

TPV



Capt. Rex "Tiger" Clinton

Crew

PILOT
 Plt: 9
 Gnr: 6

CO-PILOT
 Plt: 5
 Gnr: 8

GUNNER
 Gnr: 7

Pilot (Co-Pilot)*

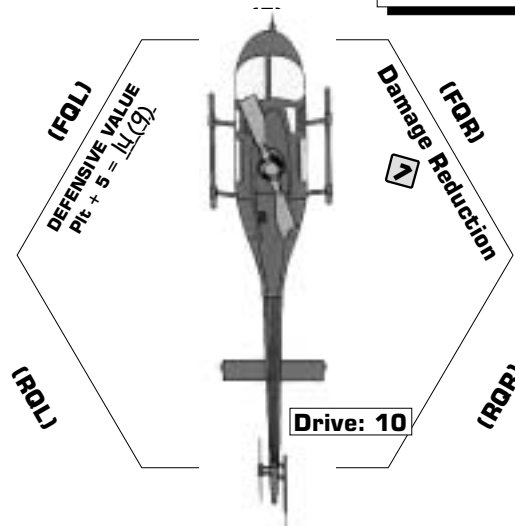
1 Minigun (F) To Hit: $2D10 + D6 (+1)$ Damage: Mid(+1)



*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: 3

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

DAMAGE TRACK

→	10	9		8	✖	6	w	5
	1	4	✖		w	3	2	X

CRITICAL HITS

- 2 Pilot Killed.
- 3 Minigun Jam - Pilot may not fire Minigun at all.
- 4 Engine Damaged - Reduce speed by 2.
- 5 Minigun rate selector jams - no firing double ammo..
- 6 Gunners M60 belt falls out of breech - 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 Engine Dies - 1 more turn of movement until a controlled landing.
- 12 Main rotor blown off - Kiowa 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



Maj. Washington "Boss" Jackson.

Crew

PILOT
 Plt: 8
 Gnr: 8

CO-PILOT
 Plt: 6
 Gnr: 5

GUNNER
 Gnr: 6

Pilot (Co-Pilot)*

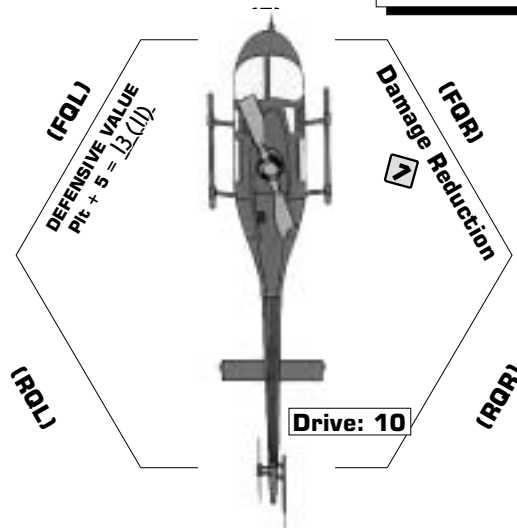
1 Minigun (F) To Hit: $2D10 + D8 (+1)$ Damage: Mid(+1)

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

DAMAGE TRACK

→	10	9		8	✖	6		w	5
	1	4	✖		w	3		2	X

- CRITICAL HITS**
- Pilot Killed.
 - Minigun Jam - Pilot may not fire Minigun at all.
 - Engine Stutters - Reduce speed by 3 for next turn only.
 - Minigun rate selector jams - no firing double ammo..
 - Gunners M60 belt falls out of breech - 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.
 - 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 - Kiowa crashes in a random hex (bowl 1D6)

- WEAPONS**
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)
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