

Sturmovik Commander Quick Reference Sheet

(Rules modified for 1/100 scale)

Turn Sequence

1. Determine Initiative.
2. Reserves Phase.
3. Order Phase.
4. Tailing.
5. AA Fire.
6. Moving.
7. Firing.
8. End Phase.

Tailing

The attacking plane is tailing if:

- The enemy plane is in the front arc.
- The attacking plane is in the enemy plane rear arc.
- Within 16".
- At same altitude.
- Has at least medium manoeuvrability.

Defender may fire back if he has a rear gunner, and if passes skill roll may fire first.

If the attacker passes a skill roll he can see the defenders order and then can secretly changes his.

Moving

For every point of speed is equal to 4".

Moving Procedure

1. Adjust thrust.
2. Move the plane in a straight line.
3. Perform manoeuvre and modifier any changes to speed and altitude.
4. Move remaining distance.

Firing

Ranges

- Close Range Up to 8".
- Medium Range Over 8" to 16".
- Long Range Over 16 to 24".

Fire Arcs

- Front 60°
- Rear 60°
- Left 120°
- Right 120°
- All Round 360°
- Up One altitude higher.
- Down One altitude lower.

Firing Procedure

1. Declare the firing aircraft.
2. Declare the weapon(s) and target(s).
3. Resolve Fire.
4. Resolves critical hits.
5. Repeat from point 2 until all weapons are fired.

To Hit Rolls

- Shooting at same altitude 5+
- Shooting at one altitude different 6+
- Shoot at ground target. 5+

Hard Target

- Re-roll any successful to hit rolls.

Critical Hits

- For each point of damage throw a D6 and a result of 6 gives an extra D6 damage (6 damage = destroyed).

Aircraft Special Rules

Fragile (Spitfire)

- Double damage on a D6 roll of 5+
- Roll two dice for critical hit and discard the lower.

Extra Damage (BF109)

- First number rolled = two damage.
- Second number rolled = destroyed.

Other Rules

Crew Skill

- RAF 4+. Luftwaffe 4+.

Dangerous Situations

- Roll of a D6 and with a result of 1 the crew must pass a skill roll or be destroyed.

Exceeding Maximum Speed

- A plane may exceed maximum speed by 1 (max of 9) by descending during a manoeuvre.
- Test for Dangerous Situation in End Phase.
- May move with extra speed in the following turn (than reduce speed or descend again).

Limited Performance

- Reduce manoeuvrability by one level and maximum speed by one (cumulative).

Save Our...

Crew Test if;

- Plane speed drops below minimum.
- Altitude goes above maximum.
- Plane hits the ground.