

## 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).

## 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

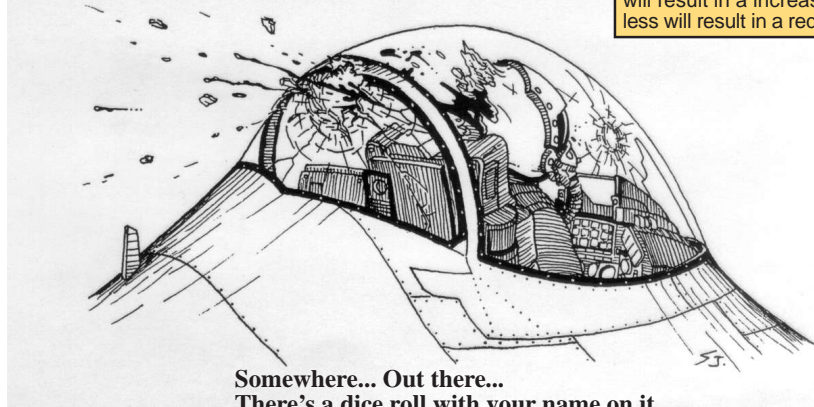
Roll once per firing gun.  
Apply all modifiers to each roll.

## 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

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