



Ju 87 STUKA ACE PAC



ACTIONS SUMMARY

Action Name	Description	*Resolution	Notes
#AA FIRE	Enemy AA fire against the player aircraft (when attacking).	Random	
#AA DAMAGE	Damage inflicted by the enemy AA fire.	Random	
#ALTITUDE CHANGE	Once per stage (Approach, Target and Return to Base), you can move from "High" to "Low" and vice-versa with a #FORMATION (3+) check	Check	See rules 9.9. Ignored at Kette Wingman rank.
#BOMB RELEASE	Release of the bomb after a dive: influences the damage inflicted.	Check	
#COCKPIT	Determine who is wounded on the cockpit (pilot or gunner).	Random	
#CRASH	Determine the effect of plane crash. Can result on the death of the player, an emergency landing or a lucky return to the base.	Random	Triggered by failing a Pull Up manoeuvre and some events.
#DAMAGE	Random damage suffered by the aircraft; triggered by events	Random	
#DIVE	First action of the standard Bomb Attack sequence: represents the precision, speed an angle of the dive attack. Influences the #BOMB RELEASE.	Check	Always initiated by the player
#EMERGENCY LANDING	Execute an emergency landing.	Check	
#EVADE	Attempt to evade an enemy contact during dogfight.	Open Check	
#FLAK	Determine the effect of the AA defences, normally triggered by Flight Cards.	Random	
#FIGHTER BATTLE	Determine the effect of the combat between the fighter escort and the enemy fighters.	Random	
#FIGHTER DAMAGE	Determine the effect of the defence fire of your Stuka against the enemy fighters.	Random	
#FORMATION ATTACK	Determine the effect of the attack of the formation against the target.	Random	Found in the Pilot sheet
#FORMATION CHANGE #FORMATION	Attempt to change the current formation.	Check	Can be executed in addition to the actions requested by the Flight or Objective Cards (see rules 9.7.1). Ignored at Kette Wingman rank.
#FORMATION DOGFIGHT	Determine the effect of the attack of the enemy fighters on your formation.	Random	
#GROUND LANDING	Optional action: after the check for a RETURN TO BASE event execute this action to see if the landing is successful.	Random	See rules 11.6
#GUN FIRE	Attack of the target with the Stuka Gun, based on the #GUN DIVE result.	Check	
#GUN DIVE	First action of the Gun Attack sequence: represents the precision, speed an angle of the attack with the Gun. Influences the #GUN FIRE.	Check	Ju 87 G only
#GUN HIT	Determine the gun damage on the target, based on the #GUN FIRE result.	Special	Uses the result of the #GUN FIRE action. Some cards can provide a bonus as an immediate effect.
#HIT	Determine the bomb damage on the target, based on the #BOMB RELEASE result.	Special	Uses the result of the #BOMB RELEASE action. Some cards can provide a bonus as an immediate effect.
#MG HIT	Determine the MG damage on the target, based on the #STRAFE result.	Special	Uses the result of the #STRAFE action. Some cards can provide a bonus as an immediate effect.
#NAVAL LANDING	Special landing procedure for the Graf Zeppelin campaign.	Random	
#NAVAL TAKE OFF	Special take off procedure for the Graf Zeppelin campaign.	Random	
#NAVIGATION	Navigation control, often triggered by the Flight Cards.	Check	
#PULL-UP	Last action of the Bomb Attack sequence. Failure result on a crash.	Check	
#REPAIR	Effect of the repair operations during a Refuel phase.	Random	Multi-sorties missions only
#RETURN TO STG	Attempt to return to your StG after an emergency landing.	Random	
#STG ASSIGNMENT	Assignment to a StG at the very beginning of a new campaign	Random	
#STRAFE	Attack of the target with the MG, based on the #STRAFE DIVE result.	Check	
#STRAFE DIVE	First action of a Strafe Attack sequence: represents the precision, speed an angle of the attack with the Gun. Influences the #GUN FIRE.	Check	
#TAKE OFF	When flying a new mission this is the very first action before starting the Approach stage.	Random	
#TAKE OFF DAMAGE	Determine the damage of a failed take off action.	Random	

*Resolution (4.1)

Check, Open Check: play one card to perform an action check (see box here on the right).

Random: draw one random card then consult action table.

Special: special resolution.

Action Check Summary

- Play one card from your hand (mandatory)
- You can now spend one STAMINA point to select an additional card from your hand.
- Draw one d6 value.
- Apply all relevant modifiers.

You can spend one STAMINA point to draw the first card from the Action Deck and play it. This is possible both after playing one card from the hand or after drawing the random value.

At any time you can also play a card from your hand for its immediate effect at no cost.

If the final value is greater than or equal to the Check difficulty "X" the check is successful otherwise you failed it.