

F-16C

375



Light multirole aircraft – one of the most widespread aircraft in the world

F-16 w/M-61, 2xAIM-9X, 4xAIM-120C

Replace 2 or 4 AIM-120C with two Mk 82 or one CBU-87 each

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	5+	9+
	Cruise				
	Burn				

AIR

Weapons

M61 Vulcan 20mm cannon
Range 36" Damage 2xD6+1
Mk 82
Range - Damage D10+2
CBU-87 CEM
Range - Damage D8
AIM-9X
Range 72" Damage D10
AIM-120C
Range 12-96" Damage D10

Special Rules

M61 Cannon: This weapon causes a -2 penalty to Armour rolls.
Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.
Tough: The F-16 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
Mk 82: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -1 penalty to Armour rolls) against every model within 3" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.
CBU-87: This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.
AIM-9X: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action
AIM-120C: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action