

TPV



WO1. White "Whisky" McKay

**Crew**

**PILOT**  
 Plt: 5  
 Gnr: 4

**CO-PILOT**  
 Plt: 6  
 Gnr: 9

**GUNNER A**  
 Gnr: 8

**GUNNER B**  
 Gnr: 4

**Pilot/Co-Pilot XM3 Rocket Pod**  
 (F) - Max 10 RandomArea Hit

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**Pilot/Co-Pilot XM3 Rocket Pod**  
 (F) - Max 10 RandomArea Hit

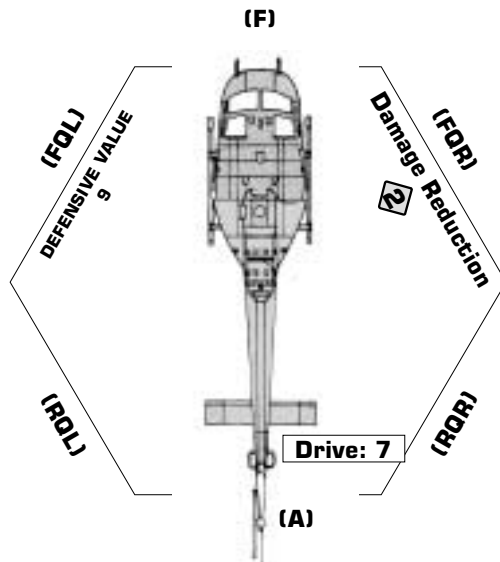
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**Gunner A**

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

**Gunner B**

1 M60 (FQR, RQR)  
 To Hit: 2D6+ D4 Damage: Low



Turn Cost: 3  
 Tight Turn Cost: D6 +3

**DAMAGE TRACK**

→	2		w	*	7			*
	w	6			5			w
	1	4	*		w	3	*	2
								X

- CRITICAL HITS**
- Pilot Killed.
  - Gunner A's M60's Jams - No more firing at all.
  - Rocket Pod Malfunction - fire 1D6 Rockets to range 2D6 to hit!
  - Engine Stutters - Reduce speed by 3 for next turn only.
  - Controls Hit - increase turn cost by 1.
  - Pilot drops Sun Glasses - no effect.
  - Rocket Pod Malfunction - lose 1D6 Rockets.
  - Gunner B Killed - No firing his M60.
  - Fuel Tank Hit - 1D4+3 more turns until a controlled landing..
  - Engine Dies - 1 more turn of movement until a controlled landing.
  - Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

- WEAPONS**
- Rockets** - Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)

TPV



Capt. Rex "Tiger" Clinton

**Crew**

**PILOT**  
Pit: 9  
Gnr: 6

**CO-PILOT**  
Pit: 6  
Gnr: 9

**GUNNER A**  
Gnr: 8

**GUNNER B**  
Gnr: 4

**Pilot/Co-Pilot**  
**XM3 Rocket Pod**  
(F) - Max 10 RandomArea Hit

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**Pilot/Co-Pilot**  
**XM3 Rocket Pod**  
(F) - Max 10 RandomArea Hit

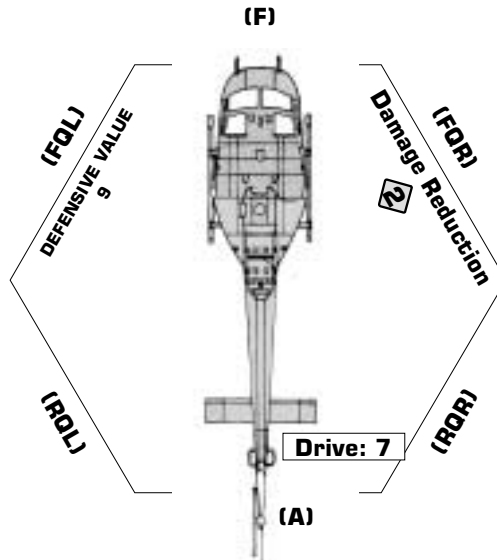
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**Gunner A**

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

**Gunner B**

1 M60 (FQR, RQR)  
To Hit: 2D6+ D4 Damage: Low



Turn Cost: 3  
Tight Turn Cost: D4 +3

**DAMAGE TRACK**

→	2		w	*	7			*
	w	6			5			w
	1	4	*		w	3	*	2
								X

- CRITICAL HITS**
- Pilot Killed.
  - Gunner A's M60's Jams - No more firing at all.
  - Rocket Pod Malfunction - fire 1D6 Rockets to range 2D6 to hit!
  - Engine Stutters - Reduce speed by 3 for next turn only.
  - Controls Hit - increase turn cost by 1.
  - Pilot drops Sun Glasses - no effect.
  - Rocket Pod Malfunction - lose 1D6 Rockets.
  - Gunner B Killed - No firing his M60.
  - Fuel Tank Hit - 1D4+3 more turns until a controlled landing..
  - Engine Dies - 1 more turn of movement until a controlled landing.
  - Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

- WEAPONS**
- Rockets** - Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)

TPV



WO1. Peter "Afterburner" Merritt

**Crew**

**PILOT**  
Pit: 5  
Gnr: 4

**CO-PILOT**  
Pit: 6  
Gnr: 9

**GUNNER A**  
Gnr: 8

**GUNNER B**  
Gnr: 4

**Pilot/Co-Pilot**  
**XM3 Rocket Pod**  
(F) - Max 10 RandomArea Hit

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**Pilot/Co-Pilot**  
**XM3 Rocket Pod**  
(F) - Max 10 RandomArea Hit

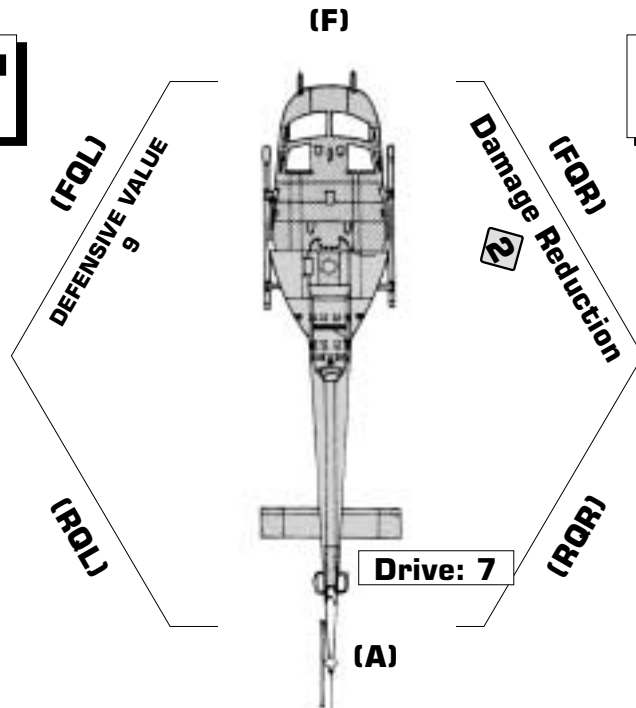
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**Gunner A**

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

**Gunner B**

1 M60 (FQR, RQR)  
To Hit: 2D6 + D4 Damage: Low



Turn Cost: 3  
Tight Turn Cost: D6 +3

**DAMAGE TRACK**

→	2		w	*	7			*
	w	6			5			w
	1	4	*		w	3	*	2
								X

- CRITICAL HITS**
- Pilot Killed.
  - Gunner A's M60's Jams - No more firing at all.
  - Rocket Pod Malfunction - fire 1D6 Rockets to range 2D6 to hit!
  - Engine Stutters - Reduce speed by 3 for next turn only.
  - Controls Hit - increase turn cost by 1.
  - Pilot drops Mirror Sun Glasses - no effect.
  - Rocket Pod Malfunction - lose 1D6 Rockets.
  - Gunner B Killed - No firing his M60.
  - Fuel Tank Hit - 1D4+3 more turns until a controlled landing..
  - Engine Dies - 1 more turn of movement until a controlled landing.
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- WEAPONS**
- Rockets** - Short (Minimum Range) 3 (+1), Med 4-6, Long 7-12 (-1)
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)