

**TPV**



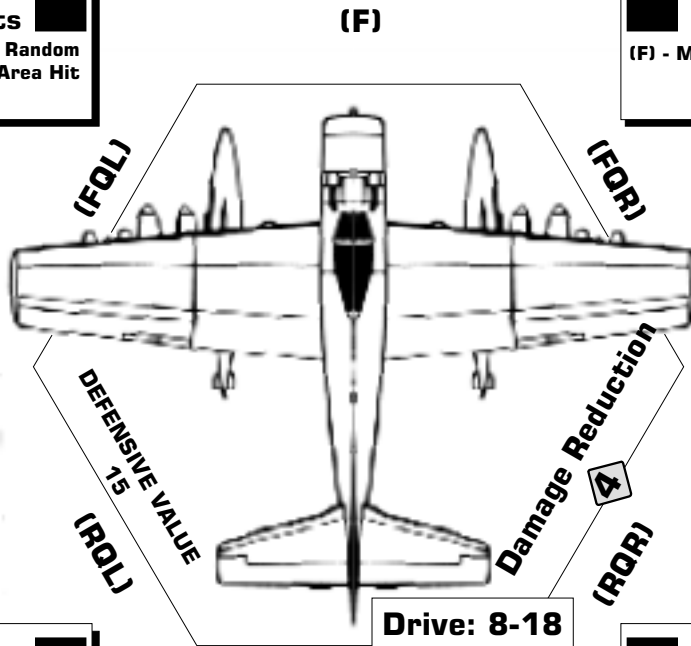
**Crew**  
**PILOT**  
 Plt: 88  
 Gnr: 88


**Capt. G. I. "Joe" Jenkins**


**Pilot**  
 4 20mm Cannon (F) To Hit: 2D12+ D8+3 Damage: High +3  
 ● ● ● ● ● ● ● ● ● ●

**Pilot Underwing Rockets**  
 (F) - Max 10 Random Area Hit  
 ● ● ● ● ● ● ● ● ● ● ● ●

**Pilot Underwing Rockets**  
 (F) - Max 10 Random Area Hit  
 ● ● ● ● ● ● ● ● ● ● ● ●



**Pilot Underwing 500lb Bombs**  
 (F) - Drop Both Random Area Hit  


**Pilot Underwing 500lb Bombs**  
 (F) - Drop Both Random Area Hit  


**(A) No Tight Turns**

**DAMAGE TRACK**



**TURN MODE**

<b>SPEED</b>	<b>8-10</b>	<b>3</b>	<b>2</b>
	<b>11-14</b>	<b>4</b>	<b>2</b>
	<b>15-17</b>	<b>5</b>	<b>3</b>
	<b>18</b>	<b>6</b>	<b>4</b>
	<b>HEXES BEFORE A 60° TURN</b>		<b>HEXES BEFORE A SIDE SLIP</b>

- CRITICAL HITS**
- 2 Pilot Killed.
  - 3 Engine Damage - Reduce speed by 3
  - 4 20mm Cannons Jam - no Firing
  - 5 Rocket Pod Malfunction - fire 1D4 Rockets to range 2D6 to hit!
  - 6 One 20mm Cannon Jams - Reduced effect (-1) on firing
  - 7 Pilot breaks wind/shield - no effect.
  - 8 Control Surface Hit - Move up one Turn Mode Speed Band
  - 9 Fuel Tank Hit & Leaking - 2D4 more moves before a crash land
  - 10 Bombs Hang up - no dropping of bombs!
  - 11 Engine conks out - glide to land current speed in hexes ahead
  - 12 Fuel Tank Hit - Skyraider explodes

**WEAPONS**

**Rockets - 2 - 12 -** Dice for Impact  
**Rocket Special Damage -** Damage equals sum of highest AND lowest scores.

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

**Bombs -** Bombs will fall at HALF of the aircraft's forward speed + 2D4 hexes in a direct line from the aircraft's drop point. They are dropped in the Rocket Launch Phase of one turn and land in the Rocket Launch Phase of the NEXT turn. Each Bomb's impact point is bowled for

