(F) - Max 10

TPV

Gunner A

1 M60 (FQL, RQL) To Hit: 2D6+ D8 Damage: Low

Pilot/Co-Pilot

XM157 Rocket Pod

OOC



WO1. Mike "Penv" Penver

PILOT 6 7

CO-PILOT 5

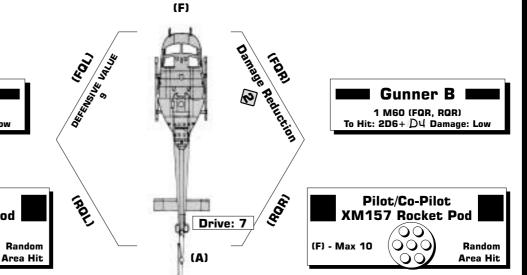
Gnr: 7

GUNNER A
Gnr: 8

GUNNER B
Gnr: 4

# ■ Pilot/Co-Pilot ■

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



Turn Cost: 3

Tight Turn Cost: D6 + 3

## **DAMAGE TRACK**

<b>→</b>	2		w	<b>*</b>	7				茶
	w	6		W		5			w
	1	4	*		w	3	X	2	X

Pilot Killed.

3 Gunner A's M60's Jams - No more firing at all.

4 Rocket Pod Malfunction - fire 1D4 Rockets to range 2D6 to hit!

5 Engine Stutters - Reduce speed by 3 for next turn only.

6 Controls Hit - increase turn cost by 1.

7 Pilot breaks wind - no effect.

8 Rocket Pod Malfunction - lose 1D4 Rockets.

Gunner B Killed - No firing his M60.

10 Minigun jams - no more firing.

11 Fuel Tank Hit - 1D4+3 more turns until a controlled landing

12 Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

R

Rockets - Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)

NEAPONS

**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 NOT expend double ammunition.

CRITICAL HITS

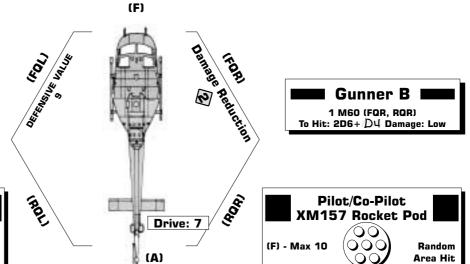
TPV



Capt. Frankie "Garden" Shedden

# ■ Pilot/Co-Pilot ■

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



Pilot/Co-Pilot XM157 Rocket Pod

OOC

Gunner A

1 M60 (FQL, RQL) To Hit: 2D6+ D8 Damage: Low

(F) - Max 10

Random Area Hit

Turn Cost: 3
Tight Turn Cost: \_\_\_\_D4\_\_\_-

## **DAMAGE TRACK**

<b>→</b>	2		w	<b>*</b>	7				<b>*</b>
	w	6		W		5			w
	(1)	4	<b>*</b>		w	3	X	2	X

2 Pilot Killed.

3 Gunner A's M60's Jams - No more firing at all.

4 Rocket Pod Malfunction - fire 1D4 Rockets to range 2D6 to hit!

5 Engine Stutters - Reduce speed by 3 for next turn only.

6 Controls Hit - increase turn cost by 1.

7 Pilot breaks wind - no effect.

8 Rocket Pod Malfunction - lose 1D4 Rockets.

Gunner B Killed - No firing his M60.

10 Minigun jams - no more firing.

11 Fuel Tank Hit - 1D4+3 more turns until a controlled landing

12 Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

**Rockets -** Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)

NEAPONS

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 NOT expend double ammunition.



WO1. Ben "The Doc" Roberts

■ Pilot/Co-Pilot ■ 1 Minigun (FQL, F, FQR) To Hit: 2D10+D8(+1)Damage: Mid(+1)000000

**■**Crewl **PILOT** Plt: Gnr: **CO-PILOT** Plt: Gnr: **GUNNER A** Gnr: \_ **GUNNER B** Gnr:

Pilot/Co-Pilot XM157 Rocket Pod

(F) - Max 10

Random Area Hit

Pilot/Co-Pilot XM157 Rocket Pod

(F) - Max 10

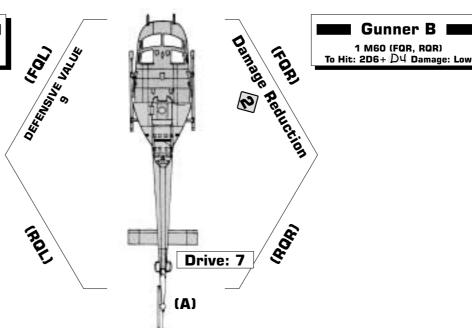
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Gunner B

Random Area Hit

(F)

Gunner A 1 M60 (FQL, RQL) To Hit: 2D6+ D8 Damage: Low



Turn Cost: 3 Tight Turn Cost: D6 + 3

### **DAMAGE TRACK**

<b>→</b>	2		w	<b>*</b>	7				茶
	w	6		w		5			w
	1	4	*		w	3	*	2	X

Pilot Killed.

Gunner A's M60's Jams - No more firing at all.

- Rocket Pod Malfunction fire 1D4 Rockets to range 2D6 to hit!
- Engine Stutters Reduce speed by 3 for next turn only.
- Controls Hit increase turn cost by 1.
- Pilot breaks wind no effect.
- Rocket Pod Malfunction lose 1D4 Rockets.
- Gunner B Killed No firing his M60. Minigun jams no more firing.
- Fuel Tank Hit 1D4+3 more turns until a controlled landing
- 12 Main rotor blown off Huey crashes in a random hex (bowl 1D6)

Rockets - Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)

**NEAPONS** 

**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 NOT expend double ammunition.