

More Optional Rules

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Credits

Keith Higdon

- Extra Altitude Levels
- Ceilings
- Flame-outs
- New Skill
- Nose Up/Nose Down
- Power Climbs
- Multiple Counter-measures

Jon Clarke

- Slow Climbs
- Over-Diving
- Aircraft ceilings and other stats
- Gunpods

Jon Clarke & Scotty

- B-52 rear guns
- Added Realism Rules

Most of these rules extend the duration of a game, although the individual turn length remains the same. The game's still fast and furious it just takes longer to win :)

Extra Altitude Levels

Change the altitude dice from a d6 to a d10, thus allowing 10 altitude levels. This has the effect of increasing the duration of most dogfights.

Ceilings

In Blazing Jets all aircraft (except helicopters) are able to operate at all six altitude levels. This optional rule introduces the concept of operational ceilings to planes. Each plane now has a maximum altitude it can fly at.

The following table gives all the aircraft presented in Blazing Jets with their Ceiling values:

Table 1: Ceiling Table

| Aircraft | Ceiling | Slow Climb? | Power Climb? | Aircraft | Ceiling | Slow Climb? | Power Climb? |
|------------------------|---------|-------------|--------------|---------------------|---------|-------------|--------------|
| Mig-25 | 8 | - | - | Harrier | 6 | - | - |
| Mig-31 | 8 | - | - | F-14 | 6 | - | - |
| F-15 | 7 | - | ✓ | B-52 & Tanker | 6 | ✓ | - |
| F-111 | 7 | - | - | Tu-128 | 6 | ✓ | - |
| F-4 | 7 | - | ✓ | A-7 | 6 | ✓ | - |
| F-102 | 6 | ✓ | - | Mig-27 | 6 | - | - |
| Su-27 | 6 | - | ✓ | Civilian | 6 | ✓ | - |
| Mig-29 | 6 | - | ✓ | Tornado | 6 | - | - |
| Mig-19 | 6 | - | - | A4 & A-10 | 6 | ✓ | - |
| F-16 | 6 | - | - | F-18 | 5 | - | ✓ |
| F-105 | 6 | ✓ | - | A6 | 5 | ✓ | - |
| Tu-160 | 6 | ✓ | - | Transport & Gunship | 4 | ✓ | - |
| Mig-15, Mig-17, Mig-21 | 6 | ✓ | - | Helicopter | 1 | - | - |

Flame-outs

A plane may increase altitude to one above its ceiling. In this case roll 1d6 after moving the plane:

1-3: the planes engines Flames out.

4-6: the plane does not flame-out, but must plot a maneuver which reduces its altitude next turn.

A plane which flames-out must plot a stall next turn. After moving roll 1d6 and on a 4+ the pilot regains control. On a 3 or less the engines are still out and the plane must plot another flame-out next turn. This continues until the engines re-start (with a 4 or more) or the plane crashes.

A plane may climb to two levels above its ceiling, but automatically suffers a flame-out after moving that turn.

New Skill- "Takin' it to the limit" (cost 2XP)

This skill lets a pilot re-roll a flame-out roll.

Nose Up/Nose Down

A plane can only fire on targets at its own altitude level UNLESS it uses a climb/dive or power dive maneuver. A plane which climbs is "nose-up" and shoot at targets one level higher than itself. A plane which dives or power-dives is "nose-down" and can only shoot at targets one level lower than itself.

Over-diving

Any aircraft may drop 2 altitude levels with a Power Dive (this is called Over-Diving). To perform a 2 level dive just plot a power-dive as usual and place the attack dice against the maneuver dice, this indicates a 2 level altitude change. Roll 1d6-3 after a 2 level dive. The result is the amount of damage you inflict on your plane from the stress of diving so fast and hard.

Power Climb

Some aircraft can power climb, increasing altitude 2 levels in one turn. This require a use of the afterburners and is indicated by placing the attack dice against the maneuver dice and choosing a Climb maneuver.

The planes which can use improved dives and/or power climbs can be found on the ceiling table.

Slow Climbs

Some aircraft have very low rates of climb. Such aircraft cannot increase altitude in two subsequent turns.. you must maintain level flight for a turn before you can climb again.

Multiple Counter-measures

A plane can release 2 counter-measures in a single turn, getting a -2 to be hit by missile attacks in that turn.

Missile Targets

Missiles can only be locked onto, or fired at, targets in the planes firing (a square with a number in it).

Gunpods


The extra ammunition store in the Blazing Jets rules can be taken to be an additional gunpod mounted on the plane. A plane cannot carry more than two gun-pods. When you fire you can fire from your normal gun or use the normal gun and one or more gunpods. The following table summarises the different firing options when making a gun attack with just the integral gun or one or more additional gun-pods:

| <i>Firing</i> | <i>Ammo Usage and to-hit Modifier</i> |
|--------------------------------------------|----------------------------------------------|
| Integral Gun | 1 ammo, +0 to-hit |
| Integral Gun, Long Burst | 3 ammo, +1 to-hit |
| Integral Gun and one Gun-pod | 2 ammo, +1 to-hit |
| Integral Gun and two Gun-pod's | 3 ammo, +2 to-hit |
| Integral Gun and one Gun-pod, Long burst | 6 ammo, +2 to-hit |
| Integral Gun and two Gun-pod's, Long burst | 9 ammo, +3 to-hit |

B-52 Bomber Rear Guns

The B-52 bomber has a rear mounted 20mm gun. In game terms it can fire backwards. Treat this for all intents and purposes as a normal gun-shot but use the following gunnery table.

B-52 Rear Gun Table

| | | | | | | |
|--|-----------|-----------|-----------------------------------------------------------------------------------|-----------|-----------|--|
| | | |  | | | |
| | | | -1 | | | |
| | | -3 | -2 | -3 | | |
| | -5 | -4 | -3 | -4 | -5 | |
| | -6 | -5 | -4 | -5 | -6 | |
| | | -6 | -5 | -6 | | |
| | | | -6 | | | |

The B-52 has an effectively unlimited ammunition supply for its internal guns.

Added Realism Rules

The following rules add another layer of realism to game-play. You may wish to use some or all of these rules in play.

- The following aircraft cannot use LRAAM's; the F-117 Nighthawk, the A-4 Skyhawk II, the A-10 Thunderbolt, MiG-21 Fishbed. In addition early models of the Harrier & F-16 Fighting Falcons (AKA "Viper") may not use such missiles (in these cases it is up to the players in a game to decide whether to allow LRAAM's or not).
- The Mig-25 is as big as the F-15 and a lot less maneuverable. It is treated as a two-seater fighter for maneuvering purposes and uses 4 fuel when it uses afterburners.
- The F-15 comes into two models, the C & E. Both aircraft are treated as two-seat planes for maneuvering purposes (although only the E receives the attack bonus due to the second crew member), even though the C is a single seater. To compensate the E starts play with 10 extra fuel due to its conformal fast-tanks though.
- Mig-29 & Su-27 receive +1 to-hit with AAM shots to represent the benefits of their Helmet mounted sights and Infra-red search and track (IRST) sensor system.
- The Mig-23 can be used in modern era (but not Vietnam) games. It uses the same stats as the Mig-27 but does not get the +1 bonus on AGM, ASM & HARM attacks.
- Both the Mig-27 (and 23 if used) have afterburners.
- The Harrier DOES NOT have afterburners.
- The F-117 does not have afterburners. It can use maneuvers 17-20, but cannot use two 17-20 maneuvers in a row.
- The Su-27 uses 3 fuel for afterburners as normal.
- The Su-27 Flanker can perform a "Cobra" maneuver, basically pitching up hard into a stalling attitude but using its massive engines and vectored nozzles to effectively hover for a moment. To do this plot a Stall maneuver (1) and place the attack dice in contact with the maneuver dice. The plane does not move, but does not lose altitude either when it uses the Cobra. The plane can never perform two Cobra maneuver's in a row.
- The Mig-25 and Mig-31 do not carry guns as standard. At the start of a game roll 1d6 for the Mig-25, on a 5+ it has an integral gun. The same applies for the Mig-31, but it gets a gun on a 3+.
- The Tu-128 is a long-range interceptor. If you wish replace it with the Su-24 Fencer which uses the same stats.
- The Mig-17 & Mig-19 can carry AAM's.