



# FLIGHTWING


=== C O M M A N D E R ===

V1.0

# THE BASICS

Flightwing Commander is a companion game for the various fast flying aircraft in Dropzone Commander. Every unit in Flightwing Commander has a stat sheet, which accompanies this book. The stat sheets are slightly different to their Dropzone counter-parts.

**A** **ARCHANGEL INTERCEPTOR**



**50 POINTS**  
**SQUAD SIZE: 1-2**

MOVE	EVASION	ARMOUR	DAMAGE POINTS
24-36"	3	10	1

	RANGE	SHOTS	ACCURACY	ENERGY
RETRIBUTION CANNONS (AA)	12"	2	3+	7

**E** **RETRIBUTION CANNONS:** This weapon ignores 2 points of Evasion.

**A Faction** - Which faction the unit belongs to.

**Name** - The name of the unit.

**B Points Cost (Pts)** - How much one of these aircraft costs in points.

**Squad Size** - How many of this aircraft you can take in a single squad.

**C Statline:**

**Move (MV)** - The minimum and maximum distance the unit may move in inches.

**Evasion** - A unit's Evasion dictates how quickly and effectively it can make maneuvers and how good this unit is at avoiding incoming fire. This number is added to an opponent's Accuracy when shooting.

**Armour (A)** - Represents the resilience of the unit to damage. Higher numbers represent better protection.

**Damage Points (D)** - The amount of damage a unit may sustain before it is destroyed.

**D Weapons:**

**Range** - The weapon's maximum range in inches.

**Shots (S)** - How many dice to roll when shooting each weapon.

**Accuracy (Acc)** - The number to equal or beat when rolling to hit with a weapon.

**Energy (E)** - How strong a weapon is - the higher the number, the better the chance of penetrating an opponent's armour.

**E Special Rules** - Any relevant special rules that apply to the unit or its weapons.



## DICE

Flightwing Commander uses 6-sided dice, often referred to as D6. Unless otherwise stated, when instructed to roll a dice, it will be a D6. Occasionally a D3 dice will also be needed, although it's easy enough to simulate these using D6 ( $1/2 = 1$ ,  $3/4 = 2$ ,  $5/6 = 3$ ).

**Often dice will have modifiers to their rolls. A plus penalty (such as a +2 penalty) will increase the number needed to roll, whereas a minus bonus (such as a -1 bonus) will reduce the number needed to roll.**

*For example, a weapon suffers a +2 penalty to its 3+ AC value. The player now needs to roll a 5+ to hit with the weapon.*

A roll may have multiple modifiers, which are all added or subtracted together.

**However, a roll of a 1 is always a failure.**

Sometimes you may be instructed to re-roll dice. **A dice may only ever be re-rolled once.**

## MEASURING

All distances in the game are measured in inches, noted with inverted commas (for example 6" is 6 inches). You are allowed to measure distances at any time.

Unless otherwise specified, **distance is measured to and from the centre of a unit's flight stand.**

## LINE OF SIGHT

Line of Sight is treated differently in Flightwing Commander depending on certain conditions of the game. This is because there is a lot of abstraction required to represent the large, 3D space of the sky that the game takes part in. This is described in further detail later.

**Unless otherwise specified, all units in Flightwing Commander can only draw line of sight in a 90 degree arc in front of them.**

Other units do not block line of sight at any time.

## FRIENDLY & ENEMY UNITS

Any unit in your flightwing is a friendly unit, and any in opposing flightwings are enemy units.

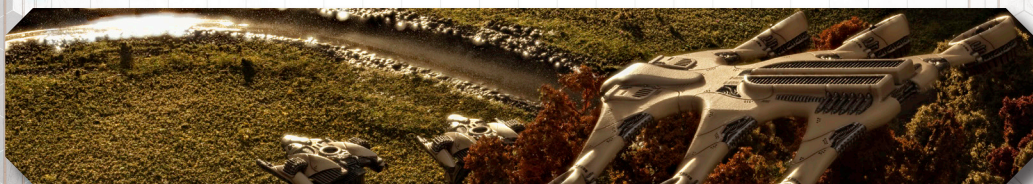
When abilities say they affect any or every friendly unit, that does include the unit using the ability, provided they are eligible to be the target.

## UNITS & SQUADS

Flightwing Commander categorises miniatures in two ways: units and squads.

**Units** are a single model, or base of models. Identical **units** band together to form **squads**. Lots of squads together form your flightwing!

Squads have no coherency, and can fly wherever they want - after all, a city block is very small when travelling at the speed of the aircraft in this game!





# ROUNDS & ACTIVATIONS

A game is played out as a series of rounds. Each round is split up into several phases:

## PHASE 1: INITIATION

Each player **rolls 1 dice**. The result is the order players activate, with the player with the highest score winning the initiative and going first, the second highest second and so on. If one single player rolls a 6, they **always** count as winning the initiative. Re-roll any ties.

## PHASE 2: ACTIVATION

The first player must activate a squad that hasn't yet been activated.

First of all, the squad selects a Mission Profile one from those available.

During an activation, each unit must first complete a movement action, and then a shooting action. All of a squad's movement actions are done first, then its shooting actions are done after.

Once the first player has completed all desired actions with this squad, the next player may activate a squad, and so on until every squad has been activated. This will usually involve going through the order of Initiative several times. A player with no more squads left to activate must wait until the other players have activated all of theirs.

Once all squads have been activated, move onto Phase 3.

## PHASE 3: ROUND UP

Any special rules and effects which apply in this part of the round are completed now.

If there is any confusion on what order rules take place, follow the order of initiative.

After resolving special rules, add up Victory Points for all Mission Profiles that have been completed. If the stated number of rounds have elapsed then the game is over. If not, the round is over and another one begins immediately.

## MISSION PROFILES

When a squad activates, select one Mission Profile from the list below. Think about what the Flight Wing can do when assigning an Objective to it. If it can't easily destroy buildings, don't select a Hard Target for it's Objective.

### AIR TARGET

Score 1 Victory Point per enemy squad destroyed this round.

### SOFT TARGET

Score 1 Victory Point per Ground Asset destroyed this round.

### HARD TARGET

Score 3 Victory Points per scenery piece destroyed this round.

## MOVING

At the beginning of a moving action, declare what flight level the squad is moving at. Each unit in a squad must be at the same level.

Units within a squad must be moved their minimum MV value, and may move up to their maximum MV value. A unit doesn't have to move its full MV, but any remaining distance is lost.

**Units must move directly forwards.**



## FLIGHT LEVELS

Although airspace is a three-dimensional arena, we play on a broadly two-dimensional board, so to keep us from getting tired holding models in the middle of the air, this space is broadly divided up into three levels.

### HIGH LEVEL

Higher than the battlefield. High Level units are off the table, and cannot be targeted or target other units. If a squad moves to High Level, remove them from the board. If a squad starts its activation at High Level, they may enter the board. See *Entering the Battle* for details.

### DOGFIGHT LEVEL

This is the middle and standard flight level. At this level all units can draw line of sight to all other units at Dogfight Level. Buildings do not interrupt line of sight, nor do other units (friendly or enemy). Units at this level can only be targeted by units at Dogfight Level.

### LOW LEVEL

This is at the level of buildings. This is a risky level of flight but gains some protection from other aircraft as well as allowing easier targeting of ground assets. A Dangerous Maneuver Test is required before starting to move at this level. Scenery cannot be moved through while flying at this level. If a unit has no choice but to fly into a scenery piece, it is automatically destroyed!

Scenery blocks line of sight to units at this level, from both units at Dogfight and Low Level.

Units at Low Level shooting at Ground Assets or scenery pieces in line of sight gain a -1 Accuracy bonus.

## DAINGEROUS MANEUVERS

During Movement a unit may need to make a Dangerous Maneuver test. For this roll 1D3.

If the roll is **under** the unit's Evasion, the test is successful and the unit may continue as normal.

If the roll is **equal to** the unit's Evasion, loses control a little, and loses 1 damage point, to a minimum of 1. It may then continue as normal.

However, if the roll is a natural 6, the unit crashes and is destroyed! Remove it from play as a casualty (not scoring towards any opponents' objectives).

Whenever more than one unit in a squad is required to roll a Dangerous Maneuvers test simultaneously (if all move to Low Level or multiple units make the same Special Maneuver at the same time for example), the squad only makes one roll. Simply choose one unit in the squad to roll for. The rest follow that unit's lead (or avoid doing so in the case of a crash).





## SPECIAL MANEUVERS

While a normal flight pattern is relatively safe, it limits the tactical use of many faster aircraft. Pulling off daring feats of flying is often the difference between getting back to base to brag after the mission and being shot down in a fiery explosion.

A unit may make a number of Special Maneuvers each activation, equal to its Evasion. However, it must move at least 8" minus its Evasion between each Special Maneuver.

If a unit wants to make the same Special Maneuver twice in a row, the minimum distance between the two is doubled!

A squad may elect to make the same Special Maneuver at the same time. In which case, they only need to roll 1 Dangerous Maneuvers test if required.

*For example an Archangel Tactical Bomber has an Evasion of 3. It may make up to 3 Special Maneuvers during its activation, with 5" between each. However, if it wants to make the same Special Maneuver twice in a row, it would have to move 10" before performing the second one!*

### 90° TURN

A standard turn for aircraft, although at the speeds they travel, this turn is representative of a larger arc.

Turn the unit up to 90 degrees in either direction.

### 180° BREAKNECK TURN

The pilot uses the full potential of the aircraft to turn completely around, changing the dynamic of a dogfight. However the G-Forces the pilot suffers are very high.

Take a Dangerous Maneuver test and then turn the unit up to 180 degrees in either direction. The unit suffers a +1 Accuracy penalty to all it's weapons until the beginning of it's next activation.

## LOOP OVER

The Aircraft flies up to drop back down somewhere behind its current location in a loop. This allows it to appear behind an aircraft currently chasing it, perfect for turning the table in a dogfight.

Take a Dangerous Maneuver test. Move the unit up to half its maximum movement directly backwards, facing the same direction. This uses up whatever movement distance it moves!

## DIVE BOMB

*Going low almost guarantees devastation from a bombing run.*

Take a Dangerous Maneuver test. If this unit makes a shooting action against a Hard Target or an Armour based Soft Target this round, it always scores an automatic hit and if the damage roll is successful it is always a critical hit.

However, diving low mean the unit is also attacked by a standard AA shot by one opponent, roll a dice to decide which if there is more than one opponent.

## EVASIVE MANEUVERS

*Bogies on my six!*

Take a Dangerous Maneuver test. The unit gains +2 to any passive saves. If it doesn't have a passive save, it gains a 5+ save until the end of the round. However, it suffers from a +1 accuracy penalty to all weapons.





## SHOOTING

A unit may fire all available weapons once in a single activation. It may also fire at any applicable targets in range and in the relevant arc of each weapon.

### CHOOSE TARGET

A weapon must have line of sight to its target. Remember that units can only draw line of sight in a 90 degree arc in front of them.

Measure the range from the firing unit to its target. If it is in range, it may shoot.

**A weapon must have (AA) in its name to be able to fire at other units.**

### ROLL TO HIT

Roll a number of dice equal to the total number of Shots. The Accuracy value on the weapon is what those dice need to roll **equal to or over** in order to hit the target. Anything under the target number misses to no further effect.

Modifiers, including a target's Evasion stat are applied before rolling. **A weapon always hits on a roll of a 6, regardless of modifiers.**

When targeting scenery, all hits are resolved at 2+ before modifiers (including those for Special Maneuvers).

### ROLL TO DAMAGE

The next stage is to determine if any damage is inflicted. **Roll 1 dice** for each successful hit and **add the weapon's Energy value**. If the result **equals or beats the target's Armour**, then 1 Damage is inflicted.

If the result beats the target's Armour by **2 or more**, the damage roll is a **Critical and inflicts 2 Damage**. **If the dice result is a 1, the weapon doesn't do any damage**, regardless of whether it would otherwise equal or beat the Armour.

## RESOLVE DAMAGE

Every point of Damage inflicted is resolved against a single unit, causing them to lose 1 Damage Point each.

Some units have Passive saves. Roll 1 dice for each Damage inflicted. If the roll equals or beats the number listed, discard that Damage.

If a unit drops to zero Damage Points then it is destroyed and removed from the table.

## ENTERING THE BATTLE

All squads start the game at High Level. They can enter the board via any board edge. However pick the board edge carefully!

- If the unit enters via a friendly board edge, it moves on as normal.
- If the unit enters via a neutral board edge, it will encounter 1 bout of AA fire from one opponent before moving.
- If the unit enters via an enemy table edge, it will encounter 3 bouts of AA fire from that enemy before moving.

### AA FIRE

Most often a squad will encounter AA fire when entering the board.

AA Fire is assumed to always have line of sight to its target. When firing multiple bouts of AA fire, each time a player shoots it can target a different unit in the squad.

	S	ACC	E	SPECIAL
UCM AA	3	3+	7	-3 EVASION
SCOURGE AA	2	3+	8	-1 EVASION
PHR AA	2	2+	7	-2 EVASION
SHALTARI AA	4	4+	6	-2 EVASION
RESISTANCE AA	1	2+	8	-4 EVASION

## SCENERY

Scenery is an important part of the battlefield for Flightwing Commander, as it is in Dropzone Commander. In this game we use simplified profiles.

Any scenery piece can be categorised as either Light, Medium, or Heavy. Simply agree before the game which is which!

Scenery pieces can be targeted just like any other unit, and since they're static and large, all hits are resolved at 2+ before modifiers (including those for Special Maneuvers).

Note that unlike in Dropzone Commander, a scenery piece can be affected by Critical hits, doing 2 Damage like any other target.

	ARMOUR	DAMAGE POINTS
LIGHT	8	10
MEDIUM	10	15
HEAVY	12	20

## BUILDING YOUR FLIGHTWING

To build your flightwing, agree a points value with your opponent. Then simply take squads up to that value!

### ACE PILOTS & CLOSE CALLS

When building your Flightwing, you may take any number of the following, which can be used once each.

#### ACE PILOT - 20 PTS

Choose to use this after rolling a Dangerous Maneuvers test. Change the dice roll to a 1.

#### CLOSE CALLS - 10 PTS

Choose to use this immediately after any dice roll. Select one dice and re-roll it.

## SCENARIOS

Flightwing Commander uses custom built Scenarios. Flightwing Commander is best seen as a game of 'What happens when Air Support is called for.' So it's best to set the board up as though there is a game of Dropzone Commander taking place, some Armour squads engaged in combat, some Dropships dropping off, and of course plenty of scenery!

### DEPLOYMENT

Players collaborate to place scenery on the board. After that, roll a dice. Whoever rolls highest selects a board edge first, then go left around the table until every player has a board edge (you may have to divide edges up if there are more than four players). Then decide the number of turns; generally 4 to 6 turns works well.

### GROUND ASSETS

Ground Assets are then placed on the board. It is up to the players how many Ground Assets they use, but as a guide, each player should place **twice as many Ground Assets as they have squads.**

Ground Assets can be placed anywhere on the board, but must be at least 6" away from each other. These rules are simple abstractions, feel free to use any models in your collection to represent them, or create rules for additional unit types if you like! Ground Assets can be targeted like any other unit.

	A	DMG PTS	SPECIAL
UCM	15	3	-
SCOURGE	13	3	+2 EVASION
PHR	14	4	-
SHALTARI	12	3	4+ PASSIVE SAVE
RESISTANCE	11	3	IMMUNE TO CRITICAL HITS