

NEW C3i Article -- Premiere

From the C3i Archives

Part I: New Pilots and Crews for Thunderbolt + Apache Leader

by Dan Verssen

Here are the names, skills and special abilities for a new set of Pilots and Crews for TAL. This information goes with another article included which details the rules for selecting a squadron when both the original cards and the new cards are being used (see the other article below, Part II).

If any of the Pilot or Crew names are changed, please check the examples in the "How to select a squadron" article to make sure the names are also changed there.

Changes to Skills and special abilities are possible, but must be confirmed, as the pilots and crews were created with the squadron generation rules in TAL.

New A-10 Pilots when READY

Name	Cannon	Strike	Stand-Off	Cool	Special Ability
Raven*	0	0	1	1	May do 3 Stand-Off Attacks per Turn
Yankee	1	0	0	0	-
Slammer	1	1	1	1	+1 to all Pilot Check die rolls for Mission
Pitcher	0	0	0	0	-
Bandit	1	0	1	0	May do 2 Cannon Attacks per Turn
Dinker	0	1	0	1	-

New A-10 Pilots when SHAKEN

Name	Cannon	Strike	Stand-Off	Cool	Special Ability
Raven*	-1	0	0	1	-
Yankee	1	-1	-1	0	-
Slammer	0	1	0	1	-
Pitcher	-1	-1	-1	0	-
Bandit	0	-1	-1	0	-
Dinker	0	0	-1	1	-

* Raven is a female

New AH-64 Crews when READY

Name	Cannon	Strike	Stand-Off	Cool	Special Ability
Salsa/Hoodwink	0	0	0	0	-
Knight/Astro	1	1	1	1	-1 penalty vs. units with Cover
Diamond/Top Hat	0	0	0	0	-
Siren*/Thief	1	1	0	1	-

Moose/Crimson	0	0	0	1	+1 vs. Tanks and APCs
Dirk/Golf	1	0	1	0	-
Crossbow/Star	0	1	1	1	May do 2 Strike Attacks per Turn
Ranger/Blaster	1	0	0	0	-
Postman/Slinger	0	0	2	0	-
Axeman/Sureshot	1	1	0	0	May do 2 Cannon Attacks per Turn

New AH-64 Crews when SHAKEN

Name	Cannon	Strike	Stand-Off	Cool	Special Ability
Salsa/Hoodwink	0	-1	-1	0	-
Knight/Astro	1	0	0	1	-
Diamond/Top Hat	-1	-1	0	0	-
Siren*/Thief	-1	-1	0	1	-
Moose/Crimson	-1	-1	-1	1	-
Dirk/Golf	-1	0	0	0	-
Crossbow/Star	-1	0	-1	1	-
Ranger/Blaster	0	-1	-1	0	-
Postman/Slinger	0	-1	1	0	-
Axeman/Sureshot	1	0	-1	0	-

* Siren is female

Thunderbolt+Apache Leader
Part II: New Pilot/Crew Selection Rules

By Dan Verssen

New rules? What's wrong with the old rules?

The old rules work fine, so long as you only have the original 10 Apache Crews and 6 Thunderbolt Pilots to choose from. This issue of InsideGMT includes 10 additional Apache Crew cards and 6 additional Thunderbolt Pilot cards. Let's say, for example, we included the new cards without the rules. Now, let's say you were going to fly a Campaign with 4 A-10s. The original rules say you get 6 Thunderbolt Pilots. See the problem? I would lay-out the 6 original Pilot cards and the 6 new Pilot cards and select the 6 guys with the best skills. Thus, the need for these rules.

Selecting Pilots for an A-10 Squadron

- 1) Lay-out the 12 A-10 Pilot cards and select 2 to be in your squadron.

- 2) Shuffle the remaining 10 Pilot cards
- 3) Select at random, the other 4 Pilots of the squadron.

Example:

I select Thor and Slammer to be in my squadron. The remaining cards are then shuffled and I draw 4 at random, and end up with: Leader, Raven, Dinker, and Viper.

Selecting Crews for an AH-64 Squadron

- 1) Lay-out the 20 AH-64 cards and select 4 to be in your squadron.
- 2) Shuffle the remaining 16 Crew cards
- 3) Select at random, the other 6 Pilots of the squadron.

Example:

I select Leader/Tex, Shadow/Laser, Cougar/Spider, and Crossbow/Star to be in my squadron. The remaining cards are then shuffled and I draw 6 at random, and end up with: Rock/Mac, Hammer/Solo, Salsa/Hoodwink, Knight/Astro, Diamond/Top Hat, and Siren/Thief.

Selecting Pilots and Crews for a Mixed Squadron

- 1) Lay-out the 12 A-10 Pilot cards and 20 AH-64 Crews cards and select any 3 to be in your squadron.
- 2) Shuffle the remaining A-10 Pilot cards in one pile.
- 3) Shuffle the remaining AH-64 Crew cards in a second pile.
- 4) Select at random a number of cards from each pile to bring your squadron up to 3 A-10 Pilots and 5 AH-64 Crews.

Example:

I select Leader, Leader/Tex, and Viper to be in my squadron. I then divide the cards into two piles, one for A-10 Pilots and one for AH-64 Crews. Having selected 2 A-10 Pilots, I now randomly draw 1 Pilot from the pile, and it is Bandit. I originally selected only 1 AH-64 Crew, so I now draw 4 at random. The draws are: Crossbow/Star, Ranger/Blaster, Montana/Nitro, and Flash/Storm.