



Fairchild WARTHOG

Pilot Name			Squadron Name		Aircraft Name	
Natural Touch	Sixth Sense	Dead Eye	Steady Hand	Constitution	Quick Draw	

GUNS	1	2	3	4	5	6	7	8
Turret								
Linked	F1	F1	F1					
Caliber	70	70	70					
Ammo								
Range	3	3	3					
Jammed								

ROCKETS	1	2	3	4	5	6	7	8
Type								
Range								

Base To-Hit
3

Frame Type		Prop Type
Heavy Fighter		Pusher
Crew	Engines	Freight Room
2	2	0 lbs.
Special Characteristics		
- Fire-Linked Weapons - Multiple Engines		

[illegible]

Deflection Modifier / Hit Location Table

The diagram shows a hexagonal table with six ports, each labeled with an 'Attack Roll' and a list of components. The ports are arranged in a circular pattern around the center of the table. The labels are as follows:

- Top Port:** Attack Roll +2
Table Nose
1-3 Port Wing
4-7 Nose
8-10 Stb. Wing
- Top-Right Port:** Attack Roll +3
Table Stb. Lead
1-6 Nose
7-10 Stb. Wing
- Bottom-Right Port:** Attack Roll +1
Table Stb. Trail
1-6 Tail
7-10 Stb. Wing
- Bottom Port:** Attack Roll +0
Table Tail
1-3 Port Wing
4-7 Tail
8-10 Stb. Wing
- Bottom-Left Port:** Attack Roll -1
Table Port Trail
1-6 Tail
7-10 Port Wing
- Top-Left Port:** Attack Roll +3
Table Port Lead
1-6 Nose
7-10 Port Wing

Redlining Engine / Stalling / Gs Calculation

8 (Base Number)
+ Amount over Current Max.
+ 2 if Shocked
- Pilot Natural Touch Skill
= **Target Number**

Unjam Calculation

8 (Base Number)
+ Gs of the last maneuver
+ 2 if Shocked
- Pilot Steady Hand Skill
= **Target Number**

Aircraft Performance

Max Speed										
Max Gs Port					Max Gs Starboard					
		2	1	0	3	0	1	2		
					2					
					1					
		Max Decel		0	0	0	Max Accel			
				1					1	
				2						

Turn	Maneuver	Gs	Specials		Jammed
1			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
2			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
3			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
4			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
5			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
6			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
7			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
8			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
9			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
10			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
11			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
12			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
13			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
14			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
15			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
16			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
17			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
18			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
19			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
20			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
21			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
22			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
23			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
24			Push	Shock	
			Smoke	Shock-G	
Turn	Maneuver	Gs	Specials		Jammed
25			Push	Shock	
			Smoke	Shock-G	