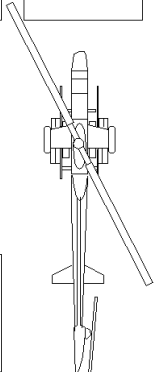


Helicopter MP Chart	
LOW	1MP
NOE	2MP
Hvy Wnds	x2
(against Wind Direction)	
NOE to LOW	15MP
LOW to NOE	5MP
Landing	30MP
Take-off	50MP
Firing MP	
MG Point attack	5MP
Rocket Pod (RP)	10MP
ATGM	25MP

Flightlevel	ATGM 1	RP1/ ATGM 9		MG/ Cannon		RP2/ ATGM 10	ATGM 2
ACE Pilot	ATGM 3	RP3/ ATGM 11				RP4/ ATGM 12	ATGM 4
	ATGM 5	RP5/ ATGM 13				RP6/ ATGM 14	ATGM 6
PRC	ATGM 7	RP7/ ATGM 15				RP8/ ATGM 16	ATGM 8

Sighting TC DRM				Aerial Range		Aerial TH DRM	
DRM	Cause	Flightlevel	Modifier	DRM	Cause	DRM	Cause
+ X	SMOKE Hindrance as per E.6	NOE	Initial range + ½ the range /FRU)	+X	SMOKE Hindrance as per E.6		
+3	Target is in Building/Woods/Rubble/ Orchard in Season	LOW vs JAS	Initial Range x 2 (FRU) Initial Range x 4 (FRU)	+3	Target is in Building/Woods/ Rubble/Orchard in Season		
+1	Target is in Brush/Grain/Marsh/ Crag/Graveyard			+1	Target is in Brush/Grain/Marsh/ Crag/Graveyard		
+1	Target is within 4 hexes of non-HIP AFV/MMC friendly to and in LOS of Helicopter			+1	Outside CA, per hexside changed		
+1	Mist*/Dust/Heat-Haze	* The Mist DRM depends on Mist Density		+1	Mist*/Dust/Heat-Haze		
-1	Target is AFV or boat in water	Light Mist	+1 DRM	+1	Target is in Motion (NA to ATGM)		
-1	Target has spent =>1MP during this Mph	Mod Mist	+2 DRM	-1	Target is AFV or boat in water		
-1	Target has been attacked by a friendly Helicopter during this MPh	Hvy Mist	+3 DRM	-2	Target is using VBM		
-2	Target is not entirely concealed	V. Hvy Mist	+4 DRM	-1	Target has been attacked by a friendly Helicopter during this MPh		
- 1 / 2	Ace Pilot			-1 / 2	Thermal Sight (TS)		
+/- X	Target Size			-1 / 2	Ace Pilot		
				+/- X	Target Size		

AERIAL TH Tables

RP TH Table *		SAGGER TH Table		ATGM(H) TH Table		Hellfire TH Table	
Range	TH #	Range	TH #	Range	TH #	Range	TH #
1-10	9	3-10	8	2-20	8	2-30	9
11-25	8	11-20	7	21-31	7	31-40	8
26-40	7	21-35	6	32-40	6	41-50	7
41-50	6	36-40	5	41-50	5	51-60	6

* A Miss must be resolved according to 8.16.1

Air Defense TH Tables

AA-Gun TH Table		Heavy SAM TH Table	
Range	TH #	Range	TH #
1-10	10	1-15	11
11-20	9	16-20	10
21-27	8	21-30	9
28-35	7	31-38	8
36-45	6	39-50	7
		51-60	6
		61-80	5

Air Defense TH DRM	
DRM	Cause
-1	SAM
-1/ 2	RoR
-1	Target is damaged
-1	Target is spending => 5MP in hex
+1	Target is attacking firer
+1	Target is spending =<2MP in hex
+1	Target is Jet aircraft
+ X	LOS Hindrance as per E.6
+/- X	Target Size
-1	Heat Seeker (HS)
-2	Radar Seeker (RS)
-3	Image Seeker (IS)
+2	Fire without AA-mode set up
+1	Outside CA, per Hexspine changed

SAM TK Tables

SAM	SA13	Chap	SA-7B	Stinger	Redeye									
Helicopter	22	24	16	19	11									
Jet	8	9	7	8	5									

JAS Chart

US Army / USMC - Vietnam

Nation	Name	Avail.	MA	SA	Bombs ^c	Remarks
US Army/USMC	A-1 „Skyraider“	1957-74	8FP MG	20LL (4TK DR)	4x Bombs	a, b
US Army/USMC	A-4C „Skyhawk II“	1959-68	8FP MG	8x 127mm RP		a
US Army/USMC	A-4C „Skyhawk II“	1959-68	20LL (2TK DR)		6x Bombs	b
US Army/USMC	A-4F „Skyhawk II“	1969-83	20LL (2TK DR)	4x 70mm RP		b
US Army/USMC	A-6A „Intruder“	1963-71			12x Bombs	
US Army/USMC	A-6A „Intruder“	1963-71			4x Napalm	
US Army/USMC	A-6E „Intruder“	1972-77			16x Bombs	
US Army/USMC	A-6E „Intruder“	1972-77			4x Napalm	
US Army/USMC	A-7A „Corsair II“	1967-69	20LL (2TK DR)		12x Bombs	b
US Army/USMC	A-7E „Corsair II“	1970-78	Vulcan (4 TK DR)		12x Bombs	
US Army	A-37 „Dragonfly“	1960-69	8FP MG		8x Bombs	a
US Army/USMC	FJ-4 „Fury“	1960-67	8FP MG		6x Bombs	a
US Army/USMC	F-4B „Phantom “	1962-66			4x Bombs	
US Army/USMC	F-4J „Phantom II“	1967-73			12x Bombs	
US Army/USMC	F-8E „Crusader“	1960-66	20LL (2 TK DR)	8x 127mm RP		b
US Army/USMC	F-8U „Crusader“	1967-77	20LL (2TK DR)		4x Bombs	b
US Army	F-100D „Super Sabre“	1963-72	20LL (4TK DR)	4x 70mm RP		b
US Army	F-105 „Thunderchief“	1959-74	Vulcan (4TK DR)	4x 70mm RP	6x Bombs	

- a. The 8FP MG may use 3 Effects DR (TK DR) and uses the M39 TK#.
- b. 20LL fires APCR **only** – no IFT.
- c. Maximum number of bombs available. Actual Configuration/load varies.