



Tiny Flyers

Golden Rule:

Tiny Flyers are Tokens, NOT models
many rules that affect models do not affect tokens

These rules apply to ALL Tiny Flyer Types

What Tiny Flyers DO:

- * Attack using AA
- * Counterattack using AA
- * Attack using Ordnance
(Dive or Torpedo Bombers only)
- * Fly as C.A.P. (Fighters only)
- * Spot for Indirect Fire
(Recon Planes only)

What Tiny Flyers DO NOT do:

- * Use Defensive Fire AA
- * Use Anti-Boarding AA**
- * Initiate/receive Boarding Assaults
- * Use Linked Fire**
- * Targeted by any Ordnance
- * Collisions or Rams
- * Affected by Mine/Mag Explosions

Fuel:

Lose 1 Fuel each time:

- * Attack AA dice are rolled
- * Counterattack AA dice are rolled
- * Ordnance AD dice are rolled
- * The opponent scores an abort
- * if using double move
- * Well-Trained do NOT lose gas for anti-boarding ack ack

Ack Ack:

- 4" AA Range (360 degree arc)
- AA vs. Small models: 5,6
- AA vs. non-Small models: 4,5,6
- AA vs. Surface or Submerged: n/a

Firing Options:

- * Wings ALWAYS combine their total AA or their Ordnance AD.
- * Wings ALWAYS may choose to split their combined AD vs. any targets
- * Wings NEVER use linked fire**

Aborts:

Acrobatic Pilot MAR: a 6 result does not destroy, but still counts for Aborts

Aborts only cancel a future attack in the Combat Sequence; any simultaneous kills are not canceled

Counterattacks from Models against Tiny Flyer Wings

Model squadrons may choose to link counterattack AA against a wing to increase their chances of an abort.

Model squadrons may choose to make separate non-linked AA counterattacks against a wing to increase their chances of rolling kills.

Submerged models cannot counterattack Tiny Flyers

These rules apply ONLY to certain Tiny Flyer Types

Torpedo Bombers & Dive Bombers (3-5 tokens) :

- * can only fire their Ordnance ONCE before reloading on a carrier/airfield
- * must use ALL of their Ordnance AD in their one attack
- * Bombs & Torpedoes follow all rules & MARs for those weapons (see Appendix)

AA vs. TFTs: 6

Torps are 8" Range (360 degree)

Torpedoes vs. Obscured: n/a

Torpedoes vs. Flying: n/a

Torpedoes vs. Surface: 3,4,5,6

Torpedoes vs. Submerged: 3,4,5,6

Bombs are 0" Range (base-to-base)

Bombs vs. Obscured: n/a

Bombs vs. non-Small Flying: 5,6

Bombs vs. Small Flying: n/a

Bombs vs. Surface: 3,4,5,6

Bombs vs. Submerged: 3,4,5,6

Fighter Wings (3-5 tokens) :

AA vs. other TFTs: 3,4,5,6

Only Fighters may be C.A.P.

Recon Planes (1 token) :

AA vs. other TFTs: 5,6

Recon Planes do NOT use the Spotter MAR or its limitations, but they DO fill the Indirect Fire requirement automatically

Fighter Wings as Combat Air Patrol (C.A.P.)

- * does NOT combine or link Attack AA with parent model
- * does NOT combine or link Counterattack AA with parent model
- * does NOT combine or link Defensive Fire AA with parent model
- * does NOT combine or link anti-boarding AA with parent model**
- * DOES make its own separate counterattack with AA vs. any model or wing that attacks parent
- * DOES declare its own attack AA vs. any target, during its parents' activation
- * DOES uses its own movement and 4" AA range limits, but must stay within 4" of parent model

** = except for Fighter Wings flying CAP that have the Well-Trained MAR