

speed	1	2	3	4	5	6	7	8	9	10	11	12	speed	1	2	3	4	5	6	7	8	9	10	11	12
initiative	-2	-1	0	0	+1	+1	+2	+2	+2	+2	+2	+2	initiative	-2	-1	0	0	+1	+1	+2	+2	+2	+2	+2	+2
facing 1	auto	0	0	0	0	0	0	1	1	1	1	2	facing 1	auto	0	0	0	0	0	0	1	1	1	1	2
facing 2	0	0	0	0	1	1	1	2	2	2	2	2	facing 2	0	0	0	0	1	1	1	2	2	2	2	2
facing 3	0	0	1	1	2	2	2	2	3	3	3	X	facing 3	0	0	1	1	2	2	2	2	3	3	3	X
stay in hex	0	0	0	1	1	1	1	2	2	2	3	3	stay in hex	0	0	0	1	1	1	1	2	2	2	3	3
level +1*	3	2	2	4	3	2	2	6	5	4	X	X	level +1*	3	2	2	4	3	2	2	6	5	4	X	X
level +2*	11	7	5	12	11	8	7	X	X	X	X	X	level +2*	11	7	5	12	11	8	7	X	X	X	X	X

* CV bonus for stay-in-hex MT done at an increased MT-level

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0: 2+. **1:** 4+, pwr -1. **2:** 6+, spd -1, min.spd +1. **3:** 9+, speed -2, min.spd +4

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AEROBATICS

Max points = sum of: MT-level, pilot flying skill, and aircraft aerobatic rating.
-1 MP die roll. -1 speed. +1 MT target number. +1 CV /aerobatic point

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MT FAILURE

roll	-5	-4	-3	-2	-1	0	1	2	3	4+
CV	-6	-5	-4	-4	-3	-2	-2	-1	-1	0
move	-3	-3	-3	-3	-3	-2	-2	-2	-1	-1
speed	-2	-2	-1	-1	-1	-1	0	0	0	0
stress	-2	-1	-1	0	0	0	-	-	-	-

STRESS

(2d6)
<0 = destroyed
0, 1 = current / next
2, 3 = current
4+ = no effect

STALL/SPIN

(1d6)
@ min: 1 = spin
2, 3 = stall
4+ = NE
min: 1-3 = spin
4-6 = stall

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CV	-6	-5	-4	-4	-3	-2	-2	-1	-1	0
move	-3	-3	-3	-3	-3	-2	-2	-2	-1	-1
speed	-2	-2	-1	-1	-1	-1	0	0	0	0
stress	-2	-1	-1	0	0	0	-	-	-	-

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COMBAT: roll 2d6 -10, add CV and modifiers.

modifiers: firing bonus; shooting skill; range ½-hex = -5, 1 hex = -10.
pair of dbl filled sets = -1 MT level for req'd stress test

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CRITICAL HITS: 4 hits* scored on a roll of natural doubles:

- 2 = engine destroyed (drag roll each turn) 7, 8 = fill current set
- 3 = control (-2 to MTs) 9 = fill current & next set
- 4 = engine (-2 to power rolls) 10 = wounded (-1 all skills)
- 5 = engine (-1 to power rolls) 11 = wounded (-3 all skills)
- 6 = control (-1 to MTs) 12 = killed

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*Adjust for shooting skill: -1 = 5 hits, +1 = 3 hits, +2 = 2 hits. Also: +1 pilots may subtract one pip from a die to obtain doubles, +2 pilots may add one pip.

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ENGINE HITS: 1d6: 1-3 = smoke, -1 all pilot #s. If smoke, roll each turn:

1 = fire, -3 all pilot #s and 1d6 damage each turn. Fire damage: fill in boxes.

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