

1985

Under an Iron Sky

ADDITIONAL RULES

Revision 2

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100. STEALTH AIR SQUADRONS

1. Stealth Air Squadrons have an **S** special code printed on the counter.
2. A Stealth Squadron may execute any Air Mission normally allowed by its printed values.
3. In order to use Stealth capabilities during an Air Mission, all the involved friendly Squadron must be Stealth.
4. A Stealth Mission is defined as any Air Mission executed by Stealth Squadrons only.

100.1. Stealth and Interception

1. Air Squadrons taken from an Air Superiority Area and trying to Intercept a Stealth Mission must roll a die. On a 1 to 3 result, the Interception attempt succeeds; on any other result, the Interception attempt fails.
2. Air Squadrons taken from Airfields and trying to intercept a Stealth Mission have an additional -12 die roll modifier on the Interception attempt.

100.2. Stealth and Flak

The 1999 downing of an F-117 over Serbia by a SA-3 battery showed that, after an initial surprise effect, resourceful enemies can quickly adopt countermeasures against stealth technology and detect aircrafts using it, even though with considerable difficulty.

1. During the first Stealth Mission executed by a Player, enemy flak cannot fire.
2. During the second and third Stealth Missions executed by a Player, enemy flak can fire with an additional +10 modifier to the die roll.
3. During the fourth and subsequent Stealth Missions executed by a Player, enemy flak can fire with an additional +8 modifier to the die roll.