





AIRCRAFT


The SSU is the first army in Dust Tactics to deploy combat aircraft that operate at engagement range with enemy infantry. The other blocs will likely respond to this new threat as expediently as possible! The following rules govern all aircraft units, regardless of which bloc they herald from.

Aircraft units function much like any other unit in Dust Tactics, with a few exceptions. These are noted below and explained in detail.

GENERAL RULES

Aircraft units all have armor class . Any other unit that appears to be flying but does not have armor class  functions more like a ground vehicle (such as a hovercraft might). Armor class  governs those vehicles capable of controlled altitude changes.

Aircraft units can only be targeted with weapons that affect armor class . Aircraft units have line of sight to any unit on the battlefield. Likewise, any unit on the battlefield may target aircraft units (if their weapon range allows). Aircraft never benefit from cover, but other units in cover benefit from a cover save as normal against an attack from Aircraft.

Flying units are very difficult to shoot at because of their speed. To represent this, flying units can never be targeted from more than 6 spaces away. For weapons with a U range, when firing at a unit with armor class , treat Unlimited Range as Range 6.

All aircraft units ignore terrain restrictions when moving. They can fly above ammo crates, anti-tank traps, water, smoke, impassable terrain, and even structures without being affected. Aircraft units can fly over spaces without a dot in the center (terrain spaces for examples). However, as noted above, they do not benefit from cover as provided by terrain. This applies to structures as well: aircraft units can fly over them but can't hide behind them. As stated above, nothing short of being inside a structure — not even another aircraft unit — blocks the line of sight to or from another aircraft unit.

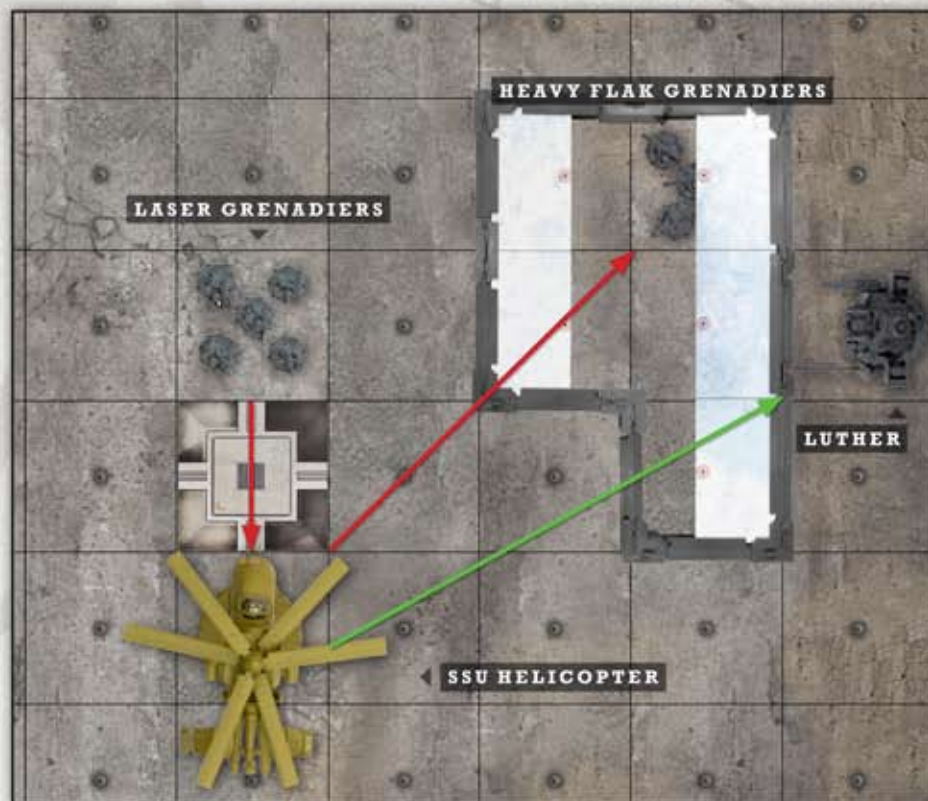
Structures are an exception to an Aircraft's ability to ignore cover and terrain. Aircraft units can only target units inside a structure if the unit is on a space that shows an exit (or on the roof). Aircraft can only be targeted from a structure if the attacking unit is on a space that shows an exit (as per the usual rule).



All flying units can move over friendly and enemy units. They cannot stop their movement on the same space as another unit, but they can freely cross any space occupied by a unit. This also applies to heroes. Flying units can stop their movement anywhere on the battlefield, even on top of a structure. When determining range to or from a flying vehicle, follow all normal range rules.

Flying units are in constant movement. Therefore, every flying unit must at least make one **MOVE** action every round. Thus, flying units can never choose to make a **SUSTAINED ATTACK**.

Often an Aircraft miniature will hang over more spaces than the one occupied by its base. For all mechanical purposes, the Aircraft is treated as only occupying the space that its base is in.


Some special rules, like using the **ACE PILOT** skill or the **HOVER** skill may modify these rules.



EXAMPLE: This SSU Helicopter is engaging Axis forces. The Laser Grenadiers line of sight is not blocked, however their weapons cannot harm armor class . The Heavy Flak Grenadiers can harm the SSU Helicopter, but because they are in a building and not near an entry, their line of sight is blocked. The SSU Helicopter has an unblocked line of sight to the Luther, despite its position behind the building. The Luther's 5cm Flak 43 is rated 3/1 against 2 units, a **SUSTAINED ATTACK** will likely do quite a bit of damage!

ENTERING THE BATTLEFIELD

Flying units may choose to enter play differently than ground units.

When deploying a flying unit () a player can choose one of the following options:

Regular deployment: The flying unit enters like other units. The first action of the first turn is a **MOVE** action to enter the battlefield (as usual). The second action can be anything else (also as usual).

Advanced deployment: The flying unit can enter the gameboard on any space that is not within opponent's Deployment Zone. When entering play using Advanced Deployment, the Aircraft must make a **MOVE + MOVE** action, so it cannot do anything else during its activation except arrive on this space. It may still be reactivated by a Command Squad.

If the Aircraft has the Carry Capacity skill, any unit it carries may not exit on the same turn in which the aircraft enters the battlefield using the advanced deployment option.