Copyright 2011
Dan Verssen Games (DVG)

Cover by Wan Chiu

• Introduction

You are the commander of an Israeli Air Force squadron.

As a commander, you will be given target information, and the positions of potential enemy air defenses. It is up to you to choose your Pilots and arm their aircraft.

If you're good enough, you'll be able to consistently accomplish your Mission and bring all your Pilots home.
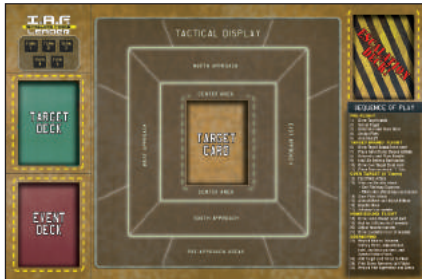
• Game Components

Sheets

Campaign Sheets

These sheets show Target opportunities and other information for each Campaign. The numbers on the maps are Target numbers that correspond to the numbers in the top-left corners of the Target cards.

Tactical Display Sheet

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

Player Help Sheet

This sheet has helpful reference charts and general information you'll need to play the game.

Key Terms Sheet

This sheet has helpful Key Terms and Definitions found throughout the game.

Pilot Skills Sheet

This sheet has a Glossary of Pilot Skills.

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 campaign outcome. This sheet can be photocopied or downloaded from www.dvg.com.

Decks

Event Deck

When you are asked to draw an Event card, draw from this deck.

The top section shows Mission Events that occur on the way to the Target.

The center section shows any changes in the defenses for the Target.

The bottom section shows Mission Events that occur on the way home from the Target.

Escalation Deck

Escalation cards are drawn after you have attacked a Target with the Escalation Key Term.

You must draw an Escalation card, even if you did not Destroy the Target.

Target Deck

Target cards detail your Mission objectives and their defenses. The Target number is in the top-left corner and corresponds to the numbers on the Campaign maps.

The Die

Whenever a die roll is called for in the game, roll a ten-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".

Counters

Use the following counters throughout your Campaigns.

Aircraft

Each counter has a Low Altitude side and a High Altitude side. The names on the counters correspond to the names on the Pilot cards.

Weapons

Arm your Aircraft with weapon counters during the Arm Aircraft Phase.

Air To Air Weapons (AtA): All AtA weapons have yellow stripes across the counter. These weapons can only be used against Air to Air Bandits and Air to Air Targets.

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

Air Defenses

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

Sites are ground-based enemy gun and missile systems that Attack your Aircraft.

Bandits are enemy fighters that Attack your Aircraft.

No Bandit / No Site counters count as a Site or Bandit, but are removed after all Sites or Bandits have been drawn.

Each Campaign Sheet has a unique set of Sites and Bandits.

Place the Air Defense counters listed on your Campaign sheet in a cup to draw from when you are determining Sites and Bandits present.

Information Counters

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.

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

Track counters: Place these counters on their designated Start squares on the Campaign sheet.

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 as a reminder of the Range Location of your current Target.

Angle of Attack: These counters limit the Areas a Site in an Approach Area can Attack, and be Attacked from.

Place all the Angle of Attack counters in a second cup.

Flight Leader: The highest Skill Level Pilot on your current Mission.

Turn: Placed on the Tactical Display to keep track of Mission Turns.

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

Campaign Sheets

CAMPAIGN SHEETS *(vertical sidebar text)*

1 - Campaign Year - The year the Campaign takes place. This limits which Aircraft you can fly.

2 - Title of Campaign - Name of the Campaign.

3 - Difficulty - There are 4 Levels of Campaign difficulty. From easiest to hardest, they are: Introductory, Standard, Skilled, and Expert.

4 - Flavor Text - A short summary describing the Events of the Campaign.

5 - Campaign Notes - Special notes that change the rules. Special notes take precedent over the rulebook.

6 - Pilot Loss Penalty - There are 3 Levels of Pilot Loss described on the Key Terms sheet. These Levels are: Nominal, Moderate, and Severe.

7 - Length of Campaigns - Most Campaigns have 3 Lengths. Short, Medium, and Long. Every Length specifies how many Days you may fly, how many Special Option points you start with, and how many Victory Points you must earn to achieve a Great, Good, Adequate, Poor, or Dismal result.

8 - Campaign Map - This shows the region you are flying Missions against. Each Campaign map is broken into areas by white lines. The numbers in each area correspond with Target card numbers.

9 - Standard Weapons - Use these Weapons without paying any Special Option points. Every Campaign has its own set of Standard Weapons. These Weapons have no SO cost. As long as there is an available counter, you can arm an Aircraft with a Standard Weapon. Some Campaigns and Event cards modify how many of each Weapon you can take.

10 - Special Weapons - These Weapons cost Special Option points to Arm. The Special Option cost is equal to the Weapon's Weight points. Every Campaign has its own set of Special Weapons.

Example: In this Campaign, the Shafrir Missile is a Special Weapon. It weighs 1 Weight point and would cost 1 SO for every Shafrir you take on the Mission.

11 - Sites/Bandits - This list shows the quantity and type of Bandits and Sites present in this Campaign.

Example: The list states there are 3 "Infantry/Su-7" counters used in this Campaign. You must place 3 counters with an Infantry on one side and an Su-7 on the other side into the cup. Not all Infantry are paired with Su-7s.

12 - Angle of Attack - This states whether or not you draw Angle of Attack counters for Approach Area Sites with Range 1+.

13 - Stress - Every "area" of the Campaign map separated by white lines, has a Stress modifier. The Stress number shows how much additional Stress your Pilots suffer for flying a Mission in this Area. Add this to whatever Stress your Aircraft received Over Target.

14 - Recon - Your "Recon" counter points to the number of Target cards you must Draw that Day.

15 - Intel - Your "Intel" counter shows any modifiers to the Sites and Bandits found Over the Target. During the Intel Air Defense Adjustment phase of the Sequence of Play, add or subtract the number of Sites or Bandits to the Mission, based on your Intel number.

16 - Infra - Your "Infra" counter shows any modifiers to the Damage you must inflict to Destroy the Target.

17 - Invasion - Your "Invasion" counter shows the effects you suffer at the start of each day, for not Destroying Invasion Targets.

18 - Israel is Overrun - If your "Invasion" counter ever declares that Israel is Overrun, you instantly Lose the Campaign.

Campaign Duration

Choose the duration of the Campaign you will fly.

Example: If you fly the "1973: Yom Kippur War" Campaign with a Medium Duration, you will fly 6 Days, receive 10 initial SO points, and need 15 to 20 Victory Points to achieve a "Good" Campaign Evaluation.

Enemy Defenses

Every Campaign uses a different set of Enemy Sites/Bandits. This list can be found at the bottom of every Campaign Sheet near the Standard/Special Weapons box.

Campaign Tracks

Campaign Tracks record damage inflicted on the enemy's strategic resources by your squadron. Place the Recon, Intel, Infra, and Invasion counters on the corresponding words of the Campaign Tracks. Read the result to the immediate right of the counter.

Recon (Reconnaissance)

This track represents the enemy's ability to send as many forces against Israel as it can. As the enemy's abilities are damaged, they will send fewer forces against you.

Draw each card one at a time.

Intel (Intelligence)

This track represents the enemy's ability to determine which Targets Israel might attack, and to position defenses in their vicinity. As the enemy's intelligence abilities are damaged, the number of Sites and Bandits placed to defend a Target is reduced.

Infra (Infrastructure)

This track represents the damage you've inflicted to the enemy's energy, transportation, and organizational resources. As their infrastructure suffers damage, the number of Hits required to Destroy a Target is reduced. If the number of Hits required to Destroy a Target is reduced below 1, treat it as needing 1 Hit to Destroy.

The adjustment of Hits does not change the number of counters that must be Destroyed during Objective Missions.

Example: My Infra counter is pointing to +1 and my Target card requires 7 Hits to Destroy the Target. I must inflict 8 Hits to Destroy the Target.

Invasion

This Track represents the nations surrounding Israel as they send in troops to attack the country itself. As the counter moves on the Track, you suffer more and more penalties. If the counter ever points to: Israel is Overrun, you instantly Lose the Campaign.

Special Option Points

Each Campaign Map Sheet specifies the number of Special Option points available. The SO points given to a Campaign are the total number available throughout the entire Campaign.

You can purchase Special Weapons, Aircraft, or Priority Options with your Special Option points. The Special Weapons are found on the Campaign Sheet. The Priority costs are found on the Help Sheet.

Each Campaign has its own list of available Standard and Special Weapon costs.

This is a per counter cost. Once you purchase a Special Weapon, place it on an Aircraft. The Special Option points used to purchase Special Weapons are spent, even if the Special Weapon is not expended during the Mission.

Example: The AGM-12 weighs 2 WP. You must pay 2 Special Option points for each AGM-12 you equip per Mission.

Out of Special Option Points

Some Event cards, Escalation cards, and Pilot Loss Penalties cost you Special Option points. If you ever fall below zero Special Option points during a Campaign, you immediately Lose the Campaign.

CAMPAIGN SHEETS

Tactical Display Sheet
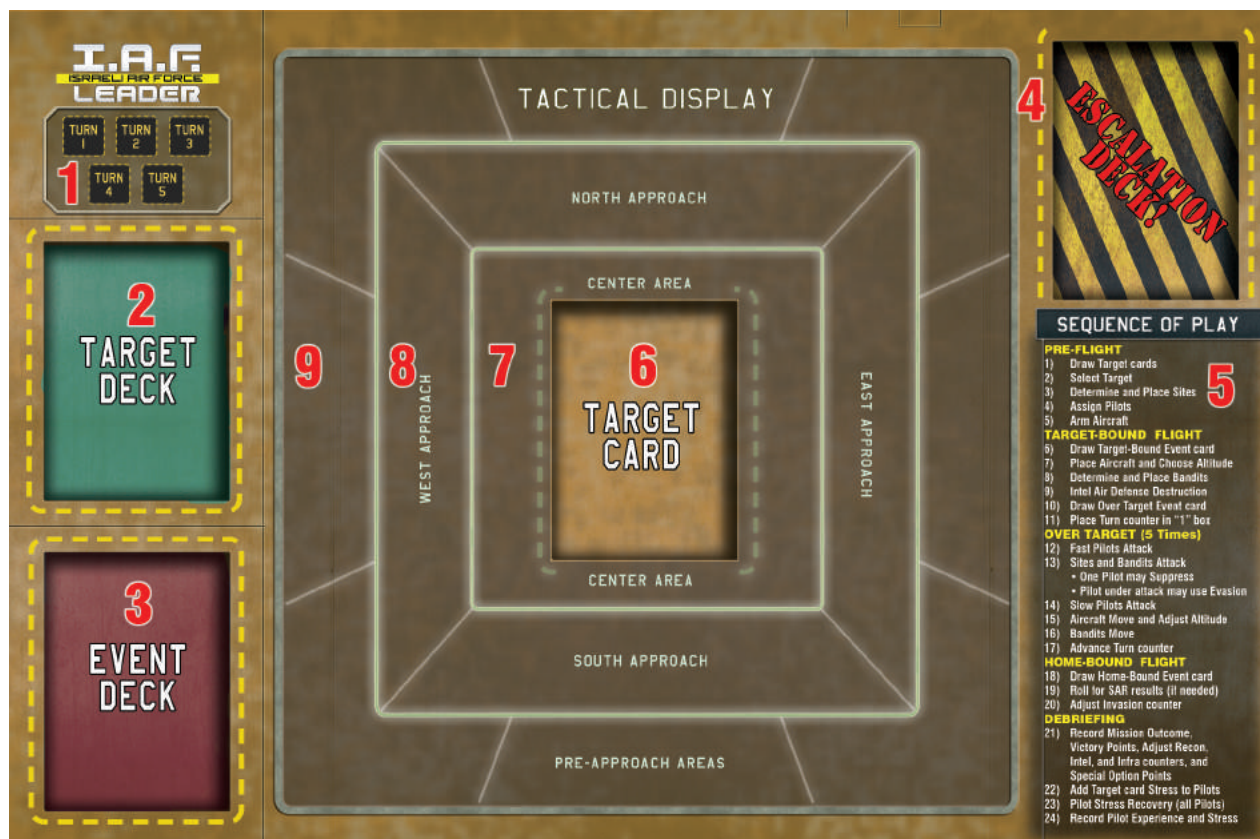
When your Aircraft are on the Tactical Display sheet, your squadron is considered "Over Target".

1 - Turn counter - The number of Turns you have to Destroy the Target. Every Aircraft must move out of the Center area by the end of Turn 5.

2 - Target Deck - Every Campaign will use different Targets. Find all the Target cards used in your chosen Campaign and shuffle them together. Place the Target deck facedown on the Tactical Display. If you run out of Targets, shuffle the discards to form a new deck. Repeat as necessary.

3 - Event Deck - Shuffle the Event cards and place them facedown on the Tactical Display. If you run out of Event cards, shuffle the discards to form a new deck. Repeat as necessary.

4 - Escalation Deck - Shuffle the Escalation card deck and place it facedown on the Tactical Display. Turn the top card face up. Before attacking an Escalation Target, you can see how the Escalation card will hurt your Campaign.

5 - Sequence of Play - This highlights each step in the Game.

6 - Target card - Place your chosen Target card in this area.

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

7 - Center Area - The Areas Adjacent to the Center Area are: The four Approach Areas.
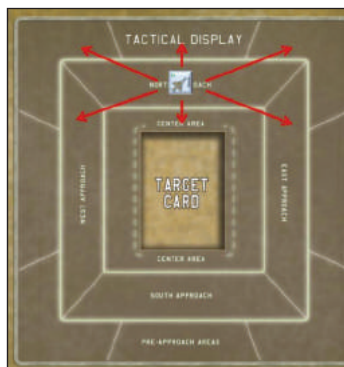
8 - Approach Area - The Areas Adjacent to the Approach Areas are: the Center Area, the two Approach Areas that touch the current Approach Area, and the three Pre-Approach Areas that touch the current Approach Area.

9 - Pre-Approach Area - The Aircraft start each Mission in any Pre-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. Your Aircraft do not all have to be in the same area.

Target Cards

1 - Maximum Aircraft - This number designates the maximum number of aircraft that can be sent on this Mission. You can send fewer, but not more.

2 - Target Number - Each Campaign uses different Targets. The number of each Target available for a Campaign is shown on the Campaign Map.

3 - Title - The Title of the Target.

4 - 1940s - If this Target is being attacked in a 1940s Campaign, use this information as a replacement for the Hits needed to Destroy the Target.

5 - 1950s - If this Target is being attacked in a 1950s Campaign, use this information as a replacement for the Hits needed to Destroy the Target.

6 - Sites - This shows the number of Site counters Drawn for each of the Approach Areas, and the Center Area.

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

8 - Hits - The amount of damage needed to Destroy the Target.

9 - VP - The amount of Victory points you gain if the Target is Destroyed.

10 - Recon - The number of times you move your Recon counter to the right on the Campaign Sheet, if you destroy the Target. If you are attacking two Targets that day, do not adjust until both Missions are complete.

11 - Intel - The number of times you move your Intel counter to the right on the Campaign Sheet, if you destroy the Target. If you are attacking two Targets that day, do not adjust until both Missions are complete.

12 - Infra - The number of times you move your Infra counter to the right on the Campaign Sheet, if you destroy the Target. If you are attacking two Targets that day, do not adjust until both Missions are complete.

13 - Special Notes - Some Targets have Key Terms that affect your Mission. The rules for each Key Term is found on the Key Terms Sheet. Any Objective adjustments, based on the year of your Campaign, are also found in this area

Bombers
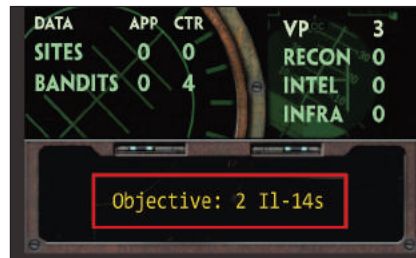
When Attacking a Bomber, Site or Bandit Objective Target, place the designated number of Bombers, Sites or Bandits in the Center Area.

The Target is Destroyed when all the Bombers are Destroyed.

Enemy Bombers: These counters have a single enemy Bomber on each side.

Some counters have a defense modifier that is added to your air combat rolls against the Bombers. Attack the Bombers as you would a Bandit.

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

Example: Target 49 specifies the Objective: 2 Il-14s. To Destroy the Target, you must Destroy 2 Il-14s in the center Area.

Bomber counters do not move on the Tactical Display. They remain in the Center Area. Bomber counters do not Attack your Aircraft.

Pilots and Crew

PILOTS AND CREW

Each Pilot/Aircraft card represents its crew and Aircraft. Each card has two sides that show different experience Levels for the Pilot. The six Experience Levels for a Pilot span over 3 cards.

1 - Pilot Name - Pilot call signs are for reference purposes only.

2 - Israeli Name - Israeli Pilot call signs are for reference purposes only.

3 - SA - Situational Awareness - The Pilot's Situational Awareness skill value. The Pilot may use a point of Situational Awareness to act twice during the same Turn. Once during the Fast step and again during the Slow step.

4 - Pilot Experience Level - Pilot levels are: Newbie, Green, Average, Skilled, Veteran, or Ace. The higher the level, the better the Pilot.

5 - Experience - The number of Experience points the Pilot must earn to be promoted to his next higher Experience Level.

6 - Aircraft Type - The military designation for the Aircraft.

7 - Years in Service - The years the Aircraft was in service.

Example: The C.2 Kfir entered service in 1976 and left Service in 1996. It can participate in all Campaigns between 1976 and 1996.

8 - C - Cool - Remove this number of Stress points from the Aircraft at the end of each Day (whether this Aircraft was flown or not).

9 - Stress - Pilots suffer Stress when they fly Missions. Pilots also suffer Stress when they are Attacked by Bandits and Sites.

   Okay - If a Pilot's Stress points are in the "Okay" range he uses the stats in the Okay row on his card. The range on the sample card is 0 to 5. Pilots exceeding the Okay range become Shaken.

   Shaken - If a Pilot's Stress points fall into the "Shaken" range he uses the stats in the Shaken row on his card. The range on the sample card is 6 to 10. When a Pilot's Stress exceeds the Shaken range, he becomes Unfit.

   Unfit - When a Pilot becomes Unfit, (the Unfit range on this card is 11+) remove all weapons and pods from the Aircraft. An Unfit Pilot may not Attack or Suppress. Unfit Pilots can Evade Attacks. Unfit Pilots may not be chosen for a Mission.

10 - Status - Okay, Shaken, or Unfit. This is based on the Pilot's current Stress points. A Shaken Pilot's AtA and AtG skills are reduced.

11 - Speed - Fast or Slow. A Fast Pilot Attacks before enemy Sites or Bandits each Turn. A Slow Pilot Attacks after enemy Sites and Bandits Attack.

12 - AtA - Air to Air skill. This number is used to modify all Air to Air Attack and Suppression rolls made by the Pilot.

13 - AtG - Air to Ground skill. This number is used to modify all Air to Ground Attack and Suppression rolls made by the Pilot.

14 - W - Weight points. The maximum number of Munition Weight points the Aircraft can carry.

15 - Munitions - A list of the types of Munition counters you may load on the Aircraft. If a munition's name does not appear on the list, it cannot be loaded on the Aircraft.

16 - Cannon - Cannon Attack information is found in this Area, along with some special ability information.

Squadron Selection

Example of Squadron Selection

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

CAMPAIGNS

Short:	3 Days, 5 SO
VP	**Evaluation**
10+	Great
8 or 9	Good
6 or 7	Adequate
4 or 5	Poor
3-	Dismal
Medium:	6 Days, 10 SO
VP	**Evaluation**
21+	Great
15 to 20	Good

Here is a list of the Pilot Experience Levels I get at each Campaign Duration.

Short Campaign Squadron: 1 Newbie, 2 Green, 4 Average, and 1 Skilled.

Medium Campaign Squadron: 1 Newbie, 2 Green, 5 Average, 1 Skilled, and 1 Veteran.

Long Campaign Squadron: 1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran.

I have chosen to play a Short Campaign in the 1973: Yom Kippur War.

I can only select Aircraft that have a Service Year range that includes the Year of the Campaign.

For this Campaign, I can only choose Aircraft that were in service in 1973.

I choose the following Aircraft:
Newbie - Thief in a Nesher
Green - Brick in an A-4 Skyhawk
Green - Star in an F-4 Phantom II
Average - Mouse in an A-4 Skyhawk
Average - Knight in an F-4 Phantom II
Average - Warrior in an F-4 Phantom II
Average - Crusader in an F-4 Phantom II
Skilled - Cook in a Mirage IIIC

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

By taking certain Aircraft types, I can gain SO points. Any SO point adjustments are noted on the Campaign Sheet.

Mirage IIIC, Nesher, and Super Mystere: +3/6/9 SO.
A-4 Skyhawk: +1/2/3 SOs.
Limited Ordnance: You cannot Arm more than a total of 6 AIM-7/9s per day.
Pilot Loss Penalty: Moderate.
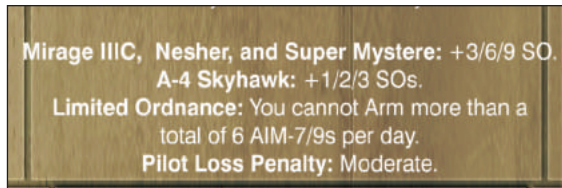
By placing one Nesher Aircraft, two A-4 Skyhawks and one Mirage IIIC into my squadron, I start my Short Campaign with +9 SO points.

I record the Pilot Names, Skill Levels, XPs needed for Promotion, and Cool on the Player Log Sheet. I also, log my Aircraft SO point adjustments.

My squadron is chosen. Now I can choose to promote any Pilots using the Pilot Promotion Priority at a cost of 6/12/18, or give Skills to any of my Pilots at a cost of 1/2/3.

Missiles... Bombs... ECM Pods... Fuel Tanks

WEAPONS

Weight Points
Weapon Name
Cannot Attack Range
Attack Number
Maximum Attack Range
High Altitude Attack Allowed
Low Altitude Attack Allowed
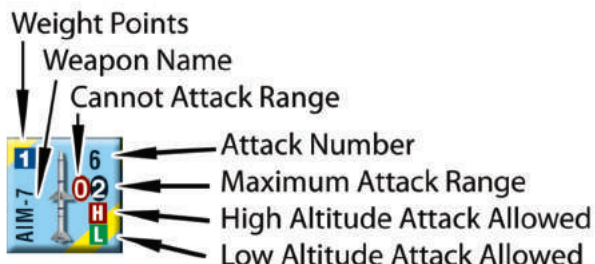
Air to Air weapons (AIM-9s, AIM-7s, AIM-120s, Shafrirs, and Pythons) can only be fired against enemy Bandits. These counters have yellow stripes as a visual reminder that they are Air to Air weapons. They can only be fired at Bandit counters, which also have yellow stripes.
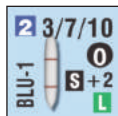
All other weapons are Air to Ground and can Attack Sites and Targets, but not Bandits.

Attack Numbers

Attack Numbers

1 Hit
If the modified die roll is equal to the first number but less than the second number, one Hit is scored.

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

3 Hits
If the modified die roll is equal to 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.

Remove each expended weapon counter from the Aircraft, even if they were not needed. Note: Not all weapon counters have multiple Hit numbers.

Examples:

When using a Mk. 82, if you roll 1-6 you miss. A roll of 7 through 9 scores 1 Hit. A roll of 10+ scores 2 Hits.

When using a M118, if you roll 1-2 you miss. A roll of 3 scores 1 Hit. A roll of 4-5 scores 2 Hits. A roll of 6-8 scores 3 Hits. A roll of 9+ scores 4 Hits.

Cannot Attack Range (red): If the weapon counter cannot Attack at a specific range, it will be shown in red.

Example: The AIM-7 cannot Attack at range 0, but it can Attack at ranges 1 or 2. It cannot Attack at ranges beyond 2.

Dispersed: Some weapons have a "D" in a black square to indicate they are immune to the Dispersed Key Term on Target cards.

High Altitude Attacks: The weapon can only be used by an Aircraft flying at High Altitude.

High and Low Altitude Attacks: The weapon can be used by an Aircraft flying at High or Low Altitude.

Low Altitude Attacks: The weapon can only be used by an Aircraft flying at Low Altitude.

Independent: Some weapons have an "I" in a black square to indicate they can be fired at independent Targets. Each counter can Attack the same or a separate Target.

Example: Your F-16 Fighting Falcon at High Altitude in the South Approach Area is attacking the Target. Because he has weapons with the Independent trait, he can launch an AGM-65 on his declared Target, a GBU-31 (with the Independent trait) on a Site in the Center Area, and an AIM-120 (also with the Independent trait) on a Bandit in the North Approach Area.
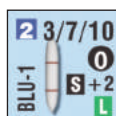
Soft: All Sites, and some Targets, have an "S" or "Soft" notation. Some weapons gain a bonus to their Attack rolls when Attacking Soft Targets. The specific bonus is noted on their weapon counters next to the "S" in the black square.
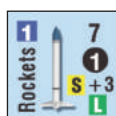
Suppression: Some weapons gain a bonus to their Attack rolls when Suppressing an enemy Site's Attack against your Aircraft. The specific bonus is noted on their weapon counters next to the "S" in the yellow square.

Weapons with Special Rules

AIM-120 AMRAAM: AMRAAMs have the Independent ability, but cannot use it to Target a Bandit at range 0 or 1. To Attack a Bandit at range 0 or 1 it must be your Pilot's declared Target.

Example: Zoom's F-16 is in the South Pre-Approach Area and declares his Target to be a MiG-21 in the South Approach Area. He fires an AIM-9 at the MiG-21 (range 1). At the same time, he can fire AIM-120s, because they have the Independent ability.

Zoom's declared Target is a Bandit in the South Approach Area. He fires an AIM-120 at that Bandit. He then fires an AIM-120 at the Bandit in the North Approach Area (Range 3), and 1 at a Bandit in the Center Area (Range 2). He could not, however, fire an AIM-120 Independently at another Bandit in the South Approach Area, because it is only at range 1.
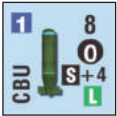
CBU: If you use CBUs to Attack a Soft Target or Site, add 4 to its Attack die rolls.

Anti-Radar: Some Sites have an "R" (Radar) notation. Weapons with an "R" notation cannot Attack Targets, they can only Attack Sites that have an "R" notation.

AGM-65 Maverick: If you use AGM-65s to Attack a Vehicle Target, add 3 to its Attack die rolls. Mavericks are immune to the Dispersed Key Term.
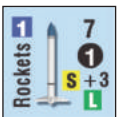
Rockets: If you use Rockets to Suppress a Site Attack, add 3 to its Suppression die rolls.

ECM Pod: Each time an Aircraft carrying an ECM Pod is Attacked by a Site, Bandit, or when reacting to a Special Event Attack when weapon counters can be expended to reduce the number of Special Event Attacks, roll a die for the ECM Pod before Suppressing or Evading. Negate the Attack on a roll of 6 or higher. A Pilot whose Aircraft is equipped with an ECM Pod only suffers 1 Stress when Evading (instead of 2). Each Aircraft can only carry 1 ECM Pod. When an Aircraft is Damaged, the ECM Pod is Jettisoned.

Fuel Tank: If the Pilot carries a Fuel Tank through the entire Mission, he suffers 1 less Stress. However, as long as it is equipped, he suffers -1 to his Air to Air Attacks.

Internal Cannons

In addition to the Munition counters you load on the Aircraft, Aircraft are also equipped with Cannons.

Cannon [Hit:10 Range:0] In Air-to-Ground combat, Cannons may be used to Attack the Target or a Site in the same Area as the Aircraft.

The Aircraft must be at Low Altitude. A successful Attack will inflict 1 Hit. Use the Pilot's Air to Ground Skill to modify the Attack.

In Air-to-Air combat, Cannons may be used to Attack Bandits in the same Area as the Aircraft. When Attacking a Bandit, the Aircraft may be at Low or High Altitude. Use the Pilot's Air to Air Skill to modify the Attack.

Roll a d10 for the Cannons. If the modified die roll is equal to or greater than 10, one Hit is scored on the Target. A successful Hit Destroys a Bandit or Site.

Example of Loading an Aircraft

Green Level Brick is going on a Mission with three other Aircraft. There are several Sites surrounding the Target. Brick's first job will be to take out an SA-3 Radar Site.

I make sure that each Weapon type can be loaded on Brick's A-4 Skyhawk, and that all the Weapons are available for my Campaign.

I arm Brick with an AGM-45 which Hits Radar Sites on a 5.

Since he is Slow, he (and all the other Slow Pilots) will suffer attacks from the Sites before they can Attack the Sites. I arm Brick with an ECM pod which will give him a chance to cancel each Attack against him. I also arm him with a Rocket so he can Suppress for himself or any other Pilot being attacked by a Site in the Rocket's range. Finally, When he gets to the Center Area, he has a Mk.83 to drop on the Target.

SPECIAL RULES

Sites and Bandits

Special Notes
Suffer 1 Stress
Damaged. Lose Munitions, and Suffer 2 Stress
Destroyed. Roll SAR at end of Mission

Modifier to be Hit
Name

Maximum Range
High Altitude Attack Allowed
Low Altitude Attack Allowed

SITES AND BANDITS

Sites are ground-based enemy gun and missile systems that Attack your Aircraft.

Bandits are enemy fighters that Attack your Aircraft. These counters have yellow stripes as a visual reminder that they can only be Attacked by AtA Weapons.

Every Campaign uses a different set of Enemy Sites and Bandits. This list can be found at the bottom of every Campaign Sheet near the Standard/Special Weapons box.

Air Defenses (Sites and Bandits) have their Attack numbers across the top of their counters.

Roll a d10 for the Air Defense counter and look at the Attack numbers on the Site/Bandit to resolve the Attack.

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 Pilot's current Stress Level.

Damaged
If the modified die roll is equal to the second number but less than the third number, the Target Aircraft is Damaged. Remove all weapon, pod, and Situational Awareness counters and give the Pilot 2 Stress points. 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. Conduct a SAR (Search And Rescue) check for each Destroyed Aircraft during the Home-Bound Flight phase.

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

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 is shown on their Weapon counters.

Site Modifiers to Hit: Some Sites have a Modifier that makes it easier or more difficult to Hit them. This is designated by a +/- and a number.

Example: Storm is using his Cannon to Attack an SA-7. The Cannon Hits on a 10, the SA-7 would increase that to an 11. At Average Skill Level, Storm has +1 AtG, dropping the Hit back to 10.

Bandit Modifiers to Hit: Most Bandits have a modifier that makes it easier or harder to Hit them. This is designated by a +/- and a number.

Example: Teacher is using an AIM-9 against an Su-7. The AIM-9 Hits on a roll of 6 or higher. Teacher's Green Skill Level AtA is +0. The Su-7 adds an additional +3 to be Hit, lowering the number needed to Hit to a 3.

Special Site and Bandit Rules
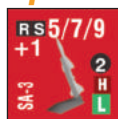
Radar Sites: These Sites can be targeted by Munitions with an R in the top left corner. Other AtG Weapons can also Target Radar Sites.

Example: An AGM-45 Shrike can be fired at an SA-3 Site.
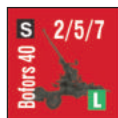
Range 0 Sites: These Sites can only fire at an Aircraft in their same Area.

Example: Both the Bofors 40 and Pilot Wolf are in the East Approach Area. Wolf is at Low Altitude, so the Site can Attack Wolf during it's Attack Step.

Sites and Bandits

Range 0 Bandits: These Bandits can only fire at an Aircraft that is in the same Area as the Bandit.

Example: Both Wolf and the Vampire Bandit are in the Center Area. Wolf's Altitude does not matter, because the Vampire can Attack at either Altitude.

Range 1+ Sites: These Sites can fire at an Aircraft that is at their maximum Range or closer.

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 M1939 is in the Center Area, and Thunder is in the East Approach Area. The Areas are adjacent, so they are 1 Range away, the M1939 has a Range of 1. Thunder can be at High or Low Altitude, as the M1939 can Attack at both Altitudes.

Range 1+ Bandits: These Bandits can fire at an Aircraft that is equal to or less than their maximum Range.

Example: The MiG-25 is in the Southern Approach Area, and Arrow is in the Northern Pre-Approach Area. The Areas are at Range 3. The MiG-25 has a range of 4. so it can Attack Arrow. Arrow can be at High or Low Altitude, as the MiG-25 can Attack at both Altitudes.

Limited Altitude Sites: Some Sites can only Attack Aircraft at High or Low Altitude, even if the Aircraft is within their Range.

Example: Cook is in the Northern Approach at Low Altitude, and an SA-2 is in the Eastern Approach. The SA-2 is within Range of Cook, however, since Cook is at Low Altitude, the SA-2 cannot Attack Cook.

When drawing Sites and Bandits, draw until you have placed all the Enemy counters. Remove any "No Site" or "No Bandit" counters from the Tactical Display Sheet and return them to the cup. The remaining counters represent the enemy forces defending the Target.

Angle of Attack Limitations

Draw 1 Angle of Attack counter for each Site in an Approach Area that has a Range of 1+.

Place the counter next to the Site with its white arrow pointing away from the Center Area.
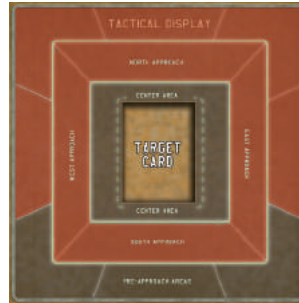
The red Angle of Attack Areas denote the Areas the Site can Attack and be Attacked from. The black Areas show Areas the Site cannot Attack, or be Attacked from, and represent blindspots in the line of sight, such as hills, ridges, or buildings.

Example: The SA-3 in the Northern Approach can only Attack the Middle Northern Pre-Approach. The SA-3 in the Western Approach can attack all three Aircraft since they are at High Altitude, within the Range of the Site, and within it's counter's Angle of Attack. The Infantry in the Center Area can only Attack the Aircraft if they moved into the Center Area, and drop to Low Altitude, as the Infantry have a range of 0. Center Sites do not Draw Angle of Attack counters.

If an Event adds or moves a Site with a Range of 1 or more to an Approach or Pre-Approach Area, draw an Angle of Attack counter for it.

If an Event moves a Site to the Center Area, discard its Angle of Attack counter.

AIR DEFENSE

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 points expenditures, Target status, and Campaign outcome. Record any Optional rules purchased in the Campaign Notes area. This Sheet should be photocopied or downloaded from www.dvg.com.

Escalation and Event Cards
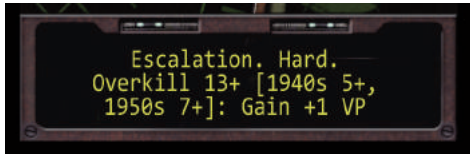
Escalation cards are drawn after you have attacked a Target with the Escalation Key Term. You must draw an Escalation card, even if you did not Destroy the Target.

Place the deck of Escalation cards on the Tactical Display, with the top card faceup.

These are all negative, and will impede your ability to win the Campaign, however, Targets with the "Escalation" Key Term offer more Victory points, as well as extra Recon / Intel / Infra counter shifts.
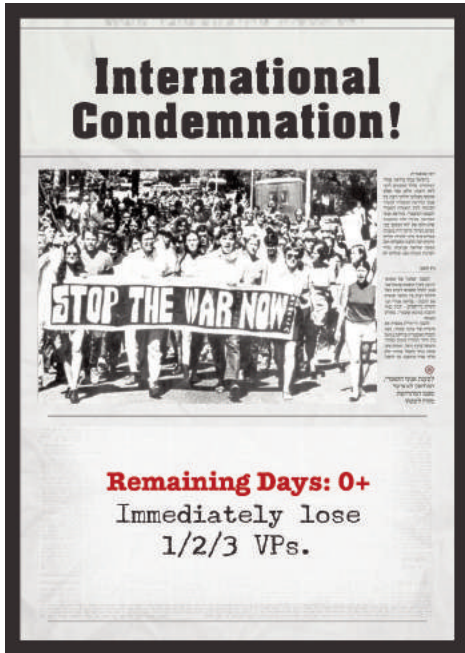
Every Escalation card has a "Remaining Days: #+" You must have that many days remaining in the Campaign, after the current Day. If you do not have enough Days left in the Campaign, you must draw the next Escalation card until you Draw one that is within the constraint.

Example: On day 5 of a 7 Day Campaign, I Attack an Escalation Target. The Day's Remaining says: 2+. This card is okay to Draw, as the Campaign has 2 days left (Day 6 and Day 7).

Example: During a 5 Day Campaign, you Attack an Escalation Target on Day 4. The top most card Says Remaining Days: 3+. Discard that card, and continue discarding cards until you Draw a card that says, "Remaining Days: 1+ or 0+.

Event Cards
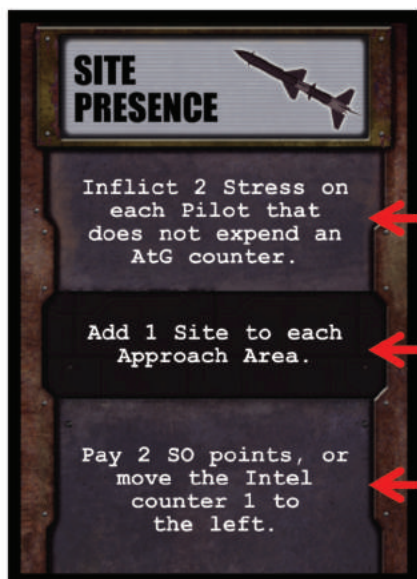
You will draw Event cards three times during each Mission.

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

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

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

ESCALATION / EVENTS

• Campaign Set-Up

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

Shuffling Card Decks

Shuffle the Target deck (using Target cards shown on the Campaign sheet), and Event deck, and place them face-down in the appropriate areas of the Tactical Display Sheet. During the game, shuffle the discards to form a new deck when you need to draw a card and no cards remain in the deck.

Determine the Air Defense counters (Sites and Bandits) available for this Campaign, and place those counters into a cup. The Air Defense counters are listed on the Campaign sheet.

Selecting Squadron Pilots

Select Pilot cards based on the duration of your Campaign. You can only select Aircraft that have a Service Year range that includes the Year of the Campaign.

Experience Levels for a Short Campaign Squadron: 1 Newbie, 2 Green, 4 Average, and 1 Skilled.

Experience Levels for a Medium Campaign Squadron: 1 Newbie, 2 Green, 5 Average, 1 Skilled, and 1 Veteran.

Experience Levels for a Long Campaign Squadron: 1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran.

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

Aircraft Quality

The number of Special Option points gained or spent on special Aircraft is shown within the Special Notes section of every Campaign. Record the SO point adjustment on the Player Log Sheet.

Pilot Skills

You can assign up to 2 unique Skills to each Pilot. Each Pilot Skill costs 1/2/3 SO points depending on your Campaign's 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 transfered between Pilots during the Campaign.

Pilot Promotion Priority

After you choose your Campaign length, you can use the Pilot Priority Option. This allows you to immediately Promote one or more of your Pilots to his next higher Level. You can Promote a Pilot more than once. Each Pilot Promotion costs 6/12/18 SO points depending on your Campaign's duration. This is the only time you can purchase the Pilot Promotion option for Pilots.

• Sequence of Play

Pre-Flight
Draw Target cards
Select Target
Determine and Place Sites
Assign Pilots
Arm Aircraft

Target-Bound Flight
Draw Target-Bound Event card
Place Aircraft and Choose Altitude
Determine and Place Bandits
Intel Air Defense Adjustment
Draw Over Target Event card
Place Turn counter in "1" Box

Over Target Resolution (5 Times)
Fast Pilots Attack
Sites and Bandits Attack
    One Pilot may Suppress
    Pilot under Attack may use Evasion
Slow Pilots Attack
Aircraft Move and Adjust Altitude
Bandits Move
Advance Turn counter

Home-Bound Flight
Draw Home-Bound Event card
Roll for SAR results (if needed)
Adjust Invasion counter
Draw Escalation card (if needed)

Debriefing
Record Mission Outcome, Victory points, Adjust Recon, Intel, and Infra counters, and Special Option points
Add Target card Stress to Pilots
Pilot Stress Recovery (all Pilots)
Record Pilot Experience and Stress

• **Pre-Flight**

Draw Target Cards

Refer to the Recon Track on the Campaign Map Sheet to determine the number of Target cards you must draw for the Day, no more, no less. Read the result to the immediate right of the counter.

Recon Priority

After you see the Targets available to you, you can choose to purchase the Recon Priority option with your Special Option points.

You can spend 1/2/3 SO points to draw 1 more Target card. Once you see the additional Target, you can do it again. You can repeat as many times as you like.

Select Target

Primary Mission

Select one Target card as the Primary Target for this Mission. 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 1 available Target card with the Secondary trait and fly a second Mission during the Day. You must decide to fly a Secondary Mission or not, when you select the Primary Target for the Day. A Pilot can fly in the Primary Mission or the Secondary, not both. Assign Pilots to the Secondary Mission when you assign Pilots to the Primary Mission. Do not determine the Sites for the Secondary Target until after resolving the Primary Mission.

Invasion Target Cards

Some Targets have the Invasion Key Term. If you draw an Invasion card, and do not Destroy it on the day it was drawn, it is put to the side and remains available until it is Destroyed. At the end of every Day (including the Day it is drawn), you must move your Invasion Track counter 1 to the right. If multiple Invasion cards are available, your Invasion Track counter moves multiple times.

If the Invasion Track is ever moved to the left of "Israel is Overrun" you instantly Lose the Campaign.

Discard the other Target cards.

Escalation Cards

If you Attack a Target with the Escalation Key Term, you must draw an Escalation card at the end of the Mission.

In the column for the current Mission, on the Player Log, write the number of the Target card you have chosen to attack.

Down Time

You can choose not to fly a Mission for the current Day. If you are not flying a Mission this Campaign Day, move the Infra, Intel, and Recon counters 1 to the left, and the Invasion counter 1 to the right for each available Invasion Target. Then go to the Mission Debriefing and carry out those steps.

Determine and Place Sites

On each Target card is a number noting the number of Sites in <u>each</u> Approach Area (App), and a second number showing the number of Sites in the Center Area (Ctr).

Example: For this Target, place 1 Site in each of the four Approach Areas and 2 Sites in the Center Area.

On the Tactical Display Sheet, randomly draw the appropriate number of Air Defense counters from the cup. Place the counters, with their Site side up, in the Approach Areas and Center Area for which they were drawn.

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

If your Campaign Sheet uses Angle of Attack counters, place these next to each Site with a Range of 1+ in an Approach Area.

Assign Pilots

You must now decide which Pilots to send on the Mission.

Each Target card indicates the maximum number of Aircraft that can participate in the Mission. You may send fewer Aircraft on a Mission, but you may not send more than the listed number.

Select the Pilots from your Squadron that will fly this Mission and place their cards in front of you so they can be armed. Pilots that are Unfit may not be assigned to a Mission.

Arm Aircraft

Allocate weapons and pods to each of the Aircraft you've selected for this Mission. 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 shown on the Aircraft card, the weapon list shown on the Campaign Sheet, and the Special Option points you are able to spend on Special Weapons.

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

Situational Awareness

Place Situational Awareness counters on the Pilot cards that have Situational Awareness points.

Select Flight Leader

Select the highest Level Pilot to be the Mission's Flight Leader. If more than one Pilot has the same highest Experience Level, you may select which of them will be the Flight Leader. Place the Flight Leader counter on that Pilot's Aircraft card.

Example: The highest Level Pilot flying the Mission is Skilled. You have selected 2 Skilled Pilots for the Mission. You get to choose which Skilled Pilot will be the Flight Leader.

• Target-Bound

This represents the time from when your Aircraft take off until they reach the Target's location.

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 of the Aircraft on the Mission.

Aircraft that Abort do not gain Experience, but do suffer Target Stress as normal. Aircraft that do not abort must participate in the Over Target and Home-Bound Phases.

Place Aircraft

Place each of your Aircraft counters in one of the Pre-Approach Areas. More than one Aircraft may begin in an Area. It is a good idea to plan this at the same time that you arm your Aircraft. Also select the initial Altitude for each Aircraft counter.

Determine and Place Bandits

The Target card shows the amount of fighter cover found over the Target. The exact quantity and type of fighters present is not known until you reach the Target.

For each Approach Area and the Center Area, randomly draw the appropriate number of Defense counters from the cup. Place the counters, with their Bandit side up, in the Approach or Center Area for which they were drawn.

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

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

Intel Air Defense Adjustment

Consult the Intel track to determine if you must add or remove Site and/or Bandit counters.
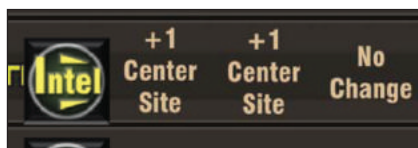
Example: If the track notes "+1 Center Site", draw an additional Site for the Center Area.

Over Target Event Card

There is a chance that the Target defenses will not be as you were told. To determine any changes, draw an Event card and resolve the Event shown in the middle section.

• Over Target

OVER TARGET (5 Times)
12) Fast Pilots Attack
13) Sites and Bandits Attack
   • One Pilot may Suppress
   • Pilot under attack may use Evasion
14) Slow Pilots Attack
15) Aircraft Move and Adjust Altitude
16) Bandits Move
17) Advance Turn counter
HOME-BOUND FLIGHT

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

Aircraft Attack Sequence

Aircraft can expend munitions to Attack the Target, Sites, or Bandits. The Speed of each Pilot is used to determine when his Aircraft Attacks.

Pilots with a Speed rating of Fast Attack before Sites and Bandits Attack.

Pilots with a Speed rating of Slow Attack after Sites and Bandits Attack.

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

Situational Awareness

A Slow Pilot can discard one of his Situational Awareness counters during the Fast Pilot Attack step to also Attack during the Fast step of the Turn. The Pilot can still Attack during the Slow step of the Turn as normal.

A Fast Pilot can discard one of his Situational Awareness counters during the Slow Pilot Attack step to also Attack during the Slow step of the Turn. The Pilot can still do this even if he Attacked during the Fast step of the Turn.

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

A Pilot can only use his Situational Awareness counters to give himself extra Attacks. He cannot use them for other Pilots.

Discard the counter when you want the extra Attack to occur.

Remove all unused Situational Awareness counters from the Pilots at the end of each Mission.

Flight Leader

Unlike the other Pilots, the Flight Leader can use his Situational Awareness counters to gain extra Attacks for himself, or expend them for the other Pilots flying the Mission.

Attack Restrictions

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 his 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 Cannons, 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.

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

• Attack any one Bandit with one or more Air-to-Air weapon counters that are in range of the Bandit.

• Attack any one Bandit with Cannons, if the Aircraft is in the same Area as the Bandit.

When an Aircraft is ready to Attack, declare the Target of the Attack and the munitions to be expended, or if the Attack will be made with Cannons.

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

Example: You must inflict 7 Hits to Destroy this Target.

Air to Air Attacks

When you Attack a Bandit with Air-to-Air weapons or Cannons, roll a d10 for each weapon fired and look at the Attack number on the weapon. If the modified die roll is equal to or greater than the Attack number, a Hit is scored on the Bandit. Remove each fired weapon counter from the Aircraft. A Bandit is Destroyed when it suffers 1 Hit.

Modifiers

Add the current Pilot AtA modifier to the die rolls. The current AtA modifier is based on the Pilot's current Stress points as well as other modifiers that might be in effect.

Some Bandits also have a defense modifier on their counter.

Example: When Bread (as a Veteran) has 0 to 5 Stress, he uses his Okay stats. He is Fast and has a +3 Air to Air Combat skill and a +0 Air to Ground Attack skill. When he has 6 to 10 Stress he becomes Shaken. He becomes Slow with +0 Air to Air Combat and -3 Air to Ground Attack skill. When he has 11 or more Stress, he is Unfit.

Example: When Veteran Level Bread Attacks a Vampire Bandit, he Attacks the Bandit before the Bandit Attacks, because he is Fast. Add +5 to his die roll (+3 for his AtA skill and +2 more for the Vampire's defense modifier) for a total of +5.

Bread is Attacking a Vampire with his Cannon. I roll one 10-sided die for the Attack. I also add my Pilot's AtA Skill to the die roll (+3), and the Vampire's defense modifier (+2). The Vampire will be Destroyed if I Hit it once. I roll a 6. The modifiers change the die roll to an 11 which is equal to or higher than the Attack number (10) for the Cannon. The Vampire is Destroyed.

Dogfight Weight Point Penalty

The following table shows the penalty a Pilot suffers when Attacking or Suppressing a range 0 Bandit while loaded with Air to Ground munitions.

AtG Weight Points	AtA Penalty
2 or less	-0
3	-1
4	-2
5 or more	-3

These penalties do not apply for Attacks or Suppressions made at a range of 1 or greater. Do not count Weight points from Pods.

Air Combat Results

If a Hit is achieved, the targeted Bandit is Destroyed and removed from the Tactical Display Sheet. Place the Bandit counter back in the cup. Remove each expended weapon counter from the Aircraft, even if they were not needed.

Air to Ground Attacks

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 fired 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 Sheet. Place the Site counter back in the cup.

Modifiers
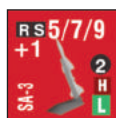
Some Sites also have a defense modifier on their counter.

Example: I drop a Mk. 82 on an SA-3 and roll a die. My result is an 8, +1 because of this Site's bonus to be Hit, totalling 9. The SA-3 is Destroyed and removed from the Tactical Display Sheet and returned to the cup.

Damage to the Target

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

Example: I drop a Mk. 82 on the Target and roll a die. My result is a 10. The Target suffers 2 Hits. I place a 2 Hit Damage counter on the Target card.

A Target is Destroyed if it suffers a 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.

Some Target cards have different Hits based on the Campaign Year.

Targets in the 1940s and 1950s use the Hits indicated above the Site and Bandit information. Only use the 1940s and 1950s Hits requirements for Campaigns that take place in those years.

Example: For Target card 7, If you are playing a Campaign taking place in the 1950s, you will destroy the Target if you inflict 3 Hits.

If you are attacking the Target in 2007, you must inflict 7 Hits.

You do not have to inflict Hits against a Target that does not have a Hits rating. Do not modify the Hits needed to Destroy a Target card that does not have a Hits rating.

Example: Target #47 "Bomber Defense" does not have a Hits rating. Regardless of Infra modifiers, and Event cards, you just need to shoot down the Objective Bomber 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.

Site and Bandit Attacks

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, and the Site's Angle of Attack. A Bandit can only attack Aircraft within its range.

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

A Site or Bandit automatically Targets the closest Aircraft. If more than one Aircraft is equally close, randomly determine which one is Attacked.

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

Any one Aircraft may perform a Suppression Attack on the Site or Bandit. Specify a Cannon Attack, or the weapon counter(s) to be expended. Apply all Attack modifiers to the Suppression rolls as normal. If the Suppression die rolls indicate that a Hit is inflicted, the Site or Bandit Attack is cancelled.

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 can try to Suppress future Attacks.

Example: Wolf has been targeted by a Bofors 40 Site. Raider drops a Mk.82, Hitting the Bofors 40. The Bofors 40 Attack against Wolf 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 2 Stress points on its card. When rolling for the Site or Bandit Attack, roll 2 dice, and use the lower roll.

Example: Farmer has been targeted by an SA-9 Site. He chooses to go Evasive and rolls two dice for the SA-9's Attack. The rolls are 9 and 4. Using the 4 result, Farmer is missed by the SA-9.

Evasion can be used for Site and Bandit Attacks while an

Aircraft is Over Target, or when reacting to an Event card when weapon counters can be expended to reduce the number of Event Attacks.

Attack Resolution

Roll a d10 for the Air Defense counter and look at the Attack numbers on the Site/Bandit to resolve the Attack.

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 Pilot's current Stress Level.

Damaged

If the modified die roll is equal to the second number but less than the third number, the Target Aircraft is Damaged. Remove all weapon, pod, and Situational Awareness counters and give the Pilot 2 Stress points. 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. Conduct a SAR (Search And Rescue) check for each Destroyed Aircraft during the Home-Bound Flight phase.

Example: Ruby has been targeted by a MiG-25 Bandit in his Area. He does not Suppress or Evade. I roll once for the Bandit. If I roll a 1 or lower, Ruby is missed and suffers no effect. If I roll a 2 through 6, he suffers 1 Stress. If I roll a 7 or 8 he is Damaged. If I roll an 9 or higher he is Destroyed.

Example: Cook is flying at High Altitude in the same Area as an SA-9. The SA-9 can only target Low Altitude Aircraft. Cook cannot be targeted.

Aircraft Movement

During this step you may move your Aircraft from their current Area to an adjacent Area.

You may also change the Altitude of your Aircraft. There are two Altitude Levels in the game: High and Low. The Altitude Levels affect which weapons an Aircraft can use and which Sites can Attack them.

Example: I have an A-4 Skyhawk at High Altitude in the East Approach Area. It can move to any 1 of the following Areas: the Center Area, the North or South Approach Areas, or any of the 3 Eastern Pre-Approach Areas. When I move the Skyhawk, it can remain at High Altitude or change to Low Altitude.

Exit the Tactical Display

You may exit the Tactical Display and end the Over Target portion of the Mission during the Aircraft Movement step of any Turn. If you choose to do so, remove all your Aircraft from the display.

You cannot be in the Center Area at the end of turn #5. Remove all your Aircraft from the display.

Example: At the end of Turn #3 Over Target, I have Destroyed the Target and decide to end the Over Target phase. I remove all my Aircraft counters from the Tactical Display during the Aircraft Movement step.

Example: At the end of Turn #5, I have not Destroyed the Target, but I must end the Over Target phase. I remove the Aircraft counters from the Tactical Display Sheet.

Bandit Movement

Bandits move after your Aircraft move. Each Bandit may move one Area 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 Aircraft within the Bandit's range, the Bandit does not move.

If no Aircraft are within the Bandit's range, move the Bandit one Area closer to the closest Aircraft. If more than one Aircraft is equally close, randomly determine which Aircraft the Bandit moves toward.

Example: During the Bandits Move step, a MiG-21 is in the Center Area and Cook is in the South Pre-Approach Area. The MiG-21 moves into the South Approach Area.

If I have an Aircraft in both the North and South Pre-Approach Areas, the MiG-21 in the Center Area will randomly move from the Center Area into either the North or South Approach Area

If my Aircraft were in the North or South Approach Areas, the MiG-21 would not move because it has an Attack range of 1.

• Home-Bound

Home-Bound Event Card

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

Search And Rescue

After resolving the Home-Bound Event, check the Search And Rescue, or SAR (pronounced "sar") results for any Aircraft that were Destroyed while Over Target, or by Target-Bound or Home-Bound Events. This is done by rolling a die, modifying the result, and comparing it to the table below. Roll one die, and modify it as shown below, for each Pilot shot-down.

Roll	Result:
9+	Quick Recovery: The Pilot suffers 3 Stress in addition to any Mission Stress suffered, and gains 1 Experience point for flying the Mission as normal.
6 to 8	Recovered Under Fire: The Pilot suffers 5 Stress in addition to any Mission Stress suffered, and gains 1 Experience point for flying the Mission as normal.
5-	Missing in Action: The Pilot becomes Unfit for the rest of the Campaign unless rescued by an Event card. If he is rescued, he returns with 1 Experience point for flying the Mission as normal, and resets his Stress to 3.

The SAR check roll is modified as follows:

• Add 1 to the roll for each Weight point of AtG weapons expended by any Aircraft still flying the Mission for this roll. This modifier only applies to the current SAR die roll not for all SAR die rolls.

• Add 2 to the roll if the Aircraft was Shot-Down during Target-Bound, or 1 if Shot-Down during the Home-Bound step.

Example: During the Mission, 2 of my 3 Pilots were shot down. Star was shot down during the Target-Bound step, and Bread was shot down during the Over-Target step. Warrior remains unharmed and still carries a Mk.82 weapon counter.

Weapon counters round up for AtG expenditure SAR results.

Example: Expending a Mk.81 (WP 0.5) counts as +1 to the roll as an AtG expended modifier.

I choose to expend a Mk.82 (1 Weight point of AtG) from Warrior for Star's SAR roll. I roll a die and get a 5. I add +1 to the roll for the expended Mk.82, and +2 more because Star was shot down during the Target-Bound step. Star's Search and Rescue result is a 8. He is Recovered Under Fire. I place 5 more Stress points on his Pilot card and return him to the squadron.

Warrior does not have any more AtG counters to use for Bread. I roll a 3 for Bread's Search And Rescue result. Bread is Missing in Action. I remove his card from the squadron for the rest of the Campaign.

Draw Escalation Card

If you Attacked a Target with the Escalation Key Term, draw the topmost Escalation card. The card immediately takes effect. Draw the next card and turn it face up. You must draw the Escalation card even if you did not Destroy the Target.

• Debriefing

Record the number of Special Option points you spent during the Mission, and the number you have remaining below the Pilot information on the Player Log.

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. If an Invasion Target was Damaged, place a "D" in the Target Status and 0 (zero) is written on the Victory points line. If an Undestroyed Target was not an Invasion Target, place a U (Undamaged) in the Target Status and 0 (zero) is written on the Victory points line.

Adjust Campaign Tracks

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

Move the Intel, Recon and Infra 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 this Target is Destroyed, do not move the Recon counter. Both the Intel and Infra counters move 2 spaces to the right.

If the Target was not Destroyed, do not adjust the Campaign tracks.

Target Status

If the Target was Destroyed during the Mission, set the Target card aside until the Campaign is over. If the Target was not Destroyed, discard it.

Damaged Invasion Targets

If the Target had the Invasion Key Term, return it to your Available Target cards. Keep any Damage on the card. If you choose to attack it again, place new Site and Bandits at the start of the Mission, but you only need to complete

the Damage needed to Destroy the Target. When you Destroy the Target, gain the card's Track adjustments, and Victory points.

Campaign Outcome

If this Mission was the last Mission of a Campaign, find your Campaign result on the Campaign Sheet. Compare your total Victory points to the numbers listed by the Campaign duration you were playing.

Example: If you were playing a Medium, 1973: Yom Kippur Campaign, and earned 21 or more Victory points over the 6 Days, you have earned a Great Campaign Victory outcome

Destroyed Aircraft

Each Campaign sheet lists one of three Levels of Pilot loss.

Nominal: Lose nothing, and gain a Green Level Pilot/Aircraft available during your Campaign. The Pilot cannot have been Killed in Action previously.

Moderate: Lose 2/4/6 Special Option points immediately. Regain your SOs if the Pilot is recovered by an Event card.

If you ever fall below zero Special Option points during a Campaign, you immediately Lose the Campaign.

Severe: Lose 1/2/3 Victory point(s) for each of your Aircraft that was Destroyed during the Campaign.

Pilot Stress, Recovery, and Experience

During the Mission, Pilots that fly a Mission suffer Stress and gain Experience points. The number of Stress points a Pilot has suffered modifies his skills. The number of Experience points a Pilot has earned determines promotion for the Pilot.
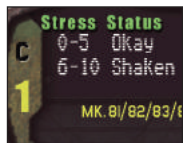
Adding Target Stress
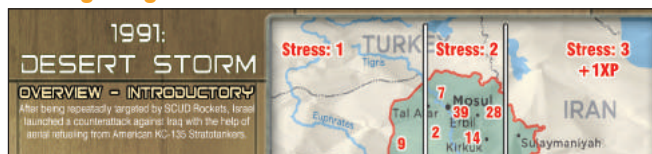
After the Mission is over, each Pilot that flew the Mission also suffers Stress based on the Target's Area on the Campaign map.

Example: All Pilots who fly a Mission against Target #7 suffers 2 Stress points.

Pilot Stress Recovery

After the Target Stress points are determined, the total Stress points for a Pilot are reduced by the Cool number shown on the Pilot card. This number was also written on the Player Log at the start of the Campaign.

Example: This Pilot had 3 Stress going into the Mission. He suffers 1 more stress from an enemy Site. He suffers 1 more from the Target Stress points. He then loses 1 Stress due to his Cool being 1. His total at the end of the Day is 4.

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

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

Priority R&R
Once after every Mission you may spend 6/9/12 SO points to remove 2 Stress plus the Pilot's Cool from every Pilot in your squadron.

Damaged Aircraft
Damaged Aircraft are automatically repaired and fly the next Mission. The only limitation on availability for the next Mission is the Stress accumulated by the Pilot.

Destroyed Aircraft
If the Pilot is recovered by SAR, add the indicated amount of Stress to his card, the Pilot rejoins the Squadron, and continues as normal.

If the SAR result is Missing In Action, remove the Pilot from the Campaign.

Recording Pilot Experience & Stress
Write the current number of Stress points for each Pilot on the Player Log in the column for the current Mission.

Give each Pilot that flew the Mission 1 Experience point in the XP's Gained column on the Player Log, even if he was Shot-Down.

If the Target was Destroyed and no Aircraft were Destroyed during the Mission, each Pilot that flew the Mission gains 1 additional Experience point. You can also gain Experience due to Target cards, Target Range, or Event cards.

Long Range Bonus Target Experience

The Targets in the most distant range band in some Campaigns are worth 1 bonus Experience point. Such range bands are noted with a "+1XP" on the Campaign sheet.

All the Pilots who fly a Mission against one of these Targets, and Destroy the Target, gain 1 extra Experience point.

Example: You fly a Mission against Target #25, and you Destroy the Target. Each Pilot flying the Mission gains 1 extra Experience point.

Promoting Pilots
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, he is promoted. Promotion consists of switching the Pilot card for his next higher Pilot Experience Level and noting his new Experience Level on the Player Log Sheet. Pilots Promote from: Newbie to Green, Green to Average, Average to Skilled, Skilled to Veteran, and Veteran to Ace.

Example: Bread just completed a successful Mission. He has earned 2 more Experience points, bringing his new total to 12. He Promotes from Veteran to Ace.

If a Pilot is promoted, recheck his Stress points total to determine if he is Okay, Shaken, or Unfit. Also check to see if his Cool rating changed, and record his new Cool on the Player Log Sheet.

Once a Pilot is Promoted, he loses the Experience points that gained him the Promotion. Record the new number of Experience points he must earn to reach the next Experience Level on the Player Log Sheet.

Any left over Experience Points are kept toward the next Promotion.

Example: Newbie Thief has just returned from a Mission. He earned 2 Experience points, bringing his total to 5 Experience points. He Promotes to Green.

Example: Newbie Thunder's 2 Experience points give him a total of 7 Experience points, he Promotes to Green (using 6 of his Experience points) and has 1 Experience point toward Promoting to Average.

• Optional Rules

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

Flying 1 Less, or 1 More, Aircraft

You can take 1 more Aircraft than the Target card specifies, but you lose 1 VP. If you take 1 less 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 SOs for Short, Medium, or Long Campaigns.

Random Squadron Selection

Instead of selecting your Pilots, randomly determine them. Place all the selectable Aircraft counters (based on Service Life) in a cup. Randomly select the appropriate number of counters from the cup. Assign each set of draws to a Skill Level before you draw.Gain SO's as normal for the Aircraft drawn. If you use this option, gain 6/12/18 SOs for Short, Medium, or Long Campaigns.

Example: I am preparing my squadron for the Short 1948: War of Independence Campaign. I place all the Aircraft into a cup that can fly in 1948. I draw one counter and assign him to be my Newbie Pilot. I then draw two more counters for my Green Pilots, etc.

High Stress Attacks/Suppressions

Before any Pilot performs an Attack or Suppression for the Turn, you can decide to gain +1 on all his Attack and Suppression rolls for the Turn. The Pilot suffers 1 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's for Short, Medium, or Long Campaigns.

Successful AtA Cannon Attacks

You Pilots gain 1 XP each time they Destroy a Bandit with a Cannon Attack. If you select this option, pay 1/2/3 SO's for Short, Medium, or Long Campaigns.

Damaging Targets

If you score at least one-half the Hits needed to Destroy a Target, but less than the Hits needed to Destroy the Target, you Damage the Target. Note on your Log the number of Hits you scored on the Target. You score one-half the Target's VPs, rounding down, and discard the Target unless it is an Invasion Target. If you later shuffle the Target deck and draw the Target, it begins with the Hits you previously inflicted on it. If you then Destroy the Target, gain one-half the Target's VPs, rounding up, and its normal Intel, Infra, and Recon track adjustments. If you select this option, pay 3/6/9 SO's for Short, Medium, or Long Campaigns.

• Credits

Game Design: Kevin Verssen
Game Development: Holly Verssen
Playtesting: Cameron Guadagnino
Research: Jonathan Nikitas
3-D Modeler: Oleg Pomoshnikov
Rulebook Editing: Holly Verssen, Sarah Eandi

A HUGE thank you to the DVG Fans who gave some great ideas and feedback throughout the Development of Israeli Air Force Leader. Whether they posted updates to Board Game Geek, gave ideas for Skills, or helped in a different way, I appreciate you helping make this game the very best it can be!

James Garten, Michael Wheal, Howard Andrew Jones, David Makin.

• Aircraft and Ordnance

Aircraft

P-51D Mustang:
Israel was given these surplus P-51s from the U.S. after WWII. They weren't in the best condition, but there were just a few types of Aircraft Israel could get their hands on.

Avia S.199:
A Czech version of the German BF 109G-14 Messerschmitt. Israel was able to purchase more of these than any other Aircraft for its 1948 conflict.

Mk.IX Spitfire:
Another Aircraft sold to Israel from the Czech republic. Due to Russian pressure to dismantle/destroy the last of the Spitfires, the Czechs saw a financial opportunity to sell these to Israel.

B-17 Flying Fortress:
The U.S. gave Israel just 3 B-17 Bombers, so they were used in almost every operation. Being used so often meant they needed repairs frequently.

Special Rules:
Every time you take a B-17 on a Mission, you must pay 1 SO.

The B-17 is armed with a Gun Turret for defense. If the B-17 is about to be attacked by a Bandit at Range 0, roll an Attack for the Gun Turret against the Bandit. Destroy the

Bandit if the Attack is successful. If the Attack fails, resolve the Bandit Attack as normal.

Example: You assign Thunder to attack a Target on the 1st Day of a Campaign. Pay 1 SO. You later assign him to attack another Target on the 3rd Day. Pay 1 SO.

Meteor Mk.XIII:
The Meteor Mk.XIII was one of the first Jet-era Aircraft used in WWII. It was most notably used to shoot down the Ilyushin Il-14 transport that was supposedly carrying several high ranking Egyptian Military officers, and President Abdel Hakim Amer. It was later found that the President was not aboard the IL-14. This attack was considered one of the main reasons for the 1956 War.
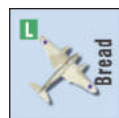
Mosquito Mk.VI:
The Mosquito Mk.VI was transferred from the British to the French, in poor quality, then sold to the Israeli Military. It took Israel 5 months to repair the 40 Mosquito's that had been sold to them. The Mosquitos were designed as both Fighters and Bombers, but they were also used for Recon and Intel runs. By the time the 1956 Suez Crisis took place, these Aircraft had taken hundreds of pictures of Egypt, mapping out Military bases, and Airfields.

Mystere Mk.IV:
A French built aircraft, the Mystere Mk.IV became Israel's first swept wing Aircraft. These were essential in the Suez Crisis, as they were the primary opposition against MiG-15s and MiG-17s.

Ouragan:
These French built fighter-bombers produced by Dassault Aviation participated in Close Air Support Missions throughout 1956, as they could not compete with the MiGs. By 1967, they were severely outclassed, and used only for training.

Magister:
Although produced in 1956, they were only used in 1967 by Israel. They were a great Close Air Support Aircraft. Although they were effective, they suffered heavy casualties.

Mirage IIIC:
The Mirage IIIC was another Dassault Aviation produced aircraft. Its reputation was greatly increased after Israel used it with brutal efficiency in the 1967 War. After 1967 however, an embargo was placed on Israel, so Israel had to develop a new Delta wing Aircraft, the Nesher.

Nesher:
After the 1967 conflict, Israel had lost quite a few aircraft, and needed to build up their Air Force again. To do this, Israel worked closely with French producers, and modeled their Nesher off of the Mirage V. The Nesher preformed very well in the 1973 conflict, claiming over 100 kills.

Super Mystere:
24 of these aircraft were sold to Israel in 1958. They were a strong match against the MiG-19s. After being used in both 1967's 6 Day War, and the 1973 Yom Kippur War, these Aircraft were starting to lose their edge. Israel then sold 12 to Honduras, and started upgrading their Air Force to American A-4 Skyhawks and F-4 Phantoms.

Vautour:
A French bomber and attack aircraft, it used a "flying" tail. It had no Radar or other Navigation systems built in, so the Pilots used a WWII vintage Norden Bombsight. It was limited to daylight only Missions, during clear weather.

F-4 Phantom II:
The first of the F-4s were delivered under a Nixon era program named: Peace Echo. Israeli F-4s shot down their first MiG-21 on November 11th 1969. Egyptian SA-6 and ZSU-32-4 were very effective at knocking F-4 and A-4s out of the sky. The SAM Sites were the biggest threat to the F-4s, however, the Phantoms, as well as the Nesher scored over 100 air victories.

A-4 Skyhawk:
Israel was the largest export customer for the A-4s. They were far cheaper to build, so Israel was able to purchase 217 in 1966, plus 46 more after 1973. They were the primary fighter for ground attacks.

F-15A Eagle:
The F-15A Eagle was an air to air combat fighter, produced by the U.S. and exported all over the world. Israel has been the most prominent user. The F-15 is a very reliable Aircraft.

F-16 Fighting Falcon:
Israel used the F-16 to great effect during the 1981 Iranian Nuclear conflict. They then used the F-16 in the 1982 Lebanon conflict downing 44 enemy Aircraft over a 2 day span. It was also used for ground strikes in the 2006 Lebanon II conflict.

C.2 Kfir:
The Kfir was built from the designs of the Mirage IIIC, and the Nesher. Unfortunately, with all of the advancements, by the time they were being produced, F-15 and F-16s were in higher demand, and could out-perform the C.2 Kfir.

F-35 Lightning II:
Criticized for being an "all-rounder" this plane does not excel at any one aspect of combat, but does offer moderate proficiency at air and ground combat. It's biggest strength is the Stealth element it brings to combat.

Special Rules: The enemy Bandits and Sites ignore F-35s at a range of 1 or more and do not Move toward or Attack F-35s. Each F-35 Aircraft card has a Stealth notation with a die roll. Roll a die for Stealth for Site and Bandit Attacks while an F-35 is Over Target and being Attacked at Range 0, or when reacting to a Special Event Attack when weapon counters can be expended to

reduce the number of Special Event Attacks. If you roll the Stealth rating or higher, you cancel the enemy Attack. Roll for Stealth before Suppressing and Evading.

• Ordnance Counters
Air to Air Missiles (AtA weapons)

AIM-7 Sparrow: The Sparrow was first used by Israel in the 1973 Yom Kippur conflict. It is a radar-guided air-to-air missile. To launch an AIM-7, the attacking aircraft "paints" the bandit with its radar energy. The Sparrow then engages the Target by homing in on the reflected radar energy.

AIM-9 Sidewinder: The Sidewinder has been used by Israel since the 1960s. It is a heat-seeking weapon that homes in on the heat produced by jet engine exhaust.

AIM-120 AMRAAM: The AMRAAM (pronounced "am¬ram") can self-guide to the target. The AIM-120 is agile, and can be effectively used in close range combat. It has the nickname of "Slammer".

Special Rules: AMRAAMs have the Independent ability, but cannot use it to Target a Bandit at range 0 or 1. To Attack a Bandit at range 0 or 1 it must be your Pilot's declared Target.

Example: Your F-16 is in the South Pre-Approach Area and selects a MiG-21 in the South Approach Area for his Attack. He fires an AIM-9 at the MiG-21. At the same time, he can fire some of the AIM-120s he his carrying. You could fire 1 at a Bandit in the North Approach Area, and 1 at a Bandit in the Center Area. He could not fire 1 at a MiG-23 in the South Approach Area, because it is only at range 1.

Shafrir: The Shafrir has been used by Israel since the 1960s. The Safrir-1 was a failure, prompting the development of the Safrir-2. The second iteration of the weapon faired much better in the 1973 You Kippur conflict. It is a heat-seeking weapon that homes in on the heat produced by jet engine exhaust.

Python: The Python series has been used by Israel since the 1970s. The Python-3 was used with great effect in the 1982 Lebanon I conflict. The Python-4 used DASH (Display and Sight Helmet) as well as using dual band technology, similar to the FIM-92 Stinger. Finally, the Python-5 is Israel's most advanced Air to Air Weapon, with a LOAL (Lock-on after Launch) technology, it was first used in the 2006 Lebanon II conflict.

Air to Ground Weapons (AtG weapons)

Unguided Bombs
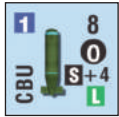
CBU: As the bomb approaches the ground, the outer casing breaks open, scattering hundreds of hand-grenade sized bomblets over an area the size of a football field.

Special Rules: If you use a CBU to Attack a Soft Target or Site, add 4 to its Attack die rolls.

Mk.81 Iron Bomb: Nicknamed the "Firecracker", this category represents a wide variety of close range ground attack weaponry in the 250-pound weight range. These weapons are unguided and were discontinued due to their limited tactical use.

Mk.82 Iron Bomb: This category represents a wide variety of close range ground attack weaponry in the 500-pound weight range. These weapons are unguided and trace their ancestry back to the bombs carried by WWII aircraft.

Mk.83 Iron Bomb: These weapons are a larger version of the Mk.82. Each weighs 1000 pounds.

Mk.84 Iron Bomb: These weapons are an even larger version of the Mk.82. Each weighs 2000 pounds.

M117R: These weapons are a larger version of the Mk.82. Each weighs 1000 pounds.

 Special Rules: If you use an M117R to Attack a Soft Target or Site, add 3 to its Attack die rolls.

M118: These weapons are a larger version of the Mk.82. Each weighs 3000 pounds.

Air to Ground Missiles

AGM-12 Bullpup: Developed mostly for destroying small, tactically important targets. This was a huge step from the "Dumb Bombs" that had been used up until this point. Using CLOS (Command Line of Sight) allowed the Pilot to steer the Missile straight to the target.

AGM-65 Maverick: The Maverick is a rocket-powered precision-guided missile. It can be equipped with several different types of seeker-heads including television, infra-red, and laser.

Special Rules: If you use AGM-65s to Attack a Vehicle Target, add 3 to its Attack die rolls. Mavericks are immune to the Dispersed limitation of only being able to score 1 Hit per Missile.

Radar based Air to Ground Missiles

AGM-45 Shrike: The AGM-45 Shrike was used with great efficiency against the SA-2 Site. It was later upgraded to the AGM-78 ARM. However due to cost, AGM-45s were used far more often. Their Radar homing abilities made them essential against long distance Sites.

AGM-62 Walleye: The AGM-62 was first used during the Vietnam War. Walleyes are guided to the Target by the launching aircraft through the use of a television camera in the nose of the weapon. The AGM-62 is an unpowered glide bomb. Once launched, they can glide for many miles.

AGM-88 HARM: The HARM (High-speed Anti-Radiation Missile) is used exclusively to engage enemy radar systems. Once launched, it locks-on to the source of enemy radar, and destroys the radar energy emitting components.

Special Rules: AGM-88s can only be fired against Sites that have an "R" in their top-left corner. They can also be used to meet the requirement when AtG counters must be discarded as part of an Event card or to modify a SAR roll.

Guided Bomb Units

GBU-10: The GBU-10 is the laser-guided version of the 2000 pound Mk.84 bomb. The GBU (Guided Bomb Unit) adds a laser seeker head and guidance fins to convert the unguided bomb into a precision weapon. The original Paveway system entered service in 1968.

GBU-16: The GBU-16 is based on the 1000 pound Mk.83.

GBU-12: The GBU-12 is based on the 500 pound Mk.82.

Joint Direct Attack Munition

GBU-31 JDAM: The JDAM (Joint Direct Attack Munition) is the latest generation of smart weapons fielded by the US military forces. The GBU-31 is a bolt-on kit that attaches to a 2000 pound Mk.84 bomb. It initially used a GPS system to direct it to a Fixed (immobile) Target. Later, a laser guidance option was added to allow it to attack mobile Targets.

GBU-32 JDAM: The GBU-32 is based on the 1000 pound Mk.83.

Special Rules: These rules apply to all JDAM weapons. Unlike other Special Weapons, JDAMs do not have a per counter SO cost. JDAMs always cost 12 Special Option points per Mission. If you pay the 12 SO points, you can carry as many JDAMs as can be loaded on to your Aircraft for that Mission. JDAMs can only attack Fixed Targets and the Sites of Fixed Targets from 1999 to 2008. After 2008, JDAMs can target non-fixed Targets and their Sites. JDAMs have a range of 1 when dropped from High Altitude, or a range of 0 when dropped from Low Altitude. JDAMs have the Independent ability.
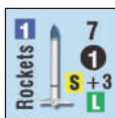
Rockets: Each Rocket counter represents a tube holding several rockets. Rockets trace their lineage back to the rocket pods carried by fighter-bombers in WWII.

Special Rules: If you use Rockets to Suppress a Site Attack, add 3 to its Suppression die roll.

Pods

Pods are not expended like other weapons. They remain with the Aircraft throughout the Mission and are always in effect.

ECM Pod: This is an electronic counter-measures pod used to defend the Aircraft carrying it from enemy attacks.

Special Rules: Each time the Aircraft is Attacked by a Site or Bandit or when reacting to a Special Event Attack when weapon counters can be expended to reduce the number of Special Event Attacks, roll a die for the ECM Pod before Suppressing or Evading. Negate the Attack on a roll of 6 or higher. A Pilot whose Aircraft is equipped with an ECM Pod only suffers 1 Stress when Evading (instead of 2). Each Aircraft can only carry 1 ECM Pod.
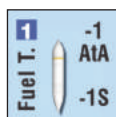
Fuel Tank: Fuel Tanks can be equipped to Aircraft, allowing them to fly further, or engage in Dogfights longer. Due to their bulk however, performing dogfight maneuvers is more difficult.

Special Rules: If the Pilot carries a Fuel Tank through the entire Mission, he suffers 1 less Stress. However, as long as it is equipped, he suffers -1 to his Air to Air Attacks. The Fuel Tank can be jettisoned at the start of any Turn over Target. Fuel Tanks count as Air To Ground Weight, for purposes of the Dogfight Weight Point Penalty.

Internal Cannons

In addition to the munition counters you load on the Aircraft, Aircraft are also equipped with Cannons.

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

The Aircraft must be at Low Altitude. A successful Attack will inflict 1 Hit. Use the Pilot's Air to Ground Skill to modify the Attack.

In Air-to-Air combat, Cannons may be used to Attack Bandits in the same Area as the Aircraft. When Attacking a Bandit, the Aircraft may be at Low or High Altitude. Use the Pilot's Air to Air Skill to modify the Attack.

Roll a d10 for the Cannons. If the modified die roll is equal to or greater than 10, one Hit is scored on the Target. A successful Hit will Destroy a Site or Bandit.

• Sample Game

I'm playing a Short 1973: Yom Kippur War Campaign.
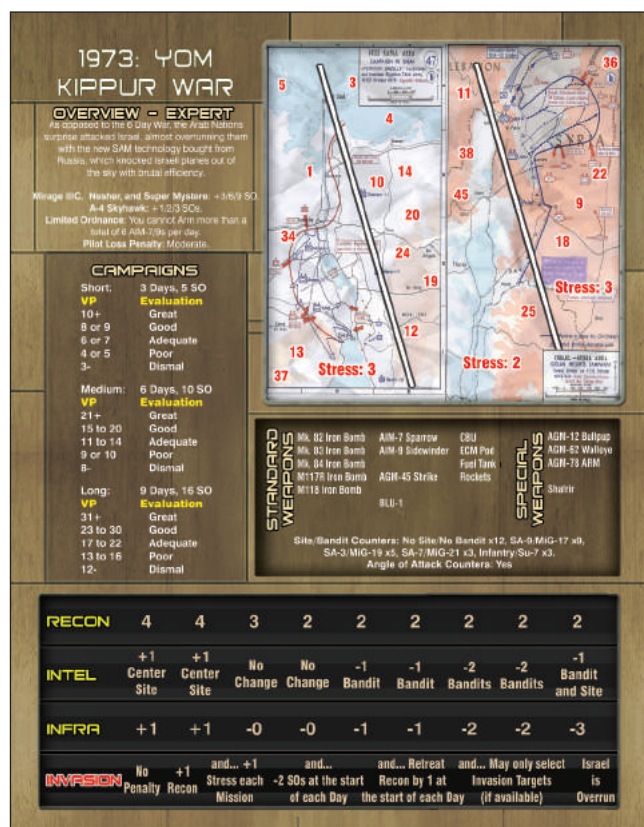
I begin by choosing my 8 Pilots. In 1973, I can choose between 5 Aircraft types, the Mirage IIIC, Nesher, Super Mystere, A-4 Skyhawk, and F-4 Phantom II.
Here are my selections…

A-4	Newbie	Little
F-4	Green	Star
F-4	Green	Warrior
F-4	Average	Knight
A-4	Average	Brick
A-4	Average	Mouse
F-4	Average	Storm
F-4	Skilled	Crusader

The Campaign gives me 5 Special Option points. I gain 3 more for choosing 3 A-4 Skyhawks. This gives me 8 SO's to start the Campaign.

Campaign Prep

I reference the Campaign Sheet, and write in the "Campaign Notes" section of the Player Log the notes I will need to remember. I write that I cannot Arm more than a total of 6 AIM-7/9s per Day.

This is also the time I choose to purchase Skills. Skills cost 1/2/3 Special Option points, depending on if it is a Short/Medium/Long length Campaign. I decide to purchase Diligent and Lucky for Knight, and Timely for Star. I note that I have spent 3 of my 8 SO's on my Player Log.

Mission Prep

My Recon counter is pointing at the 4, so I must draw 4 Targets today (unless I have to stop for a Scramble). I draw them one at a time. I draw Target #4, a sizable Naval Fleet, #5 a World Power Naval Fleet, #10 APC's, and #9 Infantry.

Based on these Targets, I decide to Attack Target #10, because of its "Invasion" Key Term, and then I will also go after Target #9. I can Attack #9 because it has the "Secondary" notation.

I place Target #10 in the Center Area of the Tactical Display, and then draw its Sites.

I need to draw 1 Site in every Approach Area, and 1 in the Center Area, however, due to my Intel, I need to draw 1 additional Site in the Center Area.
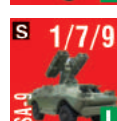
I Draw…

 North: SA-3   South: SA-9

 East: No Site   West: SA-9

  Center: No Site, and the extra Site because of the Intel is an SA-3. I remove the No Site counter and return it to the cup.

I now place their Angle of Attack counters, designating where they can shoot. The Angle of Attack for the SA-3 in the Northern Approach shows it can only fire directly North of it. Sites in the center do not draw Angle of Attack counters. Only their Maximum range and Altitude (High or Low) limits where they can Attack.

I must assign Aircraft to both my Primary and Secondary Targets right now.

For Target #10, APC's I can assign up to 2 Pilots…
F-4   Green   Star
F-4   Average   Knight

For Target #9, Infantry I can assign up to 3 Pilots…
A-4   Average   Brick
F-4   Average   Storm
F-4   Skilled   Crusader

I only have to Arm the first Target's Aircraft for now. I Arm my Aircraft as follows:

Star: 2 AIM-9s, 1 M118 Iron Bomb.
Knight: 1 CBU, 1 AIM-7, 2 Rockets, 1 AGM-62.

I note on the Player Log that I spent 2 SOs on the AGM-62, as it has a weight of 2, and was in the Special Weapon category of the Campaign Sheet.

I make sure all the Weapon's Weight points equal (or are less than) the Aircraft's Weight point limit.

Flight Leader
Knight is my highest Skill Level Pilot on this Mission, so he is my Flight Leader. However, because Knight does not have any Situational Awareness, he cannot give any to Star. My Aircraft are ready to Attack this caravan of APC's.

Target Bound

Looking at this Target, I see that is has the "Escalation" keyword. This means that regardless of whether I Destroy the Target or not, I will have to Draw an Escalation card.

Looking at the top card on the Escalation deck, (see that it is the "Prolonged Conflict" Escalation card. This is bad, as it will extend my Campaign when my Pilots will be at their most Stressed, and my SO's low. By attacking Target 10, I must draw it at the end of this Mission.

On my way to the Target, I draw the Target-Bound Event card: Bad Chow. I use the top text for the Target-Bound, and it says, "1 random Pilot flying this Mission uses his Shaken stats when he is Okay or Shaken." That's bad! I roll a die, and assign Star as (1-5) and Knight as (6-10). I roll an 8. So, Knight has his stats lowered to Shaken, so he now has +0 on his AtA and AtG rolls.

Here is what my Skills will do for me this Mission:

Timely: Expend. After rolling for an AtG Attack, treat the roll as a 10.

Diligent: If you did not fly Yesterday, gain +1 on all rolls today.

Diligent will not give me the +1 this Mission, as he would have needed to not fly on the previous Day of the Campaign, and this is the first Day.

Lucky: Expend. When you get a "Destroyed" result from an enemy attack, treat as only 2 Stress.

Based on the Site layout, I will put both Star and Knight in the Eastern Pre-Approach area at Low Altitude.

Turn 1

I now draw the Bandits that will be present on the Mission. I draw 1 counter for every Approach Area and 1 for the Center.

I draw…

North: No Bandit

South: MiG-21

East: MiG-17

West: Mig-17

Center: No Bandit
I remove the No Bandit counters and return them to the cup.

Here is what the Tactical Display looks like right now.

I draw the Over-Target Event card: Forward Air Controllers. I use the middle text for the Over-Target, and it says, "If you Destroy at least ½ (rounding down) of the Sites placed, gain +1 VP."

This would be huge, doubling the number of Victory points earned for this Mission by only Destroying 2 Sites.

Any Fast Pilots I have would Act now, however I do not have any, so enemy Sites and Bandits can perform their Attacks.

Only the SA-3 in the Center Area has the Range to Attack me. I roll to randomly see who he Attacks. He is Targeting Star. Before the SA-3 makes his Attack, I can decide to Suppress, and then Evade.

I check to see if any Munitions are in range to Suppress. None are within range, so now I decide if I want to Evade with Star. As the SA-3 hits on a 5/7/9, I do not want to be hit by it at all, so Star goes Evasive. I place 2 Stress on Star, and I roll 2 dice, using the lowest roll. The rolls are 8 and 4. I choose the 4, so the SA-3 misses Star.

Now my Slow Pilots get their chance to Act.

Star will fire an AIM-9 at the MiG-17 in the East Approach Area. The AIM-9 hits on a 6, plus 0 for Star's AtA bonus, and +3 for the MiG's inherent ease to Hit. Star needs to roll a 3 or higher to hit. He rolls a 7, Destroying the MiG.

Now it's Knight's Turn. He will be firing his AIM-7 at the MiG-21 in the South Approach Area. The AIM-7 hits on a 6, Knight would normally get +1 on his Attack roll, but he is using his Shaken Stats from the Bad Chow Event card. So his AtA stat is +0. The MiG has a +2 modifier, so he needs a 4 to hit. He rolls a 3, missing the MiG-21.

Now I move my Aircraft to the Eastern Approach, and move all Bandits that are not in range closer to my Aircraft. The MiG-21 in the South Approach has a Range of 1, and my Aircraft are at Range 1 from him, so he does not move. The MiG-17 in the Western Approach however has a Range of 0, so he does move one closer, into the Center Area, over the Target.

I advance the Turn counter to Turn 2.

Turn 2

Here is what the Tactical Display looks like now.


I do not make any Fast Attacks.

The enemy Sites and Bandits can now make their Attacks. First, the MiG-21 randomly Targets Star. I choose not to Suppress with my AIM-9, and instead go Evasive. I roll a 5 and an 8. I suffer 2 Stress for going Evasive, and 1 additional Stress for rolling between the first and second number. Star now has a total of 5 Stress. Still within the Okay Range.
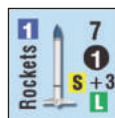
The SA-3 then randomly targets Star. I choose to attempt to Suppress with Knight's Rocket. He needs a 3 to successfully Suppress (The Rocket Hits on a 7, +3 because it is being used to Suppress, +1 because of the SA-3 modifier). He rolls a 1, failing the Suppression. I choose not to Evade, hoping the risk will pay off. The SA-3 rolls a 6, causing 1 Stress. Star is now at 6 Stress, and must use his Shaken Stats.

Now it's my Turn for some payback.

Star fires his AIM-9 at the MiG-21, needing a 6 to Hit, +2 for the MiG-21, -1 because he is using his Shaken Stats. He needs a 5, and rolls a 10! Blowing the MiG out of the Sky!
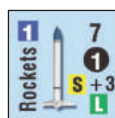
Next, Knight fires a Rocket at the SA-3, needing a 6 and rolling a 7, Destroying the Site.

I now move into the Center Area (still at Low Altitude) with the Target, prepping my Attack run.

I advance the Turn counter to 3.

Turn 3

Here is what the Tactical Display looks like now.

The MiG-17 is finally in Range, and randomly Attacks Knight, I attempt to Suppress with Knight's Cannon, needing to roll a 10, +3. I roll a 4, missing. I choose not to evade, and the MiG-17 fires at me, rolling a 10! That is at the third number or higher, and is a Destroyed result!

Thankfully I have the Lucky Skill. So instead of taking a Destroyed result, he only takes 2 Stress, and discards his Skill from the Campaign.

Now it's my Turn to bomb the Target. The Target has 3 Hits needed to Destroy it, plus 1 because of the Infra track.
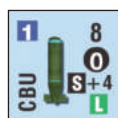
I start with Knight's CBU. The CBU Hits on an 8, then gets +4 against Soft Targets. All Sites and some Targets have the "Soft" Keyword. Knight needs a 4 or higher to do 1 damage to the Target, he rolls a 3, missing with his CBU.

Now it is up to Star with his M118. He is at -1 because he is using his Shaken stats. He drops the bomb and rolls to see how well it Hits. He rolls a 5, -1 to a 4, only doing 2 points of damage. Not good enough!

He expends his Timely Skill, changing the die to a 10. Timely is unaffected by stats, so his 10 means the bomb does 4 damage. Just enough to Destroy the Target!

One final look at the Mission before I move to the Approach Area and end the Mission.

Home-Bound Flight
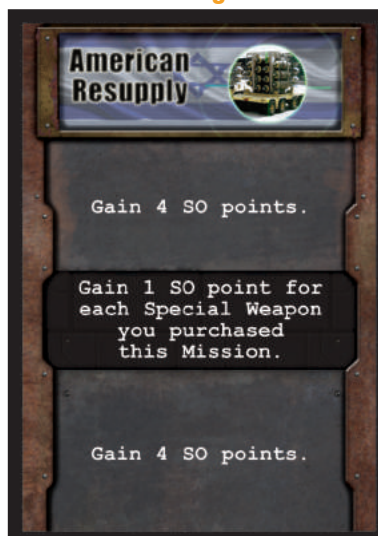
On the way home, I draw the Home-Bound Event card: American Resupply. This is perfect! I gain an immediate 4 Special Option points for future Missions.

I would also move my Invasion counter at this point; however there are no Invasion Targets available, so that counter does not move.

Now, I have to draw my Escalation card for attacking an Escalation Target, "Prolonged Conflict" immediately takes effect, and I extend the Campaign by 1 Day, and will suffer a -2 VP loss at the end of the final Day of the Campaign.

Debriefing

On the Player Log, I note the Mission Outcome: Target Destroyed X. This means I gain 1 VP. I had a chance of gaining a second VP had I destroyed ½ of the Sites, but did not complete that. I then move my Infra one to the Right.

The SOs used to purchase the AGM-62 do not get refunded to me, regardless of whether or not I used it during the Mission.

At the end of the Mission, each Pilot gains 1 XP for flying the Mission and 1 XP because the Target was Destroyed and nobody got Shot Down. Based on the Target's location on the Campaign sheet, each Pilot flying against this Target gains 2 Stress. This Stress is added to the Stress each Pilot suffered throughout the Mission. Subtract each Pilot's Cool to find their Stress for today.

Both have a Cool of 0, and Star took 6 Stress during the Mission, +2 more, totaling 8. He can fly tomorrow, but he's close to becoming Unfit.

Knight took 2 Stress during the Mission, +2 more totaling 4. He is still at his Okay range, but on the edge of Shaken.

I log each Pilot's Stress and Experience points on the Player Log. I then place these Pilots, Skills, and Stress off to the side, and get Brick, Storm, and Crusader ready to fly against the Infantry Patrol.