

“FAST & FURIOUS AIRCRAFT RULES”

Basic Rules:

1. Planes arrive when you say they do **unless the scenario and/or the GM says otherwise!**
2. Using the **Sortie Request's** indicate baseline-baseline **entry & exit point**. May only enter from **friendly** baseline and traverse table maximum **45 degree angle**.
3. Resolve at the very beginning of the General Fire Phase **before any other fire** with hit results taking effect **immediately**.
4. Planes remain on the board until their mission is accomplished, the mission is aborted or they are shot down. They are available for **one turn** only but may actually engage in several combats during that turn.
5. Planes **must** engage each other in a “dog fight” first before participating in any other type of action. They may then perform one action for each weapon they are capable of. (For example strafe, bomb or rocket attack.)

Sequence:

1. **Anti-aircraft fire.**
2. **Dog fights.**
3. **Strafe, Bomb, Rockets.**
4. **Collective Ground Fire**

1. Anti-aircraft

Any anti-aircraft weapon within 24” is eligible.
Roll a “3” or less times ROF of the weapon.
Dice for effect using pilot troop quality.

2. Dog fights

Pair off each eligible aircraft (“Fighter to Fighter” **first!**). Each player rolls a D-10 which is added to the “Air-to-Air” number of the aircraft. Apply any relevant pilot modifiers. **High die roll wins**. Dice for effect using target pilots troop quality. If “no effect” then roll again with affected plane adding a “-1” to its die roll each time until combat is resolved. Keep going until **all planes** have been engaged.

“no effect”: roll again adding -1

“forced back”:mission aborted

“eliminated”:shot down in flames!

KEY: strafe/rockets: (ROF) / to hit / armor penetration
bomb:(ROF) / to hit / burst width
air-to-air: attack value [only defend]

3. Strafe (“W” value)

Place “beaten zone” template touching planes stand. Dice for “**each target**” in the beaten zone using the aircraft “to hit” chance x ROF **apply relevant pilot and cover modifiers**. Dice for effect for **each hit**. (“S” class vehicles may only suppress.)

Rockets

Resolve exactly like strafe attack using rocket attack fire values.

First number: ROF

Second number: “to hit” number (apply relevant pilot modifiers)

Third number: Penetration (Add to second die roll)

Bombs

Dice for the mission: **Dive bomber: 7 or less** (Dive Bomber Bonus: auto-kill on wt. Class I-V only, suppress class VI)
Attack: 5 or less “MISS” roll scatter die and D-10 to determine result.
Fighter: 4 or less

...if successful dice **again** for effect minus **deck armor** (1/2 flank armor rounded down)

Cannon Resolve identical to any ATG shot using relevant weapon data for **each** mounted

4. Collective Ground Fire

Roll only “1” D-10 for **each enemy plane** scoring a “hit” on a “1” only. If hit plane is “**shot down**” with no effect roll.

