

TPV

Gunner A

1 Minigun (FQL,RQL)
To Hit: 2D10 + D8 (+1)
Damage: Mid(+1)

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Capt. T "Blue" Atkinson

Crew

PILOT
Plt: 10
Gnr: 4

CO-PILOT
Plt: 6
Gnr: 9

GUNNER A
Gnr: 7

GUNNER B
Gnr: 8

GUNNER C
Gnr: 5

Gunner B

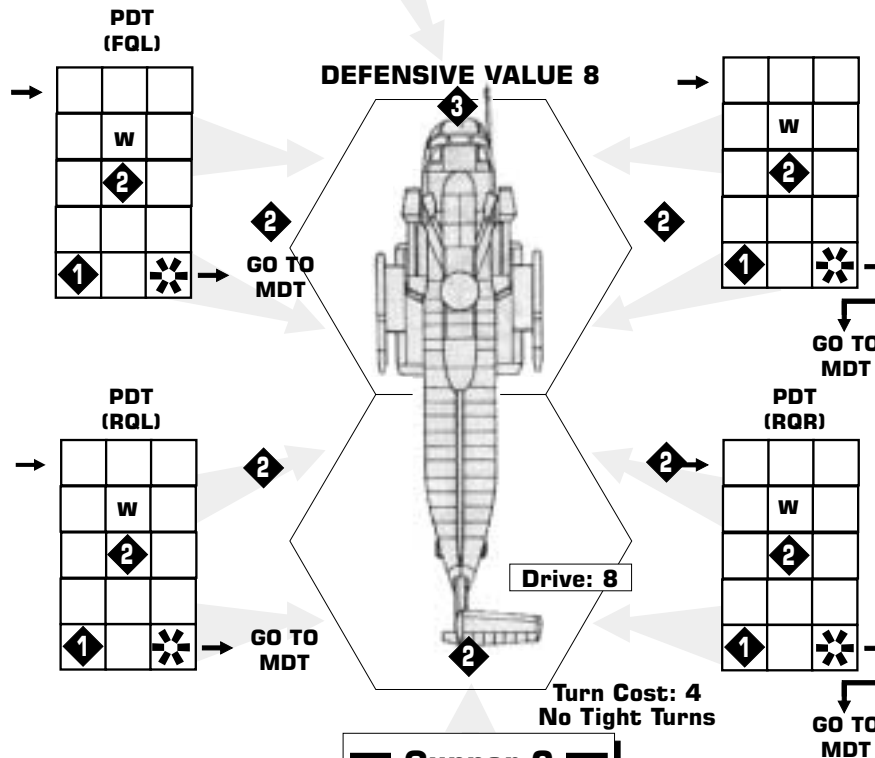
1 Minigun (FQR,RQR)
To Hit: 2D10 + D8 (+1)
Damage: Mid(+1)

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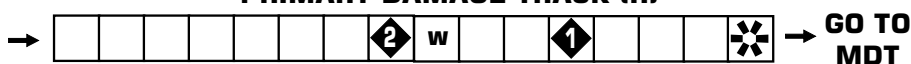
Gunner C

1 Minigun (RQL,R,RQR)
To Hit: 2D10 + D6 (+1)
Damage: Mid(+1)

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PRIMARY DAMAGE TRACK (R)



MAIN DAMAGE TRACK (MDT)



CRITICAL HITS (F)

- 2 Pilot Killed.
- 3 Controls Damaged - minus 3 DV.
- 4 Refueling probe damaged - you may well not get back...
- 5 Pilot drops his 'Bud' - no effect.
- 6 Holes shot in fuselage - so what? Rotor Damaged
- 7 - increase turn costs by 1
- 8 Engine damaged - minus 1 speed
- 8 Co-Pilot Killed.

CRITICAL HITS (R)

- 2 Ammo explodes - extra 2D4 Hits
- 3 Gunner C Killed
- 4 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 Tail Rotor Destroyed - Jolly crashes in a random hex (bowl 1D6)

WEAPONS

Minigun - Short 1-2 (+1), Med 4-6, Long 7-12 (-1)

Mini Guns may expend double ammunition and add +1 to hit and damage at Pilot's option.

CRITICAL HITS (FQL/R)

- 2 Ammo explodes - extra 2D6 Hits
- 3 Gunner A/B Killed (L/R)
- 4 Gunner A/B Minigun selector damaged - no double ammo use.
- 5 Holes shot in fuselage - so what? Rotor Damaged
- 6 - increase turn costs by 1
- 7 Controls hit Drop DV by 3
- 8 Fuel Lines hit - take 1D4 Fire damage and must land in 4 turns

CRITICAL HITS (RQL/R)

- 2 Major Damage - 1D6 more hits
- 3 Gunner A/B Killed (L/R)
- 4 Gunner A/B Minigun Jams - no firing next turn
- 5 Cargo falls out of tail gate - so what?
- 6 Rotor Damaged - increase turn costs by 1
- 7 Engine damaged - minus 1 speed
- 8 Hydraulics hit - must land in 5 turns