

Turn Order

Roll Initiative- Each plane rolls d6+pilot reaction. In ties Highest pilot reaction moves second, other wise roll off for tied players only

UFO Moves

Move first half of move in order of initiative, lowest first.

Cannon firing, highest initiative first.

Move second half of move in order of initiative, lowest first.

Cannon firing, highest initiative first.

Missile Firing- Highest Initiative first. For purposes of firing, UFO initiative is 13 minus current charge of ray gun

Movement

UFO may move *any* distance up to 6 inches per turn. It may change direction up to 90'. This change of direction happens before movement. It may not change direction if it moved further than its current anti-grav rating last turn

Aircraft have a top speed of 8 inches (or as noted on Aircraft card). They may change speed by up to 3 inches at the start of the turn. They may make one turn of up to 45' at the halfway point, and another at the end.

Firing

Planes

Cannons

An aircraft may fire its cannon at the half way point of its move, and again at the end, after it has made any turn.

Cannon. Range 6 inches, forward arc of aircraft.

Missiles

May fire up to 1 or 2 missiles of the same type- each missile noted may be used only once, or fire guns once

Missile lock. Missiles are fired and move after all other movement. When firing the pilot nominates any aircraft within 24in for AMRAAM, or 12 inches for Sidewinder. The missile will try and head towards its target. If at the end of its turn's movement the target is not in its front arc, the missile loses lock, and is removed from play

AMRAAM- Lasts 3 turns. Move 12 inches per turn. May turn 45' after each 4 inches, but only if the turn will bring target back in forward arc.

Sidewinder 1 turn only. Move 12 inches. May turn 45' after each 4 inches, but only if the turn will bring target back in forward arc.

UFO

UFOs have one or more ray guns. Each ray gun has a power rating, this is the maximum to which it may be charged. They also have a recharge rating. Ray Guns start fully charged. They may fire in any direction.

To fire: Roll one die for every point of charge, minus 1 die for every inch of range.

To recharge: Any turn the gun does not fire it may recharge. Roll a number of dice equal to its recharge rating, and add result to current charge. Any points over maximum are lost.

Hitting

If a missile gets within 1" at any point of its move then it explodes for 1d6 rolls on Damage Table.

Cannon- Roll d6+1 and subtract range in inches- this is number of hits on Damage Table.

Ray Gun- Any 5 or 6 is a hit- roll on damage table.

Damage

Fighter 6 Damage points

Small UFO 10DP

Medium UFO 15DP

Large UFO 20DP

	Target Type	
Roll	Fighter	UFO
2	Pilot killed- Automatic Crash	Power Plant D6 DP, Max speed -d6
3	4 DP	1 DP plus Engine: max speed-1
4	Roll for each hardpoint, 6 = lost	1 DP plus Anti Grav-1
5	1 DP plus Engine: max speed-1	3 DP
6	2 DP	1 DP
7	1 DP	1 DP
8	2 DP	2 DP and Ray gun with highest charge loses d6
9	3 DP	2 DP
10	1 DP	1DP
11	2 DP plus Engine: max speed-1	1 DP plus Anti Grav-1
12	Critical- plane destroyed	2D6 DP

Any aircraft reduced to 0 speed crashes.

Any UFO reduced to 0 Anti-Grav crashes

If a plane is destroyed the pilot dies. Any turn a plane takes damage roll d6. If the result is LESS than the total damage taken then a vital system has been hit, the plane is unflyable and the pilot ejects (and lands) safely

Hit Location- if weapon hit roll to find which one

Tornado
Speed 8
DP 6 OOOOOO

Hit Location			Notes
1	Hard Point 1	Cannon	
2-3	Hard Point 2	3 Sidewinder OOO	
4	Hard Point 3	4 Amraam OOO	+d6 DP if hit
5-6	Hard Point 4	3 Sidewinder OOO	

If 2 sidewinders fired at once one must come from HP2 and one from HP4

Small UFO

DP 10 00000 00000

Anti Grav 7 00000 00

Ray Gun

Power 9 Recharge d6

Charge	1	2	3	4	5	6	7	8	9
Initiative	12	11	10	9	8	7	6	5	4