

Ground Attack Rules

As per the D&D Attack Wing rules the space is divided into two parts **Air** and **Ground**. Units in the **Air** are not effected by terrain and **Ground** units that fire at units in the **Air** have limited abilities.

Air units may attack **Ground** units in one of two manners. Either using a **Swoop** or using **Bombs**. Units that attack with bombs do not need to swoop. In short they drop the bombs they have at height

Swoop: All **Air** units must attack **Ground** units using a Swoop unless using **Bombs**. When the player starts his maneuver phase he must declare if executing **Swoop**. The ship is considered in **Swoop** for the entire **Maneuver** phase. The **Air** units are still considered flying but they are now in the **Ground** part of the battle field and subject to all rules pertaining to **Ground Obstacles**. For example if an **Air** unit is in **Swoop** and it passes through a forest **Obstacle** it is subject to one attack die and suffers any damage caused and receives a stress marker.

Ground units may fire at **Air** units that Swoop as normal fire. **Ground** units may have full or limited attacks on **Air** units in the **Air** space of the battle field based on the unit data.

Air units may **Target Lock Ground** units from the **Air** space and do not need to **Swoop** to do so. The **Air** unit still needs to **Swoop** to attack if it can not use **Bombs**

Armor: Each **Armor** point will allow one normal hit to be ignored. Critical hits will do no damage until the armor is gone but will destroy one armor point for each critical hit.

Bombs, depending on what is used, may ignore armor and do damage. Any bombs that declare a hit but there is no rolling hit dice ignores armor. After damage is applied roll a single attack die to see if it has also damaged the armor of the target. If a critical is rolled reduce the armor by one.

New Unit Data

AT-AT:

Primary Weapon Value 2/1 (2 is normal **Ground** fire/1 is fire at **Air** units in the **Air** space)

Agility 0

Hull Value 4

Armor 2

Action 

Special Notes: This unit has no pilot level and so always moves first and fires last. Two AT-AT share one Maneuver Dial

Radar Set/Missile Battery: One Radar Set supports two Missile Batteries. Only one Missile Battery may use the Radar Set target lock. Each Missile Battery may make one 90° turn at the end of the Maneuver phase and may fire at the end of the Combat phase

Primary Weapon Value 0

Agility Radar Set/Missile Battery 0

Hull Value Radar Set/Missile Battery 2

Armor Radar Set 1 Missile Battery 2

Action Radar Set  (Missile Batteries have no actions)

Special Notes

Secondary Weapon: **Assault Missiles**; Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. If this attack hits, each other ship at Range 1 of the defender suffers 1 damage. Attack: 4. Range 2-3

Buildings:

Treat as Obstacle

Structural Damage points 6

Fortification Value 1 (treat like Armor)