Rocket Pod**

(F) - Max 10

Random Area Hit



**DAMAGE TRACK**

4		10	9	✖	w
	8	w	✖	3	7
w	6		w	2	5
1	4	✖	w	3	2

- CRITICAL HITS**
- Pilot Killed.
  - Whining sound from Engine - No Change.
  - Minigun rate selector jams - no firing double ammo..
  - Pilot drops Sun Glasses - no effect.
  - Off-putting High Pitched sound in Cockpit - increase turn cost by 1.
  - Engine Stutters - Reduce speed by 3 for next turn only.
  - Rocket Pod Malfunction - lose 1D6 Rockets.
  - Turret Jams - Forward Fire Only for Minigun & Grenade Launcher.
  - Damage Taken on Armour - No Effect!.
  - Minigun rate selector jams - no firing double ammo.
  - Main rotor blown off - Cobra crashes in a random hex (bowl 1D6)

- 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)
  - Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)

TPV



**Crew**

**PILOT**  
Pit: 7  
Gnr: 8

**CO-PILOT**  
Pit: 6  
Gnr: 7

**Maj. Washington "Boss" Jackson.**

**Co-Pilot**

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

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**Co-Pilot**

1 Grenade Launcher (FQL, F, FQR) To Hit:  $2D12 + D8$  Damage: High

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**Pilot XM159 Rocket Pod**

(F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**

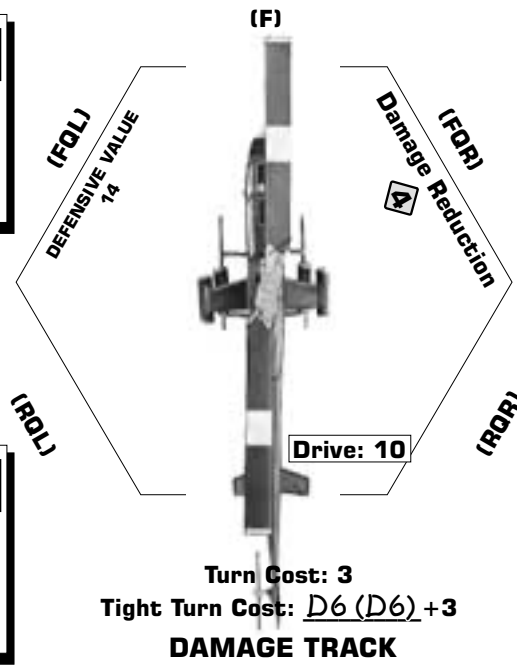
(F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**

(F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**

(F) - Max 10 Random Area Hit



**DAMAGE TRACK**

4			10	9	w
	8	w	✖	3	7
w	6		w	2	5
1	4	✖	w	3	2

- CRITICAL HITS**
- Pilot Killed.
  - Co-Pilot Killed.
  - Engine Stutters - Reduce speed by 3 for next turn only.
  - Rocket Pod Malfunction - lose 1D6 Rockets.
  - Turret Jams - Forward Fire Only for Minigun & Grenade Launcher.
  - Tail Boom Damaged - reduce defensive value by 1.
  - Damage Taken on Armour - No Effect!
  - Minigun rate selector jams - no firing double ammo.
  - Hydraulic fluid lines hit - 1D4+2 more turns until a controlled landing.
  - Engine Dies - 1 more turn of movement until a controlled landing.
  - Main rotor blown off - Cobra crashes in a random hex (bowl 1D6)

- 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)
  - Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)

TPV



**Crew**

**PILOT**  
Pit: 6  
Gnr: 7

**CO-PILOT**  
Pit: 6  
Gnr: 9

**W01. Mike "Penv" Penver**

**Co-Pilot**

1 Minigun (FQL, F, FQR) To Hit: 2D10+D10(+1) Damage: Mid(+1)

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**Pilot XM159 Rocket Pod**

(F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**

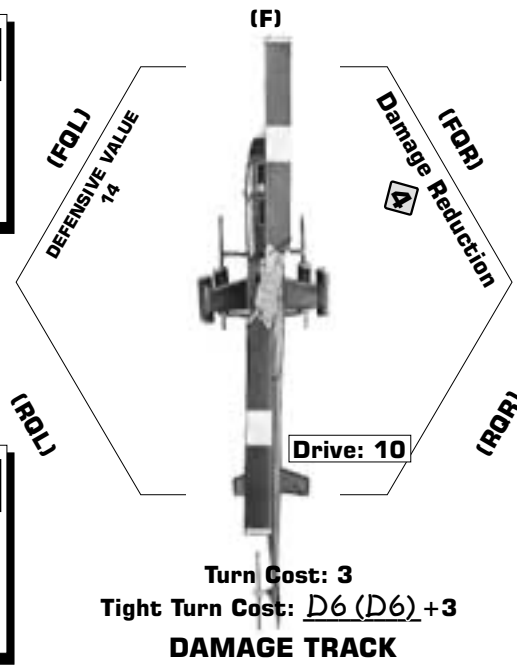
(F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**

(F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**

(F) - Max 10 Random Area Hit



Turn Cost: 3  
Tight Turn Cost: D6 (D6) +3

**DAMAGE TRACK**

4			10	9	w
	8	w	✖	3	7
w	6		2	5	w
1	4	✖	w	3	2

- CRITICAL HITS**
- Pilot Killed.
  - Co-Pilot Killed.
  - Engine Stutters - Reduce speed by 3 for next turn only.
  - Rocket Pod Malfunction - lose 1D6 Rockets.
  - Turret Jams - Forward Fire Only for Minigun.
  - Tail Boom Damaged - reduce defensive value by 1.
  - Damage Taken on Armour - No Effect!
  - Minigun rate selector jams - no firing double ammo.
  - Hydraulic fluid lines hit - 1D4+2 more turns until a controlled landing.
  - Engine Dies - 1 more turn of movement until a controlled landing.
  - Main rotor blown off - Cobra crashes in a random hex (bowl 1D6)

- 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)
  - Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)

TPV



**Crew**  
**PILOT**  
 Plt: 5  
 Gnr: 4  
**CO-PILOT**  
 Plt: 6  
 Gnr: 9

**WO1. White "Whisky" McKay**

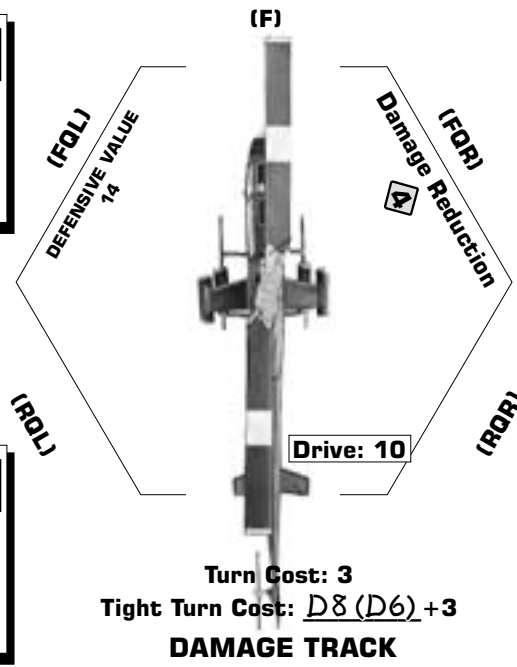
**Co-Pilot**  
 1 Minigun (FQL, F, FQR) To Hit:  $2D10 + D10 (+1)$  Damage: Mid(+1)  
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**Pilot XM159 Rocket Pod**  
 (F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**  
 (F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**  
 (F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**  
 (F) - Max 10 Random Area Hit



Turn Cost: 3  
 Tight Turn Cost:  $D8 (D6) + 3$

**DAMAGE TRACK**

4		10	9	w
	8	✖	3	7 ✖
w	6	w	2 5	w
1	4	✖	w 3	2 X

- CRITICAL HITS**
- 2 Pilot Killed.
  - 3 Co-Pilot Killed.
  - 4 Engine Stutters - Reduce speed by 3 for next turn only.
  - 5 Rocket Pod Malfunction - lose 1D6 Rockets.
  - 6 Turret Jams - Forward Fire Only for Minigun.
  - 7 Tail Boom Damaged - reduce defensive value by 1.
  - 8 Damage Taken on Armour - No Effect!.
  - 9 Minigun jams - no firing.
  - 10 Hydraulic fluid lines hit - 1D4+2 more turns until a controlled landing.
  - 11 Engine Exceeds Limits and explodes - 1 more turn of movement until a controlled landing.
  - 12 Main rotor blown off - Cobra crashes in a random hex (bowl 1D6)

- 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)
  - Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)

TPV



**Crew**

**PILOT**  
 Plt: 8  
 Gnr: 7

**CO-PILOT**  
 Plt: 6  
 Gnr: 5

Capt. Frankie "Garden" Shedden

**Co-Pilot**

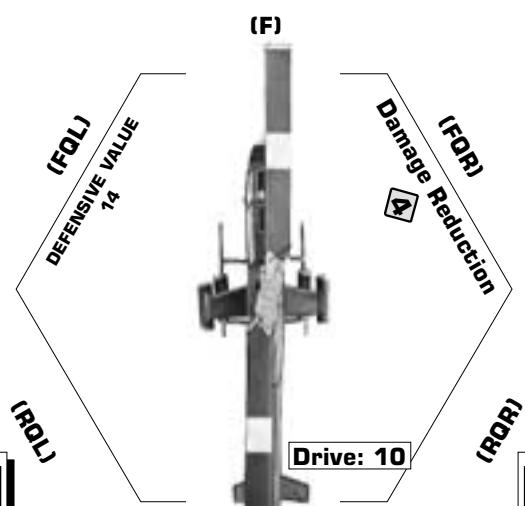
1 Minigun (FQL, F, FQR) To Hit:  $2D10 + D6 (+1)$  Damage: Mid(+1)

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**Pilot**

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

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**Pilot XM159 Rocket Pod**

(F) - Max 10 Random Area Hit

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**Pilot XM159 Rocket Pod**

(F) - Max 10 Random Area Hit

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Turn Cost: 3  
 Tight Turn Cost:  $D4 (D6) + 3$

**DAMAGE TRACK**

4			10		9		
	8	w	X		3		7
w	6			2	5		w
1	4	X		w	3		2

- CRITICAL HITS**
- Pilot Killed.
  - Co-Pilot Killed.
  - Engine Stutters - Reduce speed by 3 for next turn only.
  - Rocket Pod Malfunction - lose 1D6 Rockets.
  - Turret Jams - Forward Fire Only for Minigun.
  - Tail Boom Damaged - reduce defensive value by 1.
  - Damage Taken on Armour - No Effect!
  - Pilot's Miniguns jam - lose 1 Gun (-1 to Hit and Damage).
  - Hydraulic fluid lines hit - 1D4+2 more turns until a controlled landing.
  - Engine Dies - 1 more turn of movement until a controlled landing.
  - Main rotor blown off - Cobra crashes in a random hex (bowl 1D6)

- WEAPONS**
- Rockets** - Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)
- Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)
- Twin Miniguns (unless damaged) fire together (use a double Ammo)

TPV

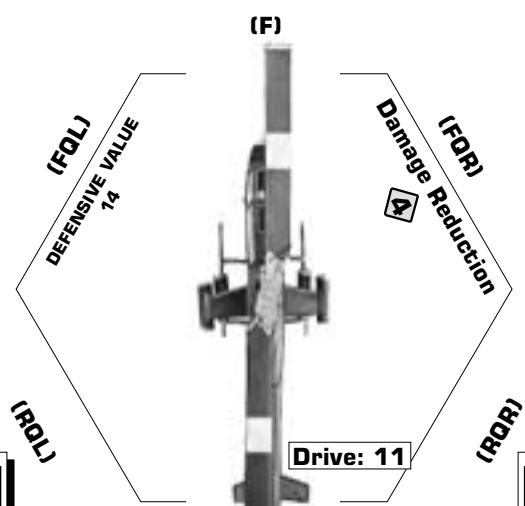


**Crew**  
**PILOT**  
 Plt: 8  
 Gnr: 9  
**CO-PILOT**  
 Plt: 6  
 Gnr: 7

### Capt. Xerxes "Emperor" Mitchel

**Co-Pilot**  
 1 Minigun (FQL, F, FQR) To Hit:  $2D10 + D8 (+1)$  Damage: Mid(+1)  
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**Pilot**  
 2 Minigun (F) To Hit:  $2D10 + D10 + 1(+2)$  Damage: Mid +1(+2)  
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**Pilot XM159 Rocket Pod**  
 (F) - Max 10 Random Area Hit

**Pilot XM159 Rocket Pod**  
 (F) - Max 10 Random Area Hit

Turn Cost: 3  
 Tight Turn Cost:  $D4 (D6) + 3$

#### DAMAGE TRACK

4	11		10		9		
	8	w	✖		3		7
w	6			2	5		w
1	4	✖	w	3		2	X

- CRITICAL HITS**
- Pilot Killed.
  - Co-Pilot Killed.
  - Engine Stutters - Reduce speed by 3 for next turn only.
  - Rocket Pod Malfunction - lose 1D6 Rockets.
  - Turret Jams - Forward Fire Only for Minigun.
  - Tail Boom Damaged - reduce defensive value by 1.
  - Damage Taken on Armour - No Effect!.
  - Pilot's Miniguns jam - lose 1 Gun (-1 to Hit and Damage).
  - Hydraulic fluid lines hit - 1D4+2 more turns until a controlled landing.
  - Engine Dies - 1 more turn of movement until a controlled landing.
  - Main rotor blown off - Cobra crashes in a random hex (bowl 1D6)

- WEAPONS**
- Rockets** - Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)
  - Minigun** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)
  - Twin Miniguns (unless damaged) fire together (use a double Ammo)