

TPV



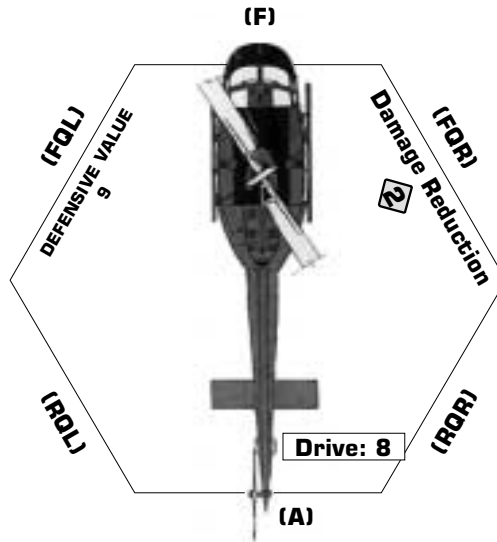
Capt. Xerxes "Emperor" Mitchel

Crew

PILOT
 Plt: 8
 Gnr: 9

CO-PILOT
 Plt: 5
 Gnr: 7

PASSENGERS?
 YES/NO



Turn Cost: 3
 Tight Turn Cost: D4 +3

DAMAGE TRACK

→	2	8	*			7	*
	p	6			5		
	1	4	*	p	3	*	2 X

- CRITICAL HITS**
- 2 Pilot Killed.
 - 3 Co-Pilot Killed.
 - 4 Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - 5 Engine Stutters - Reduce speed by 3 for next turn only.
 - 6 Controls Hit - increase turn cost by 1.
 - 7 Pilot spills plasma - no effect.
 - 8 Passenger (left) killed - oops.
 - 9 Flare ignites in ship (fly straight ahead).
 - 10 Two Passengers (right) killed - double oops.
 - 11 Engine Dies - 1 more turn of movement until a controlled landing.
 - 12 Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

WEAPONS

Oh yeah?

TPV



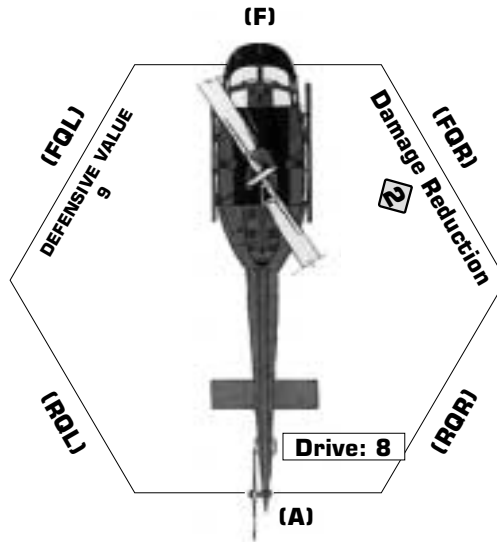
Maj. Washington "Boss" Jackson.

Crew

PILOT
Plt: 7
Gnr: 8

CO-PILOT
Plt: 5
Gnr: 7

PASSENGERS?
YES/NO



Turn Cost: 3
Tight Turn Cost: D4 +3

DAMAGE TRACK

→	2	8	*			7	*
	p	6			5		
	1	4	*	p	3	*	2 X

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