

Thunderbolt Apache Leader

Official Rules Clarifications, October 1992

By Dan Verssen

There are several point in the TAL rules which are not as clear as Gene Billingsley and I would have liked for them to be. Here are several that we found. I would like to mention that several of the following points were brought to our attention in a very concisely written letter by Reid Garrett.

Rule 7.0 & 22.0

Single shots (Rule 20.3) may be used to resolve an Event (SAM Site, Attacked by Enemy Fighters, AAA Fire, etc.). An aircraft may use two Single Shots to negate a threat against itself (e.g. Attacked by Enemy Fighters). Each Single Shot launched by an aircraft counts as 1/2 a Point toward joint attacks (e.g. Enemy Supply Convoy).

Rule 10.5 & 20.3

When using both Multiple Attacks and Single Shots, declare and resolve all *First Shots* before declaring and resolving all *Second Shots*.

Advanced Rule 10.6 (NEW) Attacking while Moving Slowly

AH-64s, AH-1s, and AV-8Bs are capable of moving very slowly and hovering. In order to attack while Moving Slowly, the aircraft is prohibited from moving out of its Terrain card during the entire Turn (AV-8Bs also lose the option to move to move during the Option to Move A-10s/AV-8Bs step). Aircraft which are under the effect of a "Must Move" Hit may not take this attack option.

The decision to Move Slowly is made when the aircraft is about to Move/Attack. Slowly Moving aircraft immediately suffer one Minor Hit. This represents scattered small arms fire directed at an easily hit, slow moving target. All normal Immunities apply. Once the small arms attack is resolved, the aircraft may attack. Aircraft which attack while Moving Slowly receive a +2 on all attack die rolls for Cannon, Strike, or Stand-Off. The modifier also applies to Air Combat attacks.

Example: When it is time for the AV-8B to act, the player decides to have the *Harrier* Move Slowly. One Minor Hit counter is drawn, and turns out to be a *Dive!*. The *Harrier's* Dive die roll is a '4' and avoids crashing. Because the Move Slowly option was selected, the *Harrier* may not move. The *Harrier* may then attack, adding two to all attack die rolls. Later in the Turn, the *Harrier* may not move during the Option to Move A-10s/AV-8Bs step.

Rule 15.0

All enemy attacks are assumed to be simultaneous. A friendly aircraft could be destroyed by one damage chit, and still be targeted by damage chits from not yet resolved attacks during the Turn.

Rule 15.5

When a Hit counter specifies "2 Minor" or "1 Serious", the Troop Quality and Aircraft Immunities also apply against subsequent counters drawn.

Rule 17.0

The ALQ-119 effects both enemy ground units and enemy aircraft.

Rule 20.3

A -2 is applied to every die roll when a Single weapon is being used. This was mentioned in the Stand-Off example, but not the rule.

Rule 23.4

Shaken Pilot or Crew always lose their Special Ability if they should fly while Shaken.

Rule 27.3

Enemy Battalions may not advance toward the Air Base if there are one or more friendly Battalions in their Range Band.

Rule 29.0

The Su-17 is the *Fitter*, not “Flitter”.

Rule 32.0

We forgot to include “+1 to Hit Tanks and APCs”. A pilot or Crew with this Special Ability adds 1 to all attacks against Tanks or APCs. Note, this Ability is worded as “+1 vs. Tanks and APCs” in the table in rule section 34.4.

Rule 33.0

When using the Fatigue rules, “Reporting for Duty Sir!” decreases a Pilot/Crew’s Fatigue Points to 15. “Letters from Home”, decrease all Pilot/Crew Fatigue Points (to 15 if Shaken, to 30 if Not Ready).