

Death from Above

- **Mode changes** : ONCE per activation at the start of actions - exception: combat lift-off (9.9) , mode change TRIGGERS Opportunity Fire (10.11); helos changing modes and doing nothing are still marked Ops Complete (9.7);
- **Disruption recovery**: AUTOMATIC when activated (7.4) ;
- **Helicopters as transports** : CAN unload into an adjacent hex but CANNOT unload into an assault (9.8.5) ; If destroyed while carrying passengers: passengers are AUTOMATICALLY eliminated EXCEPT if helicopter is Landed or Flying Nap of the Earth (NOE)(10.7.3);
- **Height reminder**: blind spots are reduced to ONE hex if higher unit more than 2 levels above obstacle height (10.2 and LOS figure 10);
- **AA fire**: when it applies, Green FP units cannot fire, Black or Orange units suffer a -2 FP, only hit on 6, can only fire to higher of effective range or 10 hexes, get no Point Blank Bonus (10.6.1). Note: rule 4.2 does NOT apply (only CAS can be targeted by multiple units at once).

Modes Overview

MODE	MOVEMENT	HEIGHT	HELO AS ATTACKER	HELO AS TARGET
FLYING (9.7.1)	Unlimited (but see helo as attacker)	Obstacle Height +2	Can only fire if moved 12 hexes or less (only with the FP printed on the flying side, ie guns and MGs)	Use AA fire rules
HOVERING (9.7.3)	None	Obstacle Height +1	Can fire (only mode in which ATGMs - green FP - can be used)	Use AA fire rules
FLYING NAP OF THE EARTH (9.7.2)	12 hexes (only pays 1 MP per hex)	Obstacle height +0	CANNOT fire	Use AA fire rules ; AA missiles - blue range & blue FP - CANNOT target NOE helos (10.6.1). CAN be assaulted if terrain has obstacle height of 0
LANDED (9.7.4)	None, check TEC to see if landing possible	Terrain height	Cannot fire its weapons with Green FP (use Hover-ing side) - (9.7.4)	Treated as Ground Targets (9.7.4) with +1 FP, -1 to hit bonus for attacker (10.6.11) (can be targeted by Green FP);