

SURFACE ATTACK SUMMARY (C3.0)

Base To-Hit (2d6)	Modifiers
10+ Surface Low CAB	Bomb-load of Attacker: -1 Very Light (<500lb) +0 Light (500-1500lb) +1 Med (1501-4000lb) +2 Heavy (4000lb+)
12+ Low and Medium CAB	General Modifiers: +n Aircrew Skill +1 Dive Bombing/Strafing Attack (3 hexes) +1 Wing-launched Rocket Attack (4 hex range) +2 Multiple Rocket Pod Attack (4 hex range)
14+ High CAB	-1 Attacking at TAL 1 or 2 S. LOW CAB Speed 5+ -1 Point Target (small target; radar, bunker, etc) -2 Night Attack without special avionics
16+ V./Ex. High CAB	+3 Area Target (city; only very large targets) -1 or +1 Special Equipment & Training
(roll = or > 1hit; roll 2 + > 2 hits)	Ship Attack: -1 Torpedo Attack (TAL1 S.LOW CAB, 4 hex range) -1 Small Ship / Surfaced Sub (<3000 tons) +1 Large Ship (15,000+ tons)
Hits: A target can take a number of hits as defined by the scenario before it is damaged/destroyed (see scenarios for examples)	
Dive Bombing: Must execute their attack in Low or Surface Low CAB; must start minimum one CAB above	
Strafing: If attacker at TAL 1 S. LOW CAB range only two hexes.	

GUIDED AIR-TO-SURFACE MISSILE SUMMARY (C2.7)

MISSILE	BASE TO HIT	MALF. DIE	RANGE/CAB
BBullpup-A (1960)	9+	1-3	6-60 / MED+
Bullpup-B (1960)	9+	1-2	6-100 / MED+
AGM-65A (1972)	7+	1-2	4-25 / LOW+
AGM-65B (1976)	7+	1-2	4-45 / LOW
AS-30B (1964)	9+	1-3	10-70 / MED+
AS-30L (1983)	7+	1-2	5-70 / LOW+
AS-7 Kerry (1965)	9+	1-3	6-30 / LOW+

MODIFIERS

- +n Aircrew Skill
- 1 Aircraft fired upon by AAA this turn
- 2 Aircraft fired upon by SAM or SAM and AAA this turn

GUIDED BOMB SUMMARY (C2.6)

MISSILE	BASE TO HIT	MALFUNCTION DIE
Early Guided Bomb	9+	1-3
Modern Guided Bomb	8+	1

MODIFIERS

- +n Aircrew Skill
- 1 Aircraft fired upon by AAA this turn
- 2 Aircraft fired upon by SAM or SAM and AAA this turn

Notes: Only launched from MEDIUM-BOTTOM CAB or above; see stand-off range rules in *JET AGE* rules.

ARM SUMMARY (C4.4)

MISSILE	BASE TO HIT	MAL. DIE	RANGE/CAB
AGM-45 Shrike	9+	1-3	6-25 / LOW+
AGM-78A Stdrd ARM	8+	1-2	7-60 / LOW+
AGM-78B Stdrd ARM	7+	1-2	7-60 / LOW+
AGM-88 HARM ARM	7+	1	5-100 / LOW+

MODIFIERS

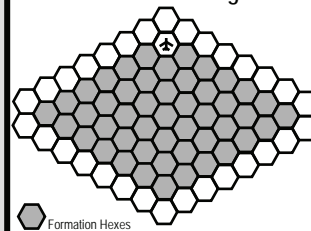
- +/- n Crew Skill Difference
- 1 Target Heavily Fortified/Prepared
- 1 No Lock-on to any aircraft this turn



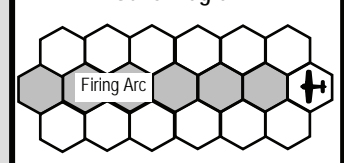
FORMATION RULES (C1.0)

- A formation must consist of at least two (2) aircraft (Formation Leader & Wingmen).
- Formations are determined at the start of the game. If a formation must break-up it may not be reformed.
- Formations must move at one less than the maximum speed of the slowest undamaged aircraft in the formation or may move at speed 1 if maximum speed is 1.
- Aircraft in formations must fly at the same Tactical Altitude Level.
- At the start of the **Move Plotting Phase**, players determine if any Wingmen will voluntarily drop-out of formation and what formations will voluntarily Break-up.

Formation Hex Diagram

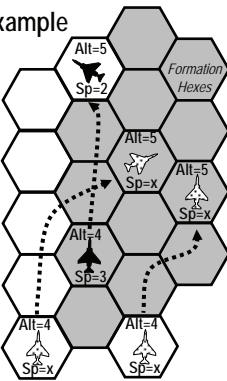


Bomber Fixed Forward (BFF) Guns Diagram



Formation Example (part 1)

1. Formation flying at Speed 3 (max speed 4 & Move Chart B).
2. Flight Leader climbs and turns to left (**L32 turn code**) reduces speed to 2.
3. Wingmen climb and move into formation hexes (**R44 and F31R turn code**)
4. Wingmen in formation hexes (LT grey hexes)



Formation Example (part 2)

1. Formation flying at Speed 2 (max speed 4 & Move Chart B).
2. Flight Leader Extreme Turn right (**R25 turn code**)
3. Wingmen must both involuntarily break formation as they are not able to move to Formation hexes (so must fly straight and level at start speed of formation leader).

