**SURFACE ATTACK SUMMARY** *(C3.0)*

<table>
<thead>
<tr>
<th>Base To-Hit (2d6)</th>
<th>Modifiers</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>10+</strong> Surface Low CAB</td>
<td></td>
</tr>
<tr>
<td><strong>12+</strong> Low and Medium CAB</td>
<td></td>
</tr>
<tr>
<td><strong>14+</strong> High CAB</td>
<td></td>
</tr>
<tr>
<td><strong>16+</strong> V./Ex. High CAB</td>
<td>(roll = or &gt; 2 hit; roll 2 + &gt; 2 hits)</td>
</tr>
</tbody>
</table>

**Bomb-load of Attacker:**
- -1 Very Light (<500lb)
- +0 Light (500-1500lb)
- +1 Med (1501-4000lb)
- +2 Heavy (4000lb+)

**General Modifiers:**
- +n Aircrew Skill
- +1 Dive Bombing/Strafing Attack (3 hexes)
- +1 Wing-launched Rocket Attack (4 hex range)
- +2 Multiple Rocket Pod Attack (4 hex range)
- -1 Attacking at TAL 1 or 2 S. LOW CAB Speed 5+
- -1 Point Target (small target; radar, bunker, etc)
- -2 Night Attack without special avionics
- +3 Area Target (city; only very large targets)
- -1 or +1 Special Equipment & Training

**Ship Attack:**
- -1 Torpedo Attack (TAL1 S. LOW CAB, 4 hex range)
- -1 Small Ship / Surface Sub (<3000 tons)
- +1 Large Ship (15,000+ tons)

**Hits:** A target can take a number of hits as defined by the scenario before it is damaged/destroyed (see scenarios for examples)

**Dive Bombing:** Must execute their attack in Low or Surface Low CAB; must start minimum one CAB above

**Strafing:** If attacker at TAL 1 S. LOW CAB range only two hexes.

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**ARM SUMMARY** *(C4.4)*

**MISSILE** | **BASE TO HIT** | **MALF. DIE** | **RANGE/CAB**
|----------------|---------------|---------------|
| AGM-65A Shrike | 9+ | 1-3 | 6-60 / MED+
| AGM-65B Stdrd ARM | 7+ | 1-2 | 4-25 / LOW+
| AS-30B (1964) | 9+ | 1-3 | 10-70 / MED+
| AS-30L (1983) | 7+ | 1-2 | 5-70 / LOW+
| AS-7 Kerry (1965) | 9+ | 1-3 | 6-30 / LOW+

**MODIFIERS**
- +n Aircrew Skill
- -1 Aircraft fired upon by AAA this turn
- -2 Aircraft fired upon by SAM or SAM and AAA this turn

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**GUIDED AIR-TO-SURFACE MISSILE SUMMARY** *(C2.7)*

<table>
<thead>
<tr>
<th>MISSILE</th>
<th>BASE TO HIT</th>
<th>MALF. DIE</th>
<th>RANGE/CAB</th>
</tr>
</thead>
</table>
| B Bullpup-A (1960) | 9+ | 1-2 | 6-60 / MED+
| Bullpup-B (1960) | 8+ | 1-2 | 6-100 / MED+
| AGM-65A (1972) | 7+ | 1-2 | 4-25 / LOW+
| AGM-65B (1976) | 7+ | 1-2 | 4-45 / LOW |
| AS-30B (1964) | 9+ | 1-3 | 10-70 / MED+
| AS-30L (1983) | 7+ | 1-2 | 5-70 / LOW+
| AS-7 Kerry (1965) | 9+ | 1-3 | 6-30 / LOW+

**MODIFIERS**
- +n Aircrew Skill
- -1 Aircraft fired upon by AAA this turn
- -2 Aircraft fired upon by SAM or SAM and AAA this turn

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**GUIDED BOMB SUMMARY** *(C2.6)*

<table>
<thead>
<tr>
<th>MISSILE</th>
<th>BASE TO HIT</th>
<th>MALFUNCTION DIE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Early Guided Bomb</td>
<td>9+</td>
<td>1-3</td>
</tr>
<tr>
<td>Modern Guided Bomb</td>
<td>8+</td>
<td>1</td>
</tr>
</tbody>
</table>

**MODIFIERS**
- +n Aircrew Skill
- -1 Aircraft fired upon by AAA this turn
- -2 Aircraft fired upon by SAM or SAM and AAA this turn

**Notes:** Only launched from MEDIUM-BOTTOM CAB or above; see stand-off range rules in Jet Age rules.

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**SURFACE ATTACK SUMMARY** *(C3.0)*

**Hits:** A target can take a number of hits as defined by the scenario before it is damaged/destroyed (see scenarios for examples)

**Dive Bombing:** Must execute their attack in Low or Surface Low CAB; must start minimum one CAB above

**Strafing:** If attacker at TAL 1 S. LOW CAB range only two hexes.

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**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.

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**Formation Example (part 1)**

1. Formation flying at Speed 3 (max speed 4 & Move Chart B)
2. Flight Leader climbs and turns to left (L32 turn code) reduced speed to 2
3. Wingman climb and move into formation hexes (R44 and F31R turn code)
4. Wingmen in formation hexes (Lt. gray hexes)

**Formation Example (part 2)**

1. Formation flying at Speed 2 (max speed 4 & Move Chart B)
2. Flight Leader extreme turn right (R25 turn code) Alt=4 Sp=x Alt=4 Sp=3 Alt=5 Sp=2
3. Wingman in formation hexes (Lt. gray hexes)

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**Formation Hex Diagram**

**Bomber Fixed Forward (BFF) Guns Diagram**