

TPV



Capt. Frankie "Garden" Shedden

Crew

PILOT
Pit: 8
Gnr: 7

CO-PILOT
Pit: 5
Gnr: 7

GUNNER A
Gnr: 8

GUNNER B
Gnr: 7

Pilot/Co-Pilot

1 Grenade Launcher (FQL, F, FQR) To Hit: 2D12+ D8 Damage: High

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Gunner A

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

Gunner B

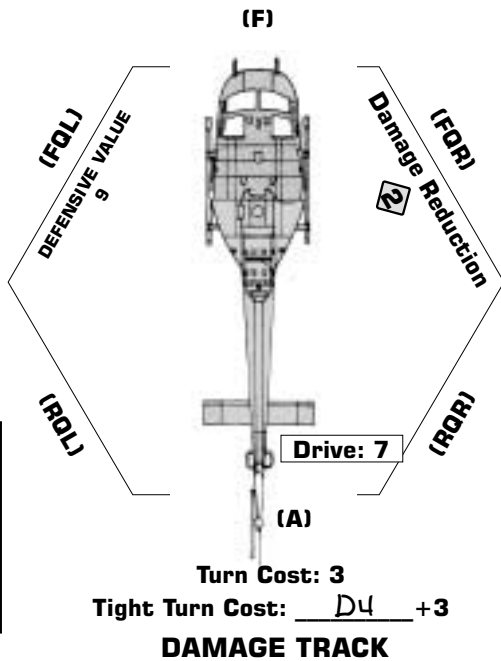
1 M60 (FQR, RQR)
To Hit: 2D6+ D8 Damage: Low

Pilot XM159 Rocket Pod

(F) - Max 10 Random Area Hit

Pilot XM159 Rocket Pod

(F) - Max 10 Random Area Hit



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 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 drops clip board - no effect.
 - Turret Jams - Forward Fire Only for Grenade Launcher.
 - Gunner B Killed - No firing his M60.
 - Minigun jams - no more firing.
 - Fuel Tank Hit - 1D4+3 more turns 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)
 - Grenade Launcher** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)

TPV



Colonel Eric "Poon Tang" Sullivan

Crew

PILOT
Pit: 10
Gnr: 10

CO-PILOT
Pit: 5
Gnr: 7

GUNNER A
Gnr: 8

GUNNER B
Gnr: 7

Pilot/Co-Pilot

1 Grenade Launcher (FQL, F, FQR) To Hit: 2D12+D10 Damage: High

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Gunner A

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

Gunner B

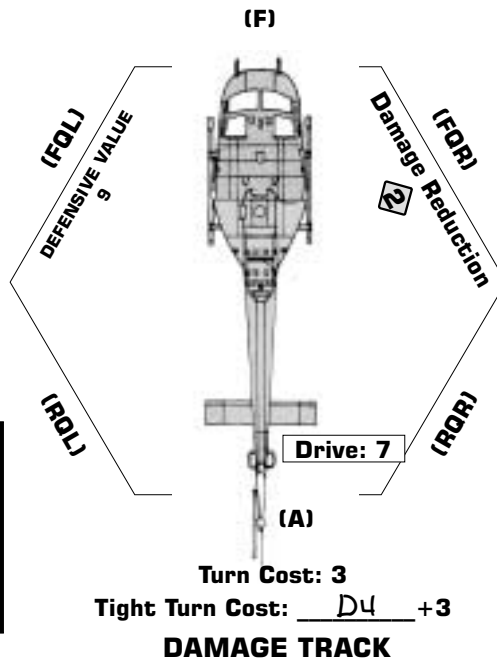
1 M60 (FQR, RQR)
To Hit: 2D6+ D8 Damage: Low

Pilot XM159 Rocket Pod

(F) - Max 10 Random Area Hit

Pilot XM159 Rocket Pod

(F) - Max 10 Random Area Hit



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 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 drops knickers - no effect (let's hope...).
 - Turret Jams - Forward Fire Only for Grenade Launcher.
 - Gunner B Killed - No firing his M60.
 - Minigun jams - no more firing.
 - Fuel Tank Hit - 1D4+3 more turns 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)
 - Grenade Launcher** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)