

HELICOPTER RULES

The UH-1 'Huey' helicopter was the essence of the 1st Cavalry Division. Helicopters provided mobility, firepower and supplies. They come in two varieties: the passenger-carrying UH-1D 'Slick', and the UH-1B 'Hog' gunship. Helicopters are more like airborne trucks than normal fixed-wing aircraft. As such they remain on table from turn to turn like vehicles, and they are shot at in the opponent's Shooting Step like vehicles rather than in the owning player's Shooting Step like aircraft.

Helicopters operate as vehicles rather than aircraft.

HELICOPTER PLATOONS

Like any army unit helicopters operate as platoons, usually of four 'ships'—although sometimes less from mechanical failure.

Aviation (Airmobile) and Aeroweapons Platoons operate like any other platoon and follow the Command and Control rules on pages 48 and 49 of the rulebook. Teams cannot be attached to or join an Aviation (Airmobile) and Aeroweapons Platoon.

MOVING HELICOPTERS

Flying over all obstacles at over one hundred miles an hour and, a Huey covers ground much faster than any ground vehicle can.

Helicopters do not have a Movement Distance. Simply place the helicopter where you want it to be in the Movement Step. Remember, helicopters operate in platoons and must remain In Command when moving.

SHOOTING AT HELICOPTERS

Helicopters operate close to the ground in direct support of the army, more like highly-mobile vehicles than aircraft.

Helicopters are shot at like vehicles in the opponent's Shooting Step, rather than being shot at like aircraft in the owning player's Shooting Step.

FLYING AND LANDED HELICOPTERS

Helicopters normally fly too high and fast for most weapons to be able to hit them. The big exception is Slicks bringing in troops. They have to come in low and land (even if only for 15 to 30 seconds), exposing themselves to all sorts of ground fire.

Hogs and empty Slicks are Flying helicopters. Flying helicopters can shoot over and be shot at over friendly troops.

Slicks carrying passengers are Landed helicopters.

WHO CAN SHOOT AT HELICOPTERS

Even though they are flying low, helicopters are still too fast moving and high for anything but a shoulder-fired infantry weapon or dedicated anti-aircraft gun to hit.

Only Anti-aircraft weapons and Infantry teams can shoot at Flying helicopters. Any weapon can shoot at Landed helicopters.

Infantry and Man-packed Anti-aircraft guns firing at a Flying helicopter determine their Line of Sight treating the helicopter as a vehicle. This allows them to shoot at a helicopter

MEASURE TO THE FUSELAGE

A helicopter's rotors make it theoretically occupy a huge area. However, it is only the fuselage that really matters.

Always ignore the rotors when measuring to or from a helicopter model.

flying above them in a wood for instance, it will of course, be Concealed. Other Anti-aircraft weapons have the same restrictions they have when firing at aircraft (see Who Can Shoot on page 141 of the rulebook).

When shooting at Landed helicopters, teams determine Line of Sight as normal for vehicles on the ground.

HELICOPTER SAVES

Despite their lack of armour, helicopters are remarkably robust. They can fly with a lot of damage to the non-critical parts, so it takes a lucky hit or a big shell to shoot them down.

Helicopters have a 5+ Unarmoured Vehicle Save when hit. However, they are not automatically Destroyed if they fail the save. Instead, the opponent must make a Firepower Test to Destroy them, otherwise they fly on unharmed.

ENEMY ON THE LANDING ZONE

If a Slick on its final approach to the LZ discovers that the enemy have overrun its planned touchdown point, it will abort the landing, coming back later when the LZ is safe again.

Helicopters cannot assault or be assaulted. If any enemy team approaches within 4"/10cm of a Landed helicopter, it immediately returns to the Pick-up Zone. Flying helicopters are unaffected by enemy teams moving beneath them.

SHOOTING WITH HELICOPTERS

The Hogs acted more like tanks than aircraft, flying to the hottest danger points to give the hard-pressed infantry fire support before racing to the next crisis.

DOOR MG

Slicks have a door gunner firing an M60 machine-gun suspended from the ceiling by a bungee cord in each side door.

A Slick has two door MG's. One door MG can shoot from each side of a helicopter. The Field of Fire of a door MG covers 180 degrees directly to the side of the helicopter.

Wargamers are far more precise in positioning their helicopters than pilots under fire, so each of the two door MG's on a helicopter must fire at a different platoon, but both can fire at their full ROF of 3.

ROCKET PODS

The XM157 rocket pods are fired in pairs for aiming and then a salvo for effect. If the first rockets are on target, the full effect of the rockets makes a mess of the target. The more rockets spent on getting the range, the fewer left to saturate the target.

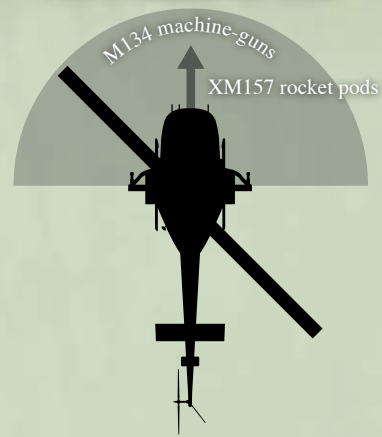
The Hog must point directly at its aiming point when firing rockets. XM157 rocket pods use the Stuka zu Fuss rules on page 167 of the rulebook. Like a Stuka zu Fuss, XM157 rocket pods get six attempts to range in and the failures to range in and failures to range in reduce the number of weapons counted as firing in the bombardment. Each Hog can only fire one bombardment per game.

Unlike normal artillery, Hogs can fire Artillery Bombardments after moving, and can fire the M134 machine-guns in same turn as firing rocket pods. The M134 machine-guns must fire at the same enemy platoon as the rocket pods, but fire at their full ROF. If a Hog is firing both its XM157 rocket pods and its machine-guns, resolve the rocket bombardment before rolling to hit with the machine-gun attacks.

SLICK FIELDS OF FIRE



HOG FIELDS OF FIRE



UH-1D SLICK

The Slicks are the Cavalry's mobility, moving the rifle companies into battle fast and efficiently.

An Aviation (Airmobile) Platoon can carry one platoon at a time along with as many attached or independent teams as can fit. Use the Helicopter Loading Chart in the 7th Cavalry pdf to show which teams are in each helicopter. Passengers must be evenly distributed across all aircraft.

PICK-UP AND LANDING ZONES

Transport helicopters (called Slicks by the troops they carried) meet their passengers at the Pick-up Zone (PZ or Papa Zulu) and carry them to the Landing Zone (LZ or Lima Zulu).

Designate an area on an adjacent table as the Pick-up Zone. All teams awaiting transport to the Landing Zone are held off table at the Pick-up Zone. Any Slicks not currently on the table are also held at the Pick-up Zone.

A Rifle Company (Airmobile) may deploy platoons to the Pick-up Zone rather than deploying them on the table or in Reserve.

If the mission does not already designate an Objective as the Landing Zone, you may nominate any one Objective as the Landing Zone Objective after deployment before the game begins. Unless otherwise stated, your UH-1D Slicks may begin the game either on the Landing Zone or the Pick-up Zone.

SLICKS ARRIVE FROM PICK-UP ZONE

There were never enough helicopters assigned to a large airborne assault to lift all of the infantry (or 'grunts' as the pilots called them for their perceived level of intelligence) in one go. The helicopters ferried them from the Papa Zulu (Pick-up Zone) to the Lima Zulu (Landing Zone) in a series of waves.

Slicks starting the turn at the Pick-up Zone load passengers and are placed on the table in the Movement Step within 12"/30cm of the Landing Zone Objective. They remain there for the remainder of the turn with their passengers on board, and can shoot their Door MG's.

Slicks cannot be placed within 4"/10cm of an enemy team, or within 2"/5cm of open or normal woods, forests, buildings, or other helicopters. Slicks cannot move once placed.

SLICKS DEPART FROM LANDING ZONE

Having braved the enemy fire on the Lima Zulu, the Slicks flare to a quick landing, drop the grunts, then head straight back to the Papa Zulu for more.

Slicks starting the turn at the Landing Zone, dismount their Passengers in the Movement Step. Then, at the end of the

Movement Step they are removed from the table and returned to the Pick-up Zone. Measure a dismounting team's movement from the door of the Slick it arrived in. A platoon can dismount, even if they have no Platoon Command team present.

SHOOTING AT SLICKS

Very few Slicks were actually shot down. Almost all of the Slicks that were badly shot up managed to limp back to the Pick-up Zone where their unfortunate passengers mounted a replacement helicopter and went straight back in.

When a Slick is Destroyed it is returned to the Pick-up Zone with its passengers, becoming the replacement helicopter. The passengers are always unharmed. Because they are not Destroyed as normal, treat every four Slicks Destroyed as a platoon destroyed for the Victory Points Table on page 195 of the rulebook.

UH-1B HOG

The Hog gunships suffered heavier casualties than the Slicks as they spent more time over the LZ and sought out the enemy.

When a Hog is Destroyed, it is removed from play as normal. The loss of a Aeroweapons Platoon counts as the loss of a platoon when calculating platoons destroyed for the Victory Points Table on page 195 of the rulebook.

HELICOPTERS TURN BY TURN

It can be a little confusing using helicopters the first time with Slicks constantly arriving at the Landing Zone and returning to pick up more grunts. This table gives a quick turn-by-turn summary of what is happening.

Turn One

- Dismount passengers from Slicks, remove Slicks, and move Hogs in the Movement Step.
- Shoot with Hogs in the Shooting Step.

Turn Two

- Place Slicks and Hogs in the Movement Step.
- Shoot with Slicks and Hogs in the Shooting Step.

Turn Three

- Dismount passengers from Slicks, remove Slicks, and move Hogs in the Movement Step.
- Shoot with Hogs in the Shooting Step.

Turn Four

- Place Slicks and Hogs in the Movement Step.
- Shoot with Slicks and Hogs in the Shooting Step.