

LOW ALTITUDE AEROSPACE FIGHTERS

MOVEMENT

- At the beginning of your turn, each unit loses half their velocity rounded down.
- Use thrust to increase your velocity up to a maximum of twice your safe thrust.
- Units are allowed 'free' turns based on their current velocity.
- If you'd like to turn at other times, you must pay thrust equal to half your current velocity, rounded up.
- Increasing your altitude costs 2 thrust.
- Decreasing your altitude is free. If you descend 2 or more altitudes, you gain 1 velocity. If you descend more than 2 altitudes, make a control roll.
- If you ever have 0 velocity, you stall. Lose 1 altitude and make a control roll.

Out of Control

- If you ever fail a control roll, you are now out of control!
- Lose 1D6 altitudes
- You may not spend thrust. Continue on your last course and velocity.
- If you fail the control roll by 5 or more, your movement is random.

Crashing

- If you ever have 0 altitude, or a altitude equal to the height of the underlying terrain, you crash.
- If needed, determine the crash location by starting at hex 0909 (facing a random direction if out of control) and making 2D6 random movements. Multiply all random movement by 8 because you are no longer on a low altitude map.
- Take 2D6 x 10 x Velocity damage in 5-point clusters. Good luck surviving...

COMBAT

- Any damage over a locations threshold has a chance for a critical hit.
- Make a control roll each turn you take ANY damage. Add +1 for EACH 20 damage (-1 modifier for fighters).
- Natural 12s on the to-hit roll automatically have a chance to crit.
- There is no target movement modifier, only an angle of attack modifier.

Attacking Other Fighters

- There is a deadzone equal to the difference in altitudes +1.
- If your target is supporting ground units (Strike, Strafe, or Bombing) you get -3 to-hit!

Attacking Ground Units

- Strike – Attack ONE unit with any weapons. +2 to attack. Altitude 5 or less. Lose one altitude at the end of the attack.
- Strafe – Attack ALL units within a 5-hex row with Energy weapons only. +4 to attack. Altitude 3 or less.

Getting Attacked by Ground Units

- Count range to hex 0909. Add 2 for every altitude.
- Units attacked by the Aero unit this turn count 0 range.
- Count angle of attack instead of a target movement modifier.