

Situational Awareness Notes

Blackout: Zero out stick and rudder, throttle remains the same.
No adjustment allowed until pilot wakes up.

Player must have a Positive MA of 1 or more to move the Throttle.

On a -1 Pos MA, reduce the stick position in both axis and reduce the rudder by one (and no more than 1).

G's required for Level Flight

Bank Angle	G's		
0	1.0	71	3.1
10	1.0	72	3.2
20-30	1.1	73	3.4
40	1.3	74	3.6
50	1.6	75	3.9
60	2.0	76	4.1
61	2.1	77	4.4
62	2.1	78	4.8
63	2.2	79	5.2
64	2.3	80	5.8
65	2.4	81	6.4
66	2.5	82	7.2
67	2.6	83	8.2
68	2.7	84	9.6
69	2.8	85	11.5
70	2.9	86	14.3
		87	19.1

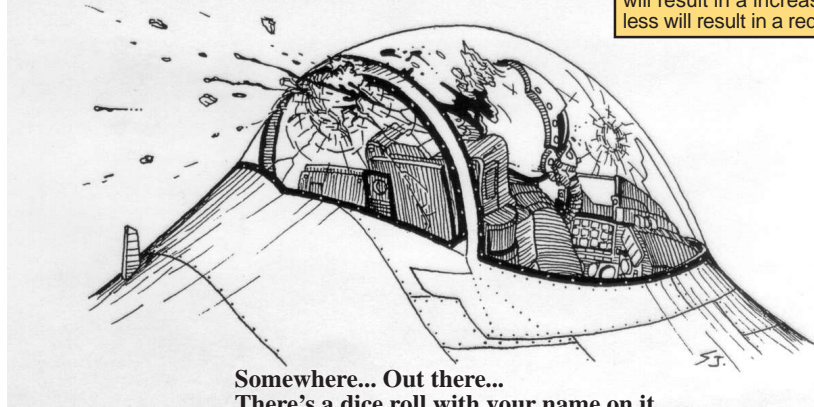
Firing Hit Table

Modified Die	Hits	Hit Rolls
6 or less	None	None
7	Few	1-5 none, 6-10 One
8 or 11	Some	One
12 or more	Multiple	Two

Roll once per firing gun.
Apply all modifiers to each roll.

The above table is only valid at pitch angles near 0. Pitch and Bank can be assumed to add together to generate a steeper effective bank.

More G's than indicated above will result in a increased pitch, less will result in a reduced one.



Somewhere... Out there...
There's a dice roll with your name on it...

Hit Damage Table

Color of Dice:	Orange	Green	Blue	Black w/ White	Black w/ Red	Red
Number of Hits:						
1	1-7	1-4	1-2	1		
2	8	5-6	3-4	2-3		
3	9-10	7-8	5-6	4-6		
4		9	7-8	7-8	1	
5		10	9-10	9	2-3	1-2
6				10	4-6	3-4
7					7-8	5-6
8					9	7-8
9					10	9-10
10						

• Critical Hits: Crits occur on raw Hit Damage Rolls of 1, 5, or 10. One crit per such roll.

is unmodified Die Roll

Critical Hits Table

Two Dice (10-sided)

Critical Effect

00..05	Engine Seizes. Throttle permanently set at 0.
06..08	Coolant Loss. See below. A/C trails white smoke. If engine is damaged or using Emergency Power, Engine seizes. If not on Emergency, Emergency Power is lost.
09..13	Minor Engine Fire. See below.
14..21	Engine Damage. Throttle must be at 3 or less permanently. If A/C on Emergency Power or already damaged, engine seizes.
22..26	A/C explodes
27..28	Fuel-fed Fire. See below. A/C trails black smoke.
29..32	Fuel Leak. If A/C already has a leak, Fuel-Fed Fire occurs, see below. A/C trails black smoke.
33..39	Pilot or Crewman Killed
40..46	Pilot or Crewman Wounded
47..50	Flight Instruments Destroyed. A/C functions normally, but the guy's dashboard is full of lead.
51..54	Windsheild Shattered. Cockpit plexiglas is destroyed, Airspeed must be reduced and kept below 200 mph. Bugs and oil splatter all over the pilots goggles.
55..63	Wing Spar Fails. Wing rips off. A/C destroyed.
64..69	Pilot swallows his gum & bites cheek. Shot scares pilot into swallowing his gum. He also bites down on the inside of his cheek, -1 stick MA for next two turns. (if MA is -1, it remains a -1).
70..75	Ailerons Hit. Roll input limited to +/- 2.
76..79	Wings & Fuel Damage. Fuel Fed Fire begins.
80..81	Wing Damage. Pilot gains bragging rights as to a hole the size of his <insert anatomy part here> in his wing. Otherwise no effect.
82..85	Tail structure damaged. Rudder unusable. Pitch inputs limited to +/-3. If A/C has no tail structure, A/C suffers Wing Spar Hit.
86..87	Key control cables severed. A/C is out of control.No control inputs allowed for remainder of the game.
88..89	Rudder out. Rudder is stuck at 0. If A/C has no Rudder, A/C suffers Wing Spar Hit.
90..93	Pilot Shits his Pants. Near miss floods pilot with adrenaline...double stick MA in next turn (if -1 result, give pilot 2 instead).
94..95	Throttle Damaged. A/C is stuck in current power setting for the duration.
96..97	Elevator Damage. Pitch inputs limited to +/-3.
98..99	Trigger Destroyed. Weapons cannot be fired.

Notes:

Fuel-fed Fire:

Roll at the beginning of each Turn. On a 1, A/C explodes.

On a 10, fire goes out.

Crew Injuries:

If Pilot or Crewman is wounded twice, he is killed.

Randomly determine which crewman of a multi-crew A/C is hit.

Coolant Hits:

1st Coolant Hit: Roll die at the beginning of each Turn in which more than a throttle setting of 5 is attempted. On a 1, the engine seizes. 2nd Coolant Hit: Liquid Cooled engines seize automatically. 3rd Coolant Hit: Air Cooled engines seize automatically.

Engine Fires:

Minor Engine Fire: Roll at the beginning of each Turn. On a 1, fire becomes a Major Fire. On a 10, fire goes out. (+1 if starting A/C pitch is -60 degrees or more.)

2nd Engine Fire Hit: Generates Major Fire—even if Minor fire is out.

Major Fire: Roll at the beginning of each Turn. On a 1-2, A/C explodes. (+1 if in a -70° or more Dive.) Roll one die when fire starts. Result is the number of turns before fire goes out (if it doesn't explode first...)