

# PLAYER AID SHEET

## Game Turn

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

## Hostage Counters

#	Hostages	Wounded	Air Crew
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

U.S. Option #: \_\_\_\_\_ Iranian Option #: \_\_\_\_\_

Iranian Sentries Alerted on Turn #: \_\_\_\_\_  
 (Reinforcements begin 10th turn after alert)  
 (Hostages can be taken out of compound 10th turn after alert)

Iranian Reinforcements Begin on Turn #: \_\_\_\_\_  
 (Roll twice for reinforcements when helicopters hovering)

Hostages Killed/Executed: \_\_\_\_\_

\_\_\_\_\_  
 (Executing hostages causes Commando "outrage" +1)

Commandos/Crew Killed: \_\_\_\_\_

\_\_\_\_\_

Satchel Charges Used: \_\_\_\_\_

## U.S. Helicopter Chart

Helicopter #	Scheduled Arrival Turn	Called on Turn #	Arrival Turn #	Total Turns Hovering (max=10)	Hits	Disabled (Y/N)	Out of Play (Y/N)
1							
2							
3							
4							
5							
6							
7							
8							

Iranian VP Schedule	#	VP's Each	Total Pts
Hostages Held		+10	
Commando/Crew Killed		+2	
<b>Total Points</b>			

US VP Schedule	#	VP's Each	Total Pts
Hostages Rescued		+10	
Hostages Killed		-2	
Command/Crew Killed		-2	
Command/Crew Captured		-10	
<b>Total Points</b>			