



QUICK REFERENCE SHEET

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Pushing the Envelope

Pushing the Gs

If the roll is a success, the maneuver went smoothly as plotted. If the roll is a failure, the plane will move randomly

Redlining the Engine

If the roll fails, the plane's engines will flare out. A flareout causes the plane's speed to immediately drop to 1 and its engine to smoke for the current turn and the next turn, and the plane suffers one hit of fracture damage to the nose for each point of attempted acceleration or top speed over the plane's current maximum. Rather than making the plotted maneuver, the plane will move forward one hex with no facing change allowed.

Stalling the Plane

If the roll fails, each wing will take one hit of fracture damage to its leading edge for each point of required deceleration over the current maximum.

Restricted Maneuvers

All maneuvers of 3 or more Gs are restricted. They can only safely be performed following a 2 G, 1 G or 0 G maneuver. If the pilot needs to use two restricted maneuvers in a row in order to achieve his goal, he or she must push the envelope.

The target number for a second restricted maneuver is 8 (base target number) + (G rating of second maneuver) - Natural Touch skill + 2 (if pilot is shocked).

Shock

make a Constitution roll. The target number for avoiding shock is 10 - (character's current Constitution) + 2 (if already in shock). A shocked pilot must choose a straight maneuver the next turn.

To-Hit Calculation

- Target's Base To-Hit Number
- + Deflection Modifier (+3,+2,+1,0)
- + Range
- + 1 if Firing a Rocket
- + 1 if Gunner is Firing
- + 2 if Shocked
- Pilot Dead Eye Skill
- = Target Number

DEPLOYED WEAPONS TABLE			
Weapon	Range (in hexes)	To-Hit Modifier	Hardpoints Required
Armor Piercing Rocket	4	+1	1
High Explosive Rocket	4	+1	1
Flak Rocket	7	—	.5
Flare Rocket	7	—	.5
Sonic Rocket	7	—	.5
Harpoon Rocket	1	+2	.5
Ultra-sonic Beeper-Seeker			
Beeper	7	+1	.5
Seeker	4	+1	1
Drill Rocket	7	+1	1
Aerial Torpedo	Variable (see p. 45)	Variable (see p. 45)	2
Bombs	1	Variable (see p. 44)	Variable

Bombs

The to-hit number for attacking with a bomb equals (target base to-hit number) + (bomb to-hit modifier) + 5 (if attacking an adjacent hex) - (pilot Dead Eye skill) + 2 (if pilot is shocked).

BOMB TABLE			
Size (in pounds)	Hardpoints Occupied	To-Hit Modifier	Damage
100	1	5	1 hit using AP or Flak rocket template
250	2	6	3 hits using AP or Flak rocket template
500	4	7	6 hits using Flak rocket template
1,000	8	8	12 hits using Flak rocket template

Clearing a Jammed Gun

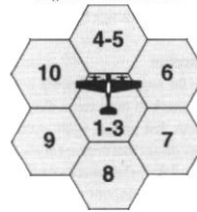
To clear a jammed gun, the player must roll against a target number of 8 - the character's Steady Hand skill.

SHIFTING COLUMNS TABLE	
Steady Hand Skill	Columns Shifted
0-5	NA
6-8	+/- 1 column
9-10	+/- 2 columns

RANDOM MOVEMENT FACING CHANGE TABLE

Die Roll Result	Facing Change
1-5	No facing change
4-7	Plane rotates 1 hex side in the direction of the failed maneuver*
8-10	Plane rotates 2 hex sides in the direction of the failed maneuver*

Diagram: Bomb scatter zone



TAILING

Tailing Pilot's Sixth Sense skill - Target Pilot's Sixth Sense skill + 2 (if target plane is smoking) + 2 (if target pilot is shocked).

If the Tailing Number is less than 0, the target pilot must reveal the direction of his maneuver; Left, Right or Straight.

If the Tailing Number is equal to or greater than 0 and less than 3, the target pilot must reveal the direction of his maneuver and his speed.

If the Tailing Number is equal to or greater than 3, the target pilot must reveal his destination hex (which includes the direction and speed), but not his final facing.

Collisions

The target number to avoid collision is 10 - (object's base target number).

Damage

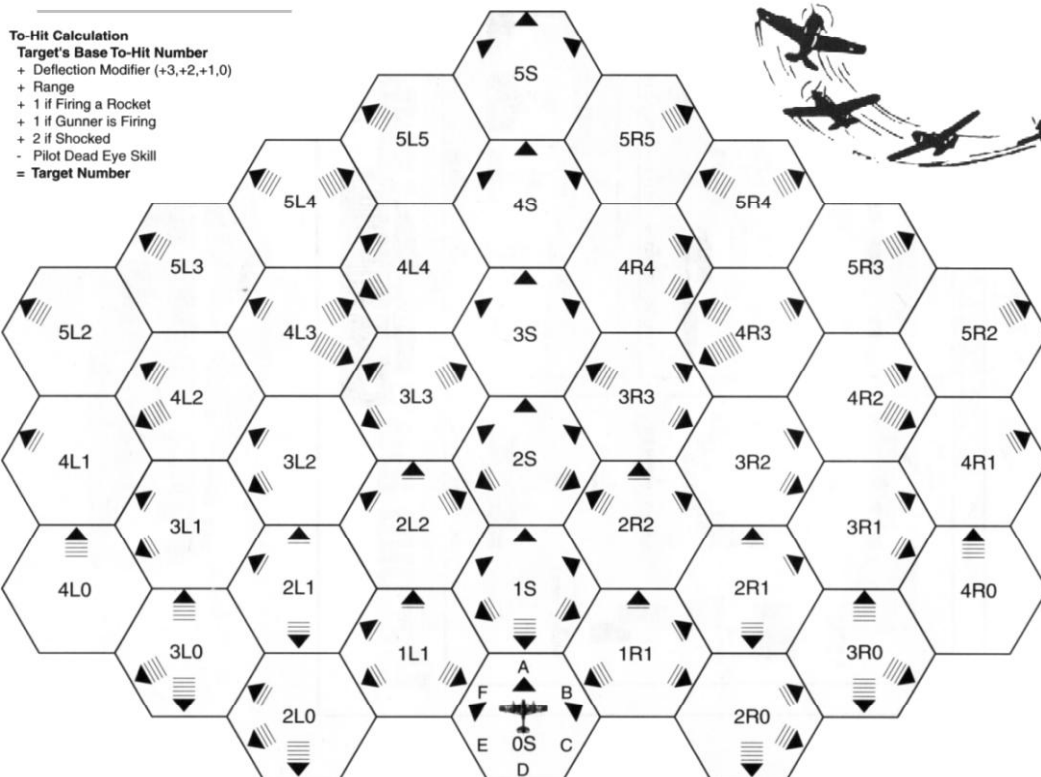
In this case, subtract the object's base to-hit number from 14. The result equals the number of flak attacks worth of damage the collision causes. Roll a damage location for each flak attack based on the angle of the collision.

COMBAT BAILOUT TABLE

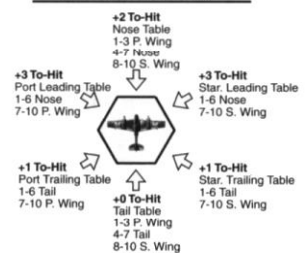
Situation	Base Target Number
Fuel tank explosion	20
Mid-air collision	18
Fuselage "cored"	16
Wing sheared off	14
Engine destroyed	12

Modifiers

- If bailing out while suffering from shock +2
- For each previous combat bailout -1 per bailout (maximum 4)
- For attempting to rescue special momento +1 from cockpit (for example, photo of girlfriend/boyfriend)
- For attempting to rescue contents of cargo area, including faithful dog +3
- Sixth Sense skill - Quick Draw skill



Deflection Modifier/Hit Location Table



Firing/Tailing Arc Diagram

