

### Campaign Turn:

Pre-Campaign Actions

Campaign Turn

Select Campaign

Mission Contract Availability

Rival Check

Bid on Contract

Determine Aircraft Availability

Buy / Sell Aircraft

Hire Freelancers

Execute Mission

Mission Wrap-Up

Campaign Wrap-Up

### Rival Bid:

Roll 1D10 + Rivalry

**Roll** **Resulting Bid**

0-6 No Change

7-8 Lower Price by \$5

9-10 Lower Price by \$10

11-15 Lower Price by \$15

16+ Lower Price by \$20

*(The rivals bid will never be lower than \$5)*

### Bid on Contract:

Each NPC MAS rolls 1D10:

#### Modifiers

MAS does not have the highest prestige -1

Price is \$5 higher than lowest bid -1

Price is \$10 higher than lowest bid -2

Price is \$15 higher than lowest bid -3

Price is \$20 higher than lowest bid -4

### Equipment Availability:

Roll 1D100 + Prestige

**Roll** **Equipment**

0-50 Common

51-80 Uncommon

81-110 Withheld

111-150 Rare

151-200 Restricted

201+ Ultra-Rare

*Aircraft cost \$1 less per 12 months after introduction*

*Aircraft from Host Nation: -1 Availability Level, -10% cost (round the final cost up)*

*Aircraft from Opposing faction: +2 Availability Levels, +25% cost (round the final cost up).*

### Encounters:

**Mission Threat Level** **Encounter Chart**

**Threat Level** **EP** **1D6** **Encounter**

None 0 1 None

Weak 1D6 2 None

Light 2D6 3 None

Moderate 3D6 4 Air

Substantial 4D6 5 Ground (or Sea)

Heavy 5D6 6 Air and Ground (or Sea)

*(Encounter is worth 1D6 EP, roll and add on a 6).*

#### Initial Aircraft Altitude Chart:

**1D6** **Altitude**

1-3 One Altitude Band lower than the aircrafts maximum

4-6 The Aircrafts maximum

### Combat Turns:

**Initiative:**

Roll 1D10 + Initiative

#### Objectives:

Engage: Specify and attack a target

Disengage: Roll  $\leq 7$  on 1D10 to move out of the Close Range area. May not disengage if there is a faster hostile aircraft.

Bug Out: Attempt to leave the mission.

#### Actions:

Climb: +1 Altitude, -1 Fuel. Engage targets at the same or higher altitude

Dive: -1 Altitude. Engage targets at the same or lower altitude, or on the ground.

Manoeuvre: Engage targets at the same altitude, or on the ground.

Evade: Engage targets at the same altitude

### Engagement Tests:

Each aircraft roll 1D6 and adds its current action-modifier. All aircraft suffer a -1 penalty per other aircraft already engaged.

If MoS  $\leq$  Targets Defensive Fire score you will be attacked before your attack.

### Attacks:

#### Firing Cannon or Machine-Guns at Aircraft

Basic TN = Weapons Air Rating

Target is Evasive -3

+/- Attackers AtA Cannon rating +Skill

Target at a lower Altitude +2

Per extra pair of weapons firing +1

"Superior Flying" Bonus +MoS

Evading -3

Target Evading -3

Target Silhouette +Rating

#### Defensive Fire:

Basic TN = 2

Defensive Fire rating +Rating

+/- Attackers AtA Cannon rating +Skill

Evading -3

Target Evading -3

*(Use MG damage, ignore ammo use)*

#### Attacking Ground Targets

Basic TN = Appropriate Weapons Rating

+/- Attackers Weapon Skill +Skill

+/- Dive Rating (if Dive-Bombing) +Rating

Per altitude level above Low (if Level-Bombing) -1

Possessing the Dive trait (if Dive bombing) +1

Per extra two guns firing +1

Target Silhouette +Rating

#### Ground to Air Fire

Basic TN = Weapons Rating for appropriate altitude

Target Evading -3

Target Silhouette +Rating

#### AAA Targeting

**1D6** **Result**

1-5 Engage random hostile aircraft

6 Engage random friendly aircraft!

*(+2 if both sides are using the same equipment)*

### Aircraft Damage:

#### 1D10 Effect

$\leq 0$  Aircraft destroyed, pilot lost

1-2 Aircraft destroyed, pilot bails out, but is injured

3-5 Aircraft destroyed, pilot bails out

6 -3 to all aircraft attributes, -3 to future damage rolls

7 -2 to all aircraft attributes, -2 to future damage rolls

8 -1 to all aircraft attributes, -1 to future damage rolls

9 Lose 50% of fuel, -1 to future damage rolls

10+ -1 to future damage rolls

*(-1 to the roll for cannon)*

#### Pilot Fate

**1D6** **Effect**

1 Wanders home

2 Wanders home

3 Wanders home after one mission

4 Wanders home after one mission

5 Captured by the enemy

6 Killed

*(+1 to the roll if the pilot is injured)*

### Ground/Sea Target Location:

If Defending roll 1D6, +1 per turn of delay

**Roll** **Effect**

1-5 Target in the zone

6 Target has left the combat area

### Pilot Salary and Experience:

**Spent XP** **Rating** **Rank** **Salary**

$\leq 0$  Green Lieutenant \$1

6-10 Regular Captain \$2

11-15 Experienced Major \$3

16-22 Veteran Lt. Colonel \$4

23+ Elite Colonel \$5

#### XP Awards:

Outnumber Opponents by 2+ 1XP per kill

Outnumbered by 2+ 3XP per kill

Otherwise 2XP per kill

#### Additional Awards:

5 Ground Kills 3XP and one AtG skill

5 Air Kills 3XP and one AtA skill

#### Skill Improvements

**Old Value** **New Value** **XP Cost**

-2 -1 1

-1 +0 2

+0 +1 3

+1 +2 4

+2 +3 5

### Fully Loaded Aircraft:

-1 to all aircraft attributes

Double any fuel costs for moving

May never benefit from Superior Flying

## Mercenary Air Squadron: World War II