

American Play Aids

Flank Attack

Table Side:	
Quadrant:	

Preplanned Bombardment

Turn	Support Group	Aim point/Location	# Zones	Fire Units / Zone

Tactical Air Support

Roll	# of Strikes
1	1
2-3	2
4-5	3
6	4

Die Roll	Result
1	Strike abort / is destroyed
2	Strike is delayed; roll next turn
3-6	Strike arrives

Add +1 for dedicated ground attack aircraft (A-10, AV-8, SU-25).

Add Air Cover Modifier (WP/Sw +1, Campaign Turns 1-4)

Each Air Strike can spend a maximum of 2 consecutive turns over the table. A maximum of 2 friendly Air Strikes can be on table at once.

US	Die Roll	Aircraft Type	Number of Attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
	Med	Hvy		Lt	Hvy	Hvy				
	1	F-4E	1+	1 - 2		3 - 4		--	5 - 6	--
				--	x2	x1+	x2	--	x3	--
2-3	F-16	1+	1 -- 2		3 - 4		--	5	6	
			x3	--	--	x2	--	x3	x3	
4-6	A-10	x2	1 - 2		3 - 4		--	5	6	
			x3	--	--	x2	--	x3	x3	

Cannon strafing run attacks everything along a 6" straight line, ½" to either side. Attacks are delivered at 3+ to hit and spot all targets in the area of effect. Strafing attacks hit the flank armor of armored vehicles regardless of facing. Pen 6, ROF 3 AI 0. (A-10 has Pen 9)