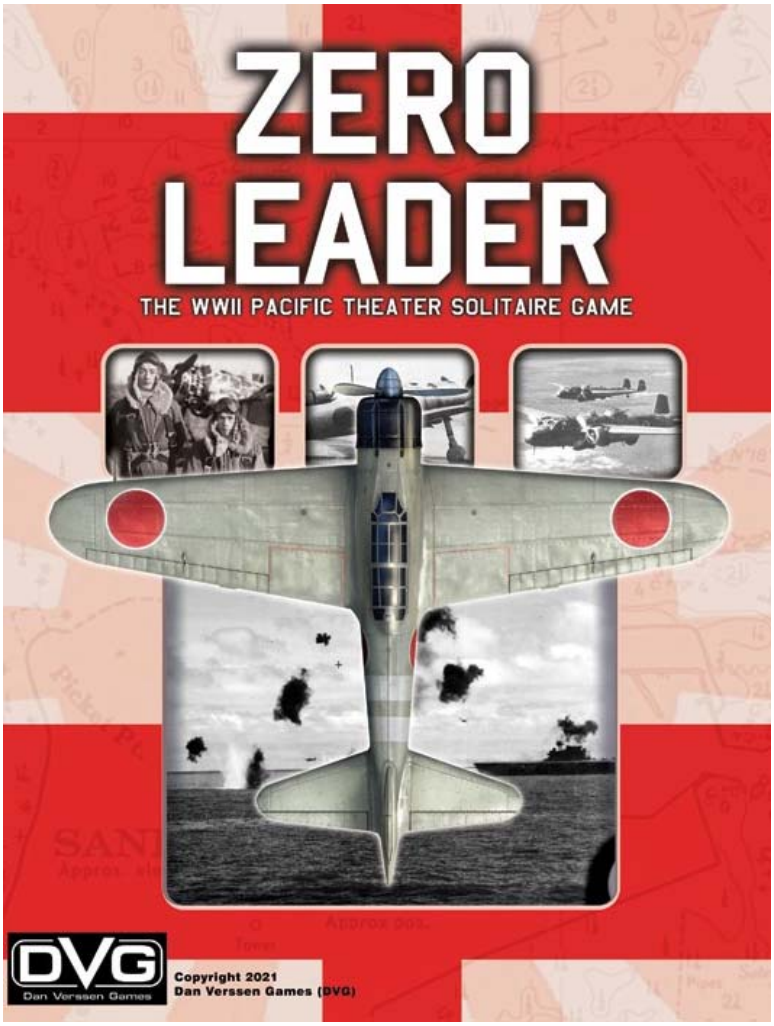


"The only reason a warrior is alive is to fight, and the only reason a warrior fights is to win."

\- ***Miyamoto Musashi, "The Book of Five Rings"***

GAME COMPONENTS	2
CAMPAIGN SET-UP	12
SEQUENCE OF PLAY	17
PRE-FLIGHT	18
TARGET-BOUND	21
OVER-TARGET	22
DOGFIGHTING	24
AIR TO GRUOND ATTACKS	28
SITES AND BANDITS ATTACK	29
HOME-BOUND/DEBRIEFING	32
ACES EXPANSION PACK	35
TRAINEES AND ROOKIES EXPANSION PACK	36
OPTIONAL RULES	37
APPENDIX A – JAPANESE AIRCRAFT	38
APPENDIX B – CROSSOVER RULES	41
CREDITS	49

INTRODUCTION

As the squadron commander of an Imperial Japanese aerial squadron, you have information about Targets that need to be attacked, and the positions of potential enemy air defenses. It is up to you to choose your pilots, arm your aircraft, and destroy your target!

As your Pilots fly the missions, they will suffer from Stress, which will have an impact on their Skills. Do you rest a Pilot, or do you send him out on yet another mission? It is up to you to deploy your Pilots, balance their Skills, Stress, and get the job done.

Gird your courage, fulfill your duty to your Emperor, stay true to your honor, even unto the ultimate sacrifice, and lead your pilots to victory in the Pacific, and into legend!!

GAME COMPONENTS – SHEETS

"Whatever the situation is, you hold the sword so that you can slash your opponent."

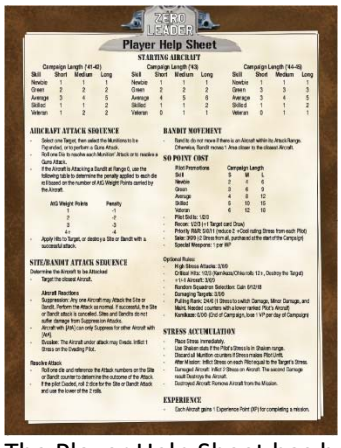
Campaign Sheets

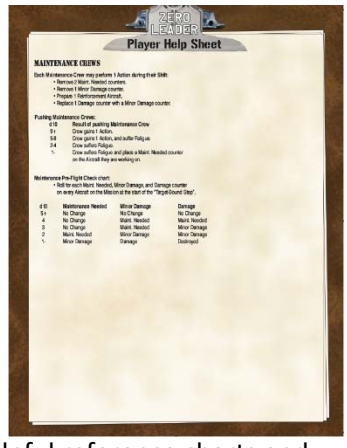
Campaign Sheets show the information used for each Campaign. The numbers on the maps are Target numbers that correspond to the numbers on the Target cards.

Tactical Display

Use the Tactical Display Sheet to resolve the Over-Target step of each Mission. This sheet shows the Sequence of Play and has areas to organize your cards.

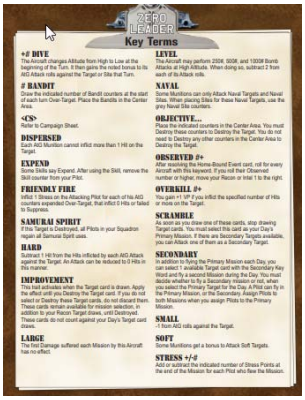
Player Help Sheet





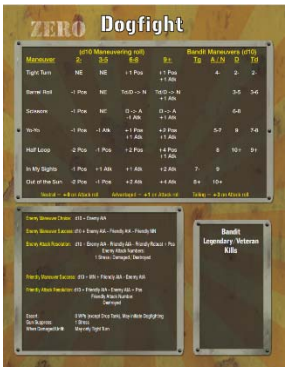
The Player Help Sheet has helpful reference charts and general information you will need to play the game.

Key Terms Sheet



The Key Terms Sheet lists the Key terms and Definitions found throughout the game.

Dogfight Sheet

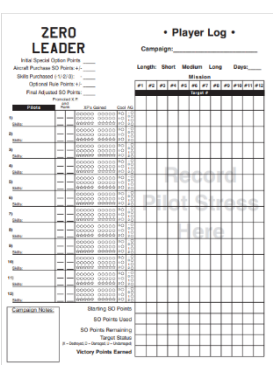


The Dogfight Sheet contains all the information needed to resolve your Dogfights.

Pilot Skills Sheet

The Pilot Skills Sheet lists all the Pilot Skills presented in the game.

Player Log



Record your Campaign and Pilot information on the Player Log. The information recorded on the Player Log is used to determine Pilot Promotion, Special Option point expenditures, Target Status, and the Campaign outcome. This sheet can be downloaded from www.dvg.com

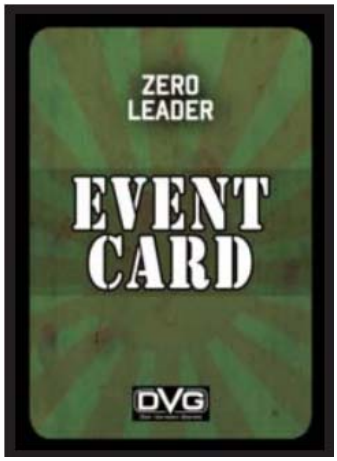
GAME COMPONENTS – CARDS AND DICE

"You should not have a favorite weapon.
To become over-familiar with one weapon is as much a fault as not knowing it sufficiently well."

Pilot Cards

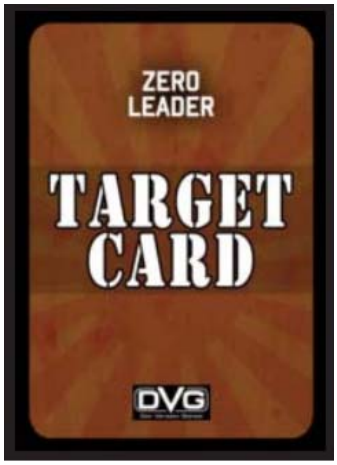
These cards represent your Pilots and Aircraft. Each Pilot has 6 different Skill levels on three different cards.

Event Deck



When you are asked to draw an Event card, draw a card from this deck. These cards represent the events happening during a mission.

Target Deck



Target cards detail your Mission Objectives and their defenses.

The Die

Whenever a die roll is called for in the game, roll a 10-sided die (d10). This will generate random numbers from 1 to 10. Some dice have numbers ranging from 1 to 10, others range from 0 to 9. Treat the die's "0" face as being a "10".

GAME COMPONENTS – COUNTERS

Aircraft: Each counter has a Low Altitude side (L) and a High Altitude side (H). The names on the counters correspond to the names on the Pilot cards.

Air To Ground Weapons (AtG): These weapons are used against Sites and Targets.

Sites: These counters are double-sided. They have a Site on one side and a Bandit on the other.

Sites with a red background are ground based enemy guns that Attack your Aircraft.

Use the Sites with gray backgrounds for Naval Target cards. These counters have the same Site information on both sides.

Bandits: These are enemy fighters that Attack your Aircraft.

No Bandit / No Site: Count as a Site or Bandit draw but are removed after all Sites or Bandits have been drawn.

Bombers: Enemy aircraft that appear on some Target cards. It is your job to shoot them down.

Stress: Used to record the amount of Stress suffered by each of your Pilots. When a Pilot suffers Stress, immediately place a Stress counter on that Pilot's Aircraft card.

Situational Awareness: Used to record the Situational Awareness points each Pilot has during a Mission. Flip and swap counters as needed.

Samurai Spirit: Used to record the Samurai Spirit points each Pilot has during a Mission.

Damage: When an Aircraft is damaged, immediately place a Damage counter on that Aircraft card.

Minor Damage: Used when Aircraft suffers Minor Damage.

Target Damage: Used to note the Hits you have inflicted on the Target.

Track counters: Place the Intel counter on the Intel word of the Campaign Sheet. Place the Recon counter on the Recon word.

When referencing the Campaign Sheet tracks, use the information on the space to the right of each counter.

Target: Place the "Target" counter on the Campaign Sheet pointing at the Target you are flying against as a reminder of the Location of your current Target.

Turn: Place the "Turn" counter on the Tactical Display Turn Track to keep track of Mission Turns.

Pilot Skills: Pilot Skills can be purchased with Special Option points at the start of a Campaign.

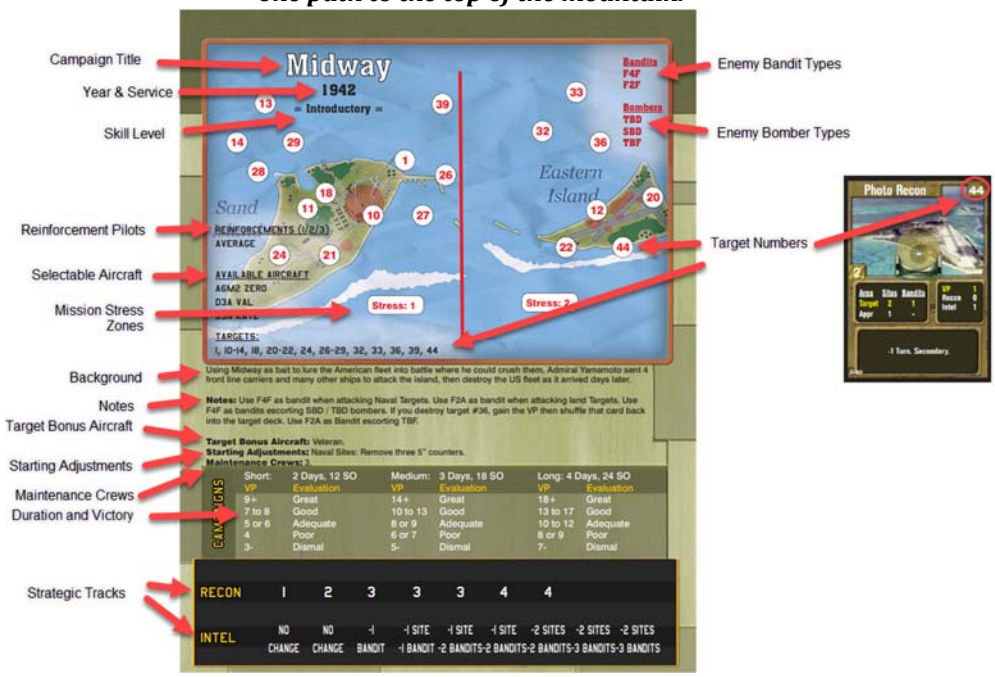
Kamikaze: These counters are used to denote Aircraft assigned as Kamikaze.

Ohka: Each counter represents one Ohka piloted bomb. Place the counter of the Pilot chosen to fly the Ohka (if you choose to do so) under the Ohka counter.

Sake: Expendable item that allows you to remove two stress from every pilot in your squadron.

CAMPAIGN SHEETS

"You must understand that there is more than one path to the top of the mountain."



Campaign Title: Name of the Campaign.

Year & Service: The Year in which the Campaign takes place, and whether it is flown by the Imperial Navy or Imperial Army. The Year and Service limits which Aircraft you can fly. This also specifies which Bandits will be present.

Skill Level: There are four Levels of Campaign difficulty. From easiest to hardest, they are: Introductory, Standard, Skilled, and Expert.

Reinforcement Pilots: This notes the Skill Level of Pilots joining your Squadron mid-Campaign and the number of Pilots available.

Selectable Aircraft: Only use the Aircraft specified in this list for the Campaign.

Mission Stress Zones: Shows the Stress suffered by Pilots when flying Missions in the respective Zones.

Background: A short summary describing the historical background of the Campaign.

Notes: Where Notes in a Campaign are in conflict with the Rulebook, the Campaign's Notes take precedence over the Rulebook.

Target Bonus Aircraft: This notes the Skill Level of Pilots you receive as a bonus.

Starting Adjustments: Campaign specific changes made to normal starting conditions.

Available Special Weapons: Lists the Special Weapons available for this Campaign.

Maintenance Crews: Specifies the number of Maintenance Crews you start with.

Duration and Victory: Most Campaigns have 3 Lengths: Short, Medium, or Long. Each Length specifies how many Days you will fly, the number of Special Option points and the Campaign result you achieve (Great, Good, Adequate, Poor or Dismal), based on the number of Victory Points earned.

Recon: Your Recon counter points to the number of Target cards you may draw during the "Draw Target Cards" step of that Day. This is in addition to any Target cards you may already have in play.

Intel: Your Intel counter points to adjustments made to enemy Air Defenses, by adjusting starting Bandits and Sites.

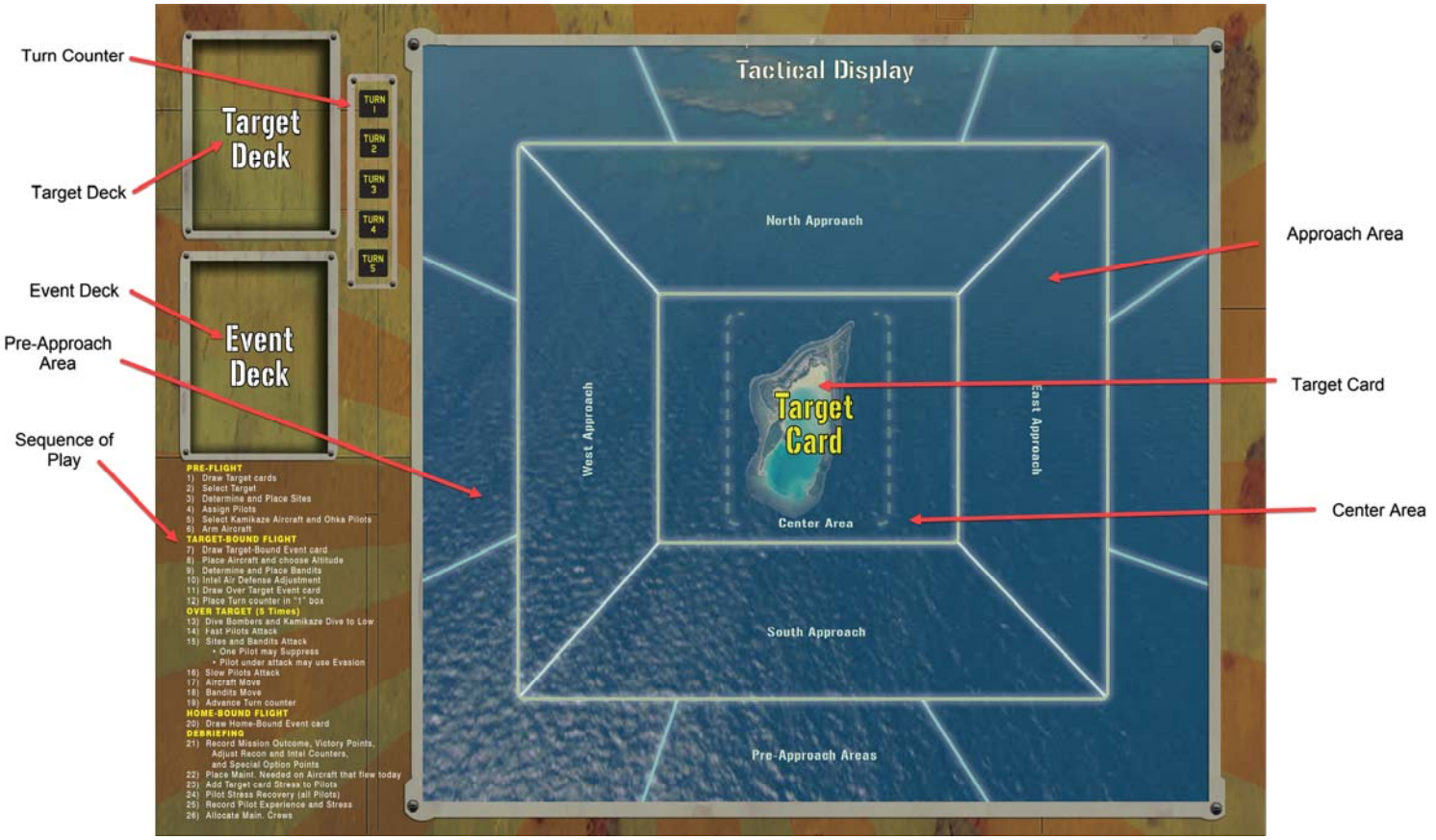
Enemy Bandit Types: Shows the types of Bandits present in this Campaign.

Enemy Bomber Types: Shows the types of Bombers present in this Campaign.

Target Numbers: Lists the Target cards that are part of the Campaign.

TACTICAL DISPLAY

"Perceive that which cannot be seen with the eye."



Turn Counter: You have 5 Turns to Destroy the Target.

Target Deck: Each Campaign will use different Targets. Place them here, face down in a deck.

Event Deck: Shuffle the Event cards and place them here, face down in a deck.

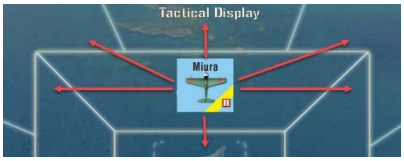
Target Card: When you fly a Mission, place your chosen Target card in this area.

Sequence of Play: This highlights each step in the game.

The Tactical Display is divided into: 1 Center Area, 4 Approach Areas, and 8 Pre-Approach Areas. Always use the shortest path when calculating the Range for an Attack or Movement.

Center Area: Also known as the Target Area. The Areas adjacent to the Center Area are the four Approach Areas.

Approach Areas: The Areas adjacent to the Approach Areas are:



Example: These are the Areas, which Miura can move into.

- The Center Area

- The two Approach Areas that touch the current Approach Area, and

- The three Pre-Approach Areas that touch the current Approach Area.

The Areas adjacent to the **Pre-Approach Areas** are:

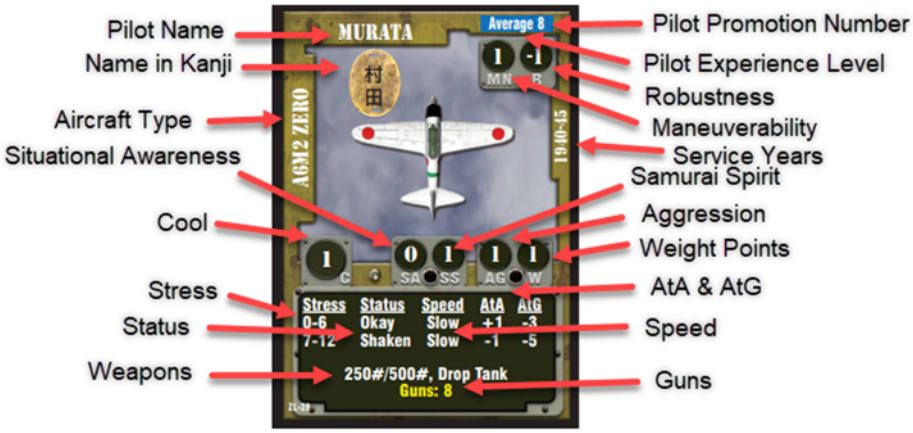
- The two Pre-Approach Areas that touch the current Pre-Approach Area, and

- The Approach Areas that touch the current Pre-Approach Area.

- An Area may be occupied by any number of Aircraft, and an Aircraft may occupy any Area. However, Mission Objective Aircraft, including Bombers and Bandits, will always remain in the Center Area.

PILOT CARDS

"Think lightly of yourself, and deeply of the world."



Each Pilot card represents an Aircraft and its crew. Each card has two sides that show different Experience Levels for the Pilot. The six Experience Levels for a Pilot span three cards. The terms Pilot and Aircraft can be used interchangeably.

Pilot Name: Pilot names, in both English and Japanese, are for reference purposes only.

Aircraft Type: The military designation for the Aircraft, including the Allied reporting name.

SA – Situational Awareness: The Pilot's Situational Awareness value.

C – Cool: Pilots with Cool recover from Stress faster.

Stress: Pilots suffer Stress when they fly Missions.

Status: A Pilot's current Stress Level is either Okay, Shaken, or Unfit. A Shaken Pilot's AtA and AtG stats are reduced

> **Okay:** If a Pilot's Stress value is in the "Okay" range, use the stats in the Okay row on the card.
>
> **Shaken:** If a Pilot's Stress value falls into the "Shaken" range, use the stats in the Shaken row on the card.
>
> **Unfit:** A Pilot becomes Unfit when the Pilot's Stress value exceeds the highest value listed in the Shaken range. A Pilot who is Unfit cannot perform Maneuvering, Attacks or Suppression, although he may still attempt to Evade.

Weapons: A list of the types of Weapon counters you may load on the Aircraft. (Note: Only the G4M Betty can carry the Ohka.)

Pilot Promotion Number: The number of Experience points the Pilot must earn to be promoted to the next higher Rank.

Pilot Experience Level: From lowest to highest, the Pilot levels are Newbie, Green, Average, Skilled, Veteran and Legendary.

R – Robustness: A modifier to the Bandit / Site Hit numbers based on the strength and durability of your Aircraft.

MN – Maneuverability: A modifier to the Maneuver Success chart based on Aircraft ability.

Service Years: The period that the Aircraft was in service.

SS – Samurai Spirit: The number of uses of Samurai Spirit that the Pilot has.

AG – Aggression: The Pilots Aggressiveness when performing or having maneuvers performed against him. Also used when making Air-to-Air (AtA) or Air-to-Ground (AtG) attacks. Do not use this when an Attack is being performed against the Pilot.

W – Weight points: The maximum number of Weapon Weight points the Aircraft can carry.

AtA and AtG: The Pilot's Air-to-Air and Air-to-Ground stats.

Speed: Pilots are either Fast or Slow. This is used to determine their order of performing actions during each turn in the Over the Target Step.

Guns: The Gun's Attack number is shown here, along with any Special Ability information for the Aircraft.

Key Terms: Some Aircraft have Key Terms noting their Special Abilities. You can find a description of each Key Term on the Key Terms Sheet.

TARGET CARDS

"To become the enemy, see yourself as the enemy of the enemy."

Title: A brief description of the Target.

Hits: The number of Hits needed to Destroy the Target.

Maximum Aircraft: This number designates the maximum number of Aircraft you can send on this Mission. You can choose to send fewer Aircraft, but not more.

Sites: This shows the number of Site counters drawn for each of the Approach Areas, and the Center Area.

Bandits: This shows the number of Bandit counters drawn for each of the Approach Areas, and the Center Area.

Key Terms: Some Targets have Key Terms that affect your Mission. The rules and effects for each Key Term are found on the Key Terms Sheet.

Target Number: Each Campaign uses a series of different Targets. The unique reference number of each Target in a Campaign is shown on the Campaign Sheet.

VP – Victory Points: The number of Victory Points you gain if you Destroy the Target.

Recon: The number of steps you move your Recon counter to the right on the Campaign Sheet, if you destroy the Target. If you are attacking two Targets on the same Day, do not move your Recon counter until both Missions are completed.

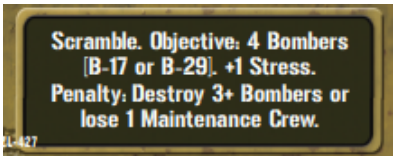
Intel: The number of steps you move your Intel counter to the right on the Campaign Sheet, if you destroy the Target. If you are attacking two Targets on the same Day, do not move your Intel counter until both Missions are completed.

Samurai Spirit and Target Bonus Pilots:

Samurai Spirit OR Pilot: Some Targets have the Samurai Spirit OR Pilot indicator. Pilots with used Samurai Spirit counters replenish their expended Samurai Spirit uses if you Destroy this Target, even if they did not participate in the Mission, **OR** you may choose to add a Pilot to your Squadron with the Skill Level noted on the Campaign Sheet.

Samurai Spirit AND Pilot: Some Targets have the Samurai Spirit AND Pilot indicator. Pilots with used Samurai Spirit counters replenish their expended Samurai Spirit uses if you Destroy this Target, even if they did not participate in the Mission, **AND** you may choose to add a Pilot to your Squadron with the Skill Level noted on the Campaign Sheet.

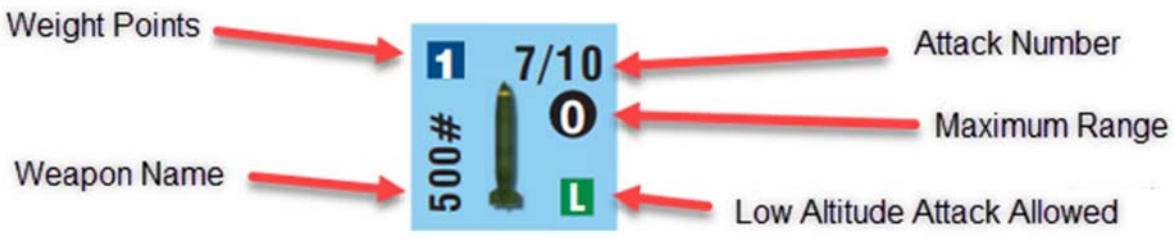
Samurai Spirit Campaigns: Targets in these Campaigns which already have either "Samurai Spirit OR Pilot" or "Samurai Spirit AND Pilot" indicators continue to apply these indicators as normal.



Objectives: Some Targets have a noted Objective. When Attacking a Target with Bomber, Site, or Bandit Objectives, place the specified number of Bomber, Site or Bandit counters in the Center Area. Objective counters, including Objective Bandits and Objective Bombers, remain in the Center Area and do not Move. The Target is considered Destroyed when you Destroy all the Objective counters.

WEAPON COUNTERS

"When in a fight to the death, one employs all of one's weapons to the utmost."



These counters represent Air-to-Ground weapons. They can Attack Sites and Targets, but not Bandits or Bombers.

Weight Points: The Weight points of the Weapon.

Weapon Name: Aircraft can only be equipped with certain Weapons. If the Aircraft does not have a Weapon listed on its card, it cannot be equipped with that Weapon.

Attack Number: Each counter can have up to four Attack Numbers, indicating how many Hits can be inflicted on the Target per Attack. The smallest Attack Number is the minimum that the modified d10 Attack roll must reach to score a Hit.

1 Hit: If the modified die roll is equal to or greater than the first number but less than the second number, one Hit is scored. Some Weapons, as well as an Aircraft's Gun, only have one number, thus they either inflict zero Hits or one Hit per Attack.

2 Hits: If the modified die roll is equal to or greater than the second number but less than the third number, two Hits are scored.

3 Hits: If the modified die roll is equal to or greater than the third number but less than the fourth number, three Hits are scored.

4 Hits: If the modified die roll is equal to or greater than the fourth number, four Hits are scored.

Note that not all weapon counters have multiple Attack Numbers

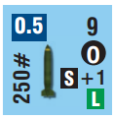
Maximum Range: The maximum range is indicated in the black circle.
Weapons with Range 0 can only Attack a Target in the same Area that the Aircraft is in. An Aircraft's Gun has a Range of 0.
Range 1 Weapons can Attack a Target in an adjacent Area.

Low Altitude Attacks Allowed: Unless the Aircraft has the "Level" Key Term, its Weapons can only be used at Low Altitude.

Example: When using a 500#, if your modified Attack roll is 1-6, you Miss. A modified roll of 7-9 scores 1 Hit. A roll of 10+ scores 2 Hits.

If a Weapon has a "-" for an Attack Number, it cannot score that number of Hits.

Example: When using an Ohka, it cannot score 1 or 2 Hits. If your modified Attack roll is 1-6, you Miss. A modified roll of 7 scores 3 Hits. A modified roll of 8+ scores 4 Hits.



Soft: All Sites, and some Targets, have an "S" notation for "Soft". Some Weapons gain a bonus to their Attack rolls when Attacking Soft Targets. The specific bonus is noted on the Weapon counter next to the "S" in the black square.

Drop Tank: If the Pilot carries a Drop Tank through the entire Mission, he suffers 1 less Stress in the Adding Target Stress step in the Debriefing step after the Mission.

Naval Only Weapons: The "N" notation on Torpedoes indicates they can only be used against Naval Targets and their Sites. Naval Targets have the "Naval" Key Term on their Target cards.

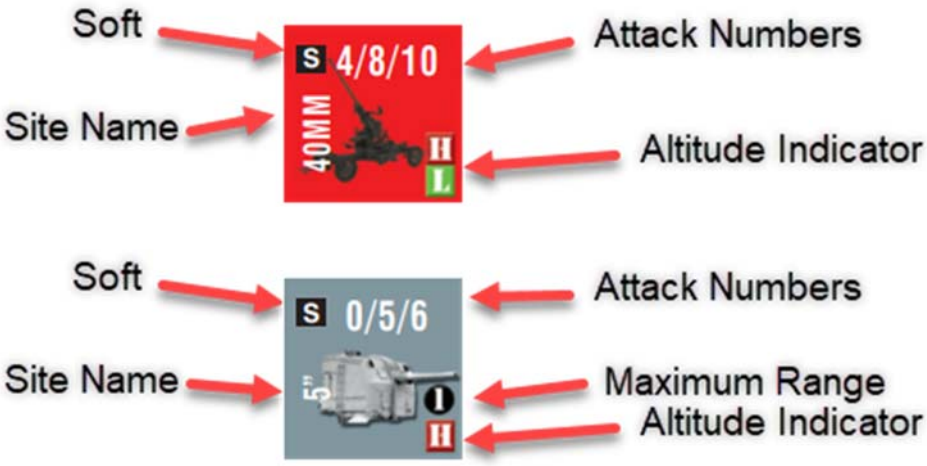
Minimum Range: When using a ranged weapon, the red circle denotes an unusable range.

Discarding Weapon or Drop Tank counters: The Pilot can Discard any Weapon or Drop Tank counters at any time during their Turn.

Remove unused counters: Remove each expended Weapon counter from the Aircraft when it is used for an Attack, whether it hits or not.

SITE COUNTERS

"It is necessary to know ten thousand things by knowing one well."



SITES

Sites are enemy anti-aircraft artillery that Attack your Aircraft. A Site, which suffers at least 1 Hit from a Gun or Weapon attack, is Destroyed.

Soft: All Sites are Soft. Some Weapons gain a bonus when attacking a Soft Target.

Site Name: The type or caliber of the Site.

Attack Numbers: The numbers the Site must roll to respectively inflict a Shaken, Damaged, or Destroyed result on your Aircraft.

Low Altitude Indicator: The Site can Attack Aircraft at Low Altitude.

High Altitude Indicator: The Site can Attack Aircraft at High Altitude.

Maximum Range: Sites with a Range greater than 0 have a notation of their Range.

NAVAL SITES

If the Target card has a "Naval" Key Term, it is a ship. Draw the gray Naval Sites counters for the Mission. These counters have the same Site information on both sides of the counter.

Treat these Sites as having the "Naval" Key Term.

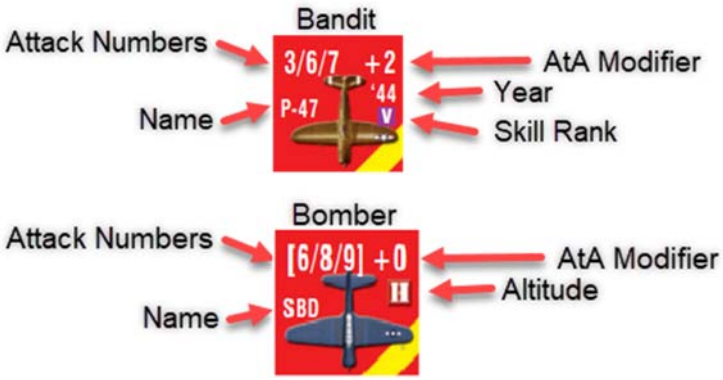
SPECIAL SITES

Some Site counters give a special effect instead. Rather than being enemy gun emplacements, they are tactical opportunities you can use to your advantage during the Mission. The effects of Special Sites are explained on p.31.

Example: When drawing Sites for the Target, I draw the "Special SITE Indicator" counter. After placing the rest of the Sites, I draw a Special SITE at random and replace the "Special SITE Indicator" counter with a Special SITE counter.

BANDITS AND BOMBERS

"Observe the enemy's attacking order,
and go to meet first those who attack first."



BANDITS

Bandits are enemy fighters that Attack your Aircraft. These counters have yellow stripes as a visual reminder that they can only be Attacked by Guns. A Hit from a Gun Attack will Destroy a Bandit.

Name: The military designation for the Aircraft.

AtA Modifier: Apply this modifier when the Bandit is performing a Dogfight Maneuver, attacking one of your Aircraft, or when being Maneuvered on or Attacked by one of your Aircraft.

Attack Numbers: The numbers the Bandit must roll respectively to inflict a Stressed, Damaged, or Destroyed result on your Aircraft.

Skill Rank: If the Bandit is a Veteran or Legendary, once it is Destroyed, remove the counter from the Campaign.

BOMBERS

Bombers are enemy Aircraft that only appear as Air Objectives for certain Targets. These counters have yellow stripes as a visual reminder that they can only be Attacked by Guns.

Name: The military designation for the Aircraft.

Attack Numbers: The numbers the Bomber must roll respectively to inflict a Stressed, Minor Damage, Damaged, or Destroyed result on your Aircraft when it is under Attack.

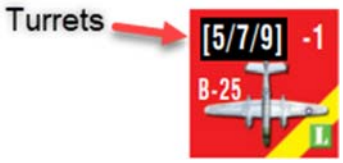
High Altitude Indicator: The Bomber flies at High Altitude.

Low Altitude Indicator: The Bomber flies at Low Altitude.

Bombers Defensive Attack: Bombers can make a Defensive Attack AFTER a fighter (Friendly or Bandit) maneuvers, but before the Attacking aircraft fires.

Gunners: Bombers with numbers in [ ] brackets may only make a Gun Attack at Aircraft that are Advantaged or Tailing the Bomber.

Turrets: Bombers with numbers in [ ] brackets and black background may make a Gun Attack on any Aircraft attacking the Bomber from any direction.



Note: Gunners and Turrets do not apply WP modifiers when making Defensive Fire Attacks on any Aircraft.

EVENT CARDS

You will draw Event cards three times during each Mission.

Target-Bound Event: Look at the top section of the card during the Target-Bound step.

Over-Target Event: Look at the middle section of the card during the Over-Target step.

Home-Bound Event: Look at the bottom section of the card during the Home-Bound step.

Apply the effects on the respective section of the Event card for that step. All effects occur immediately, unless stated otherwise on the card.

CAMPAIGN SETUP

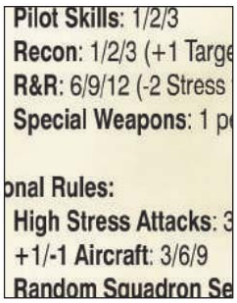
"If you are to practice the way of strategy, nothing must escape your eyes."

To begin a Campaign, select the Campaign Sheet you would like to play. Introductory Campaigns are the easiest to play, and Expert Campaigns are the hardest.

CAMPAIGN DURATION

Next, choose the Duration (number of Days) of the Campaign you wish to play. Most Campaigns have a Short, Medium, and Long Duration.

Example: If you fly the "Leyte Gulf" Campaign with a Medium Duration, you will fly 6 Days, receive 22 initial SO points, and need 33+ Victory Points to achieve a "Great" Campaign Evaluation.



Campaign xx/xx/xx Notation: Throughout the game, you will see this notation for various SO point and VP costs: xx/xx/xx

This refers to the costs that must be paid for a Short / Medium / Long Campaign, respectively.

Example: The Promotion SO point cost of a Newbie Pilot is 2/4/6 SO points. This means it would cost 2 SO points in a Short Campaign, 4 SO points in a Medium Campaign, and 6 SO points in a Long Campaign to promote the Pilot.

CAMPAIGN TRACKS

Campaign Tracks record damage inflicted on the enemy's strategic resources by your Squadron. Place the Recon and Intel counters on the corresponding Campaign Tracks.

When referencing the tracks, read the result to the immediate right of the counter.

Recon (Reconnaissance): This track represents your knowledge of enemy Operations. As you find out more of the enemy's plans, you draw more Targets per Day. Draw each card one at a time. Any Target cards already in play do not count against the daily Recon quota.

Intel (Intelligence): This track represents the enemy's ability to anticipate which Targets you might attack, and to position their defenses in their vicinity. As the enemy's intelligence abilities are degraded, the number of Sites and Bandits placed to defend a Target is reduced.

SO POINTS

Each Campaign Sheet specifies the number of Special Option points available. This is the total number of SO points available throughout the entire Campaign. SO points are difficult to replenish during a Campaign, so you will need to spend them carefully.

You can purchase Skills, Ohka, Maintenance Crews, Sake counters and Priority Options with your Special Option points. The Priority costs are found on the Player Help Sheet. Non-Special Weapons do not cost SO points.

Example: The Ohka weighs 4 WP. You must pay 4 Special Option points for every Ohka counter you equip per Campaign. Any Ohka's not used are removed from the Aircraft at the end of the Mission like any other Weapon. **Only the G4M Betty can carry an Ohka.**

OUT OF SPECIAL OPTION POINTS

Some Event cards will force you to pay Special Option points. If you are required to spend Special Option points and you cannot, you immediately end the Campaign with a Dismal Evaluation.

TACTICAL DISPLAY SETUP

Place the Tactical Display and your chosen Campaign Sheet in front of you.

TARGET AND EVENT DECKS

Look through the Target cards and find the Targets with the same Target numbers as those listed on the Campaign Sheet. These cards will form your Target deck for this campaign.

Shuffle the Target deck (using the Target cards shown on the Campaign Sheet). and place them face down in the appropriate area of the Tactical Display.

Shuffle the Event card deck and place them face down in the appropriate area of the Tactical Display. During the game, when you need to draw a card and no cards remain in the Event deck, shuffle the discards to form a new deck.

Each Bandit has a Year printed on its counter. Each Campaign also lists the Bandit types present in the Campaign. Place all the Bandit types listed on the Campaign Sheet that are of the same Year in a cup. You will draw Bandits and Sites from this cup during Missions.

Example: The 1942 Midway Campaign lists F2A and F4F as the Bandit types. Gather all the 1942 F2A and F4F Bandit counters and place them in a cup.

Place all the gray Naval Site counters in a second cup.

SELECTING SQUADRON PILOTS

Select Pilot cards based on the duration and year of your Campaign to make up your Squadron.

The makeup for 1941 – 1942 is typically:

Rank Levels for a Short Campaign: 1 Newbie, 2 Green, 3 Average, 1 Skilled and 1 Veteran.
Rank Levels for a Medium Campaign: 1 Newbie, 2 Green, 4 Average, 1 Skilled, and 2 Veteran.
Rank Levels for a Long Campaign: 1 Newbie, 2 Green, 5 Average, 2 Skilled, and 2 Veteran.

The makeup for 1943 is typically:

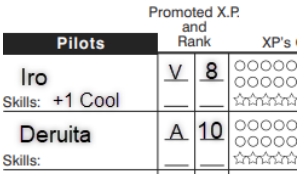
Rank Levels for a Short Campaign: 1 Newbie, 2 Green, 4 Average, and 1 Skilled.
Rank Levels for a Medium Campaign: 1 Newbie, 2 Green, 5 Average, 1 Skilled, and 1 Veteran.
Rank Levels for a Long Campaign: 1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran.

The makeup for 1944 -1945 is typically:

Rank Levels for a Short Campaign: 1 Newbie, 3 Green, 3 Average, and 1 Skilled.
Rank Levels for a Medium Campaign: 1 Newbie, 3 Green, 4 Average, 1 Skilled, and 1 Veteran.
Rank Levels for a Long Campaign: 1 Newbie, 3 Green, 5 Average, 2 Skilled, and 1 Veteran.

Record the Pilot Names, Skill Levels, XPs needed for Promotion, and Cool on the Player Log.

Pilot Skills: You can purchase up to two unique Skills for each Pilot. Each Pilot Skill costs 1/2/3 SO points, depending on your Campaign duration.



Record the Skill's SO point cost on the Player Log Sheet and record the Skill under the Pilot's name. This is the only time you can purchase Skills for Pilots. Skills cannot be transferred between Pilots during the Campaign.

You may only select from the Aircraft types listed on the Campaign Sheet, as well as Aircraft that have a Service Year range that includes the Year of the Campaign.

Aircraft Quality: Some Aircraft are of inferior quality, while others are of better quality. The SO points you receive or must pay, for selecting these Aircraft, are noted on their cards. Record the SO point adjustment on the Player Log in the Aircraft Purchase SO Points +/- (column).

Pilot Promotion Priority: After you choose your Campaign length, you can use the Pilot Promotion Priority option. This allows you to immediately Promote one or more of your Pilots to the next higher Rank Level by paying SO points. You can Promote a Pilot more than once. This is the only time you can purchase the Pilot Promotion option for Pilots.

Pilot Promotion Costs: Based on Skill and Campaign Length: Newbie = 2/4/6, Green = 3/6/9, Average = 4/8/12, Skilled = 5/10/15, Veteran = 6/12/18.

Example: I am playing a Medium Length Campaign. I want to Promote one Average Pilot to Skilled. I pay 8 SO points. I want to Promote him a second time, so I pay 10 more SO points to make him Veteran.

Maintenance Crews: After you choose your Campaign, you may purchase additional Maintenance Crews. Maintenance Crews cost 2/4/6 SO each.

EXAMPLE OF CAMPAIGN SET-UP

At the start of the Campaign, I select my Pilot cards based on the duration of my chosen Campaign.

Medium:	3 Days, 18 SO
VP	Evaluation
14+	Great
10 to 13	Good
8 or 9	Adequate
6 or 7	Poor
5-	Dismal

I have chosen to play the 1942 Midway Campaign with a Medium Duration.

I can only select Aircraft that are listed on the Campaign Sheet.

I choose the following Pilots:

Newbie – Matsuda (A6M2)
Green – Yamazaki (A6M2)
Green – Ishikawa (D3A)
Average – Harada (B5N)
Average – Nomura (B5N)
Average – Naito (B5N)
Average – Ima (A6M2)
Skilled – Hara (A6M2)
Veteran – Morita (D3A)
Veteran – Kuma (A6M2)

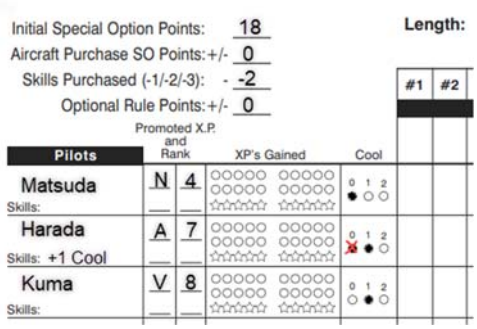
For a well-rounded Squadron, I make sure that some of my Pilots are especially good at AtA, and others are good at AtG, and a few can handle both equally well.

By taking certain Aircraft types, I must pay or receive SO points. Any SO point adjustments are noted on the Aircraft cards.

Example: If I select 2 G3M Nells, I start my Medium Campaign with +4 SO points.

I record the Pilot Names, Ranks, XPs needed for Promotion, and Cool on the Player Log.

I also log my Aircraft SO point adjustments.



Now I can choose to promote any Pilots using the Pilot Promotions Priority or give Skills to any of my Pilots at a cost of 1/2/3.

I am now ready to play!

Using Midway as bait to lure the American fleet into battle where he could crush them, Admiral Yamamoto sent 4 front line carriers and many other ships to attack the island, then destroy the US fleet as it arrived days later.

Notes: Use F4F as bandit when attacking Naval Targets. Use F2A as bandit when attacking land Targets. Use F4F as bandits escorting SBD / TBD bombers. If you destroy target #36, gain the VP then shuffle that card back into the target deck. Use F2A as Bandit escorting TBF.

Target Bonus Aircraft: Veteran.
Starting Adjustments: Naval Sites: Remove three 5" counters.
Maintenance Crews: 3.

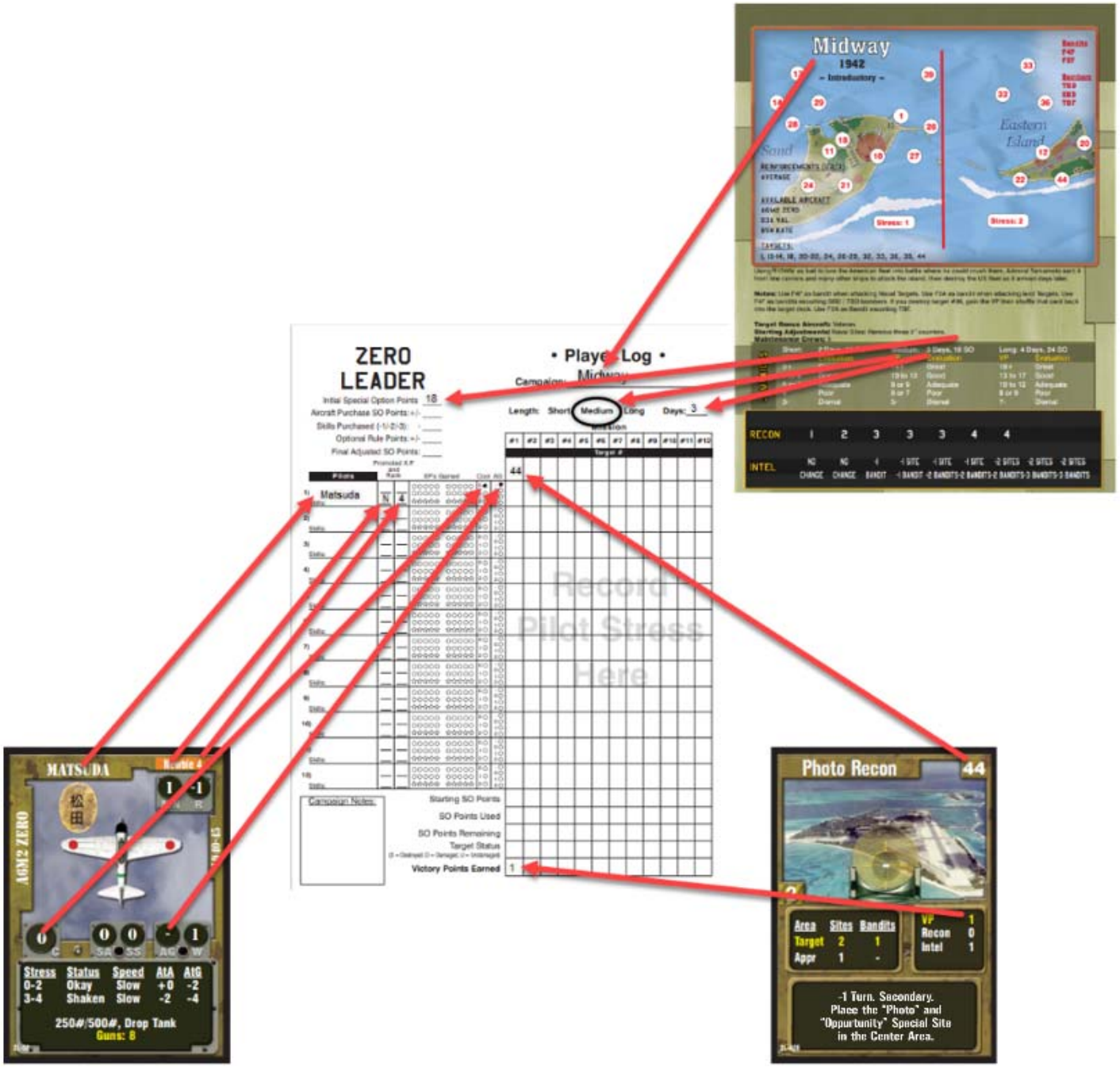
CAMPAIGNS

Short:	2 Days, 12 SO	Medium:	3 Days, 18 SO	Long: 4 Days, 24 SO	
VP	Evaluation	VP	Evaluation	VP	Evaluation
9+	Great	14+	Great	18+	Great
7 to 8	Good	10 to 13	Good	13 to 17	Good
5 or 6	Adequate	8 or 9	Adequate	10 to 12	Adequate
4	Poor	6 or 7	Poor	8 or 9	Poor
3-	Dismal	5-	Dismal	7-	Dismal

RECON	1	2	3	3	3	4	4	
INTEL	NO CHANGE	NO CHANGE	-1 BANDIT	-1 SITE -1 BANDIT	-1 SITE -2 BANDITS	-1 SITE -2 BANDITS	-2 SITES -2 BANDITS	-2 SITES -3 BANDITS	-2 SITES -3 BANDITS

PLAYER LOG

"There is even rhythm in being empty."



Record your Campaign and Pilot information on the Player Log sheet.

The information recorded on the Player Log is used to determine Pilot Stress, Experience, Kills, Promotion, as well as Special Option Point expenditures, Target Status, Victory Points and Campaign outcome. Record any Optional Rules purchased in the Campaign Notes area. This Player Log can be printed, photocopied, or downloaded from www.dvg.com for personal use.

Initial Special Option Points: 18
Aircraft Purchase SO Points: +/- 0
Skills Purchased (-1/-2/-3): - -2
Optional Rule Points: +/- 0

Pilots	Promoted X.P. and Rank		XP's Gained
Matsuda	N	4	○○○○○ ○○○○○ ○○○○○ ○○○○○
Skills:			☆☆☆☆☆ ☆☆☆☆☆
Harada	A	7	○○○○○ ○○○○○ ○○○○○ ○○○○○
Skills: +1 Cool			☆☆☆☆☆ ☆☆☆☆☆

SEQUENCE OF PLAY

"It may seem difficult at first, but all things are difficult at first."

PRE-FLIGHT

1) Draw Target cards
2) Select Target
3) Determine and Place Sites
4) Assign Pilots
5) Select Kamikaze Aircraft and Ohka Pilots
6) Prepare for Mission

TARGET-BOUND FLIGHT

7) Draw Target-Bound Event card
8) Place Aircraft and Choose Altitude
9) Determine and Place Bandits
10) Intel Air Defense Adjustment
11) Draw Over-Target Event card
12) Place Turn counter in "1" Box

OVER-TARGET RESOLUTION (5 TIMES)

13) Dive Bombers and Kamikaze Dive to Low
14) Fast Pilots Attack
15) Sites and Bandits Attack
    One Pilot may Suppress
    Pilot under Attack may use Evasion
16) Slow Pilots Attack
17) Aircraft Move
18) Bandits Move
19) Advance Turn counter

HOME-BOUND FLIGHT

20) Draw Home-Bound Event card

DEBRIEFING

21) Record Mission Outcome, Victory Points, Adjust Recon and Intel counters, and Special Option points
22) Place Maintenance Needed counters on every Aircraft that took part in this Mission
23) Add Target card Stress to Pilots
24) Pilot Stress Recovery (All Pilots)
25) Record Pilot Experience and Stress
26) Pilot Promotion
27) Use Maintenance Crews to repair / maintain Aircraft

PRE-FLIGHT

"The heart of the matter is to use the power of warfighting to gain victory any way you can."

DRAW TARGET CARDS

Refer to the Campaign Sheet's Recon track for the number of Target cards you may draw for the Day.

Draw one Target card at a time. You may choose to carry out a Mission with the drawn cards or draw another Target card, until you reach the maximum number indicated on the Recon track. If you draw a Target with the Key Term "Scramble", stop drawing Target cards and immediately carry out this Mission as your Primary Mission.

If there are Target cards with the Key Term "Secondary" available, you can select one of them as the Target for a Secondary Mission for the Day.

If you already have other Target cards in play, they do not count against the Recon number of cards you may draw for the Day.

Recon Priority: After drawing your maximum Recon quota of cards for the day, you may choose to purchase the Recon Priority option with your Special Option points.

Recon Priority allows you to spend 1/2/3 SO points to draw one more Target card. Add the card to those already drawn and select your Mission for the Day. You can repeat Recon Priority as many times as you like, unless you draw a Target with the Key Term "Scramble", which will immediately become your Primary Mission.

SELECT TARGET

Primary Mission: Select one Target card as the Primary Mission for this Day. Place it in the Center Area of the Tactical Display Sheet.

Secondary Mission: In addition to flying the Primary Mission each Day, you can select one available Target card with the Secondary trait and fly a second Mission during the Day.
When you select the Primary Mission for the Day, you must decide if you also want to fly a Secondary Mission. A Pilot can fly in either a Primary or Secondary Mission, but not both.
Carry out the Mission steps including placing Sites, Pilot and Aircraft selection, equipping Weapons, assigning SA and Samurai Spirit counters, the Target-Bound Flight, Over-Target, Home-Bound Flight, and Debriefing the Primary Mission. Complete the Primary Mission, and then repeat those same steps for the Secondary Mission and complete the Secondary Mission.

You can use a Target with the "Secondary" Mission Key Term as your Primary Mission.

Discard any unselected Target cards, except for Target cards with the "Improvement" Key Term. Target cards with the "Improvement" Key Term remain in play and available for Mission selection, until attacked and destroyed.

Down Time: You can choose not to fly a Mission for the current Day. A "No Mission" Day still counts against the number of Days you have for that Campaign.

If you choose this option, move the Intel and Recon counters 1 space to the left. Then go to the Mission Debriefing and carry out those steps.

DETERMINE AND PLACE SITES

Each Target card shows the number of Sites drawn for each Approach Area (Appr), and a second number showing the number of Sites drawn for the Center Area (Target). Unless otherwise stated, you do not have to destroy the sites and bandits to destroy the Target.

Example: For this Target, place 2 Sites in each of the four Approach Areas and 2 Sites in the Center Area.

Randomly draw the stipulated number of Site counters from the cup. Place the counters, with their Site side up, in the Approach Areas and Center Area on the Tactical Display.

If the counter reads, "No Site" remove it from the Tactical Display and return it to the cup. The remaining counters represent the enemy Sites defending the Target.

ASSIGN PILOTS

You must now decide which Pilots to send on the Mission. Each Target card indicates the maximum number of Pilots that can participate in the Mission. You may send fewer Pilots on a Mission, but you may not exceed the listed number of Pilots.

Select the Pilots from your Squadron who will fly this Mission. Pilots that are Unfit may not be assigned to a Mission.

If you are performing a Secondary Mission, repeat the above steps to assign the Pilots for the Mission.

You may not select a Pilot which has already been selected to fly in one Mission (whether Primary or Secondary) to fly in another Mission on the same Day, even if the original Mission was aborted.

SELECT KAMIKAZE AIRCRAFT AND OHKA PILOT

- Select any Kamikaze Aircraft prior to the Mission.
- Any Pilot chosen for a Kamikaze Mission has all Stress removed.
- Any Pilot flying a Kamikaze Mission that becomes "Unfit" during the Mission, Attacks using the "Shaken" stats with an added -1 penalty.
- Kamikaze Aircraft ignore Maintenance Needed and Minor Damage counters. Any Damaged Kamikaze Aircraft Attack at -1 penalty to their rolls.
- Add +1 Weight Point to any Aircraft selected for a Kamikaze Mission.
- Kamikaze Aircraft cannot Attack enemy Bandits and Bombers, but may perform Defensive fire at Attacking Aircraft, if necessary.
- Any AtA positive modifiers are ignored for Kamikaze in AtA combat. Any negative AtA modifiers are kept in effect.
- Any AtG modifiers remain in effect.
- Any Aggressiveness stats are kept in effect.
- You cannot use Samurai Spirit on the Target Hit roll.
- Gain +2 AtG cumulative modifier for every Turn spent in Center Area before Attacking.
- Kamikaze must dive from High Altitude to Attack. Add +1 to your AtG roll when making the Attack.
- Pilot and Aircraft are removed from Campaign after Attack.
- You may use either AtA or AtG modifier for a Kamikaze Attack, whichever is better. If you do not choose to use either of these modifiers, you attack with just the +1 for the Dive Attack. If your Pilot has negative AtA or AtG, you may ignore the negative modifiers and apply the +1 Dive Attack bonus.
- All the above modifiers are cumulative.
- You must roll a modified roll of 9+ to hit the Target.

Attack Success Roll: If the Kamikaze hits the Target, the Aircraft does +1 Damage and automatically inflicts the maximum damage from every carried Weapon.

Example: If a Kamikaze Aircraft carrying 4 500# bombs hits its Target, add 9 Hits of Damage to the Target. The Attack Number for a Kamikaze Attack is 9.

Ohka: You may choose to have a member of your Squadron to pilot the Ohka, which is a human-guided flying bomb. If you choose to do this, place the Pilot's counter on the Ohka counter. Choose to use either the AtA or AtG stats for the Pilot.

PREPARE FOR MISSION

Allocate Weapons and Drop Tanks to each of the Pilots selected for this Mission. Place each Weapon counter on or next to the Pilot card. The specific ordnance you choose will depend on the combat role you expect each Aircraft to perform during the Mission. The number and types of Weapons your Aircraft can carry is limited in several ways: Weight points per Aircraft, the Weapon list on the Aircraft card, the Weapon list on the Campaign Sheet, and any Special Option points required to be spent on Special Weapons. Non-Special Weapons do not cost SO points.

When planning which Weapons to equip your Aircraft with, it is worthwhile to think ahead to where the Aircraft will begin on the Tactical Display in the Over-Target step, as well as the locations and capability of the enemy Sites.

Once your Aircraft are equipped, record the number of SO points you have spent on the Player Log.

Situational Awareness: Place Situational Awareness

counters on the Pilot cards that have Situational Awareness points.

A Slow Pilot can spend one Situational Awareness counter to perform an extra Attack in the Fast

Pilot Attack step. The Pilot can still Attack in the Slow Pilot Attack step, as normal.

A Fast Pilot can spend one Situational Awareness counter to perform an Attack in the Slow Pilot Attack step, even if the Pilot has already performed an Attack in the Fast Pilot Attack step.

Spending a Situational Awareness counter only affects the Pilot's Attack for the current Turn.

Situational Awareness can only be used by the Pilot to gain the extra Attacks. Situation Awareness cannot be transferred to other Pilots.

Remove the counter when the extra Attack occurs.

Situational Awareness is renewed after each Mission.

Samurai Spirit: Place Samurai Spirit counters on the Pilot cards that have Samurai Spirit points, or on the Pilots, you have purchased this Skill for.

You can expend a Samurai Spirit counter to do any one of the following:

- Treat an Unfit or Shaken Pilot as being Okay for the current Mission.
- After suffering a Stressed, Damaged, or Destroyed result, the Pilot may spend a Samurai Spirit counter to treat it as a No Effect.
- Instead of rolling for an Attack, treat the Attack roll as being a "10", before applying modifiers.

Pilots do not recover expended Samurai Spirit points until you Destroy a Target with the Samurai Spirit notation. Once you Destroy a Target with the Samurai Spirit notation, all Pilots in your Squadron with Samurai Spirit points regain all their expended Samurai Spirit points, including those who did not fly in the Mission.

TARGET-BOUND FLIGHT

"Step by step walk the thousand-mile road."

This step represents the time from when your Aircraft take off until they reach the Target.

For each Aircraft that has a Maintenance Needed, Minor Damage or Damage counter, make a Maintenance Pre-Flight Check for each aircraft.

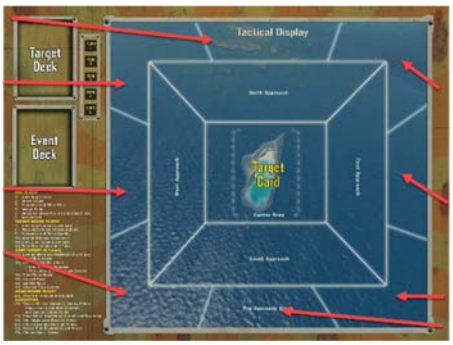
DRAW TARGET-BOUND EVENT CARD

Draw an Event card and resolve the Event in the top section.

Aborting a Mission: After the Target-Bound Event is resolved, you may decide to Abort none, some, or all the Aircraft on the Mission.

Aircraft that Abort do not gain Experience points but do suffer Target Stress as normal. If all Aircraft Abort, go directly to Home-Bound step. Aircraft that do not Abort must continue with the Mission and participate in the Over-Target and Home-Bound steps.

PLACE AIRCRAFT AND CHOOSE ALTITUDE



Place each of your Aircraft counters in one of the Pre-Approach Areas. More than one Aircraft may begin in an Area. Also, select the initial Altitude for each Aircraft counter.

Keep in mind that unlike other Air Leader games, you may not change the Altitude of your Aircraft during the Over-Target steps, except when performing a Dive-Bombing or Kamikaze attack.

DETERMINE AND PLACE BANDITS

The Target card shows the amount of fighter cover over the Target and Approach Areas. The exact number and type of Bandits present is not known until you reach the Target.

Draw the stipulated number of Site / Bandit counters from the cup at random. Place the counters, with their Bandit side up, in the Approach Areas and Center Area respectively as indicated on the Tactical Display.

Area	Sites	Bandits
Target	2	2
Appr	2	1

Example: For this Target, draw 2 counters for the Center Area and 1 Bandit counter for each Approach Area.

If the counter reads, "No Bandit" remove it from the Tactical Display and return it to the cup. The remaining counters represent the enemy fighters defending the Target.

Every Bandit has a Year noted on its counter. Only use the Bandits with the same Year as the Campaign.

Bandits have different Skill Levels. From lowest to highest, they are: Newbie, Green, Average, Veteran, and Legendary.

INTEL AIR DEFENSE ADJUSTMENT

Consult the Intel track to determine whether any Site or Bandit counters should be added or removed.

If the Intel track indicates a removal of Sites or Bandits, first draw, and place the counters as normal, then select the counters you would like to remove.

If the Intel track notes the addition of Sites or Bandits, draw and place the extra required counters in the Center Area.

If the track notes "No Change", then no Bandit or Site adjustments are required.

DRAW OVER-TARGET EVENT CARD

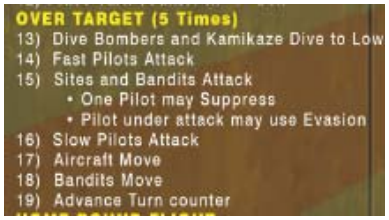
Draw an Event card and resolve the Event shown in the middle section.

PLACE TURN COUNTER IN "1" BOX

Place the Turn counter in the "1" box on the Tactical Display. You have five Turns to complete your Mission.

OVER-TARGET RESOLUTION

"The important thing in strategy is to suppress the enemy's useful actions, but allow his useless actions."



The Over-Target Resolution step is divided into 5 identical Turns. During each Turn, resolve the combat and movement on the Tactical Display. Use the Turn counter to keep track of the current Turn.

DIVE BOMBERS AND KAMIKAZE DIVE TO LOW

If you have an Aircraft with the "Dive" Key Term, or a Kamikaze and you want it to perform a Dive Attack this turn, flip the Aircraft's counter from High to Low.

The Aircraft will perform a Dive Attack later in the Turn during its Attack step.

FAST PILOTS ATTACK

Perform Dogfight Maneuvering and resolve any Attacks for your Fast Pilots during this step.

Aircraft can expend Weapons to Attack the Target or Sites.

Each Aircraft Attacks individually and may only Attack one Target. Declare and resolve the Attack for one Aircraft before declaring an Attack for another Aircraft.

An Aircraft is limited to which enemy units it may Attack based on its current position, Altitude, and Weapons load.

Each Turn a Pilot may declare one enemy to be the Target of an Attack:

• Attack the Target with one or more Air-to-Ground Weapon counters, provided they are in range of the Target and the Aircraft is at the proper Altitude.

• Attack the Target with a Gun Attack if the Aircraft is at Low Altitude and in the Center Area.

• Attack any one Site with one or more Air-to-Ground Weapon counters, provided they are in range of the Site and the Aircraft is at the proper Altitude as indicated on the weapon counter.

• Attack any one Site with a Gun Attack if the Aircraft is at Low Altitude and in the same Area as the Site.

• Attack any one Bandit with a Gun Attack if the Aircraft is in the same Area as the Bandit. Bandits are always at the same Altitude as your Aircraft.

When an Aircraft is ready to Attack, declare the Target of the Attack, as well as whether it will be attacked with Weapon counters that need to be expended, or Guns.

The number of Hits needed to Destroy a Target is listed on the Target card.

Example: You must inflict 3 Hits to Destroy this Target.

SITES AND BANDITS ATTACK

Sites and Bandits act during this step. See the Dogfighting and Air-to-Ground Attack rule sections for details.

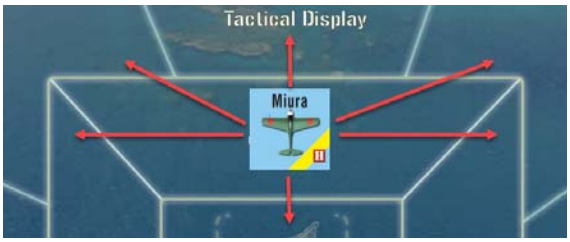
SLOW PILOTS ATTACK

Slow Pilots act during this step and use the same Maneuvering and Attack rules as Fast Pilots**.**

AIRCRAFT MOVE

During this step, you may move your Aircraft from their current Area into an adjacent Area, or leave your Aircraft in the Area it is currently in.

Unlike other Air Leader games, you may not change the Altitude of your Aircraft, except as previously noted for Dive Bombers and Kamikaze attacks.



Example: I have an Oscar at High Altitude in the North Approach Area. It can move to any of the following Areas:

the Center Area, the East or West Approach Areas, or any of the three Northern Pre-Approach Areas.

MOVEMENT WHEN YOU ARE ENGAGED:

(The rules of Engagement are covered in the Dogfighting section below.)

- If you Move your Aircraft and it is Neutral, Advantaged To, or Tailing a Bandit, break the Engagement and Move your Aircraft as normal. The Bandit does not Move.
- If you Move your Aircraft and it is Disadvantaged or Tailed by a Bandit, Move your Aircraft as normal. The Bandit also Moves with your Aircraft and maintains its Position.
- If your Aircraft is Neutral, Advantaged, or Tailing, you may break the Engagement and remain in the same Area. You may then create a new Engagement.

BANDITS MOVE

Bandits move after your Aircraft move. Each Bandit may move one Area each Turn but is not required to move. Bandits do not use Altitude. Use the following rules to determine if and where a Bandit moves:

- If there are one or more Unengaged Player Aircraft within the Bandit's range, the Bandit does not move.

- If no Unengaged Player Aircraft are within the Bandit's range, move the Bandit one Area closer to the closest Unengaged Player Aircraft.

- If there are two or more Unengaged Player Aircraft at the same distance, randomly determine which one the Bandit moves toward.

Example: During the Bandits Move step, a Corsair is in the Center Area, and Shyu is in the South Pre-Approach Area. The Corsair moves into the South Approach Area.

However, if Shyu is in the South Pre-Approach Area and Arai is in the West Pre-Approach Area, there is an even chance that the Corsair will randomly move into either the South or West Approach Area.

ADVANCE TURN COUNTER

Advance the Turn counter to the next box on the track. If the counter is already in the “Turn 5” box or if the Target is Destroyed, end the Over-Target step of the Mission.

DOGFIGHTING

"In a battle, victory is in knowing the rhythms of your various opponents, in using a rhythm that your opponent will be unable to grasp."

Dogfighting occurs when friendly Aircraft and enemy Aircraft occupy the same Area and attempt to shoot each other down.

Positioning: An Aircraft or Bandit is always in one of the following Positions when Engaged in a Dogfight:

Tailing - Your Aircraft's nose is pointed at the Bandit's tail. Your Aircraft has a very superior position.

Advantaged - Your Aircraft's nose is pointed at the Bandit's side. Your Aircraft has a superior position.

Neutral - Your Aircraft's nose is pointed at the Bandit's nose. Neither Aircraft has a superior position.

Disadvantaged - The Bandit's nose is pointed at your Aircraft's side. Your Aircraft has an inferior position.

Tailed - The Bandit's nose is pointed at your Aircraft's tail. Your Aircraft has a very inferior position.

Place the two counters in a Neutral Position when they first Engage each other.

Any Player Aircraft that are carrying 0 Weight points, (other than Drop Tanks) and do not have a "[ ]"or "[ ]" AtA rating, are Escorts.

During each Over-Target turn, an Escort with Neutral Position may Engage one Neutral Bandit before the Bandit rolls to determine which Aircraft it will Engage.

Friendly Bombers: A Bomber is a friendly Aircraft that is carrying 1 or more Weight points, excluding a Drop Tank.

Aircraft with the "Large" Key Term are always treated as Bombers, even if they are carrying 0 Weight points.

Bomber also refers to enemy Aircraft counters that have their Attack numbers in brackets "[ ]" or [ ].

Engagement: During the Aircraft Move and Bandits Move steps, if there are Aircraft and Bandits in the same Area, determine which of your friendly Aircraft the Bandits will Engage. Determine the Engagement for each Bandit in the following order:

An Unengaged Escort may Engage one Neutral Bandit before the Bandit rolls to determine which Aircraft it will Engage. (This will prevent the Bandit from choosing to Attack your Bombers or an Escort that you do not want attacked.)

- You may Engage one Unengaged Bandit with one Unengaged Escort of your choice.

- If a Bandit is not Engaged by an Escort, Engage it against an Unengaged Bomber of your choice.

If all Player Aircraft are Engaged, do not Engage the Bandit.

If all the Bandits are Engaged, you may Engage any Unengaged Bomber. If all Bandits and Bombers are Engaged, do not Engage any remaining Player Aircraft.

A friendly Aircraft or Bandit cannot be Engaged against more than one Bandit or friendly Aircraft at a time**.**

Fast Pilots Maneuver and Attack: Perform Maneuvering and Attack for your Engaged Fast Pilots.

Reference the Maneuver section at the top of the Dogfight Sheet and select one of the Maneuvers for your Pilot to attempt.

Damaged or Unfit Pilots (if engaged by a Bandit) may only select Tight Turn for their Maneuver.

In My Sights and Out of the Sun can only be attempted if your Aircraft is Neutral, Advantaged, or Tailing.

To attempt the Maneuver, roll a d10, add your Pilot's AtA stat, and the Aircraft Maneuver value. Subtract the Bandit's AtA Skill.

Aircraft also receive a -1 penalty for each WP carried, including Drop Tanks. However, Gunners and Turrets firing from a Bomber do not apply WP modifiers when making a Defensive Fire Attack.

Maneuverability (MN): Add this modifier to the die roll.

Use for Offense during: Maneuver Success roll

Use for Defense during: Bandit Maneuver Success roll

Each Maneuver shows 4 possible results, based on a modified d10 die roll. The die roll result ranges are: 2 or less, 3 to 5, 6 to 8, and 9 or higher.

Aggression (AG): When you or the enemy is attempting a Maneuver, you may use your Aggression Rating to gain an extra die for rolling your Maneuvering or Attacking results.

If you have a **– AG** rating, you cannot use Aggression.

If you have a **0 AG** rating, you can pay 1 Stress to gain 1 extra die roll.

If you have an **AG rating of 1 or 2**, pay 1 Stress and gain 1 extra die roll and add +1 or +2 respectively to each die roll.

Choose the better result of the dice that you have rolled, including modifiers.

Use for Offense during: Maneuver Success Roll and Attack Success roll

Use for defense during: Bandit Maneuver Success roll

Using the selected Maneuver roll, refer to the Dogfight Sheet for one of the following results:

NE - No effect. The Maneuver did not change the Aircraft's Position.

+1 Pos - Adjust the Aircraft Position by 1 Toward Tailing.

+2 Pos - Adjust the Aircraft Position by 2 Toward Tailing.

+4 Pos - Adjust the Aircraft Position by 4 Toward Tailing.

+1 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 1 to its Attack roll.

+2 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 2 to its Attack roll.

+4 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 4 to its Attack roll.

-1 Pos - Adjust the Aircraft Position by 1 Toward Tailed.

-2 Pos - Adjust the Aircraft Position by 2 Toward Tailed.

-1 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, subtract 1 from its Attack roll.

Td/D -> N - If the Aircraft is Tailed or Disadvantaged, change its Position to Neutral.

D -> A - If the Aircraft is Disadvantaged, change its Position to Advantaged.

Example: You are Neutral to the Bandit. You get a "+4 Pos" result. Adjust your Aircraft to Tailing the Bandit and ignore the third and fourth Position adjustments.

Rotate the two counters to show the new Positions of the Aircraft and Bandit.

Next, perform an Attack for the Aircraft if it completes the Maneuver in a Neutral, Advantaged, or Tailing Position.

In air combat, Gun Attacks are used to Attack Bandits in the same Area as the Aircraft.

Gun Attacks may also be used to Attack enemy Bombers.

To Attack a Bomber, the Aircraft must be at the same Altitude as the enemy Bomber.

Aggression: Your Pilot may use the Aggressiveness Rating to receive an extra die roll for results, as well as a possible modifier to those die rolls.

Attacking: Roll a d10 for the Gun Attack, adjusting for any applicable modifiers. You Destroy the Bandit or Bomber if the modified die roll is equal to or greater than the Aircraft's Gun rating.

Modifiers: To perform an Attack roll a d10, add your Pilot's AtA stat and subtract the Bandit's AtA skill.

A Pilot suffers -1 AtA for each Weight point of ordnance carried including Drop Tank. Also, use this modifier if a Bandit Engages one of your Bombers or an Escort with a Drop Tank or Weapons counters.

Add +1 to the roll if your Aircraft is Advantaged. Add +3 to the roll if your Aircraft is Tailing.

You Destroy the Bandit if the modified roll is equal to or higher than your Aircraft's Gun rating. If the modified roll is lower than your Aircraft's Gun rating, the Attack has no effect.

If the Aircraft is Disadvantaged or Tailed after performing their Maneuvering, they cannot perform an Attack.

If a Hit is achieved, the targeted Bandit is Destroyed and removed from the Tactical Display. Place the Bandit counter back in the cup, unless it is a Veteran or Legendary Pilot, which is removed from the Campaign.

Example: When Chiba (as a Newbie Pilot) has 0 to 2 Stress, he uses his Okay stats.

He is Slow and has +1 Air-to-Air Combat, -3 Air-to-Ground Attack and "-" Aggressive stats.

When he has 3 to 4 Stress, he becomes Shaken. He remains Slow, and his stats decrease to -1 Air-to-Air Combat and -5 Air-to-Ground Attack.

When he has 5 or more Stress, he is Unfit, and can no longer make any Attacks

Example: When Chiba Engages an F4F Bandit, also at Newbie Skill Level, the Bandit Attacks before he does, because Chiba is Slow.

Chiba is Attacking the F4F with a Gun Attack. I roll one 10-sided die for the Attack. I add +0 to the Attack because they are neutral to each other. I also add my Pilot's AtA Skill to the die roll (+1) and subtract the F4F's AtA Modifier (-3). The F4F will be Destroyed if I Hit it once. I roll a 4. The modifiers change the die roll to an 8, which is equal to or higher than the Attack Number (8) for my Guns. The F4F is Destroyed.

Veteran / Legendary Bandits: When a Veteran or Legendary Bandit is destroyed, remove that counter from the Campaign and place it in the "Enemy Bandit Veteran/Legendary Kills" area of the Dogfight sheet. These counters will not appear again during the Campaign.

Destroying a Legendary Bandit counts as 2 victories.

Aces: Each time a Pilot Destroys a total of five enemy counters, whether Sites, Targets, Bandits or Bombers, the Pilot is an Ace. A Pilot can earn Ace status up to 2 times throughout a Campaign for every five Sites, Targets, Bandits or Bombers Destroyed.

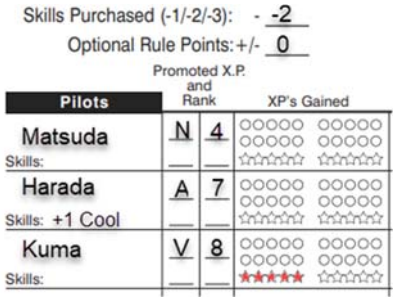
If a Target has been hit by different Pilots, the Pilot making the final attack that achieves the required Hits to destroy the target earns the credit for that victory. Destroying a Target counts as 2 victories.

Make a note of each counter Destroyed by marking the Star in the "experience" area for each Pilot.

When a Pilot becomes an Ace (5 victories), the Pilot receives their choice of a +1 AtA or a +1 AtG counter at the end of the Mission. Place this counter on their Pilot card during the Debriefing stage as a reminder of their Ace status.

If a Pilot becomes an Ace and survives the Campaign gain +1 VP.

A.) A Pilot scores one victory every time an enemy counter is Destroyed.
B.) Destroying a Legendary Bandit or a Target counts as 2 victories.


Skills Purchased (-1/-2/-3): -2
Optional Rule Points: +/- 0

Pilots	Promoted X.P. and Rank		XP's Gained
Matsuda	N	4	
Skills:			
Harada	A	7	
Skills: +1 Cool			
Kuma	V	8	
Skills:			

Example: Kuma Destroys 5 enemy counters during the Campaign. Kuma earns +1 AtA or +1 AtG. At the end of the Campaign, gain +1VP if Kuma survives.

Friendly Bomber Rules: Bombers cannot initiate a Dogfight with enemy Bandits or Bombers. If they are not Engaged by a Bandit, they do not participate in Dogfighting or initiating an attack for the Turn.

Aircraft with [ ] AtA may only perform AtA Suppression Attacks against Bandits attacking other Aircraft with [ ].

Note: Gunners and Turrets do not apply WP modifiers when making a Defensive Fire Attack on any Aircraft.

Bombers may perform AtG Suppression against Sites by dropping ordnance.

Return any Aircraft or Bandits to Unengaged following their Attack on a Bomber or Large Aircraft.

Enemy Bombers: Enemy Bombers have an Altitude designated on their counters. Bombers begin the Mission at the noted Altitude and remain at that Altitude throughout the Mission.

To Attack them, friendly Aircraft must be at the Bomber's Altitude.

Site, Bandit, and Bomber counters have their Attack Numbers across the top of their counters.

A Bomber has their Attack values in "[ ]" or "[ ]". This means they can only Attack enemy Aircraft when they are Engaged as Defensive Fire. They cannot initiate an Attack.

Bombers have AtA Maneuvering modifiers just like Bandits.

Gunners (Hit numbers in [ ]) may only fire at Attacking Aircraft that are Advantaged on or Tailing them.

Turrets (Hit numbers in [ ] with black background) may fire at any Attacking Aircraft.

Bombers perform their Defensive Fire attacks AFTER a Fighter (friendly or Bandit) maneuvers, but before the Fighter Attacks.

Treat each Bomber as an individual Target that must be Destroyed like a Bandit.

Example: Target #30 specifies the Objective: 3 B-26 Bombers. To Destroy the Target, you must Destroy the 3 B-26s in the Center Area.

Enemy Bomber counters do not move on the Tactical Display. They remain in the Center Area.

Unengaged Escorts and Bandits: Perform an Attack for each Unengaged Escort or Bandit.

Do not roll for Maneuvering. They Attack from the Neutral Position.

Example: You have 4 Escorts and there are 3 Bandits. Your ”extra” Escort may Attack any remaining Engaged Bandits from a Neutral Position after your Aircraft Attack.

You may choose any enemy Bandit or Bomber for your Escort to Attack.

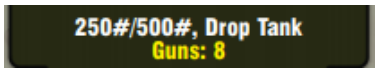
When selecting a Target for an unengaged Bandit, they will first Attack a random Bomber. If there are no Bombers, they will Attack a random Escort. This Attack is an exception to the Engagement rule about only Engaging one Aircraft at a time. This Attack is not considered an Engagement for the purposes of that rule.

Example: You have 2 Escorts and 2 Bombers facing 5 Bandits. After assigning your 2 Escorts to the Bandits and the Bandits to the 2 Bombers, the Unengaged Bandit will randomly attack one of the Bombers.

AIR TO GROUND ATTACKS

"Though you give up your life, do not give up your honor."

Guns: In addition to the Weapon counters you load on the Aircraft, Aircraft are also equipped with Guns.



In Air-to-Ground combat, Guns may be used to Attack the Target or a Site in the same Area as the Aircraft.

The Aircraft must be at Low Altitude. Use the Pilot's Air-to-Ground modifiers when making the Attack roll.

Weapon Counters: When you expend Air-to-Ground Weapons to Attack the Target or a Site, you may score one or more Hits. Roll a d10 for each Weapon expended and look at the Attack Number(s) on the weapon.

If one or more Hits are inflicted on a Site, the Site is Destroyed and removed from the Tactical Display. Place the Site counter back in the cup. Record the Site as a victory on the Pilot Log.

Special Weapons:

OHKA:

a.) The Ohka is a Special Weapon and costs 4 SO.
b.) The Ohka weighs 4 Weight Points.
c.) A Pilot may fly the Ohka and use either AtG or AtA modifiers and Aggression to modify "To Hit" numbers for the Kamikaze attack roll.
d.) The Ohka has a range of 1. It cannot attack a Target at range 0.
e.) The Ohka is HIGH Altitude only.
f.) The Ohka is launched from the Betty and resolved as a normal Attack action.
g.) On a modified Attack roll of 7, the Ohka inflicts 3 Hits, and on an 8 or better, it inflicts 4 Hits.
h.) If a Squadron Pilot flies the Ohka, the Pilot is considered lost for the Campaign.

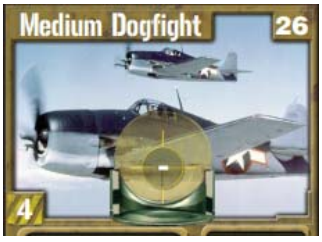
Target Damage: Use the Target Damage counters to record the Hits inflicted on the Target.

Example: I drop a 500# Bomb on the Target and roll a die. My result is a 10. The Target suffers 2 Hits. I place a "2 Hits" Damage counter on the Target card.

A Target is Destroyed if it suffers the number of Hits equal to or greater than the number listed on the Target card. You do not have to Destroy the Sites and Bandits to Destroy the Target.

Whichever Pilot scores the final Hits that Destroys a Target receives credit for 2 victories on the Pilot Log.

You do not have to inflict Hits against a Target that does not have a Hit rating, such as enemy Objective Bombers. Do not modify the Hits needed to Destroy a Target card that does not have a Hits rating.



Example: Target #26 "Medium Dogfight" does not have a Hit rating. Regardless of Event cards or intel modifiers, you only need to shoot down all the Objective Bandit counters.

Spill Over Damage: Damage never spills over to another Target. Extra Hits inflicted on a Site do not carry over to another Site or the Target. Likewise, extra Hits scored against the Target do not affect Sites in the same Area.

SITES AND BANDITS ATTACK

"If the enemy thinks of the mountains, attack like the sea,
and if he thinks of the sea, attack like the mountains."

After your Fast Aircraft Attack, all surviving Sites and Bandits Attack.

A Site is limited to which Aircraft it can Attack based on its Altitude and Range to the player's Aircraft.

A Bandit may only attack an aircraft in the same Area.

Each Site or Bandit Attacks individually and may only Attack one Aircraft. Resolve the Attack for each Site or Bandit before starting an Attack for another Site or Bandit.

A Site or Bandit automatically Targets the closest Aircraft.

If there are two or more Aircraft at the same distance from the Site or Bandit, randomly determine which one the Site or Bandit Attacks.

Bandits Maneuver: Bandits Maneuver using the same rules as your Fast Pilots.

The Bandit will attempt a Maneuver based on his Position.

On the Dogfight Sheet, there are 4 columns for Bandit Maneuvers:

"Tg" is for Tailing

"A / N" is for Advantaged or Neutral

"D" is for Disadvantaged

"Td" is for Tailed.

Roll a d10 and refer to the appropriate column to determine which Maneuver the Bandit will attempt. Add the Bandit's AtA Skill to the roll.

Maneuver Success: Once you determine which Maneuver the Bandit is attempting, roll a second d10 to determine the level of success. Add the Bandit's AtA Skill, and subtract your Pilot's AtA stat, and your Aircraft's MN stat.

You may choose to use Aggressiveness to gain an extra die roll. Use the lower of the die rolls.

Bandits Attack: Use the modified roll to determine the result of the Maneuver. Adjust the counter Positions and perform an Attack as detailed in the Fast Pilot rules, with an additional modifier.

This modifier is the **ROBUSTNESS** rating of your Aircraft and may be a positive or negative modifier.

Example: An A6M2 Zero has a Robust rating of -1. If a Site or Bandit is Attacking an A6M2 it adds 1 to their Attack rolls.

Roll a d10 for the Bandit to resolve the Attack and adjust with any required modifiers.

Missed - If the modified die roll is less than the first number, there is no effect on the Targeted Aircraft.

Stressed - If the modified die roll is equal to the first number but less than the second number, add +1 Stress point to the Target Aircraft's current Stress Level.

Minor Damage - If the die roll is one number less than the second number, the Target Aircraft receives a Minor Damage counter. If an Aircraft receives a second Minor Damage, it becomes Damaged. Aircraft that suffer Minor Damage must be repaired by Maintenance Crews.

Damaged - If the modified die roll is equal to or greater than the second number but less than the third number, the Target Aircraft is Damaged. Inflict +2 Stress points on the Pilot. If an Aircraft receives a second Damaged result, it is Destroyed. Damaged Aircraft must be repaired by Maintenance Crews.

Destroyed - If the modified die roll is equal to or greater than the third number, the Target Aircraft is Destroyed. Remove the Destroyed Aircraft from the Mission.

Bombers Defensive Fire: Bombers perform their Defensive Fire attacks AFTER a Fighter (friendly or Bandit) maneuvers, but before the Fighter Attacks.

Gunner / Turret Attacks: Gunners (Hit numbers in [ ]) may only fire at Attacking Aircraft that are Advantaged or Tailing.

Turrets (Hit numbers in [ ] with black background) may fire at any attacking aircraft.

Note: Gunners and Turrets do not apply WP modifiers when making a Defensive Fire Attack on any Aircraft.

Range: The counter's Range (if any) is in a black circle. If a counter does not have a Range number, it can only Attack Aircraft in its same Area.

Example: The 3" has a Range of 1 and can attack both High and Low Altitudes. It is in the Center Area, and one of your Aircraft is in the East Approach Area. As the Areas are adjacent, which is a Range of 1, your Aircraft is in range of the 3", and can be attacked regardless of its Altitude.

Site Special Notations: The H or L indicates its ability to Attack Aircraft at High, Low, or both Altitudes.

Example: Hara is flying at High Altitude in the same Area as a Lt MG. The Lt MG can only target Low Altitude Aircraft. Hara cannot be targeted.

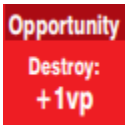
All Sites have an "S" in the top-left corner to indicate they are Soft Targets. Some Weapons get a bonus to Attack Soft Targets. The bonus modifier is shown on their Weapon counters.

Range 0 Sites: These Sites can only fire at an Aircraft in their same Area.

Example: Both the 20mm Site and Pilot Kondo are in the East Approach Area. Kondo is at Low Altitude, so the Site can Attack Kondo during its Attack Step.

Range 1 Sites: These Sites can fire at an Aircraft that is at both Range 0 and 1.

Special Site Counters: Each Special Site counter represents a condition that must be met to gain its benefit.



Target of Opportunity: If you Destroy this Site, gain 1 VP.

Photo Recon: If you have an Aircraft in the same Area as this Special Site at the end of any Turn at Low Altitude, shift the Recon or Intel counter by 1 to the right at the end of the Mission.

Fire Director: If you Destroy this Site, all Sites suffer -1 on their Attack rolls during the Over-Target step.

Diversionary Attack: If you Destroy this Site, move all Bandits 1 step toward or into the Area where the Site was Destroyed, during the next Bandit Move step. This overrides the usual Movement rules for Bandits for this step only.

Radio Coordination: If you have a friendly Bomber or "Large" aircraft in the same Area as this Special Site at the end of any Turn at High Altitude, gain +2 on all AtG Attack rolls for all Aircraft until the end of the Mission.

Aircraft Reactions: After the Target of a Site or Bandit's Attack is determined, you may have your Aircraft react to the Attack. You can first attempt to Suppress the Attack. If you choose not to Suppress, or it fails, you can attempt to Evade.

Suppression: An Unengaged Aircraft may perform a Suppression Attack against the Site or Bandit. Specify a Gun Attack or the Weapon counter(s) to be expended. Apply all Attack modifiers to the Suppression rolls as normal. If the Suppression die result indicates that a Hit is inflicted, the Site or Bandit Attack is cancelled out.

Bombers can only perform AtA Suppression Attacks against Bandits attacking other Bombers. Bombers may perform AtG Suppression against Sites by expending Weapons counters.

When an Aircraft performs a Suppression Attack, place a +1 Stress counter on its card, whether the Suppression was successful or not.

The Site or Bandit does not suffer damage from the Suppression Attack. If the Suppression attempt fails, the Aircraft cannot try again for that Attack, but it can try to Suppress future Attacks in other Turns.

Example: Nomura has been targeted by a Light Machinegun Site. Naito, also in Nomura's Area, drops a 500# Bomb in a Suppression attack, hitting the Light Machinegun. The Light Machinegun Attack against Nomura is cancelled, but the Site is not destroyed.

Evasion: The Aircraft that is the Target of an Attack may choose to go Evasive to reduce the chances of being hit. When an Aircraft goes Evasive, place a +1 Stress counter on it. When rolling for the Site or Bandit Attack, roll 2 dice, and use the lower result of the two Attack rolls.

Example: Tokaji has been targeted by a 5" Site. He chooses to go Evasive and rolls two dice for the 5" Site's Attack. The rolls are 9 and 3. Using the 3 result, Tokaji suffers +1 Stress from the Site, in addition to +1 Stress from performing the Evasion maneuver.

Evasion can be used for Site and Bandit Attacks while an Aircraft is Over-Target, or when reacting to an Event card where weapon counters can be expended to reduce the number of Event Attacks.

An Unfit Pilot can perform an Evade maneuver, although the Pilot will also gain +1 Stress.

Attack Resolution: Roll a d10 for the Site/Bandit counter to resolve the Attack and apply any required modifiers.

Missed: If the modified die roll is less than the first number, there is no effect on the Targeted Aircraft.

Stressed: If the modified die roll is equal to or greater than the first number but less than the second number, add +1 Stress point to the Target Pilot's current Stress Level.

Minor Damage: Each time a Pilot suffers Stress caused by a die roll, suffer Stress as normal and if the die roll was the highest number in the Stress range before becoming a Damaged result, place a Minor Damage counter on the Aircraft.

A Pilot suffers +1 extra Stress for each Minor Damage counter on the Aircraft at the end of the Mission.

Damaged: If the modified die roll is equal to or greater than the second number but less than the third number, the Target Aircraft is Damaged. Inflict +2 Stress points on the Pilot. If an Aircraft is Damaged a second time during a Mission, it is Destroyed.

Destroyed: If the modified die roll is equal to or greater than the third number, the Target Aircraft is Destroyed. Remove the Destroyed Aircraft from the Mission.

Example: The F6F (+1 AtA) performs a Maneuver which has the Bandit Neutral to Ogawa who is +0 AtA. The F6F is about to perform an Attack. Ogawa does not Suppress or Evade. I roll once for the Bandit. If I roll a modified 3 or lower, the attack fails, and Ogawa suffers no effect. If I roll a modified 4, Ogawa suffers +1 Stress. If I roll a modified 5, Ogawa suffers +1 stress in addition to a Minor Damage counter. If I roll a modified 6-7, Ogawa suffers +2 Stress and is Damaged. If I roll a modified 8 or higher, Ogawa is Destroyed.

Mission End: A Mission ends immediately when the Target is Destroyed unless there is the possibility for OVERKILL.

If the Target is Destroyed or OVERKILL achieved, immediately go to the Home-Bound Flight step.

Optional Rule: The Mission does not end until all friendly Aircraft have entered a Pre-Approach Area. Gain 2/4/6 SO if you choose to use this rule during a Campaign.

HOME-BOUND FLIGHT / DEBRIEFING

"Everything is within. Everything exists.
Seek nothing outside yourself."

DRAW HOME-BOUND EVENT CARD

Draw an Event card and resolve the Event shown in the bottom section.

DEBRIEFING

Record the number of Special Option points you spent during the Mission, and the SO points remaining, on the Player Log.

Starting SO Points	15
SO Points Used	3
SO Points Remaining	12
Target Status (X = Destroyed, D = Damaged, U = Undamaged)	X
Victory Points Earned	6

Record the Final Target Status: If the Target was Destroyed during the Mission, place an "X" in the Target Status and write the number of Victory Points (VPs) for the Target card on the Victory Points line.

Unloading Unused Munitions: Unused munitions on Aircraft do not carry over between missions. After a Mission, remove any unused Weapon counters from Aircraft, including Special Weapons purchased with SO. Any Special Weapons will have to be repurchased for future missions.

CAMPAIGN ADJUSTMENTS

If the Target was Destroyed during the Mission, set the Target card aside until the Campaign is over. If the Target was not Destroyed, shuffle it back into the Target Deck.

If the Target was Destroyed, refer to the Target card to determine which Intel and Recon tracks are adjusted, and by how many steps.

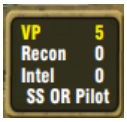
Move the Intel and Recon counters to the right along their tracks, by the number of spaces equal to the number found on the Target card. A counter is never moved to cover the last space on the track.

Example: If I Destroy this Target, I do not move the Recon counter or my Intel counter.

If the Target was not Destroyed, do not adjust the Campaign tracks. Remove all Hits and Damage inflicted on the Target and shuffle the card back into the Target deck.

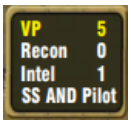
Samurai Spirit: If the Target was Destroyed and has the "Samurai Spirit" notation, all Pilots in your Squadron regain their Samurai Spirit uses that have been expended.

Samurai Spirit OR Pilot: If the Target was Destroyed and has



the "Samurai Spirit OR Pilot" notation, all Pilots in your Squadron regain any Samurai Spirit uses that have been expended, OR you may choose to add a Pilot of the specified Skill to your Squadron.

Samurai Spirit AND Pilot: If the Target was Destroyed and



had the "Samurai Spirit AND Pilot" notation, all Pilots in your Squadron regain any Samurai Spirit uses that have been expended, AND you may add a Pilot of the specified Skill to your Squadron.

Reinforcement Aircraft: The number of Reinforcement Aircraft for each Campaign will be listed on that Campaign Sheet. Use the stipulated number of REIN counters.

Reinforcement Aircraft are used to replace destroyed Aircraft during your campaign.

The Skill Level of the Reinforcement Aircraft will be specified on the Campaign Sheet.

Reinforcement Aircraft are limited to the types available in that Campaign / Year.

When you run out of Reinforcement Pilots, do not replace Pilots that have left your squadron with Pilots Newbie through Legendary level. You may replace Pilots with Trainee level Pilots that do not share the names of Pilots currently in your Squadron.

Reinforcement Aircraft added to your squadron must be prepared for flight. This requires one Maintenance Crew and occurs during the Maintenance step at the end of the Mission Day.

ADD TARGET STRESS

After the Mission is over, each Pilot that flew the Mission also suffers Stress based on the Target's Area on the Campaign Sheet or the Target card. This may be reduced by 1 Stress if the Pilot carried a Drop Tank throughout the Mission.

RECORD PILOT EXPERIENCE AND STRESS

Give each Pilot that flew the Mission +1 Experience point in the XP's Gained column on the Player Log.

If the Target was Destroyed and no friendly Aircraft were

Destroyed during the Mission, each Pilot that flew the Mission gains +1 additional Experience point. You can also gain additional Experience from Target cards, Target Range or Event cards.

Ace Status: When a Pilot becomes an Ace (5 victories) they receive their choice of a +1 AtA counter or a +1 AtG counter during debriefing. Player gains +1 VP at end of campaign if still alive.

A Pilot scores one victory every time he Destroys an enemy counter. Destroying a Legendary Bandit or a Target scores as 2 victories

PILOT PROMOTION

Check for Pilot Promotion after resolving all Mission Stress. If the Experience point total for a Pilot is equal to or greater than the Promotion number for the Pilot, the Pilot is promoted. Promotion consists of switching the Pilot card for the next higher Rank Level and noting this on the Player Log. Pilots are Promoted from: Newbie to Green, Green to Average, Average to Skilled, Skilled to Veteran. and Veteran to Legendary.

Example: A Pilot has just completed a successful Mission. This has earned the Pilot 2 more Experience points, bringing the new Experience total to 12. The Pilot is Promoted from Skilled to Veteran.

Also, check to see if the Pilot's Cool rating has changed and record the new Cool on the Player Log as required.

A newly promoted Pilot reduces the Experience point total by the amount equal to the Promotion number for the new Level. If there are any leftover Experience points, they are kept toward the next Promotion.

Also, record the Promotion number for the next level, which is the number of Experience points needed to be Promoted.

Example: A Newbie pilot with 4 Experience points has just

returned from a Mission, earning 2 Experience points, giving a total of 6 Experience points. To promote to Green requires 5 Experience, so the Pilot is promoted to the Green level, with 1 Experience carrying over toward promotion to the next level, Average.

PILOT STRESS RECOVERY (ALL PILOTS)

After the Target Stress points are applied to each Pilot, reduce the total Stress points for a Pilot by the Cool number shown on the Pilot card.

Example: This Pilot had 3 Stress going into the Mission. The Pilot suffers +1 Stress from an enemy Site, and later, suffers +1 more Stress from the Target Stress points, before losing 1 Stress due to the Pilot's Cool Rating of 1. The Pilot's Stress total at the end of the Day is 4.

When a Pilot does not fly during a Day, the Pilot recovers Stress equal to the Cool Rating + 2.

Example: A Pilot suffered 7 Stress during the last two Missions. The Pilot is Shaken and will not be flying a Mission today. At the end of the Day, the Pilot will recover 1 Stress due to Cool, and 2 more Stress because the Pilot rested during the Day instead of participating in a Mission. At the beginning of the next Day, the Pilot will only have 4 Stress and be able to use the Okay stats.

Priority R&R: Once after every Mission you may spend 5/8/11 SO points to remove Stress equal to 2 plus each Pilot's respective Cool rating, from every Pilot in your Squadron.

Sake Counter: Purchase each counter for 3/6/9 SO prior to beginning the campaign. Discard after any Mission to remove 2 Stress from every Pilot in the Squadron.

MAINTENANCE NEEDED

Place 1 Maintenance Needed counter on each Aircraft that flew a Mission today, including Aircraft, which Aborted the Mission after take-off.

Perform Maintenance: Each Maintenance Crew can maintain and repair Aircraft for the next Day's Mission. There is one Work Shift per Day for each Crew.

Every Campaign will specify the number of Maintenance Crews you start with.

You may purchase additional Maintenance Crews for 2/4/6 SO each prior to the beginning of a Campaign.

Maintenance Crews are not expended. They work diligently every night!

USE MAINTENANCE CREWS

Each Maintenance Crew can do one of the following Actions in the one Work Shift per day:
Repair 2 Maintenance Needed counters.
Repair 1 Minor Damage counter.
Prepare 1 Reinforcement Aircraft.
Reduce a Damaged counter to a Minor Damage counter.
Two Maintenance crews working together can fully remove one Damaged counter within the same day.

Pushing Maintenance Crew: After each Maintenance Crew has performed their work for the day, you can choose to Push The Crew (once per day). Choose the Aircraft the Crew will work on and Roll a d10 for each crew you decide to Push:

D10	Result of Pushing The Crew
9+	They complete an extra Work Shift.
5-8	They complete an extra Work Shift and become Fatigued.
2-4	They become Fatigued.
1-	They become Fatigued and make a mistake. Add a Maintenance Needed counter to the Aircraft they are working on.

A Fatigued Maintenance Crew cannot perform any Work Shifts.

A Fatigued Maintenance Crew, which does not perform any work for a Day, will recover and be able to commence Work Shifts again the following Day.

Flying with Disrepair: If you use an Aircraft for a Mission and it has Maintenance Needed, Minor Damage or Damaged counters on it, consider it to be Flying with Disrepair. Roll a d10 for each counter at the start of the Target-Bound step for a Maintenance Pre-Flight Check Chart and apply the following results. Do not roll for additional counters placed due to results:

MAINTENANCE PRE-FLIGHT CHECK CHART

D10	Maintenance Needed	Minor Damage	Damage
5+	No Change	No Change	No Change
4	No Change	Add 1 MN	Add 1 MN
3	No Change	Add 1 MN	Add 1 MD
2	Add 1 MN	Add 1 MD	Add 1 MD
1-	Add 1 MD	Add 1 Dam	Destroyed

- MN = Maintenance Needed counter
- MD = Minor Damage counter
- DAM = Damaged counter

CAMPAIGN OUTCOME

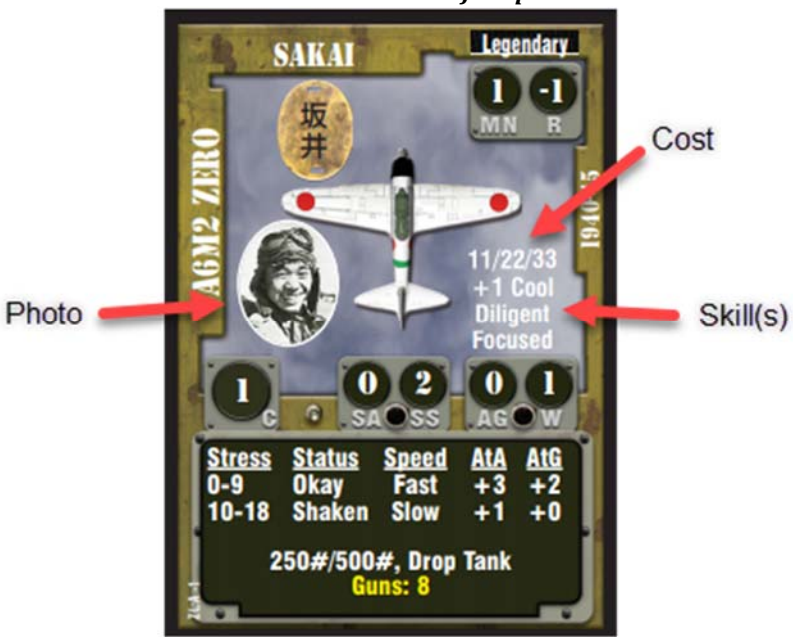
If this Mission was the last Mission of the Campaign, find your Campaign result on the Campaign Sheet. Compare your total Victory Points to the numbers listed in your Campaign's duration.

Short:	2 Days, 12 SO
VP	Evaluation
9+	Great
7 to 8	Good
5 or 6	Adequate
4	Poor
3-	Dismal

Example: If you were playing a Short, 1942 Midway Campaign, and earned 9 or more Victory Points over the 2 Days, you have earned a Great Campaign Victory outcome.

ACES EXPANSION RULES

"The sword has to be more than a simple weapon.
it has to be an answer to life's questions."



These Aces cards are not included in the Zero Leader core set, but they are found in the "Zero Leader Aces Expansion Pack".

After choosing Pilots for a Campaign, you may replace any Average Skill Rank Pilot with an "Ace" Pilot of the same Aircraft type.

Photo: The Pilot's Photo is for reference purposes only.

Cost: Upon replacing an Average Pilot, you must pay the SO cost listed depending on the Length of your Campaign.

Example: I am playing a Medium New Georgia Campaign. I replace an Average A6M2 with "Ace" Sakai and pay 22 SO points. I now use Sakai as normal.

Skill(s): Some Ace Pilots have Skills. When you pay the cost of the Ace place their Skill counters on their card and record the Skills on the Player Log. Some Aces have no Skills, some have one Skill, whilst others have two or more.

Leadership: Aces do not use Experience. All Experience earned by an Ace is instead given to any other Pilot who flew on the same Mission.

Example: Ace Sakai finished a Mission with 2 other Pilots. They Destroyed the Target and no one was Shot Down, so every Pilot earns 2 XP. Sakai's 2 XP is distributed to the other Pilots. He can either give the two other Pilots 1 XP each, or one Pilot his 2 XP.

Example: Ace Ota has the Honorable Skill. He gains 1 XP for every point of Stress he suffers from a Bandit or Site Attack. He suffered 4 Stress during the Mission, so he gains 4 XP to give to the other Pilots who flew on the Mission with him.

Aircraft Costs: Some Aircraft have a cost. The Ace version of the Aircraft already includes that cost.

Example: Ace Shinohara flies a Ki-27. His SO Cost includes the savings of choosing a Ki-27.

Ace Counters: The counters for the Aces Expansion Deck are included as part of the core set's counter sheets. If you do not have the Aces Expansion, put these to the side, as they are not used for any of the Pilots found in the core set.

Aces Event Cards: The Event cards for the Aces Expansion should be shuffled into the Event card deck when you are using any Aces Pilots.

TRAINEE / ROOKIE EXPANSION RULES

"With your spirit settled, accumulate practice day by day, and hour by hour.
Polish the twofold spirit, heart and mind, and sharpen the twofold gaze, perception and sight."

These Trainee / Rookie (T/R) cards are not included in the Zero Leader core set, but they are found in the "Zero Leader Trainee / Rookie Expansion Pack".

Trainee / Rookies were inexperienced, poorly trained pilots who were sent to the front with inadequate training, very few skills and a limited chance of survival. They were integrated into the operational squadrons, which were desperate for pilots.

When your squadron has used up all the Reinforcement Pilots allowed by the Campaign rules, you may still add T/R pilots.

To add a T/R Pilot to your squadron, merely choose a random Pilot of the correct Aircraft type.

All Reinforcement T/R Pilots are of Trainee rank.

Pay attention to the information on the bottom of the card. Some pilots cannot carry ordinance. Others become Shaken or Unfit quickly!

T/R Pilots may be Promoted like any other Pilot

You may use Priority Promotion on T/R Pilots. The cost is 1/2/3 SO.

You may choose to use T/R Pilots as regular members of your squadron.

If you choose to use T/R Pilots in the normal Pilot selection step, simply replace a Pilot of any skill level you wish with 2 T/R Pilots or choose 1 T/R Pilot and receive 3/6/9 SO points.

OPTIONAL RULES

"When you freely beat one man, you beat any man in the world.
The spirit for defeating one man is the same as for ten million men."

At the start of a Campaign, decide which Optional Rules you want to use, pay the SO costs, and record them in the Campaign Notes section of the Player Log.

FLYING 1 FEWER OR 1 MORE AIRCRAFT

You can take 1 more Aircraft than the Target card specifies, but you lose 1 VP. If you take 1 fewer Aircraft than the Target card specifies, and still Destroy the Target, you gain 1 extra VP. If you select this option, pay 3/6/9 SO.

RANDOM SQUADRON SELECTION

Instead of selecting your Pilots, randomly determine your squadron composition. Place all selectable Pilot counters in a cup. Randomly select the counters from the cup for each given Level. Draw the required number of Pilots for each Skill Level, before you draw for the next Level. Gain SO points as normal for the Aircraft drawn. If you use this option, gain 6/12/18 SO.

Example: I am preparing my squadron for the Short 1942 Midway Campaign.

I place my Pilot counters in a cup and choose my first selection to be a "Newbie". I select one counter and add him to my Squadron roster. I then draw two more counters for my Green Pilots, and so on, until I have selected the required number of Pilots at each Skill Level.

HIGH STRESS ATTACKS/SUPPRESSION

Before any Pilot performs an Attack or Suppression for the Turn, you can choose to add +1 to all his Attack and Suppression rolls for the Turn. The Pilot suffers +1 additional Stress point each Turn this is used. A Pilot may only do this once per Turn. If you select this option, pay 3/6/9 SO.

CRITICAL HIT

Pay 1/2/3 SO to allow Kamikaze or Ohkas to perform a Critical Hit. If they attack the Target and roll 12+ the Target is Destroyed, regardless of how many Hits are remaining.

DAMAGED TARGETS

If you inflict at least one-half of the Hits needed to Destroy a Target (rounded down), but less than the total number of Hits needed to Destroy the Target, you have Damaged the Target. Note on your Player Log the number of Hits you scored on the Target. You score one-half of the Target's VPs, rounding down, and shuffle the Target back into the deck.

If you draw the Target again, it retains the Hits you previously inflicted on it. If you Destroy the Target on the second attempt, gain one-half the Target's VPs, rounding up, and its normal Intel and Recon track adjustments. If you select this option, pay 3/6/9 SO.

KAMIKAZE IN A CAMPAIGN

You may choose to use the Kamikaze Attack in any Campaign. Pay a cost of -1VP per day at the end of the Campaign.

PULLING RANK

If a Pilot has any MN, MD, or Damaged counters, during the Pre-Flight step, you may choose to add +1 Stress to the Pilot and swap the counters onto another Aircraft of the exact same type. The other Pilot also receives a +1 Stress.

All the counters must be swapped to one aircraft. The counters cannot be split among multiple aircraft.

You may only swap with a Pilot of lower rank.

No aircraft may have more than 1 MD or Damaged counter after the swap.

The Pilot retains their Stress level when swapping. This rule simulates the ability for a pilot to fly an aircraft, other than their own, if their aircraft is damaged. Pay 2/4/6 SO if you wish to use this optional rule.

APPENDIX A

ZERO LEADER JAPANESE AIRCRAFT

At the inception of hostilities in December 1941 at Pearl Harbor, the progress of warplane development in Japan was virtually unknown in the West, with the inevitable outcome that when Allied pilots encountered the Japanese aircraft, there was more than just culture shock at the performance and capabilities of these strange, new aircraft. As the war progressed, the psychological invincibility of the vaunted Japanese warplanes began to wear off, and with increasing Allied familiarity about the enemy, the technological difference between both sides was diminished and eventually swung the other way to the Allied advantage. Emerging Japanese types also faced production delays, aircrew losses and infighting between the Army and Navy air forces, with each arm pursuing its own separate design and procurement objectives. Ultimately, the superior models produced in the late stages of the war were too few and ineffectual to bear any significance on the ultimate outcome of the Japanese war effort.

SINGLE ENGINE FIGHTERS

Nakajima Ki-27 Type 97 "Nate" (IJAAF)

The Nate was the Japanese Army's first monoplane fighter, and it was built in larger quantities than any other Japanese warplane of its day in the late 1930s. It was also highly maneuverable with a powerful engine and low wing loading, but that came at the expense of light airframe construction and scarcely adequate firepower. It saw extensive service in the early years of the Pacific war, with almost 3400 units built.

Mitsubishi A5M Type 96 "Claude" (IJN)

The Claude was the Japanese Navy's first monoplane fighter and featured one of the first all-metal stressed-skin fuselages on a Japanese-built warplane. It was the prime fighter throughout the Sino-Japanese War and in the Manchukuo-Mongolian border disputes in the 1930s, proving especially lethal against the Chinese and Soviet aircraft. It saw extensive action leading up to the attack on Pearl Harbor and the commencement of open warfare in the Pacific theatre, where it was eventually superseded by the Zero.

Nakajima Ki-43 Hayabusa "Oscar" (IJAAF)

The Oscar was built in larger numbers than any other warplane for the Imperial Army, and second only in numbers to the Zero-Sen fighter. It was smaller and lighter, and cheaper to produce, than its naval counterpart, following with the army's preference for maneuverability over robustness. Most of the Army's aces achieved their kills with this popular fighter, although the design constantly faced a deficiency in firepower and was highly susceptible to battle damage.

Mitsubishi A6M2 Model 0 Zero-Sen "Zero" (IJN)
Mitsubishi A6M5 Model 0 "Zeke" (IJN)

The Zero-Sen was arguably the most famous of the Japanese combat aircraft in World War II, with the distinction of being the first carrier-based fighter, which could outperform its land-based counterparts. It seems scarcely believable that the Allies initially had almost no knowledge of this aircraft, which had already comprised two-thirds of the navy's seagoing fighter strength when hostilities were incepted at Pearl Harbor. As the tide began to turn after the Battle of Midway, with the introduction of the American Hellcat and Corsair fighters, the improved model A6M5 was urgently produced to counter the emerging threat, and it was built in greater quantities than any other Japanese combat aircraft.

Nakajima Ki-44 Shoki "Tojo" (IJAAF)

Designed as an interceptor-fighter with a radical departure from the traditional emphasis on maneuverability, the Tojo had a higher speed and rate of climb than any preceding Japanese warplane, although delays in production meant that this aircraft did not enter service until mid-1942. As a trade-off, pilot visibility and controls were poor, although it proved more than capable of climbing and diving with its opponents, along with its heavy cannon which was especially lethal to enemy bombers.

Mitsubishi J2M Raiden "Jack" (IJN)

The Jack broke new ground for the Imperial Navy in being their first fighter-interceptor designed from scratch (requirements which were originally the preserve of the army), with a focus on speed and rate of climb, over maneuverability and aircraft handling. The result was an airframe, which completely departed from previous design tradition, and its muscular performance, along with heavy cannons, made it a formidable adversary especially against the high-flying B-29s.

Kawasaki Ki-61 Hien "Tony" (IJAAF)

The Tony was a late entry into the war in mid-1943 following a lengthy development, reflecting its technological advances, which incorporated a German-licensed liquid-cooled engine, the only Japanese fighter to do so, as well as German-produced Mauser electrically fired cannons. Despite production problems and its technical complexity, it was considered one of the best Japanese fighters ever produced, with one of the Tony squadrons destroying 14 Hellcats while taking no losses themselves in the battle over Okinawa.

Nakajima Ki-84 Hayate "Frank" (IJAAF)

The Frank could have potentially been the best Japanese fighter of the Second World War, if not for its development being plagued by numerous problems. Trials by the Allies with a captured Frank demonstrated that it could even out climb and outmaneuver the Mustang and Thunderbolt. However, with difficulties in its advanced direct-injection engines and deteriorating production quality control, compounded by poor field conditions contributing to accidents and shortages and serviceability, the Frank was often prone to structural and mechanical failure in service.

Kawanishi N1KJ Shiden "George" (IJN)

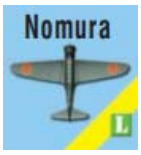
The George was devised directly from the high-speed Rex Seaplane fighter, with the Kawanishi Company adding landing gear to its seaplane design and reducing the assembly complexity from the original design. It had an unparalleled maneuverability, enhanced by automatic combat flaps, which deployed in response to variable angles of attack, making for a potent, if not respectable, adversary. However recursive problems with the engine as well as poor visibility and fragile landing gear – a legacy of its seaplane origins – rendered it unserviceable for much of the time.

SINGLE ENGINE BOMBERS

Mitsubishi Ki-51 Type 99 "Sonia" (IJAAF)

The Sonia was an early design, which first saw action in the Sino-Japanese War, earning a reputation for its ground-support actions while deploying from rugged airfields considered too rough for other aircraft. However, its age was beginning to show and quickly proved to be obsolescent against other Allied warplanes at the onset of the Second World War. Like many other second-tier Japanese aircraft, it was eventually converted for Kamikaze attacks.

Nakajima B5N Type 97 "Kate" (IJN)



The Kate was already considered obsolescent by the time World War II commenced, yet in its time, this torpedo bomber design was considered somewhat advanced and bold. With its variable pitch propellors, hydraulic landing gear and integral wing tanks, it was the mainstay of the Japanese Navy in the early years of the war, actively responsible for the destruction of no less than the American carriers *Lexington*, *Wasp*, *Yorktown*, and *Hornet*, until it was superseded by the Jill in the later stages of the war.

Aichi D3A Type 99 "Val" (IJN)

The Val was another one of the early designs pioneered by the Imperial Navy, with its distinctive shape showing the indubitable influence of Heinkel, who were secretly advising the navy at the time. The Val was capable of carrying out terrifying dive bomb attacks, and after releasing their weapons, were in fact quite effective dogfighters due to their strong and maneuverable construction. Because of heavy pilot losses after Midway and the Solomons, their threat became greatly reduced as the war progressed.

Nakajima B6N Tenzan "Jill" (IJN)

Brought into service as a direct replacement for the Kate, the Jill had a clean, elegant design that belied many of its advanced design features. While it suffered vibration problems with its big Mamori engine, it finally entered service in the Solomons campaign off Bougainville in mid-1944. The Jill was heavily committed in the front lines, with some advanced models equipped with ASV radar for night fighting, even as the Imperial Navy's carriers were inexorably being destroyed and its experienced aircrews lost for good.

MULTI-ENGINE BOMBERS

Kawasaki Ki-48 Army Type 99 "Lily" (IJAAF)

The Imperial Army's shortsighted procurement criteria were focused towards current rather than future requirements and the Lily was produced in direct response to the Soviet Union's Tupolev SB-2 light bomber. The Lily first saw action over China in the Sino-Japanese War, proving itself quickly and becoming popular with its crews, and established itself as the most important light bomber in the Pacific theatre of operations by mid-1942. However, its deficient performance and light bomb load meant that it was virtually obsolete by 1944, when its production was halted in favor of newer designs.

Mitsubishi G3M Type 96 "Nell" (IJN)

When it was first incepted in the mid-1930s, the Nell was considered an outstanding design, superior to its Western equivalents, and it was rapidly put into operational service. It set a world record at the time, carrying out the first transoceanic raid from Japan attacking Chinese targets at a distance of over 1,250 miles. It would also gain some notoriety for its role in the sinking of the *Prince of Wales* and *Repulse* off Malaya in late 1941, demonstrating for the first time the vulnerability of traditional seagoing dreadnoughts to the burgeoning emergence of air power. By 1943, inevitably as with many other aging designs, the Nell had been relegated to second-line service.

Mitsubishi G4M Navy Type 1 "Betty" (IJN)

The Betty was the Imperial Navy's premier heavy bomber of the Second World War, designed to exceedingly demanding requirements. However, its long range and full bomb load meant that the saving on weight and robustness also made it quite vulnerable to enemy fighters. Almost 3000 units were built over the duration of the Second World War, and saw extensive service in various models, including a special version, lacking bomb doors, which was adapted to carry the Ohka flying bomb.

Kawanishi H8K Type 2 Flying Boat "Emily" (IJN)

The Emily was used on a wide range of transport, patrol, reconnaissance and bombing missions in the Pacific theatre, entering service in early 1942 and remaining operational throughout the entire war. Its powerful defensive armament earned it a cautious respect from Allied pilots.

PILOTED BOMB

Yokosuka MXY-7 "Ohka" Flying Bomb (IJN)

It seems unsuprising that the Imperial Navy, having adopted the principle of suicide attacks as a viable end-game strategy, would set about designing an aircraft for this specific macabre task. The Ohka, from the Japanese for “cherry blossom”, would be carried aloft by a Betty, which had been modified for this purpose. Other variants, which were designed to be launched from land catapults and submarines, were however not sufficiently developed in time to see service. Approaching the target from a distance, the pilot would hold a fast glide at altitude, before igniting the rocket into a steep and unstoppable dive for the final 30 seconds of trajectory. Most of these projectiles failed to hit their targets, but those, which did would wreak a deadly and fearful havoc.

APPENDIX B
ZERO x CORSAIR LEADER CROSSOVER RULES

"Becoming the opponent means you should put yourself in an opponent's place and think from the opponent's point of view."

These are the rules for two players with the Zero Leader and Corsair Leader core boxes to play against each other in a competitive mode. One player will take the side of the Japanese forces using the Zero Leader box, while the other player will take the side of the Allied forces using the Corsair Leader box.

This set of rules is designed to be compatible with and sits over the existing Zero Leader and Corsair Leader rules. Instead of having the game's "AI" mechanics responding to the solitaire player's actions, these rules allow one player to decide for and act as the adversary for the other.

Unless otherwise specified, apply, and play all the normal rules respectively for both games. The player on the Japanese side uses Zero Leader rules, and the player on the Allied side uses the Corsair Leader rules.

Where Zero Leader rules conflict with Corsair Leader rules, the Zero Leader rules take precedence.

Where the Crossover Rules conflict with any of the standard rules, these Crossover Rules take precedence.

If any of the Optional Rules are to be used, both players should mutually agree on their use and each pays the requisite SO costs.

SET UP THE MISSION

Both players mutually agree upon and select the Campaign and Length to be played, as well as any Optional Rules to be included.

Each side creates their respective Target Decks, as specified by the Target List on the Campaign sheet.

Each side shuffles and prepares their respective Event decks.

Each side selects and places the required Site / Bandit counters for their respective sets in the draw cups.

Each side gets **double** the starting SO points for the stipulated Campaign and Length.

Each side chooses their respective Pilots for the Campaign, using the stipulated Pilot numbers and levels, based on Campaign Length. Purchase Pilot skills and Pilot Promotion Priority, as per the usual rules.

Each player records their Campaign and Pilot information on the Player Log.

The player on the Japanese side has the initiative and acts first as the Attacker. The player on the Allied side will begin as the Defender. The players will alternate between being the Attacker and Defender after each player has completed that day's Mission.

PREFLIGHT

Select Target

Both players draw their Targets simultaneously, referring to their Campaign's Recon Track for the number of Target cards, which each player may draw. If a Target with "Scramble" is drawn, that Target immediately becomes the Primary Mission of the day.

Each player may choose to conduct a Secondary Mission for the day. Resolve each Secondary Mission in the same way as a Primary Mission, after both sides have completed their Primary Missions for the day.

Each player privately selects a Target for the day's Mission, (Primary and if selected, Secondary) and simultaneously, both players reveal their selected Targets.

Determine and Place Sites

The Defender draws the stipulated number of Sites for each Approach Area and Center Area in the Attacker's Target and places the Sites as desired.

Purchase and Perform Pre-Flight Options

The Attacker and the Defender each purchase and perform their Pre-Flight Options, as per options and costs indicated in Pre-Flight and Flight Options. This includes the Attacker increasing the number of Aircraft assigned to the Mission, as well as the Defender adding Sites and Bandits to their draw

Assign Pilots

The Attacker may study the Target and placement of the Sites and decide which Pilots to assign to the Mission. This includes selecting any Kamikaze Aircraft as well as Ohka Pilots, as required.

After the Pilots have been selected, the Attacker will select and allocate Weapons and Drop Tanks to each of the selected Aircraft. The usual capacity and Campaign constraints for selecting Weapons apply, as well as spending SO on Special Weapons. Complete the remainder of preparing the Aircraft, including selecting the Flight Leader as well as placing Samurai Spirit and Gung Ho counters respectively on the Japanese and Allied Pilot cards.

TARGET-BOUND FLIGHT

The Attacker's Mission commences. The Attacker draws and resolves the effects of the Target-Bound Event card.

The Attacker may choose to abort none, some, or all of the Aircraft on the Mission.

Place Aircraft and Choose Altitude

The Attacker places each of the assigned Mission Aircraft in any of the Pre-Approach Areas, including the Aircraft's Altitude.

Determine and Place Bandits

The Defender randomly selects the stipulated number of Bandit counters and decides how to place the Bandits in each of the Approach Areas and Center Areas. Any "No Bandit" counters will be returned to the draw cup and are not redrawn. The only constraint is no Area may have more than the stipulated number of Bandits.

Example: The Target stipulates that each Approach Area has 2 Bandits. The Defender draws a total of 8 Bandit counters, which includes three "No Bandits". The Defender now has 5 Bandits to place in any of the four Approach Areas, not exceeding 2 Bandits in any given Area.

Intel Air Defense Adjustment

The Attacker may now add or remove any Site or Bandit counters, as specified by the Campaign's Intel Track. The selection of which counters to remove is up to the Attacker.

Purchase and Perform Target Bound Flight Options

The Attacker and Defender may purchase Target – Bound Flight Options such as reducing Target hit requirements, per options and costs indicated on Crossover Sheet.

Draw Over-Target Event Card

The Attacker draws and resolves the effects of the Over-Target Event card.

Attacker Purchases and Performs Target - Bound Flight Options

This step occurs after the Bandits are placed. It allows the attacker to remove chosen Sites/Bandits, Change the Target effects as per options and costs indicated in Attacker Pre-Flight and Flight Options.

Defender Purchases and Performs Target - Bound Flight Options

The Defender may choose to pay SO to gain control of one or more Bandits for the Mission, Shortening the number of Turns in the Mission or adding Stress, as per options and costs indicated in Defender Flight and Pre-Flight Options.

Rotate each Controlled counter 90 degrees to indicate that it is under the Defender's control.

Place Turn Counter in "1" Box

The Attacker places the Turn Counter in the "1" Box on the Tactical Display.

OVER-TARGET RESOLUTION (5 TIMES)

Resolve the Over-Target Resolution steps in five identical Turns. This step may end before the five Turns are up if the Target is Destroyed, or if the Attacker so chooses when Advancing the Turn Counter.

Dive Bombers and Kamikazes Dive to Low

The Attacker may flip any Dive Bomber and Kamikaze counters from High to Low altitude to indicate it is about to make a Dive Bombing / Kamikaze Attack during the following Attack step.

Engage Bandits

The Attacker may Engage any Unengaged Bandits with the Attacker's Unengaged (Friendly) Pilots.

Fast Pilots Attack

The Attacker resolves any Dogfight Maneuvering and Attacks for the Attacker's Fast Pilots. Resolve each Attack one at a time before resolving the next Attack.

Sites and Bandits Attack

The Defender resolves all the attacks for the Site and Bandit counters.

The Defender chooses which Friendly Aircraft will be Attacked by each of the Sites, and rolls for each Site attack, as per game rules.

The Defender chooses which Friendly Aircraft will be Attacked by each of the Defender-controlled Unengaged Bandits. The Defender chooses each Bandit's Maneuvers and performs Bandit Attacks under their control and resolves each Attack.

The Defender also determines the Targets and rolls the Maneuver and Attack die for each of the uncontrolled Bandits and resolve each Attack.

Slow Pilots Attack

The Attacker resolves any Dogfight Maneuvering and Attacks for the Attacker's Slow Pilots. Resolve each Attack one at a time before resolving the next Attack.

Aircraft Move

The Attacker may move any of the Attacker's Aircraft, as desired. Aircraft, which are Engaged with a Bandit, will either Break the Engagement or be followed by the Bandit, as per usual Movement rules.

Next, the Defender may move any of the Controlled Bandits, as desired, overriding the usual Movement Rules for Bandits.

Once the Controlled Aircraft have been moved, the Defender will move the rest of the Uncontrolled Bandits, as per the Movement rules.

Advance Turn Counter

Advance the Turn Counter to the next box. If the counter advances beyond is in the "5" box, the Over-Target step ends. The Attacker may also choose to end the Over-Target step at this step during any Turn.

HOME BOUND FLIGHT

Draw Home-Bound Event Card

The Attacker draws and resolves the effects of the Home-Bound Event card.

Roll for SAR (Allied Side only)

If the Attacker is the Allied side, roll for and check the Search and Rescue table for any Aircraft which were Destroyed whilst Over-Target, or by Target-Bound or Home-Bound Events, as per usual rules.

DEBRIEFING

The Attacker records the Mission Outcome / Target Status and any earned Victory Points on the Player Log.

Campaign Adjustments

If the Target was Destroyed, the Attacker may adjust the Recon and Intel counters as stipulated on the Target card. Restore any Gung Ho or Samurai Spirit counters if the Target was notated as such.

Refer to the respective Enemy Target Destruction Effects Chart for any applicable effects.

Maintenance Needed

The Attacker places any Maintenance Needed (MN) counters on the Mission Aircraft, as per usual rules.

Adding Target Stress

The Attacker allocates the stipulated Stress to the Pilots based on the Target's Area on the Campaign Sheet.

Pilot Stress Recovery

The Attacker may reduce each Pilot's stress using Cool, resting the Pilot and Priority R&R, as per usual rules.

Pilot Experience and Promotion

The Attacker calculates and assigns any earned XP for each of the Mission Pilots, as well as resolving the Promotion for any eligible Pilots. If any of the Pilots reaches Ace status, the Pilot's beneficial effects are also resolved.

Maintenance

The Attacker may use Maintenance Crews to remove any Maintenance Needed, Minor Damage and Damage counters. The Attacker may also use Maintenance Crews to prepare any Reinforcement Aircraft for upcoming Missions.

Campaign Outcome

If this Mission was the final Mission of the Campaign, the Attacker and the Defender will each tally up their Victory Points to determine the outcome of the Campaigns. The player with the better Evaluation is the Victor. If both players achieve the same Evaluation, the player with the most Victory Points is the Victor. If the game is still tied, the player that lost the fewest Pilots is the Victor. Otherwise, the result is a well-fought draw for both sides.

Attacker/Defender Turnover

The Attacker has now completed all the actions for the day's mission. The Attacker and Defender now exchange their roles, and the new Attacker resolves the day's mission beginning from the Pre-Flight / Determine and Place Sites step.

If both sides have completed their missions for the Day and the Campaign has remaining Days, carry out the Missions for the next Day beginning from the Pre-Flight step, starting with the Japanese side again.

TABLE 1A

ZERO LEADER ENEMY TARGET DESTRUCTION EFFECTS CHART

Use this chart to resolve the Target Destruction effects when the Japanese side is the Attacker.

Target #	ZL Targets	Value	If Destroyed	Not Destroyed
1	**Shore Batteries**	3	No Additional Effect	
2	**Hostile Force**	3	No Additional Effect	
3	**Invasion Forces**	6	No Additional Effect	
4	**Strafing Run**	4	No Additional Effect	
5	**Ground Support**	4	No Additional Effect	
6	**Invasion Support**	8	No Additional Effect	
7	**Assembly Area**	6	No Additional Effect	
8	**City Center**	2	No Additional Effect	
9	**Communications Center**	4	After placing your next Target's Bandits, remove 1.	
10	**Command Center**	5	After placing your next Target's Bandits, Move them all to the Northern Appr Area.	
11	**Ammo Dump**	5	After placing your next Target's Sites, remove 1 in the Target Area.	
12	**Fuel Depot**	3	After placing your next Target's Bandits, remove 1.	
13	**Carrier Defense**	6	Opposing Player loses 1 VP.	The Opposing Player reduces their next Target's printed Target Bandit number by 1.
14	**Carrier Defense**	7	Opposing Player loses 2 VP.	You lose 1 VP.
15	**Airfield Defense**	6	Opposing Player loses 1 VP.	The Opposing Player increases their next Target's Maximum Aircraft number by 1.
16	**Airfield Defense**	7	Opposing Player loses 2 VP.	You lose 1 SO.
17	**Airplane Park**	2	Opposing player loses 1 SO.	
18	**Small Airstrip**	3	Opposing Player loses 1 VP.	
19	**Minor Airfield**	5	Opposing Player loses 2 VP.	
20	**Major Airfield**	9	After placing your next Target's Bandits, remove 1.	
21	**Machine Gun Nest**	2	After placing your next Target's Sites, remove 1.	
22	**AA Battery**	5	After placing your next Target's Sites, remove 1 in the Target Area.	

23	**Truck Park**	3	After placing your next Target's Bandits, remove 1.	
24	**Arms Cache**	3	Opposing player loses 1 SO.	
25	**Small Dogfight**	2	Aircraft on this Mission reduce their Stress to 0 at the end of the Mission.	
26	**Medium Dogfight**	3	After placing your next Target's Bandits, remove 1.	You lose 1 VP.
27	**Large Dogfight**	5	Opposing Player loses 2 VP.	You lose 2 VP.
28	**Torpedo Bombers**	4	Opposing player loses 1 SO.	You lose 1 SO.
29	**Dive Bombers**	6	Opposing Player loses 2 VP.	The Opposing Player reduces their next Target's printed Target Bandit number by 1.
30	**B-26 Bombers**	7	You gain +1 SO.	The Opposing Player reduces their next Target's printed Appr Bandit number by 1.
31	**B-25 Bombers**	9	You gain +2 SO.	The Opposing Player Moves their next Target's Bandits placed to the Western Appr Area.
32	**Destroyer**	3	After placing your next Naval Target's Sites, remove 1.	
33	**Cruiser**	3	Opposing Player loses 1 VP.	
34	**Battleship**	8	After placing your next Naval Target's Sites, remove 2.	
35	**Escort Carrier**	6	Aircraft on this Mission reduce their Stress to 0 at the end of the Mission.	
36	**Fleet Carrier**	8	Opposing Player loses 2 VP.	
37	**Cargo Ship**	4	Opposing player loses 1 SO.	
38	**Troop Ship**	5	Opposing Player loses 2 VP.	
39	**Sea Search**	1	You gain +2 SO.	
40	**Harbor Installations**	6	Opposing Player loses 1 VP.	The Opposing Player reduces their Squadron's Stress by a total of 10.
41	**Bivouac**	2	No Additional Effect	
42	**Troop Column**	4	No Additional Effect	
43	**Photo Recon**	2	You gain +1 SO.	
44	**Photo Recon**	2	You gain +2 SO.	
45	**Heavy Bombers**	7	Opposing Player loses 2 VP.	The Opposing Player reduces their next Target's printed Appr Bandit number by 1.

TABLE 1B

CORSAIR LEADER ENEMY TARGET DESTRUCTION EFFECTS CHART

Use this chart to resolve the Target Destruction effects when the Allied side is the Attacker.

Target #	CL Targets	Value	If Destroyed	Not Destroyed
1	**Recon Force**	3	No Additional Effect	
2	**Enemy Troops**	5	No Additional Effect	
3	**Assault Troops**	6	No Additional Effect	
4	**Close Air Support**	5	No Additional Effect	
5	**Close Air Support**	3	No Additional Effect	
6	**Landing Support**	6	No Additional Effect	
7	**Landing Support**	9	No Additional Effect	
8	**Outpost**	4	No Additional Effect	
9	**Command Post**	6	After placing your next Target's Bandits, Move them all to the Northern Appr Area	
10	**Headquarters**	7	After placing your next Target's Bandits, remove 1.	
11	**Tunnels**	6	No Additional Effect	
12	**Tunnels**	6	No Additional Effect	
13	**Carrier Defense**	5	Opposing Player loses 1 VP.	You lose 1 SO.
14	**Carrier Defense**	7	Opposing Player loses 2 VP.	The Opposing Player increases their next Target's Maximum Aircraft number by 1.
15	**Fortress**	6	No Additional Effect	
16	**Super Battleship**	8	No Additional Effect	
17	**Airstrip**	3	Opposing Player loses 1 VP.	
18	**Airstrip**	4	Opposing Player loses 1 VP.	
19	**Airfield**	6	Opposing Player loses 2 VP.	
20	**Major Airfield**	8	After placing your next Target's Bandits, remove 1.	
21	**AAA**	2	After placing your next Target's Sites, remove 1.	
22	**AAA**	5	After placing your next Target's Sites, remove 1 in the Target Area.	
23	**Supply Depot**	3	Opposing player loses 1 SO.	

24	**Supply Depot**	4	You gain +2 SO.	
25	**Small Dogfight**	0	Aircraft on this Mission reduce their Stress to 0 at the end of the Mission.	
26	**Medium Dogfight**	3	After placing your next Target's Bandits, remove 1.	You lose 1 SO.
27	**Large Dogfight**	4	Opposing Player loses 2 VP.	The Opposing Player increases their next Target's Maximum Aircraft number by 1.
28	**Light Bombers**	3	Opposing player loses 1 SO.	You lose 1 SO.
29	**Light Bombers**	3	Opposing Player loses 1 VP.	You lose 1 SO.
30	**Medium Bombers**	6	You gain +1 SO.	You lose 1 VP.
31	**Medium Bombers**	7	You gain +2 SO.	You lose 1 VP.
32	**Destroyer**	2	After placing your next Naval Target's Sites, remove 1.	
33	**Cruiser**	4	Opposing Player loses 1 VP.	
34	**Battleship**	6	After placing your next Naval Target's Sites, remove 2.	
35	**Light Carrier**	5	Opposing Player loses 1 VP.	
36	**Fleet Carrier**	8	Opposing Player loses 2 VP.	
37	**Small Freighter**	3	Opposing player loses 1 SO.	
38	**Large Freighter**	3	Opposing player loses 1 SO.	
39	**Search and Rescue**	1	No Additional Effect	
40	**Yamamoto**	7	Opposing Player loses 2 VP.	
41	**Harbor**	8	Opposing Player loses 1 VP.	The Opposing Player gains +2 SO
42	**Truck Convoy**	2	Opposing player loses 1 SO.	
43	**Truck Convoy**	4	Opposing player loses 2 SO.	
44	**Photo Recon**	2	You gain +1 SO.	
45	**Photo Recon**	1	You gain +2 SO.	

ZERO LEADER ACKNOWLEDGEMENTS

A huge thank you goes out to everybody that has helped me make this game a reality!

Of course, I must start with Dan Verssen for developing the Air Leader Series and allowing me to contribute.

I have to thank Kevin and Sarah Verssen. They believed in my idea and were amazing to work with!

My daughter Trisha Faber was awesome. She was a huge help putting together cards, maps, and videos. I could not have done this without her!

A special thanks to Benjamin Chee, Nate Rogers, Hans Korting and Al Aguila for their help and support! Huge things like helping get the names and the Kanji spelling correct. Editing my chicken scratch and weird ideas was not easy!

I want to recognize my playtest gang! Timothy Wolf! (I think he detests B-26's now!) Pat Benson! (Loved trying on B-17's) Brett Grimmond! (My Aussie Maintenance Crew tester and the inspiration for the pilot Kuma) Tim Reece, Aje Sakamoto and George Henion. I could not have gotten far without your help and listening skills! Honor to them all!

To all the Kickstarters that trusted me to provide a fun, challenging game. Thank you for the confidence! I hope you find this game well worth your investment.

Last, but nowhere near least, My wife Angel! She has put up with my strangeness for a long, long time, but this last year has been exceptionally different! Angel has put up with my rants and talking to myself while I worked my way through this process. She did not complain when we needed to repack her suitcase for me to bring all my DVG goodness home from meeting Kevin & Sarah. She has allowed my home duties to slip while working through all that designing a game entails. Mostly, she has supported my dream and given me all the positive inspiration I needed when it got rough. Thank you again Angel! I love you!

Credits:

Game Design: Chuck Seegert

Game Development: Kevin Verssen

Editing and Japanese Language Advisor: Benjamin Chee

Proofreading: Richard Cronin, Ian Davies, Trisha Faber, Douglas Glover, Tom Konczal, Hanz Korting, Mark Macdaniel, James Street, Holly Verssen and Sarah Verssen

Graphics and Layout: Trisha Faber

Aces Research: Alex Aguila, Benjamin Chee, Lee Smith

Playtesters: Pat Benson, Brett Grimmond, George Henion, Tim Reece, Aje Sakamoto and Timothy Wolf

All the quotations in the rulebook were taken from Miyamoto Musashi's 17th century treatise on classical Japanese warfighting and swordsmanship, *The Book of Five Rings.*