

TPV

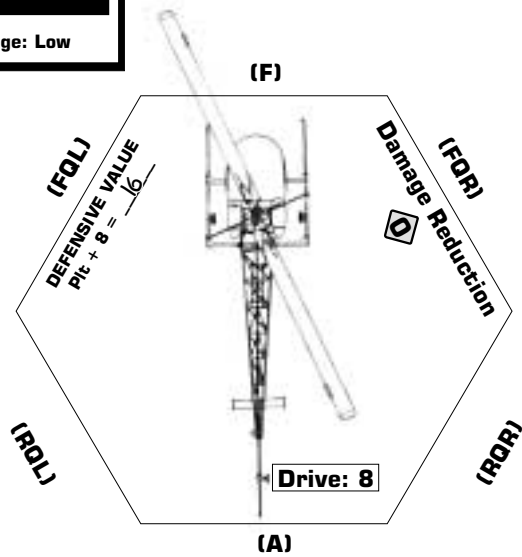


Crew
PILOT
 Pit: 8
 Gnr: 7
GUNNER
 Gnr: 9

Capt. Ronald "Buck" O'Hare

Pilot
 2 M60's (F) To Hit: 2D6+D8 +1 Damage: Low+1

Gunner
 1 M16 (FQL) To Hit: 2D4+D10 Damage: Low



Turn Cost: 2
 Tight Turn Cost: D4 +2

DAMAGE TRACK
 → [8] [6] [w] [4] [✖] [w] [2] [X]

- CRITICAL HITS**
- 2 Pilot Killed.
 - 3 M60's Jam - Pilot may not fire M60's at all.
 - 4 Engine Damaged - Reduce speed by 2.
 - 5 ONE M60 Jams - Minus 1 to hit and damage.
 - 6 Gunner drops mag out of his M16 - 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 M16.
 - 10 Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - 11 Engine Dies - 1 more turn of movement until a controlled landing.
 - 12 Tail rotor blown off - Sioux crashes in a random hex (bowl 1D6)

- WEAPONS**
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)
 - M16** - Short 1 (+1), Med 2-3, Long 4-5 (-1)

TPV

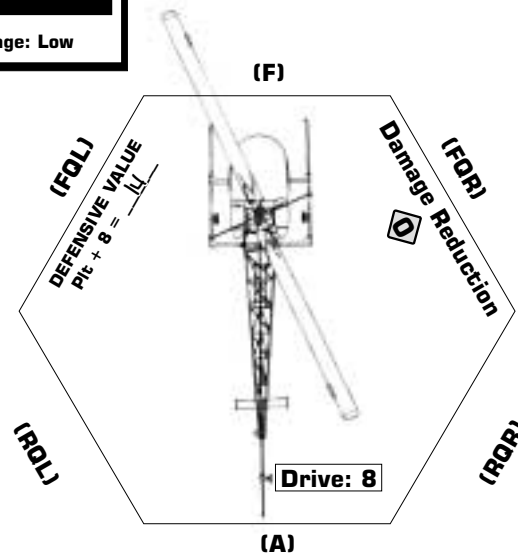


Crew
PILOT
 Pit: 6
 Gnr: 7
GUNNER
 Gnr: 8

W01. Mike "Penv" Penver

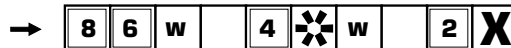
Pilot
 2 M60's (F) To Hit: 2D6 + D8 +1 Damage: Low+1

Gunner
 1 M16 (FQL) To Hit: 2D4 + D8 Damage: Low



Turn Cost: 2
 Tight Turn Cost: D6 +2

DAMAGE TRACK



- CRITICAL HITS**
- 2 Pilot falls out during a tight turn - Sioux crashes in a random hex.
 - 3 M60's Jam - Pilot may not fire M60's at all.
 - 4 Engine Damaged - Reduce speed by 2.
 - 5 ONE M60 Jams - Minus 1to hit and damage.
 - 6 Gunner drops mag out of his M16 - no firing for all of next turn.
 - 7 Pilot loses his cool - no effect...
 - 8 Controls Hit - increase turn cost by 1.
 - 9 Gunner Killed - No firing his M16.
 - 10 Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - 11 Engine Dies - 1 more turn of movement until a controlled landing.
 - 12 Tail rotor blown off - Sioux crashes in a random hex (bowl 1D6).

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