



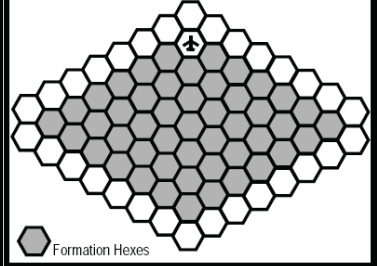
JET AGE

Korean War Quick Reference Chart

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 Hex Diagram



GUNS AIR-TO-AIR FIRE SUMMARY (B5.7)

RANGE & BASE TO-HIT (2d6)

- 1 hex = **5+** (POINT BLANK)
- 2 hexes = **6+** (CLOSE)
- 3 hexes = **7+** (SHORT)
- 4-6 hexes = **9+** (MEDIUM)
- 7-10 hexes = **11+** (LONG)

MODIFIERS

- +/- n: Crew Skill Difference
- +/- n: Agility Difference
- 2*: Head-to-head or Deflection Shot
- *-1 Adv. Gunsight w/ Deflection shot
- *+0 Dogfight Avi. w/ Deflection shot
- 1: Extreme Shot (+/-2 TAL)
- +2: Target Speed Zero (0)
- 1/-2/-3: Low / V. Low / Ex. Low ROF Cannon
- 1: External Gunpod(s)
- 2: Low Velocity Weapon at 4+ hexes.

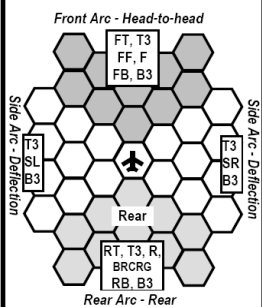
CHECK AMMUNITION: If **DOUBLES** rolled to-hit, consult the **AMMUNITION DEPLETION TABLE**

AMMUNITION DEPLETION TABLE (B5.7)

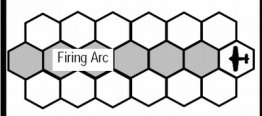
	ALL	RC/CANNON	HVY CANON
ACE (+3)	6	4+	3+
VETERAN (+2)	5+	3+	2+
SKILLED (+1)	4+	2+	auto
GREEN (+0)	3+	auto	auto

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

AIRCRAFT ARC DIAGRAM



Bomber Fixed Forward (BFF) Guns Diagram



GUN FIREPOWER & RANGE SUMMARY

WEAPON	DMG DIE	MAX RNG	NOTES
LMG	d4	6	
HMG	d6	10	
LVC	d10	6	-2 at Medium Range
MC	d10	10	
LVHC	d20	6	-2 at Medium Range Some Low / VL / EL ROF
LRHC	d20	10	Some Low / VL / EL ROF
Rotary Cannon (RC)	2x d20	10	As Cannon for ammo depletion

ROBUSTNESS TABLE (B6.2)

TARGET	<1	1-2	3-5	6-10	11-15	16-20	21-25	26-30	31+
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

MODIFIERS

(GUNS ONLY) **COLUMN SHIFT**
Right- ≤3 hex Range, Special Weapon (cumulative)
Left- ≥7 hex Range, Special Armor (cumulative)

CRITICAL DAMAGE: robustness roll critically failed
LMG: 5+ lower than "n" factor destroyed
HMG, Light AA, IRS-MP: 4+ lower than "n" factor destroyed
IRM & RHM, LVC, MC, RC, IRS/OGS or M/H AA: 3+ lower than "n" factor destroyed
RHS, LVHC, LRHC: 2+ lower than "n" factor destroyed

DAMAGE NUMBER: # or > on 2d6 to prevent damage

DAMAGE EFFECT

ENGINE DAMAGE (Even) JET // PROP

- -4 // -2 to Max Speed (min 1); No ABurner
- Crew Check to Climb: *failure* = OOC
- Climb Factor reduced to 1/4 // 1/3
- -1 to all Checks

AIRFRAME DAMAGE (Odd)

- -1 Agility
- Crew Check to Special Maneuver or Extreme Turn: *failure* = Destroyed
- -1 to all Checks

ANTI-AIRCRAFT ARTILLERY (AAA) SUMMARY (C3.0)

AA TYPE	To-Hit	MAX RANGE	DMG DICE	CAB LIMITS
LIGHT (to 37mm)	11* / 12	5 hexes	6d6	S LOW
MEDIUM (38-70mm)	10* / 11+	10 hexes	4d10	S LOW & LOW
HEAVY (71mm+)	11* / 12 (1 hex blast)	Unlimited	2d20	LOW - V HIGH

MODIFIERS

- +1 Radar Directed Guns (scenario specified)
- *NEAR-MISS: half number of Damage Dice, optional Extreme Turn
- Low Alt: Max range is 3 hexes if the target is at TAL 1 in S. LOW CAB over rough/uneven land
- LIGHT & MEDIUM AAA:
- Pick a target, roll to-hit per battery firing, roll for damage and robustness as normal
- HEAVY AAA:
- Heavy AA at MED-V. HIGH CAB must pick **Target Hex** in advance; 1 turns for MEDIUM CAB, 2 turns for HIGH CAB, 3 turns for VERY HIGH CAB and above
- Blast affects all aircraft in Target Hex and one hex adjacent to Target Hex

AAA MISDIRECTION

If double "1" or double "2" rolled to-hit, fire directed at closest friendly aircraft in range of AA Battery

LOADED AIRCRAFT RULES (B3.11)

- **HALF-LOAD:** -1 Agility, -1 off Maximum Speed, 1/2 Climb Factor. Aircraft moderately laden with weapons and/or drop-tanks.
- **FULL-LOAD:** +0 Agility, Lx acceleration, -2 off Maximum Speed, 1/2 Climb Factor. Aircraft heavily laden with weapons and/or drop-tanks.

LUCKY HIT TABLE (B6.3)

DICE ROLL	LMG / HMG / IRS-MP	CANNON / IRM / RHM / SAM / AAA
2	Pilot Killed - Plane Crashes	Pilot Killed - Aircraft Crashes
3	Pilot Wounded - Crew Check to save aircraft; pass plane must abort, fail and plane crashes	Pilot Killed - Aircraft Crashes
4	Missile/Gun Damaged + *B + *R - Half (random) of aircraft weapons are inoperable for the rest of game	Targeting Damaged + *O + *B - Aircraft must fire with a -2 to-hit modifier for remainder of the game
5	Rudder Jam + *E + *R - Aircraft must do right turn next turn, check for OUT-OF-CONTROL	Rudder Jam + *E + *R + *A - Aircraft must do right turn next turn, check for OUT-OF-CONTROL
6	Elevator Damaged + *D + *A - Aircraft must Steep Dive in following turn and may not Special Maneuver, or extreme turn for rest of mission	Elevator Damaged + *D + *A - Aircraft must Steep Dive in following turn and may not Special Maneuver, or extreme turn for rest of mission.
7	Fire - Aircraft on fire, take Crew 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 CC with -1 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 + *R - Aircraft may only move at half speed (round down) for remainder of mission
9	Wing Problems + *O - No special maneuvers for remainder of mission; check for OUT-OF-CONTROL	Fuel Leak + *D + *R - Aircraft must fly forward until Crew Check passed on a subsequent move
10	Fuel Leak + *P + *R - Must fly forward until Crew Check passed. Next hit destroys aircraft.	Engine Critical + *A - Aircraft may only move at speed 1 for rest of mission. Next hit destroys AC.
11	Serious Fuel Leak + *P + *A - Roll Crew 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
12	Fuel Tank Explodes + *D + *E - Plane destroyed	Fuel Tank Explodes + *D + *E - Plane destroyed

LUCKY HIT ADDITIONAL DAMAGE

- *A = Afterburner Damaged - The aircraft may not use afterburner for the remainder of the mission.
- *B = Pilot Blackout - The aircraft must make random movements until Crew 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.
- *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 the Lucky Hit table Cannon column.
- *H = Crew Heroic - Take a Crew Check; if passed the aircrew has been inspired by events in the battle, from this point forward firing is one Crew Skill level better and Ammunition Depletion is one level worse.
- *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 Crew Check passed at start of a subsequent move.
- *R = Radar, Defensive Systems and RWR Destroyed - Aircraft's Radar, Defensive Systems and Radar Warning Receiver are destroyed. Aircraft may not launch RH missiles.