

NEW ALLIED PLANES



THE TORNADO AND THE NEW ALLIED PLANES

The Allies possess the largest air fleet in the World of Dust. Their superiority in this domain is uncontested, be it for the number of planes available or the sheer firepower these have. But it has been difficult to adapt VK powered weaponry onto the Bloc's aircraft, a feat that has only recently been achieved with the introduction of the P-48K Pelican "Tornado". This new aircraft joins the "Thunder" and "Storm" variants in the Allied air arsenal, giving it ever increased fire support capabilities. The "Tornado" could quickly become the main force behind any Allied offensive, on the too many fronts where the Bloc is in combat.

The release of the Tornado is an opportunity to revisit and revamp the other Allied planes. With the Tornado (reserved to the Allied Bloc), you will be able to discover four new Unit Cards for the Thunder and the Storm, for the Allied Bloc as well as the USMC Faction.

BOMBING RUN

An Aircraft with this skill who also has all its Limited Ammo Weapons remaining can decide to execute a Bombing Run Attack or Bombing Run Sustained Attack in place of a regular Attack or Sustained Attack. The Aircraft can't use any other Weapon during a Bombing Run.

The Bombing Run Attack (or Sustained) uses up all the Limited Ammo Weapons at the same time but these can target one or four squares. If the Player chooses to target four squares, he chooses a Target Point in the weapon's Fire Arc, Range, and Line of Sight.

If you play on squares, the Area of Effect is the Target Point square plus three other adjacent squares on the play area that form a larger one of 2 by 2 squares. The Target Point can be an empty square but can't be a square without a dot in the middle (a Structure for example). The square does not need to have a Unit in it. The three other squares are chosen by the Player making the Bombing Run and don't have to be in Range or Line of Sight of the Limited Ammo Weapon. The squares affected must be on the same level, must have Line of Sight to the Target Point square and must be accessible by a Move from the Target Point square.

If you play without squares, the Area of Effect is centered on the Target Point and is determined by the Artillery Template.

In the case of the Thunder or the Storm, if they use all their Medium Rockets or Heavy Bombs (and no other weapon) to do a Bombing Run, these will attack four squares at the same time! Used wisely, these weapons will ravage your enemies





1947

STORM
P-48C PELICAN,
FIGHTER BOMBER

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

BOMBING RUN: If the Aircraft only uses its Bombs and no other weapon using Volley to Attack, target four squares/one Artillery Template.

STORM

P-48C PELICAN, FIGHTER BOMBER

→ **12** → → **24** ✈ **2**

- Volley: Heavy Bomb
- Bombing Run: Heavy Bomb

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x Sextuple Heavy Machineguns	2	12/1	12/1	12/1	9/1	7/2	6/2	3/1					10/2	7/2	4/1	FRONT
B 2x Heavy Bomb	2	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/2	↓/6	↓/5	↓/5	↓/4				FRONT

6 + [6 squares]

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1947

THUNDER
P-48X PELICAN, FIGHTER BOMBER (ROCKET)

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

BOMBING RUN: If the Aircraft only uses its Medium Rockets and no other weapon using Volley to Attack, target four squares/one Artillery Template.

THUNDER

P-48X PELICAN, FIGHTER BOMBER (ROCKET)

→ **12** → → **24** ✈ **2**

- Volley: Medium Rockets
- Bombing Run: Medium Rockets

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x Sextuple Heavy Machineguns	2	12/1	12/1	12/1	9/1	7/2	6/2	3/1					10/2	7/2	4/1	FRONT
B 2x Medium Rockets	3	↓/1	↓/1	↓/1	↓/1	↓/2	↓/4	↓/3	↓/3	↓/2	↓/2	↓/1				FRONT

6 + [6 squares]

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STORM
P-48C PELICAN,
FIGHTER BOMBER

DUST 1947

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

BOMBING RUN: If the Aircraft only uses its Bombs and no other weapon using Volley to Attack, target four squares/one Artillery Template.

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THUNDER
P-48X PELICAN, FIGHTER
BOMBER (ROCKET)

DUST 1947

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

BOMBING RUN: If the Aircraft only uses its Medium Rockets and no other weapon using Volley to Attack, target four squares/one Artillery Template.

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STORM

**P-48C PELICAN,
FIGHTER BOMBER**

→ 12 → 24 ✈ 2

- Volley: Heavy Bomb
- Bombing Run: Heavy Bomb

	RANGE																		
		1	2	3	4	1	2	3	4	5	6	7	1	2	3				
A 1x Sextuple Heavy Machineguns	2	12/1	12/1	12/1	9/1	7/2	6/2	3/1								10/2	7/2	4/1	FRONT
B 2x Heavy Bomb	2	↓/1	↓/1	↓/1	↓/1	↓/∞	↓/∞	↓/∞	↓/6	↓/5	↓/5	↓/4							FRONT

6 +

THUNDER

**P-48X PELICAN,
FIGHTER BOMBER
(ROCKET)**

→ 12 → 24 ✈ 2

- Volley: Medium Rockets
- Bombing Run: Medium Rockets

	RANGE																		
		1	2	3	4	1	2	3	4	5	6	7	1	2	3				
A 1x Sextuple Heavy Machineguns	2	12/1	12/1	12/1	9/1	7/2	6/2	3/1								10/2	7/2	4/1	FRONT
B 2x Medium Rockets	3	↑/1	↑/1	↑/1	↑/1	↑/∞	↑/4	↑/3	↑/3	↑/2	↑/2	↑/1							FRONT

6 +

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AP



TORNADO
P-48K PELICAN, GROUND ATTACK PHASER

1947

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TORNADO

P-48K PELICAN, GROUND ATTACK PHASER

→ 12 → 24 → 2

• Phaser: Twin Heavy Phaser

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3				
A	1x Sextuple Heavy Machineguns	2	12/1	12/1	12/1	9/1	7/2	6/2	3/1							10/2	7/2	4/1	FRONT
B	1x Twin Heavy Phaser	3	9/1	9/1	9/1	9/1	2/5	2/5	2/5	2/5	2/5	2/5							FRONT

6 +



ALLIES/USMC STORM/THUNDER/ TORNADO



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