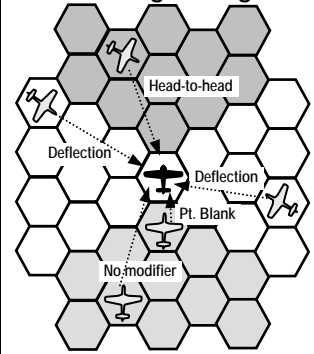




Check Your 6! QRC

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Aircraft Target Diagram



AIR-TO-AIR FIRE SUMMARY (B4.0)

Base To-Hit (2d6) and Ranges

- 5+** (1 hex) = *Point Blank*
- 6+** (2 hexes) = *Close*
- 7+** (3 hexes) = *Short*
- 9+** (4-6 hexes) = *Medium*
- 11+** (7-10 hexes) = *Long*

Modifiers

- +/- n Aircrew Skill Difference (attacker skill *minus* target pilot's skill)
- +/- n Agility Difference (attacker agility *minus* target's agility)
- 2 Head-to-head or Deflection Shot
- +2 Target Speed Zero (0)
- 2 Low Velocity Weapon (LVC, LVHC) at Medium Range
- 1 / -2 / -3 Low / Very Low / Extremely Low Rate-of-Fire (ROF) Heavy Cannon

Check Ammunition: If doubles rolled to-hit, consult the Ammunition Depletion Table

AMMUNITION DEPLETION TABLE (B4.5)

	All	Cannon	Heavy Cannon
ACE (+3)	6	4+	3+
VETERAN (+2)	5+	3+	2+
SKILLED (+1)	4+	2+	auto
GREEN (+0)	3+	auto	auto

* aircraft out of ammunition type if doubles of noted number rolled in To-Hit roll; auto = automatically out of ammunition for that weapon

ROBUSTNESS TABLE (B4.2.3)

Attacking Firepower (total)

	<1	1-2	3-5	6-10	11-15	16-20	21-25	26-30	31+
T									
R0	5	6	7	8	9	10	11	12	12
R1	4	5	6	7	8	9	10	11	12
R2	3	4	5	6	7	8	9	10	11
R3	-	3	4	5	6	7	8	9	10
R4	-	-	3	4	5	6	7	8	9

AIR-TO-AIR WEAPONS FIREPOWER & RNG SUMMARY

Weap	Dmg Die	Max Range	Notes
LMG	d4 (-)	Medium	
HMG	d6(-)	Long	
LVC	d10(-)	Medium*	*-2 at Medium Range
MC	d10(-)	Long	
LVHC	d20(-)	Medium*	*-2 at Medium Range * Some Low/VL/EL ROF
LRHC	d20(-)	Long*	* Some Low/VL/EL ROF

(-) = If highest number on die rolled, count as "0" (zero)

Column Shift

- Right-** Pt. Blank/Close/Short Range, Special Weapon (*cumulative*)
- Left-** Long Range, Special Armor (*cumulative*)

Critical Damage: robustness roll critically failed

- LMG**- 5+ lower than "n" factor aircraft destroyed
- HMG** or **Light AA**- 4+ lower than "n" factor aircraft destroyed
- LVC, MC** or **Med/Heavy AA**- 3+ lower than "n" factor aircraft dest.
- LVHC, LRHC**- 2+ lower than "n" factor aircraft destroyed

Damage Number: # or > on 2d6 to prevent damage

- EVEN Roll Failure**- Engine Damage
- ODD Roll Failure**- Airframe Damage

Lucky Hit: if doubles rolled for robustness

Damage Effect

- Engine Damage (Even)**
 - 2 to Max Speed (min 1)
 - Aircrew Check to Climb: *failed* = Out-of-Control.
 - Climb Factor /3
- 1 to all Aircrew Checks
- Airframe Damage (Odd)**
 - 1 Agility
 - Aircrew Check to Special Maneuver or Extreme Turn: *failed* = Destroyed
 - 1 to all Aircrew Checks

LUCKY HIT TABLE (B4.2.4)

Die Roll	Fighter Target		Bomber Target	
	LMG/HMG	Cannon	LMG/HMG	Cannon
2	Pilot Killed + *C - Plane Crashes	Pilot Killed + *C - Plane Crashes	Pilot Killed- Aircrew Check to save plane; fail and Plane Crashes	Cockpit Crew Killed + *C - Plane Crashes
3	Pilot Wounded- Aircrew Check to save plane; pass plane must abort, fail and plane crashes	Pilot Killed- Plane Crashes	Pilot Wounded + *B - Aircrew Check to save plane; pass plane must abort, fail and plane crashes	Gun Crew Hit + *P - remove one defensive weapon from aircraft
4	Gun Damage + *B - Half of aircraft weapons are inoperable for remainder of the game	Gunsight Destroyed + *O + *B - Aircraft must fire with a -2 to-hit modifier for remainder of the game	Gun Crew Hit + *P - remove one defensive weapon from aircraft	Gun Crew Hit - remove one defensive weapon from aircraft
5	Rudder Jam + *E - Aircraft must do right turn next turn; check for OUT-OF-CONTROL	Rudder Jam + *E - Aircraft must do right turn next turn; check for OUT-OF-CONTROL	Gun Crew Hit + *E - remove one defensive weapon from aircraft	Landing Gear Damaged + *E + *O - Aircraft must crash land at end of mission
6	Elevator Hit - Aircraft may not special maneuver, powerdive/climb or steep climb/dive for rest of mission	Elevator Destroyed + *D - Aircraft may not special maneuver, dive or climb for rest of mission, crash land at end of mission	Gun Crew Hit - remove one defensive weapon from aircraft	Heavy Fire + *P - Aircraft on fire, take Aircrew Check minus one (-1) at start of next move to stop fire. If not stopped aircraft is damaged
7	Fire - Aircraft on fire, take Aircrew Check at start of next move to stop fire. If not stopped aircraft is damaged (roll randomly to determine type)	Heavy Fire + *P - Aircraft on fire, take AC minus one (-1) at start of next move to stop fire. If not stopped aircraft is damaged (roll randomly to determine type)	Fire- Aircraft on fire, take Aircrew Check at start of next move to stop fire. If not stopped aircraft is damaged (roll randomly to determine type)	Fire + *D - Aircraft on fire, take Aircrew Check at start of next move to stop fire. If not stopped aircraft is damaged (roll randomly to determine type)
8	Engine Problems + *D + *H - Aircraft may only move at half speed (round down) for remainder of mission	Engine Problems + *H - Aircraft may only move at half speed (round down) for remainder of mission	Rudder Jam + *D + *H - Aircraft must do right turn next turn; check for OUT-OF-CONTROL	Fire + *H - Aircraft on fire, take Aircrew Check at start of next move to stop fire. If not stopped aircraft is damaged (roll randomly to determine type)
9	Wing Problems + *O - No special maneuvers for remainder of mission; check for OUT-OF-CONTROL	Oil on Windscreen + *D - aircraft must fly forward until Aircrew Check passed on a subsequent move	Gun Crew Hit + *O - remove one defensive weapon from aircraft	Rudder Destroyed + *D - Aircraft may not turn for rest of mission; check for OUT-OF-CONTROL
10	Fuel on Windscreen + *P - must fly forward until Aircrew Check passed. Next hit destroys aircraft.	Engine Critical - Aircraft may only move at rate of one for remainder of mission. Next hit destroys AC.	Engine Problems - Aircraft may only move at half speed (round down) for remainder of mission	Engine Problems - Aircraft may only move at half speed (round down) for remainder of mission
11	Fuel Tank Leak + *P - roll Aircrew Check to prevent tank leak. If failed, next hit destroys aircraft.	Wing Problems - No special maneuvers for remainder of mission; check for OUT-OF-CONTROL	Fuel Tank Hit/Leak - roll Aircrew Check to prevent tank leak. If failed, next hit destroys aircraft.	Fuel Tank Hit/Leak + *P - roll Aircrew Check to prevent tank leak. If failed, next hit destroys aircraft.
12	Fuel Tank Explodes + *D + *E - Plane destroyed	Fuel Tank Explodes + *D + *E - Plane destroyed	Fuel Tank Explodes + *D + *E - Plane destroyed	Fuel Tank Explodes + *D + *E - Plane destroyed

ADDITIONAL DAMAGE

- *B = Pilot Blackout - The aircraft must make random movements until Aircrew Check passed (check at start of subsequent moves). Roll d6 for aircraft move where "x" is the current aircraft speed: on 1-2 aircraft executes an Lx2 turn, on 3-4 an Rx2 turn, on 5-6 it moves directly forward. Aircraft flies Level Flight Maneuver on odd roll and Dive Maneuver on even roll. If Dive, the aircraft must increase all speed possible.
- *C = Possible Collision - Choose a random aircraft within 1 hex of the target aircraft; roll for collision as per collision rules but Lucky Hit aircraft does not attempt to evade.
- *D = Debris - The nearest aircraft within 3 hexes (if any) in the target's tail arc and at the same TAL or 1 TAL lower immediately suffers a hit with firepower of 2d6 (as if from HMG fire) due to debris from weapons impact.
- *E = Possible Ordnance Explosion - Roll a d6 if loaded with heavy weapons (bombs, rockets, torpedoes); on 1-3 the weapons explode. If an explosion occurs, any aircraft within 2 hexes must roll on a Lucky Hit.
- *H = Crew Heroic - Take an Aircrew Check: if passed the aircrew has been inspired by events in the battle, from this point forward firing from this aircraft is one Aircrew Skill level better and Ammunition Depletion is one level worse. For example, a Skilled (+1) crew would now fire as if it were a Veteran (+2) but deplete ammunition as if it were a Green (+0) Aircrew. No crew may be better than +3 or worse than +0.
- *O = Oxygen System Hit - Roll a d6 if flying at MEDIUM-TOP CAB or above; on 1-3 the oxygen system malfunctions. The aircraft must immediately attempt to exit the board by dive no matter if it is a friendly edge or not.
- *P = Crew Panic - No firing until Aircrew Check passed at start of a subsequent move.



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PLAY SEQUENCE (B)

Tailing Declaration Phase (simultaneous)

- Tailing provides Left/Right/Fwd & Climb/Dive/Level information
- Tailing planes may move in their tailed AC Move Group

Move Plotting Phase (simultaneous)

- Formation Status Segment:** Break-up/Drop-out of formation
- Choose Maneuver Type:** choose from Move Chart
- Choose Turn Code:** choose a turn code based on current aircraft speed from Move Chart

Movement Phase (in Move Group order)

- Spotting Segment (optional):** Aircrew Checks for spotting
- Move Segment:** execute move in Move Group order with Pilot Reaction; then make final speed & altitude adjustments
 - Move Group 1:** OOC AC, Bombers, Green (+0) Aircrew
 - Move Group 2:** Skilled (+1) Aircrew
 - Move Group 3:** Veteran (+2) Aircrew
 - Move Group 4:** Ace (+3) Aircrew

Priority Within Group
(aircraft in same Move Group)

A) Tailed Aircraft
 B) enemy "Out of the Sun"
 C) Lower Altitude (current)
 D) National Move Order

Fire Phase (simultaneous within each segment)

- Anti-Aircraft Fire Segment (optional):** fire AA batteries
- Air-to-Air Fire Segment**
 - Air-to-Air To-Hit Roll:** roll to-hit with modifiers
 - Roll for Weapons Firepower:** roll attack firepower per gun
 - Robustness Roll:** roll robustness to prevent damage
- Surface Attack Segment (optional):** resolve surface attacks

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.

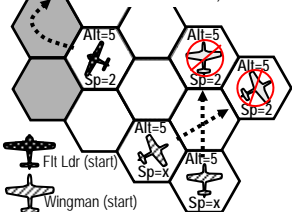
Formation Example (part 1)

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



Formation Example (part 2)

- Formation flying at Speed 2 (max speed 4 & Move Chart B).
- Flight Leader Extreme Turn right (R25 turn code)
- 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).



ANTI-AIRCRAFT SUMMARY (C5.0)

AA Type	To-Hit (2d6)		Max Range	Fire-Power	Alt CABs
	Fighter	Bomber			
Light (to 23mm)	11* / 12	10-11* / 12	5 hex	6d6(-)	S.Low
Medium (24-70mm)	11* / 12	9-10* / 11+	10 hex	4d10(-)	S Low & Low
Heavy (71mm+)	12* (1 hex blast)	11* / 12 (1 hex blast)	unlim	2d20(-)	Low-V High

* **Near-miss**= half number of Damage Dice, optional Extreme Turn
AA Misdirection= if double "1" or double "2" rolled to-hit, fire is directed at closest friendly aircraft within range of AA Battery

Light & Medium AA Rules Summary

- Pick a target, roll to-hit per battery firing, roll for damage and robustness as normal
- Max range is 2 hexes if the target is at TAL 1 in SURFACE LOW CAB over land

Heavy AA Rules Summary

- Heavy AA at MED-V.HIGH CAB must pick **Target Hex** in advance; 2 turns for MEDIUM CAB, 3 turns for HIGH CAB, 4 turns for VERY HIGH CAB and above
- Blast** affects all aircraft in Target Hex and one hex adjacent to Target Hex

SURFACE ATTACK SUMMARY (C3.0)

Base To-Hit (2d6)

Modifiers

- 10+** Surface Low CAB
- 12+** Low and Medium CAB
- 14+** High CAB
- 16+** V./Ex. High CAB

Bomb-load of Attacker:

- 1 Very Light (<500lb)
- +0 Light (500-1500lb)
- +1 Med (1501-4000lb)
- +2 Heavy (4000lb+)

General Modifiers:

- +n Aircrew Skill
- +1 Dive Bomb/Rocket Attack/Strafing Attack
- 1 Point Target (small non-ship target: radar, bunker, etc)
- 2 Night Attack
- +3 Area Target (city; only very large targets)
- 1 or +1 Special Equipment & Training

Ship Attack:

- 1 Torpedo Attack (S.Low CAB, TAL1, four hex from tgt.)
- 1 Small Ship / Surfaced Sub (<3000 tons)
- +1 Large Ship (13,000+ 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 Bombers: Must execute their attack in Low or Surface Low CAB; must start minimum one CAB above

BOARD EXIT AIRCREW CHECK (A7.2)

After exit, take normal aircrew check; apply the additional modifiers:

- 2 if exited off Unfriendly Board Edge
- 1 if exited off Neutral Board Edge
- 1 if aircraft is damaged

If failed, aircraft is damaged for VP purposes (if already damaged then destroyed)
 If failed by four or more, aircraft is destroyed for VP purposes

SPOTTING SUMMARY (C4.0)

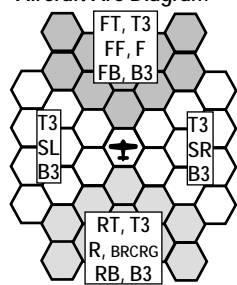
Modify Spotting Aircrew Check by the following:

- +1 - Spotting formation of 5-9 aircraft
- +2 - Spotting formation of 10+ aircraft

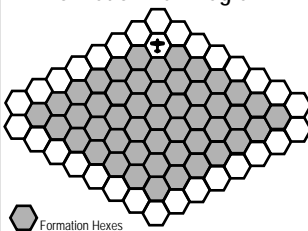
Modify Max and Auto Spotting Distances by the following:

- Out of the Sun - ¼ normal distance
- Enemy Behind Spotter - ½ norm. distance
- Behind and Below Spotter - ¼ norm. dist.

Aircraft Arc Diagram



Formation Hex Diagram



Bomber Fixed Forward (BFF) Guns Diagram

