HORNET LEADER
— CARRIER AIR OPERATIONS —

• Introduction

You are the commander of a United States Navy or Marine Corps state-of-the-art strike fighter squadron.

As a squadron commander, you will be given missions and targets to destroy, and an intelligence briefing to give you information about the target 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

Campaign Maps

These sheets show the Target opportunities, Campaign durations, and other Campaign specific information.

There are 4 levels of Campaign difficulty. From easiest to hardest, they are: Introductory, Standard, Advanced, and Expert. We recommend starting with Introductory for your first Campaign.

The numbers on the map are Target numbers corresponding to the numbers in the top-right corners of the Target cards.
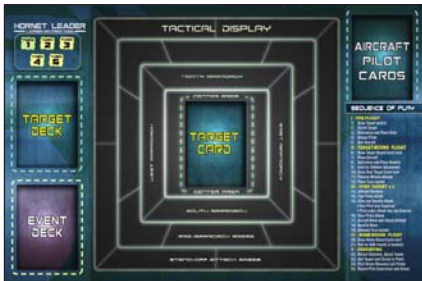
The small white caret on each map shows the direction from which you are flying from your aircraft carrier. This does not effect game play.

Help Sheet

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

Tactical Display Sheet

You will use this sheet to resolve the Over Target portion of each mission. This sheet shows the Sequence of Play and has areas to organize your cards.

Adjacent Areas

Always use the shortest path when calculating range for an Attack or movement.

The Areas adjacent to the Center Area are: the Approach Areas.

The Areas adjacent to an Approach Area are: the Center Area, the Approach Areas that touch the Approach Area, and the Pre-Approach Areas that touch the Approach Area.

The Areas adjacent to a Pre-Approach Area are: the Pre-Approach Areas that touch the Pre-Approach Area, the Approach Areas that touch the Pre-Approach Area, and the Stand-Off Areas that touch the Pre-Approach Area.

The Areas adjacent to a Stand-Off Area are: the Pre-Approach Areas that touch the Stand-Off Area, and the Stand-Off Areas that touch the Stand-Off Area.

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

Aircraft: Each counter has a Low Altitude side and a High Altitude side.

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.

Place all the red Air Defense counters in a cup to draw from when you are determining Sites and Bandits present.

Air Defenses have their Attack numbers across the top.

The counter's range number is in the black circle and indicates the maximum range of the counter's Attack. If a counter does not have a range number, it can only Attack Aircraft in its same Area.

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

If the counter has an "R" in the upper left corner, the counter can be Attacked with Anti-Radar weapons (AGM-88s) as well as normal weapons.

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.

Some Sites and Bandits also have a positive or negative defense number in their top left corner. Apply this modifier to your die roll when Attacking them.

Example: If a Site has a "+1" defense modifier it is easier to Hit. Add 1 to the die roll when you Attack the Site.

Component note: The Taiwan Defense campaign uses the normal mix of Soviet fighters for the Chinese. China builds its

own fighters, but they are very similar in capability to the Soviet aircraft.

Enemy Bombers: These counters are double-sided. They have a single enemy Bomber on one side and two enemy Bombers on the other. Flip and swap counters as needed as you Destroy the Bombers.

Use these counters to represent the incoming enemy Bombers during the Carrier Defense missions. Each counter has a defense modifier that is added to your air combat Attacks 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: One of your Pilots targets a Bomber counter with 2 Bombers. He fires 4 Sidewinders and scores 3 Hits. He destroys 1 enemy Bomber. Flip the counter to its 1 Bomber side.

Bomber counters do not move on the Tactical Display like Bandits, they remain in the Center Area. Bomber counters do not Attack your Aircraft.

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

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

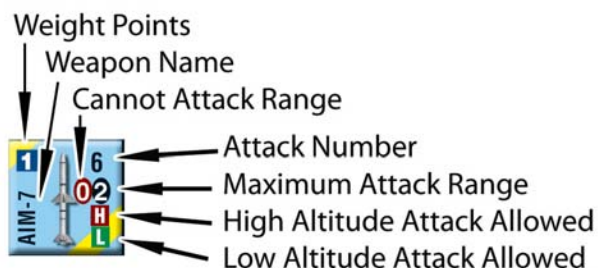**Target Damage:** Used to note the Hits you've inflicted on the Target.

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Campaign Sheet Counters: Place the "Target" counter on the Campaign Sheet as a reminder of which Area your Target is in.

Place the Recon, Intel, and Infra counters on the corresponding words of the Campaign Sheet. When referencing the Campaign Sheet tracks, use the information on the space to the right of each counter.

Weapons

Weight Points
Weapon Name
Cannot Attack Range
— Attack Number
— Maximum Attack Range
— High Altitude Attack Allowed
— Low Altitude Attack Allowed

Arm your Aircraft with weapon counters during the Arm Aircraft Phase. The military designation of each weapon is printed vertically along its left edge.

Weapons are either external munitions, internal munitions, or systems carried by a Pilot's Aircraft. Each individual Aircraft is limited on what it can and cannot carry due to weight, hardpoints, and flight systems. In Hornet Leader it is your job to arm your Aircraft with the right combination of weapons to get the job done.

Each weapon counter has a Weight Point cost. The weapon counters provided limit your selection. You may not use more of a given type of counter than the actual number of that counter provided in the game. The counters have one type of munition on one side and a different type on the other. As you select the weapon counters, place them on the appropriate Aircraft cards.

Types of Weapons
There are three types of munition counters: Air to Air, Air to Ground, and Pods.

Air to Air weapons (AIM-9s, AIM-7s, AIM-120s and AIM-54s) 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.

ECM Pods are special. An ECM Pod helps to protect the Aircraft carrying it from enemy Attacks. Reference the Ordnance section for the specific rules.

Weapon Characteristics
Each weapon represented in the game has the following characteristics:

Weight Points: Weight cost for arming an Aircraft with this weapon counter.

Example: The Mk. 84 has a Weight Point cost of 3. It uses 3 Weight Points on an Aircraft.

Attack Number: Roll this number or higher to successfully Hit a target.

Maximum Attack Range (black): The maximum distance the weapon can travel to Attack a target.

Anti-Radar: Some Sites have an "R" (Radar) notation. AGM-88s have a matching "R" (Radar) notation. AGM-88s cannot Attack Targets, they can only Attack Sites that have an "R" notation.

Cannot Attack Range (red): If the weapon counter cannot Attack at a specific range, it will be shown in red next to the black range information indicating a range you can use.

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 limitation on Target cards of only being able to score 1 Hit per counter.

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

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

Low Altitude Attacks: The weapon can be used by an Aircraft 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 Pilot's declared target, or a different target.

Example: Your F/A-18C at High Altitude in the Center Area declares the Target to be his target. Usually, he can only Attack the declared target, but because he has weapons with the Independent trait, he can drop a Mk. 82 and GBU-38s on the Target, a GBU-38 on a Site in the Center Area, and a GBU-38 on a Site 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 Air Defense counter's Attack against your Aircraft. The specific bonus is noted on their weapon counters next to the "S" in the yellow square.

Aircraft Cards

Each Pilot/Aircraft card represents its crew and Aircraft. Each card has two sides that show different experience levels for the Pilot. Throughout these rules, the terms Aircraft and Pilot refer to these cards.

1 - Pilot Name - Pilot call signs are for reference purposes only. They do not affect game play.

2 - SA - Situational Awareness - The Pilot's Situational Awareness skill value. For every point a Pilot has in this skill, he can act twice during a turn. Once during the Slow step and once during the Fast step.

3 - Skill Rating - Pilot skills are: Newbie, Green, Average, Skilled, Veteran, or Ace. The higher the rating, the better the Pilot skills.

4 - Experience - The number of Experience Points the Pilot must earn to be promoted to his next higher skill level.

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

6 - Special Option Points - The number of SO (Special Option) Points awarded or expended for choosing the Aircraft. The 3 numbers note the SOs gained or expended based on the Campaign length being played - Short, Medium, or Long.

Example: If you choose to add an F/A-18F to your squadron, for a Short Campaign, you need to spend 3 SO Points.

Example: If you choose to add an A-7 Corsair II to your squadron, for a Long Campaign, you gain an additional 12 SO Points.

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

Example: The F/A-18F entered service in 2001. It can participate in all Campaigns from 2001 and after.

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.

If a Pilot's Stress Points fall into 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.

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 9. When a Pilot's Stress exceeds the Shaken range, he becomes Unfit.

When a Pilot becomes Unfit, (the Unfit range on this card is 10+) remove all weapons (not 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 by 1 to 3 points.

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

12 - AtA - Air to Air skill. This number is used to modify all Air to Air Attacks and Suppressions made by the Pilot.

13 - AtG - Air to Ground skill. This number is used to modify all Air to Ground Attacks and Suppressions made by the Pilot.

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

15 - Munitions and Special Abilities - 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. If the Aircraft has special abilities, they will be listed here. Reference the full descriptions of special abilities in the Aircraft section at the end of these rules.

16 - Gun and Special Abilities - Gun availability and Gun Attack information is found in this Area, along with some special ability information.

Event Cards

Target-Bound Event

Over Target Event

Home-Bound Event
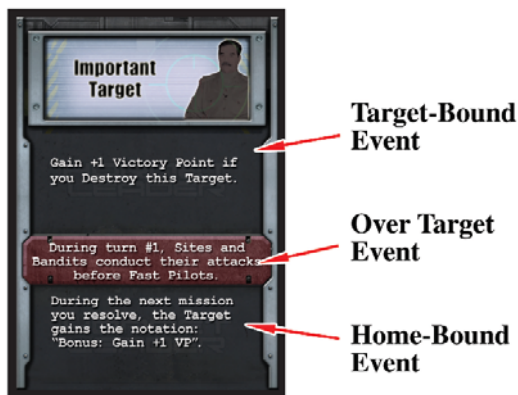
When you are asked to draw an Event card, draw from this deck. The top section shows mission events that occur on the way to the Target. The center section shows any changes in the defenses over the Target. The bottom section shows mission events that occur on the way home from the Target.

Unless an Event card states otherwise, Events only apply to the Aircraft/Pilots participating in the mission. Unless an Event states otherwise, immediately apply its effect.

Challenging Events

Some Events have a "XP 1" notation. After you resolve all of the effects from these events, give each Pilot who encountered and survived the Event 1 Experience Point. Record the Experience Point on the Pilot Log, and check for Pilot Promotion at the end of the mission, during the Pilot Promotion step as normal.

Target Cards
Target cards detail your mission objectives and their defenses.

The Target number is in the top-right corner and corresponds to the numbers on the Campaign Maps.

Target Trait Words
Many Target cards have trait words in their Special text area.

Bandit - Draw the indicated number of Bandit counters at the start of each turn Over Target. Place the resulting Bandits in the Center Area.

Bonus - If you Destroy the Target, in addition to the normal effects, gain the noted benefit.

Dispersed - Each AtG counter cannot inflict more than 1 Hit on the Target.

Fixed - JDAM weapons can only Attack Fixed Targets from 1999 to 2008.

Friendly Fire - Inflict 1 Stress on the Attacking Pilot for each of his AtG counters expended Over Target, that inflict 0 Hits or fail to Suppress.

Hardened - Subtract 1 Hit from the Hits inflicted by each AtG counter against the Target.

Improvement - This trait activates when the Target card is drawn. Apply the effect until you Destroy the Target card. If you do not select or Destroy these Target cards, do not discard them. These cards remain available for mission selection, in addition to your Recon Target draws, until Destroyed.

Example: Target #41 has the Improvement of giving all Targets 1 extra Hit. This means all Targets, including #41 requires 1 extra Hit to Destroy as soon as you reveal card #41.

Some Target cards have a Bonus of discarding an Improvement card in play. When Targets are discarded their Improvement effect immediately ends. Do not treat them as Destroyed.

Overkill - You gain the noted bonus if you inflict the specified number of Hits on the Target.

Objective - Place the indicated counters in the Center Area. You must Destroy these counters to Destroy the Target. You do

not need to Destroy any other counters in the Center Area to Destroy the Target.

Some Target cards with Objectives also list Hits. To Destroy the Target, you must Destroy the Objectives and inflict the noted number of Hits.

Some Objective Bandits and Sites might be on the backside of Sites and Bandits removed from the Campaign due to the Campaign Sheet notes. Use those counters as needed for Objectives, but do not add them to your Bandit/Site counters being used for the Campaign.

Penalty - If you select the card for a mission and do not Destroy the Target, suffer the noted penalty. If you suffer an "end campaign" penalty, your Campaign ends. Treat it as a Dismal Evaluation.

Scramble - As soon as you draw one of these cards, stop drawing Target cards. You must select this card as your Day's Primary mission.

Secondary - 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 both missions when you assign Pilots to the Primary mission. Do not determine the Sites for the Secondary Target until after resolving the Primary mission.

Fly the Secondary mission after you fly the Primary mission. Treat the Secondary mission in all ways like a Primary mission.

Adjust the Campaign tracks after completing both missions.

Secondary Targets can be selected as a Primary or Secondary mission Target.

Small - Subtract 1 from all AtG die rolls against the Target.

Soft - Some weapons get a bonus to Attack Soft Targets.

Stress - Add or subtract the indicated number of Stress Points at the end of the mission to each Pilot who flew the mission.

Vehicle - Some weapons get a bonus to Attack Vehicle Targets.

Words in Quotes - These effects apply to Target cards that have the specified word in quotes in their title.

Example: If the text refers to the word "Fleets", it would apply to any Target card that had the word Fleet in its title.

• Campaign Set-Up

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

Next, decide if you are going to fly a US Navy or Marine Corps Campaign.

US Navy Campaign

If you fly a Navy Campaign, you'll be flying from an Attack Carrier. Attack Carriers are large ships that carry nearly 100 aircraft of all varieties. Circle "US Navy" on the Player Log Sheet.

Do not select any AV-8Bs for your squadron.

Look through the Target cards and select the cards that have a Target number shown on the Campaign map. Use these cards to form your Target deck. Place the other Target cards off to the side. They will not be used during the Campaign.

Marine Corps Campaign

If you fly a Marine Campaign, you'll be flying from an Assault Carrier. Assault Carriers are smaller and carry short take-off and landing aircraft. Assault carriers operate Marine aircraft that are used to support Marine shore assault operations.

Select only AV-8Bs and F-35B/Cs for your squadron. Circle "Marine Corps" on the Player Log Sheet.

Look through the Target cards and only select the cards that have a Target number shown in the closest range band of your Campaign's map. Use these cards to form your Target deck. Place the other Target cards off to the side.

Example: In the Iraq 1991 Campaign, begin with Target cards 10, 20, 53, 56, and 57.

If the Campaign Notes instruct you to begin the Campaign with specific Target cards in play, then begin with those cards in play. You may fly missions against those Targets as normal, even if you haven't Secured the preceeding range bands.

Once you Destroy at least one-half (rounding up) of the Targets in a range band, the range band is "Secured".

Once the first range band is Secured, look through the Target cards and select the cards appearing in the second range band. Add them to any undrawn Target cards remaining, and shuffle.

Example: In the Iraq 1991 Campaign, the second range band Target cards are: 1, 5, 6, 8, 12, and 44.

Repeat as you Secure each range band until the end of the Campaign.

Marines do not fly Campaigns like the Navy. In Navy Campaigns, you start with all the Campaign's Target cards in the Target deck. In Marine Campaigns, you start with only the Target cards in the closest range band. You add the Target cards for the next more distant range band as you Secure each range band.

Shuffling Card Decks

Shuffle the Target deck and Event deck and place them face-down in the appropriate sections 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.

Enemy Air Defenses

Place the cup with the Air Defense counters near the Tactical Display Sheet.

Choose the duration of the Campaign you will fly. There are three Campaign durations (Short, Medium, and Long) which specify the number of Days that you will fly in the Campaign.

The Campaign duration also determines the number of Special Option Points that are available and the number of Victory Points you must score for each success level of the Campaign.

Example: If you fly an Iraq 1991 Campaign with a Medium Duration, you will fly 6 Days, receive 45 initial SO Points, and need 14 to 18 VPs to achieve a "Good" Campaign Evaluation.

Campaign Notes

Some Campaigns have a Notes section that details special instructions for the Campaign. If a note directs you to "Remove" Site or Bandit counters, do not include those counters in your Air Defense cup.

Campaign Tracks

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

Example: In the example graphic, the Recon counter is pointing to a "3", the Intel counter is pointing to "-1 Center Site", and the Infra counter is pointing to "-0 Hits".

Recon (Reconnaissance)

This track represents the enemy's ability to limit reconnaissance efforts by the United States. As the enemy's abilities are damaged, it opens up more Target possibilities for your squadron to choose from by increasing the number of Target cards you may draw when selecting the Target for a mission.

This rating sets the upper limit on the number of cards you may draw. You may choose to draw each card one at a time.

Example: If you already have several Improvement Target cards lingering from previous missions, you may not want to draw more Target cards and risk bringing more Improvement Target cards into play.

Intel (Intelligence)

This track represents the enemy's ability to determine which Targets the United States may 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.

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. The Aircraft costs are found on the Aircraft cards.

Each Campaign has its own list of available Standard Weapons and Special Weapons. To select a Special Weapon, you must pay Special Option Points equal to its Weight Points. Standard Weapons do not have a Special Option Point cost.

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: You must pay 2 Special Option Points for each GBU-16 selected for a mission.

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.

Selecting Squadron Pilots

At the start of the Campaign, select Pilot cards based on the experience levels of the Pilots (Newbie through Veteran). You can only select Aircraft that have a Service Year range that includes the Year of the Campaign.

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

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.

Example: I selected a Long Campaign Squadron for Iraq 1991. I decided to only select F/A-18C Aircraft, I choose:
Newbie - Wolf
Green - Cowboy, Mustang
Average - Talon, Griffin, Bear, Blackhawk, Panther, Hunter
Skilled - Banzai, Lightning
Veteran - Wedge

Aircraft Quality

The F/A-18C is the baseline for Aircraft quality in the game. Selecting an Aircraft with inferior abilities is compensated for by giving you extra Special Option Points at the start of a Campaign. Choosing a superior Aircraft will cost you SO Points. The number of Special Option Points gained or spent depends on the duration of the Campaign you choose.

Each A-7, AV-8B gives you:
4, 8, 12 SO Points during a Short, Medium, Long Campaign

Each F/A-18E or EA-18G costs you:
2, 4, 6 SO Points during a Short, Medium, Long Campaign

Each F/A-18F costs you:
4, 8, 12 SO Points during a Short, Medium, Long Campaign

Each F-35B/C costs you:
6, 12, 18 SO Points during a Short, Medium, Long Campaign

Example: If you place two A-7 Aircraft into your squadron, you would start your Medium Campaign with +16 SO Points.

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 for a Short Campaign costs 6 SO, Medium costs 12 SO, and Long costs 18 SO.

• Sequence of Play

Pre-Flight
Draw Target Card(s)
Select Target
Determine and Place Sites Present
Assign Pilots
Arm Aircraft

Target-Bound Flight
Draw Target-Bound Event Card
Place Aircraft
Determine and Place Bandits
Intel Air Defense Adjustment
Draw Over Target Event Card
Phoenix Missile Attacks
Place Turn Counter in Turn Box #1

Over Target Resolution (5 Times)
Jettison Decision
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
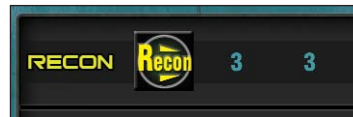Bandits Move
Advance Turn Counter

Home-Bound Flight
Draw Home-Bound Event Card
Roll for SAR results

Debriefing
Record Mission Outcome, Victory Points, Adjust Recon, Infra, and Intel Counters
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 maximum number of Target cards you may draw for the Day. The number shown to the right of the counter (where the arrow is pointing) is the number of cards you may choose to draw. Draw cards one at a time.

Example: Based on the Recon counter's position in the sample graphic, you can draw up to 3 Target cards.

Examine each of the Target cards and select one as the Target of the mission. Place it in the Center Area of the Tactical Display Sheet. Discard the other Target cards.

In the column for the current mission, on the Mission Log below the "Target #" header, write the number of the Target card you have chosen to attack.

Recon Priority

After you see the Target cards available to you, you can choose to purchase the Recon Priority option with your SO Points.

You can spend 2 SO Points to draw 2 more Target cards. Once you see the additional Targets, you can do it again. You can repeat this as many times as you like.
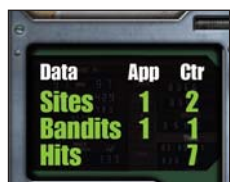
Down Time

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. Then go to the mission Debriefing and carry out those steps.

Determine and Place Sites

There will usually be Sites in the Center Area and surrounding Approach Areas.

At the bottom left corner of 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.

Tactical Display Sheet

Use the Tactical Display Sheet to organize your tactical air-to-air and air-to-ground combat. A Turn track is included to record the five turns the Aircraft get to spend Over Target during each mission.

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

You may examine the backs of the Site counters to see which Bandit/No Bandit possibilities have been eliminated from the possible Bandit counter draws.

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. This number is shown above the graphic of the Aircraft in the center of the Target card. You may send fewer Aircraft on a mission, but you may not send more than the listed number.

Example: This Target indicates that 4 Aircraft can be taken on the mission.

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 spent on the Log.

Situational Awareness

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

Example: A Pilot has a Situational Awareness value of 2. Place 2 Points of Situational Awareness counters on his card.

Select Flight Leader

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

Example: The most highly skilled 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.
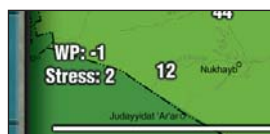
Weight Point Limit

Each Aircraft has a maximum number of Weight Points (WPs) of munition counters it can carry. This number is reduced by the Target's location on the Campaign Map Sheet, (these Weight Points are assumed to be used to carry extra fuel).

Example: If you were Attacking a Target in this area of the Iraq 1991 Campaign, each Aircraft would suffer a -3 Weight Point penalty. An F/A-18C Hornet, which can usually carry 8 Weight Points, would only be able to carry 5 WPs.

Tanker Priority

You can choose to purchase the Tanker Priority option during the Arming Step. Having Tanker Priority reduces the mission's Weight Point penalty to -0 WPs. Pay 1 SO Point for each Aircraft flying the mission.

• Target-Bound

This represents the time from when the 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 Stand-Off 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.

The bottom-left corner of each Target card shows the number of Bandit counters drawn for each Approach Area and the Center Area.

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

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

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 can remove a Site and/or Bandit counter.

If the track notes "Center", draw or Destroy the indicated type of Defense from the Center Area. If the note does not read "Center", Destroy the indicated type of Defense counters from the Center or any one Approach Area. If the track notes +1 Site or +1 Bandit, draw and add it to the appropriate area of the Tactical Display Sheet.

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.

Phoenix Missile Attacks

If you have F-14 Tomcats equipped with Phoenix missiles (AIM-54s), you can launch some or all of them during this step against the enemy Bandits.

Declare all Phoenix missiles to be launched, and the target of each, before rolling any dice.

Apply the standard AtA modifiers to these Attacks. During this step, Phoenix Missile Attacks ignore Range and are not penalized due to the Aircraft carrying AtG counters.

Example: You have 2 F-14s carrying 2 Phoenix missiles each. There are 4 Bandits on the Tactical Display, a MiG-21, MiG-23, MiG-25, and MiG-29. You declare 2 Phoenix on the MiG-29, 1 on the MiG-25, and 1 on the MiG-23. You then roll for all 4 Attacks.

• Over Target

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

Jettison Decision

Aircraft may now "jettison" (remove) any and all munitions carried. These munitions are lost and do not Attack enemy units. This is usually done by Aircraft carrying Air to Ground munitions to avoid negative Dogfight penalties.

Aircraft Attack Sequence

During the appropriate step of a turn, 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 effects 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 any and all Air-to-Ground weapon counters provided they are in range of the Target and the Aircraft is at the proper Altitude.
OR
Attack the Target with Guns, if at Low Altitude and in the Center Area.
OR
Attack any one Site with any and all Air-to-Ground weapon counters provided they are in range of the Site and the Aircraft is at the proper Altitude.
OR
Attack any one Site with Guns, if the Aircraft is at Low Altitude and in the same Area as the Site.
OR
Attack any one Bandit with any and all Air-to-Air weapon counters that are in range of the Bandit.
OR
Attack any one Bandit with Guns, if 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 Guns. Resolve the Attack as described in the appropriate section below.
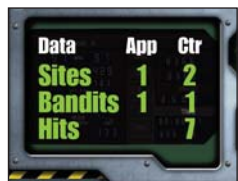
The number of Hits needed to destroy a Target is listed on the Target card.

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

Air to Air Attacks

When you expend Air-to-Air weapons or Attack a Bandit with Guns you may score a Hit on the Bandit. 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 Hunter (as a Veteran) has 0 to 6 Stress, he uses his Okay stats. He is Fast and has +1 Air Combat skill and +0 Ground Attack skill. When he has 7 to 11 Stress he becomes Shaken. He becomes Slow with -2 Air Combat and -3 Ground Attack skill. When he has 12 or more Stress, he is Unfit.

Example: When Hunter (as a Veteran) Attacks a MiG-21 Bandit, he would be able to Attack the Bandit before the Bandit Attacks, because he is Fast. I would also be able to add +3 to his die roll (+1 for his AtA skill and +2 more for the MiG's defense modifier for a total of +3).

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 Weights 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 with the other counters. Remove each expended weapon counter from the Aircraft, even if they were not needed.

Air to Air Combat Example:

Hunter is Attacking a MiG-21 with two AIM-9 AtA missiles. I launch the missiles by removing them from the Aircraft card and rolling one 10-sided die for each counter (two rolls). I am attempting to roll the Attack number at the top of the counter or higher. The AIM-

9 has an Attack number of 6. I also add my Pilot's AtA Skill to the die roll (+1), and the MiG-21's defense modifier (+2). The MiG-21 will be Destroyed if I Hit it once. I roll a 6 and a 2. The modifiers change the die rolls to 9 and 5. The roll of 9 is equal to or higher than the Attack number (6) on the AIM-9. The MiG-21 is Destroyed.

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.

Attack Numbers

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

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

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

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 Mk. 84, if you roll 1-2 you miss. A roll of 3-4 scores 1 Hit. A roll of 5-7 scores 2 Hits. A roll of 8+ scores 3 Hits.

If you are Attacking the Target or a Site with Guns, the Aircraft must be at Low Altitude. Roll a d10 for the Guns. If the modified die roll is equal to or greater than 10, one Hit is scored on the Target or Site.

Damage to Sites

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.

Some Sites also have a defense modifier on their counter.

Example: When Hunter (as a Veteran) Attacks an SA-8A Site, he would be able to Attack the Site before the Site's Attack because he is Fast. I would add +1 for the Site's defense modifier.

Example: After dropping a Mk. 84 onto an S-60, I roll a die and get the result of 7. The S-60 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: After dropping a Mk. 84 on the Target, I roll a die and get the result of 10. The Target suffers 3 Hits. I place a 3-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 in the lower-left corner of the Target card. You do not have to destroy the Sites and Bandits to Destroy the Target.

You do not have to inflict Hits against a Target that does not have a Hits rating. The Infra track on the Campaign Sheets as well as other game effects modify the number of Hits needed to Destroy a Target. Do not modify the Hits needed to Destroy a Target card that lacks a Hits rating.

Example: Target #58 "Fighter Sweep" does not have a Hits rating. Regardless of effects, you do not have to inflict any Hits to Destroy the Target. In this case, you just need to shoot-down the Objective Bandits

Spill Over Damage

Damage never spills over to another target. Extra Hits inflicted on a Site do not carry over to affect another Site or the Target. Likewise, extra Hits scored against the Target do not affect Sites.

Site and Bandit Attacks

After Fast Aircraft Attack, all surviving Sites and Bandits Attack. A Site is limited to which Aircraft it can Attack based on the Altitude and range to the player's Aircraft. A Bandit is limited to the Aircraft it can Attack based on the Bandit's range to the player's Aircraft.

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 try Evading.

Suppression

Any one Aircraft may perform a Suppression Attack on the Site or Bandit. Specify a Gun Attack, or the weapon counter(s) to be expended. Apply all Attack modifiers and Options to the Suppression rolls as normal. If the Suppression die rolls indicate that a Hit is inflicted, the Site or Bandit Attack is cancelled. However, the Site or Bandit **does not** suffer damage from the Suppression Attack. If the Suppression attempt(s) fail, the Aircraft cannot try again for that Attack, but can try to Suppress future Attacks.

Example: Bison has been targeted by an SA-10 Site. Raider drops a Mk. 82, Hitting the SA-10. The SA-10's Attack against Bison 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: Hoss has been targeted by a MiG-23. He chooses to go Evasive and rolls two dice for the MiG's Attack. The rolls are 10 and 1. Using the 1 result, Hoss is missed by the MiG-23.

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

If the modified die roll is less than the first number, there is no effect on the player's Aircraft.

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.

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.

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: Farmboy has been targeted by a Zu-23-4 Site in his Area. Farmboy does not Suppress or Evade. I roll once for the Site. If I roll a 1 or lower Farmboy is missed and suffers no ill effect. If I roll a 2 through 4, he suffers 1 Stress. If I roll a 5 through 7 he is Damaged. If I roll an 8 or higher he is Destroyed.
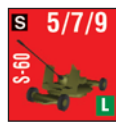
Example: Scout is flying at High Altitude in the same Area as an S-60. The S-60 can only Target Low Altitude Aircraft. Scout cannot be Targeted.

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-6 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 Intruder, it can remain at High Altitude or change to Low Altitude.

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. 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 Wolf 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 will randomly move into one of the two Areas. 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:
• Subtract the Weight Point penalty for the Target (shown on the Campaign Map Sheet). This is not modified by the Tanker Priority option.

• 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. Bear was shot down during the Target-Bound step, and Banzai was shot down during the Over-Target step. Shifty remains unharmed and still carries a few weapon counters.

I choose to expend a Mk. 83 (2 Weight Points of AtG) from Shifty for Bear's SAR roll. The Target had a -2 WP modifier due to its location on the Campaign Map Sheet. I roll a die and get a 5. I add +2 to the roll for the expended Mk. 83, +2 more because Bear was shot down during the Target-Bound step, and -2 for the Target WP penalty. Bear's Search and Rescue result is a 7. He is Recovered Under Fire. I place 5 more Stress Points on his Pilot card and return him to the squadron.

Shifty does not have any more AtG counters to use for Banzai. I roll a 6 for Banzai's Search And Rescue result. I subtract 2 for the Target's WP penalty. Banzai is Missing in Action. I remove his card from the squadron for the rest of the Campaign.

• Debriefing

Record the number of Special Option Points you spent during the mission, and the number you have remaining below the Pilot information.

Below the Special Options line, record the final Target Status of the Target. 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 (shown in the lower right of the Target card) on the Victory Points line. If the Target was not Destroyed, place an "O" 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 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 the Target is Destroyed, move the Recon counter 1 space to the right and the Infra counter 2 spaces to the right.

If the Target was not Destroyed, do not adjust the Campaign Map Sheet 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.

Campaign Outcome

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

Example: If you were playing a Short, Libya 1984 Campaign, and earned 11 Victory Points over the 4 Days, you would have earned a Good Campaign Victory outcome.

Destroyed Aircraft

Lose 1 Victory Point for each of your Aircraft that was Destroyed during the Campaign.

Lose an additional 1VP, 2VP, or 3VP during a Short, Medium, or Long Campaign for each of your Pilots that suffered a Missing In Action result (and was not later recovered with the Search and Rescue Event card).

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.
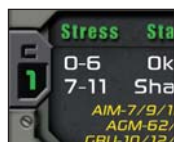
Adding Target Stress
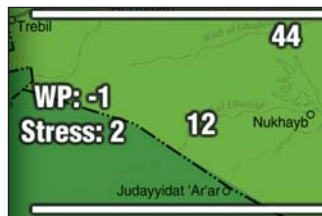
After the mission is over, each Pilot that flew the mission also suffers Stress based on the Target's Area on the Campaign map.

Example: All Pilots who fly a mission against Target #44 (see graphic) suffer 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.

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

Example: Hunter gained 7 Stress during the last two missions. He is Shaken and will not be flying the current mission. After the mission, 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 on his Aircraft and he will be able to use his Okay stats.

Priority R&R

Once after every mission you may spend 9 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 as normal. 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
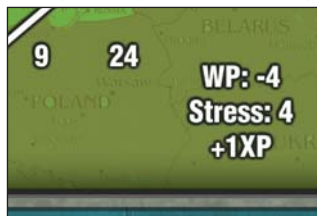
The Targets in the most distant range band in some Campaigns are worth 1 bonus Experience Point. Such range bands are noted with a "+1XP" on the Campaign sheet.

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 #24 (see graphic) and 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: Hunter 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.

Example: Newbie Banzai has just returned from a mission. He earned 2 Experience Points, bringing his total to 5 Experience Points. He Promotes to Green.

Example: If Newbie Banzai's 2 Experience Points give him a total of 6 Experience Points, he Promotes to Green (using 5 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.

Night Missions

Some of the Target cards have a night-vision view of the Target (2, 3, 14, 15, 19, 24, 25, 26, 27, 38, 39, 40, 41, 42, 47, 48, 49, 50, 51). You can choose to fly each of these missions at "night". If you fly them during the "day", fly them as normal.

Make this decision during the Arm Aircraft step. If you choose to fly the mission at night, use the following rules.

Do not use the standard sequence each turn Over Target (Fast, Enemy Defenses, Slow). At the start of each turn Over Target, randomly draw one of the four "Fast", "Slow", "Bandits", and "Sites" counters to determine which Aircraft and enemies will act. All your Slow Pilots act when you draw the Slow counter, all their Sites act when you draw the Sites counter, etc. Once you resolve all attacks, draw the next counter, and so on until all four counters have been drawn for the turn.

All Pilots flying the mission suffer 1 Stress at the start of the mission.

If you Destroy the Target, you gain Special Option points equal to the number of Aircraft specified by the Target card.

Example: If you Destroy Target 14, you receive 3 SO points.

There is no Short, Medium, or Long Campaign SO cost to being able to fly Night Missions.

Note: Flying a mission at "Night" does not have any other effects. Each Pilot can still only fly one mission per Campaign Day, Secondary Target rules still work as normal, etc.

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, or 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. Pay and/or gain SO's as normal for the Aircraft drawn. If you use this option, gain 6, 12, or 18 SOs for Short, Medium, or Long Campaigns. If you end up with less than 0 SO Points, return the Aircraft counters and draw again.

Example: I am preparing my Navy squadron for the Short Iraq 1991 Campaign. I place all the Navy Aircraft into a cup that can fly in 1991. I draw one counter and assign him to be my Newbie Pilot. I then draw two more counters for my Green Pilots, etc.

Campaign Difficulty

The core Campaign is "Average" difficulty. You can adjust the difficulty by selecting Disadvantages and Advantages. Record the Difficulty you choose and adjustments for the Campaign.

Difficulty	Adjustments
Ace	Select 3 Disadvantages
Veteran	Select 2 Disadvantages
Skilled	Select 1 Disadvantage
Average	No Adjustment
Green	Select 1 Advantage
Newbie	Select 2 Advantages

Disadvantages

Extra Stress: Pilots suffer 1 extra Stress when flying a mission.

Improved Sites/Bandits: Add 1 to Site and Bandit die rolls.

Extra Sites/Bandits: Place 1 extra Site counter when placing Center Area Sites and draw 1 extra Bandit counter when determining Center Area Bandits.

Reduced SOs: Start with fewer SO Points. Short = -6, Medium = -15, and Long = -24.

Advantages

Less Stress: Pilots suffer 1 less Stress when flying a mission.

Downgraded Sites/Bandits: Subtract 1 from Site and Bandit die rolls.

Fewer Sites/Bandits: Place 1 fewer Site counter when placing Center Area Sites and draw 1 fewer Bandit counter when determining Center Area Bandits.

Increased SOs: Start with more SO Points. Short = +6, Medium = +15, and Long = +24.

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, or 9 SO's for Short, Medium, or Long Campaigns.

Large Deck Marine Campaigns

Marines also operate squadrons of strike aircraft from large deck Navy Attack Carriers. Use the following rules to command one of these squadrons.

Use the standard Marine Target card selection, range band, and "Secure" rules.

Do not select AV-8B Harrier IIs.

Subtract 1 from the number of Aircraft assigned to each Target card.

Example: You could normally assign 3 Aircraft to attack Target card #58, but when using this Option you can only assign 2 Aircraft.

If you select this option, pay 3, 6, or 9 SOs for Short, Medium, or Long Campaigns.

Replacement Pilots

Each time you have a Pilot suffer a Missing In Action result, you can make one attempt to replace the Pilot during the Assign Pilots step of one future mission. Select a random Pilot (not in your squadron) flying the same Aircraft type as the Missing Pilot. If there are no remaining Pilots for that Aircraft type, you cannot receive a replacement. Roll to determine the Skill Level and SO cost of the replacement Pilot. Once you see the result of the die roll, you can choose to accept or decline the replacement. If you accept, add the Pilot to your Squadron and pay his SO cost. If you decline, you cannot roll again in the future for that Missing Pilot. If the Missing Pilot is later recovered, choose which of the 2 Pilots to keep and remove the other from the Campaign.

Roll	Skill Level	SO Cost
1	Newbie	0
2-4	Green	1
5-7	Average	4
8-9	Skilled	7
10	Veteran	10

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. If you later shuffle the Target deck and draw the Target, it begins with the Hits you previously inflicted on it. Do not discard "Improvement" Targets, they remain selectable. 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, or 9 SO's for Short, Medium, or Long Campaigns.

• Credits

• Aircraft and Ordnance

Aircraft

A-6 Intruder:
A two-seater aircraft that first saw combat in the skies over Vietnam. The A-6 remained the Navy's primary strike aircraft until it was replaced by the Hornet.

Special Rules: A-6s do not have internal guns and cannot carry air-to-air weapons.

A-7 Corsair II:
Another aircraft that first saw action during the Vietnam War. The A-7 was designed to be a maneuverable strike fighter that also had limited air combat capability. It last saw action over Iraq during Operation Desert Storm.

Special Rules: You gain 4, 8, or 12 Special Option Points for each A-7 you select for a Short, Medium, or Long Campaign. You cannot arm an A-7 with more than 2 AIM-9s.

AV-8B Harrier II:
The Harrier is operated by the US Marine Corps Also known as the "Harrier Jump Jet". It is capable of taking-off and landing vertically. This made the aircraft a perfect choice to operate from the Marine's small deck shore assault carriers. These aircraft are well-suited for both air-to-ground and air-to-air combat.

Special Rules: Harriers flying at Low Altitude are assumed to be flying "Nap of the Earth" (tree top level). Low Altitude Harriers treat Site and Bandit Damaged results as if they were Stress results. This rule has no affect on Special Event cards. You gain 4, 8, or 12 Special Option Points for each AV-8B you select for a Short, Medium, or Long Campaign.

Example: Normally, an SA-11 would inflict a Stress point on a die roll of 2, 3, 4, or 5, a Damage on a roll of 6 or 7, and a Destroyed on a roll of 8, 9, or 10. If the SA-11 was attacking a Low Altitude Harrier, it would inflict a Stress point on a roll of 2, 3, 4, 5, 6, or 7, and a Destroyed on a roll of 8, 9, or 10.

E-2C Hawkeye:
An aircraft with multiple crew members. The Hawkeye also began its service life during the Vietnam War. It continues to serve as the long-range eyes and ears of the fleet, and will do so into the foreseeable future.

Special Rules: The E-2C cannot carry any munition counters and does not have an internal gun.

Some Hawkeye cards list a die roll to ignore a Special Event. If you draw a Special Event card that you would like to ignore and there is a Hawkeye participating in the mission, roll a die. If you roll the specified number or higher, ignore the Event. E-2Cs have the ability to expend their Situational Awareness counters for the other Aircraft in your mission even if the E-2C is not the Flight Leader.

Some Hawkeye cards will also give the other Aircraft a bonus on their air-to-air and/or air-to-ground die rolls. When you add a Hawkeye to a mission, it does not count against the number of Aircraft you can send on the mission.

EA-6B Prowler:
A two-seater aircraft. The EA-6B evolved from the EA-6A, which in turn was an extension of the A-6. The Prowler is responsible for jamming enemy radar and sensor systems to protect the strike aircraft.

Special Rules: Subtract 1 from all enemy die rolls that are targeting one of your Aircraft (including the Prowler) in the Prowler's Area. Additionally, subtract 1 more (for a total of -2) from any enemy die rolls targeting the Prowler itself. These subtractions are used for Site and Bandit Attacks while Over Target or when reacting to a Special Event Attack when weapon counters can be expended to reduce the number of Special Event Attacks. The Prowler does not use Weight Points, it always carries 4 AGM-88s. Arm fewer AGM-88s if you run out of AGM-88 counters. The Prowler does not have an internal gun and cannot carry air-to-air weapons.

F-14 Tomcat:
A two-seater aircraft. The Tomcat was designed as a long-range missile slinger to bring down Soviet bombers during the Cold War. The F-14 is the only aircraft to carry the AIM-54 Phoenix missile.

Special Rules: The F-14 can carry the air-to-ground weapon counters listed on its card, but it cannot carry more than 4 Weight Points of them. The F-14 cannot carry more than 6 AIM-54 Phoenix missiles.

F/A-18C Hornet:
The Hornet was the first multi-role aircraft fielded by the US Navy since the retirement of the F-4 Phantom. The F/A-18 carries a wide variety of air-to-air and air-to-ground weapons. Additionally, its pilots are able to quickly switch between AtA and AtG modes, which further enhances its flexibility.

F/A-18E Hornet:
The E version of the Hornet was developed to expand on its already formidable air-to-ground capability. Nicknamed the "Super Hornet", these aircraft can carry even heavier loads.

Special Rules: You must pay 2, 4, or 6 Special Option Points for each F/A-18E you select for a Short, Medium, or Long Campaign.

F/A-18F Hornet:
A two-seater aircraft. The F version is based on the F/A-18E Super Hornet's airframe and adds a second cockpit position. This version of the Hornet is oriented toward air-to-ground missions. In Navy jargon, the E and F are referred to as "Rhino" to avoid confusion with the earlier C model Hornets.

Special Rules: You must pay 3, 6, or 9 Special Option Points

for each F/A-18F you select for a Short, Medium, or Long Campaign.

EA-18G Hornet:
A two-seater aircraft. The G model is a specialized version of the F/A-18F. It replaces the Navy's EA-6B Prowlers and takes over the role of jamming enemy radars and sensors. It carries AIM-120s for defense, but is usually loaded to attack and suppress enemy ground sites. Nicknames include "Growler" and "Grizzly".

Special Rules: Subtract 1 from all enemy die rolls that are targeting one of your Aircraft (including the EA-18G) in the EA-18G's Area. Additionally, subtract 1 more (for a total of -2) from any enemy die rolls targeting the EA-18G itself. These subtractions are used for Site and Bandit Attacks while Over Target or when reacting to a Special Event Attack when weapon counters can be expended to reduce the number of Special Event Attacks. The EA-18G does not have an internal gun. You must pay 2, 4, or 6 Special Option Points for each EA-18G you select for a Short, Medium, or Long Campaign.

F-35B/C Lightning II:
The F-35B/C is the Navy's first generation of "Stealth" fighters. These aircraft are very capable in both the air-to-air and air-to-ground roles.

Special Rules: The enemy Bandits and Sites ignore (do not Move toward or Attack) F-35B/Cs at a range of 1 or more. Each F-35B/C Aircraft card has a Stealth notation with a die roll. Roll a die for Stealth for Site and Bandit Attacks while an F-35B/C is Over Target 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. You must pay 3, 6, or 9 Special Option Points for each F-35B/C you select for a Short, Medium, or Long Campaign.

Ordnance Counters
Air to Air Missiles (AtA weapons)

AIM-7 Sparrow: The Sparrow has been the primary US Navy radar-guided air-to-air missile since the Vietnam War. 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. When a pilot launches a Sparrow, he puts out the radio call of "Fox One!" to notify friendly pilots.

AIM-9 Sidewinder: The Sidewinder has been used by US aircraft since the 1950s. It is a heat-seeking weapon that homes in on the heat produced by jet engine exhaust. A pilot declares the launch of a Sidewinder with the radio call of "Fox Two!".

AIM-54 Phoenix: The Phoenix was designed to engage Soviet bombers before they could launch cruise missiles at the carrier and its task force. The launching aircraft must first designate the target with its radar, but unlike the Sparrow, the AIM-54 possesses its own radar and can guide itself to the target. A pilot declares the launch of a Phoenix with the radio call of "Fox Three!".

Special Rules: AIM-54s can only be carried by the F-14 Tomcat. You can fire Phoenix missiles during the Phoenix Missile Attacks step of the Target-Bound Phase as well as during Over Target turns. During the Phoenix Missile Attack step, each Phoenix missile can target a different Bandit. Designate all targets before rolling any dice.

AIM-120 AMRAAM: The AMRAAM (pronounced "am-ram") is much like the Phoenix missile in that it can self-guide to the target. The AIM-120 is however more agile than the AIM-54, and can be effectively used in close range combat. It has the nickname of "Slammer". As with the Phoenix, a pilot declares the launch of an AMRAAM with the radio call of "Fox Three!".

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/A-18E 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 the MiG-21, 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 and is not the declared target.

Air to Ground Weapons (AtG weapons)

Mk. 20 Rockeye: The Rockeye evolved out of the Vietnam era CBUs (Cluster Bomb Units). 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 Rockeyes to Attack a Soft Target or Site, add 5 to its Attack die rolls. Rockeyes are immune to the Dispersed limitation of only being able to score 1 Hit per counter.

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.

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-65 Maverick: The Maverick is a rocket-powered precision-guided missile that has been in the Navy's inventory since the 1970s, having replaced the AGM-12 Bullpup. The weapon 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 counter.

AGM-84 Harpoon: The Harpoon entered service in 1979 as the premier anti-ship stand-off weapon carried by Navy aircraft. In 1991, the AGM-84 weapon system was upgraded to include the SLAM (Stand-off Land Attack Missile) variant to attack land targets.

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 emissions, homes-in, 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.

AGM-130: The AGM-130 is a precision-guided rocket mounted to a 2000 pound bomb. It is an excellent long-range weapon for attacking hardened targets. The weapon became operational during the mid-1990's.

AGM-154 JSOW: The AGM-154 JSOW (Joint Stand-Off Weapon) was developed as a long-range weapon to engage enemy air defenses from a safe distance. Once the missile arrives at the target, its casing separates to spread sub-munition bomblets over the target area.

Special Rules: The AGM-154 has a range of 3 when launched from High Altitude, or a range of 1 when launched from Low Altitude. If you use AGM-154s to Attack a Soft Target or Site, add 3 to its Attack die rolls. JSOW's are immune to the

Dispersed limitation of only being able to score 1 Hit per counter.

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.

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.

GBU-38 JDAM: The GBU-38 is based on the 500 pound Mk. 82.

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, you can carry as many JDAMs as can be loaded on to your Aircraft for that mission. JDAMs can only target Fixed Targets and the Sites of Fixed Targets from 1999 to 2008. 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.

Example: Your F/A-18C at High Altitude is in the Center Area and selects the Target for his Attack. He drops the 4 GBU-38s he is carrying. You could have 2 Attack the Target, 1 Attack a Site in the Center Area, and 1 Attack a Site in an Approach Area.

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 rolls.

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.

Internal Guns

In addition to the munition counters you load on the aircraft, many aircraft are equipped with guns.

Special Rules: In Air-to-Ground combat, Guns may be used to Attack the Target or a Site in the same Area as the Aircraft. The Aircraft must be at Low Altitude. A successful Attack will inflict 1 Hit. Use the Pilot's Air to Ground Skill to modify the Attack. In Air-to-Air combat, Guns 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.

• Sample Mission

I've decided to play a Short Iraq 1991 Introductory Campaign. My first choice is to fly as US Navy or Marine Corps I choose the Navy. I begin by choosing my eight Pilots. In 1991, I can choose from F/A-18Cs, F-14s, A-7s, A-6s, EA-6Bs, and E-2Cs. Here are my selections...

F-14	Newbie	Kermit
A-7	Green	Pluto
A-6	Green	Bug
F/A-18C	Average	Banzai
F/A-18C	Average	Wedge
F-14	Average	Teflon
A-6	Average	Dingo
F/A-18C	Skilled	Blackhawk

The campaign gives me 22 Special Option points. I gain 4 more for selecting one A-7 to be part of my squadron (total of 26). I spend 6 to Priority Promote Kermit to Green and I purchase the Target Damage Option for 3. This leaves me with 17 SOs to start the campaign.

Campaign Prep

I reference the Campaign sheet and remove all the SA-15 Site counters from the mix and separate the Iraq 1991 Target cards.

Mission Prep

I can draw up to 3 Target cards for my first mission. I draw them one at a time. I draw Target #31 - Weapon Factory. Not good, it is a huge 7 plane mission and the enemy gains an Improvement until I Destroy it. I draw again and get Target #1 - Minor Airfield. Another Improvement! The enemy also gets +1 to their Center Bandit Target values.

I decide to stop drawing Targets and attack the Minor Airfield.

Next, I determine the Sites present. There will be 1 Site in each Approach Area and 2 Sites in the Center Area. I draw the following Site counters:

North: SA-6
South: SA-8B
East: SA-7
West: SA-2
Center: SA-10, M1939

I choose 4 Aircraft to participate in this mission. Each Aircraft has a -1 Weight Point Penalty due to the Target's location on the Campaign sheet.

I arm my Aircraft as follows:

Teflon: AIM-54, AIM-54, AIM-7, AIM-7, AIM-9,
                AIM-9, AIM-9
Banzai: AIM-7, AGM-88, AGM-88, Mk.20,
                Mk.82, Mk.83
Pluto: AIM-9, AGM-88, Rockets, Mk.84
Blackhawk: AIM-7, AIM-7, ECM Pod, Mk.83, Mk.83

I record 2 SOs spent for the AIM-54s on my Campaign Log.

Flight Leader
Blackhawk is my highest skill level Pilot flying the mission, so
he is my Flight Leader.

I place Situational Awareness counters on my Aircraft cards.
Blackhawk receives 2 and Teflon receives 1.

My Aircraft are now ready to launch from the carrier.

Target-Bound
On the way to the Airfield, I draw the Target-Bound Event -
Charlie Foxtrot. I can only spend 4 Turns Over Target, and
each Pilot gains 1 Experience point. I record the point for each
of them on the Player Log.

I place Teflon and Banzai in the Eastern portion of the North
Stand-Off Area, and Pluto and Blackhawk in the Western
portion of the South Stand-Off Area. All start at High Altitude.

Once I approach the Airfield, enemy Bandits start appearing on
my radar screens. I draw 1 Bandit for each Approach Area and
1 for the Center Area. I draw an extra Bandit for the Center
Area due to this Target's Improvement. I draw the following
Bandits:

North: MiG-21
South: No Bandit
East: MiG-29
West: No Bandit
Center: Mirage III and No Bandit

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

I draw *Elusive Flight Path* as my Over Target Event with the
result of No Adjustment.

Phoenix Missile Attacks
I get to declare AIM-54 Phoenix missile attacks. I will launch
two, one against the MiG-29 and one against the Mirage III.

AIM-54s need to roll a 6 or higher to Hit. Teflon gets +1, and
he gets +2 more against the Mirage III. Teflon rolls a 4 against
the MiG-29 and misses, and a 7 against the Mirage III. The
Mirage III is Destroyed.

Turn 1

At the start of each Turn
Over Target, I must draw
a Bandit counter for the
Center Area due to the
Target's "1 Bandit"
notation. I draw a counter,
it is a MiG-21, and I place
it in the Center Area.

Here is what the Tactical
Display Sheet looks like
at this point.

My Fast Pilots begin the
attack. Teflon uses his 1
Situational Awareness
counter to act during the Fast step this turn. He fires 2 AIM-7s
at the MiG-29. He needs 5s to Hit, and rolls a 4 and 9,
Destroying the MiG. Banzai fires an AIM-7 at the MiG-21 up
North. He needs a 6 and rolls a 6, Destroying the MiG-21.

The Sites and Bandits then attack. The SA-10 randomly targets
Pluto. Banzai fires an AGM-88 and Suppresses it with a die roll
of a 5. The SA-2 randomly selects between Pluto and
Blackhawk, and targets Blackhawk. Blackhawk rolls a 9 for his
ECM Pod and negates the attack.

My Slow Pilot now gets to attack. Blackhawk uses 1 Situational
Awareness to allow Banzai to act during the step. Banzai fires
an AGM-88 and Destroys the SA-10. Pluto fires an AGM-88 at
the SA-8B and misses with a roll of a 2.

I now move my Aircraft. Teflon and Banzai move into the
central North Pre-Approach Area, and Pluto and Blackhawk
move into the central South Pre-Approach Area. They all dive
to Low Altitude.

The MiG-21 randomly moves toward Pluto.

Turn 2

I draw another Bandit
counter, and luckily it is a
No Bandit.

Here is the current
situation.

I do not make any Fast
attacks.

The SA-6 targets Banzai,
who evades. The SA-6
rolls a 1 and 4. Banzai
gains 2 Stress for Evading.
The SA-8B targets
Blackhawk. He rolls for
his ECM Pod and rolls a 3, failing. He Evades and the Site rolls
a 4 and 9. Blackhawk gains 1 Stress for Evading and 1 more
Stress from the Site Attack. The MiG-21 targets Pluto, who
Evades, and the Bandit rolls a 2 and 10. Pluto suffers 2 Stress

from Evading.

Time for my Slow Attacks. Blackhawk fires 2 AIM-7s at the MiG-21, rolls 3 and 4, and Destroys it. Pluto fires his Rockets at the SA-8B and Destroys it.

Teflon and Banzai move into the North Approach Area and Blackhawk and Pluto move into the South Approach Area.

Turn 3

I draw a No Bandit for the Airfield.

Here is the situation. This is my third turn. I could normally stay for 2 more turns, but the Charlie Foxtrot Event means next turn will be my last.

Banzai drops his Mk.20 on the Soft SA-6, rolls a 3, and Destroys it.

No Sites can Attack my Aircraft.

I can't make any Slow Attacks.

All Aircraft move into the Center Area.

Turn 4

I draw a MiG-21 for the Airfield.

Here is the situation. This is my last turn Over Target.

Banzai drops a Mk.82 and Mk.83 on the Target and rolls a 6 and 8, which become 7 and 9, scoring 3 Hits. Blackhawk uses his last Situational Awareness point to allow himself to act. He drops his two Mk.83s on the Target, rolls a 5 and 7, and scores 3 Hits.

The MiG-21 targets Pluto. Teflon fires 1 AIM-9 to Suppress and rolls a 7. Success! The Bandit's attack is cancelled. The M1939 attacks Teflon. Banzai attempts to Suppress with his Cannon, rolls a 3, and fails. Teflon Evades, and rolls a 6 and 10. Teflon is Damaged. I remove all his remaining munition counters, and he suffers 2 Stress from Evading and 2 Stress from getting Damaged.

Blackhawk Strafes the Target, rolls a 6, and misses. Pluto drops his Mk.84 on the Target, rolls an 8 and scores 3 Hits. The Target is Destroyed!

Home-Bound
I draw *Aerial Refueling* as the Home-Bound Event. Very nice! During my next mission, I can select Priority Refueling and not have to spend any SO points.
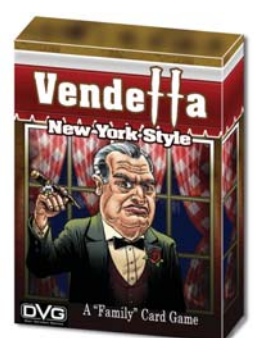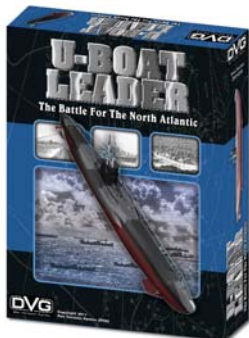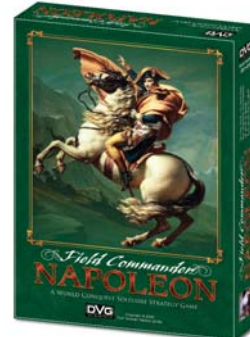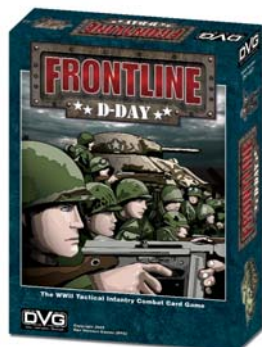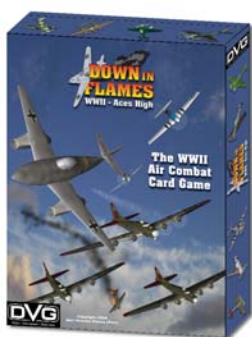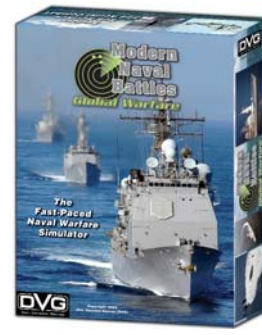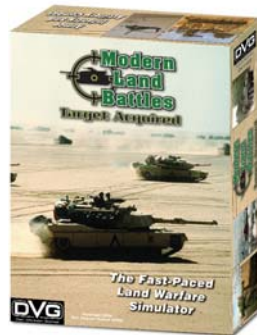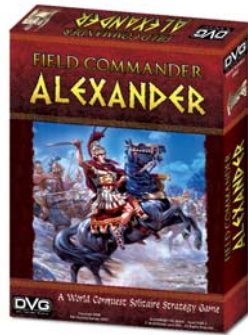
Debriefing
The Mission is successful and I gain 2 Victory Points. I also move the Recon counter by 1 to the right and the Infra counter by 2 to the right. The Improvement on the Weapon Factory Target has no effect.

At the end of the mission each Pilot gains 2 more Experience points for Destroying the Target and not having any Aircraft Destroyed. Each Pilot also suffers 2 Stress for flying a mission in this range band of Iraq. Teflon and Blackhawk reduce their Stress by 1 each due to their Cool ratings. The Pilots end with the following:

Teflon - 5 Stress (Okay)
Banzai - 4 Stress (Shaken)
Pluto - 4 Stress (Okay)
Blackhawk - 3 Stress (Okay)