



# Skills, Elite Pilots, Counters, Squadron Resource, and Alternate Targets

## New Game Components

### Skills



Skills are abilities you can purchase for your Pilots at the start of a Campaign for SO points. The effects of each Skill is described in the Pilot Skills sheet.

Pay 1, 2, or 3 SO points depending on if you are playing a Short, Medium, or Long length Campaign. You can assign up to 2 Skills per Pilot.

### Elite Pilots



These Pilots are Elite versions of normal Pilots. They cost SO points to purchase. Some ranks start with Skills. These Skills do not count towards your Pilot's maximum Skill count.

Example: *Lizgar* is an Elite Pilot. It costs 3, 6, or 9 SO points to add this Pilot to your Squadron depending on whether you are playing a Short, Medium, or Long Campaign. *Lizgar* at Ace rank has the Skills: +1 Cool and Agile.

### New Counters

There are optional new counters within this Expansion.



Ready and Acted counters mark which of your Pilots have acted this Turn.



Okay, Shaken, and Unfit mark your Pilot's current Status.



Damaged and Destroyed mark whether your Pilot's Aircraft is Damaged, or was Destroyed during the Mission.

### Alternate Targets



There are optional new Targets within this Expansion. These represent attacking the Target on a different Day where the Hits and VP are the same, but anything else may be different. When you choose your Targets during Campaign prep, you may choose to use either version of a Target to add to your Target Draw pile.

Example: The Iraq 1991 Campaign requires you to add Target #1 to your Target Draw pile. You may choose to add either Target #1 to your Target Draw pile, but not both.

### Squadron Resource



Assign these Aircraft to Targets as normal, however they do not enter the Tactical Board.

Example: In the Iraq 1991 Campaign, attacking Target 25 has a -3 WP modifier. If you assign *Benzin* to the Target, the -3 is removed.

Example: If you assign *Oculaire* to a Target, during the Arm Aircraft step roll a d10. Based on your roll, you may have the choice of discarding the Over Target Event card.

Campaign creators: Fernando Sola and Michal Kochman

