

# HORNET LEADER II 12/04/05

By Dan Verssen



## • Getting Started

Hornet Leader II places you in command of a squadron of F/A-18 Hornets. Your carrier task force has been moved into a trouble spot near an enemy nation in one of today's hot spots.

Your responsibility is to successfully lead your squadron through a series of missions against

hostile targets in the area.

As squadron commander you will be given missions and targets to destroy. You will be given an intelligence briefing before each mission, which is designed to give you sufficient information about the target and the positions of potential enemy threats to your mission. Based on this information it will be up to you to choose the pilots that will fly the mission and to arm their aircraft. The success of each mission will affect the enemy's ability to respond to future missions, so strategic as well as tactical mission planning and execution is very important.

In Hornet Leader II you won't have to worry about actually flying your aircraft. You and the pilots of your squadron are assumed to be professionals with all the training and skills you need to do your jobs. Instead, your challenge is to successfully lead your squadron through each mission. You'll need to successfully choose the best weapons to use against the target and defenses, the best way to approach the target, how to divide your forces between air to air and air to ground attacks, and if any special weapons will be needed for the mission. If you're good enough, you'll be able to consistently accomplish your mission and bring all of your Hornets home.

The following rules govern the play of Hornet Leader II. They are presented in an order that is roughly according to the Sequence of Play. It is a good idea to read all of the rules before playing the game.

# • Play Formats

These rules include information for both the PDF download and Vassal formats of the game.

Some of the graphics shown in the rules might look different due to the differences between the two formats.

# • Vassal Information

This section only applies to the Vassal format of the game.

## Registering this Game

We have made these rules freely available through our website because we feel that by showing people the rules, our audience will see what a cool game we have made, and will want to start playing.

Here are the basic steps you need to do to get started. Each is covered in much more detail in their respective web pages.

Go to our website's "Order" page and purchase the game using PayPal's secure online service. Install the game using the registration code that is immediately emailed to you. Connect to Vassal's online room, chat with the other players, and start up a game.

Pay Pal's buy page:



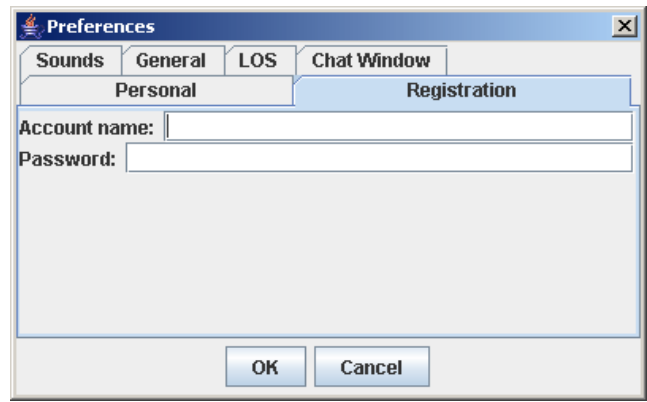
To enter your registration code, double-click on the Vassal icon now on your computer.



You will see the game screen appear.

Go to: File -> Edit Preferences -> Registration

Enter the Username and Registration code contained in your registration email.



## Game Tutorial

Included in the game is a quick tutorial. This tutorial will give you a very basic overview of the game. To open the tutorial, go to the Help pull down menu and select "Tutorial". Information will then appear in the Chat area. The first instruction will direct you to hit the "Step Forward" button. Continue hitting this button to move through the tutorial.



In some games, the play area is larger than the area displayed on your screen. Use your scroll bars to move around the play area to follow the action.

## Starting-Up a Game

Here is our standard instruction sheet for creating and joining Vassal games...

**Starting a Vassal Game**

- 1) Double-click the desk-top game icon. The Game Control window will open. Some Vassal games will have a "New Game" option, others will have a "Games" option with pre-made scenarios. Select New Game or Games (#1). If you select Games, also select a scenario.
- 2) Click on the server button (#2) to bring up the Active Games window and the Current Game window.
- 3) Click on the connect button (#3).
- 4) Type what you want to call your game room in the #4 area. Make the name unique so your opponent can find it among the other open games like: "Tic-Tac-Toe". Enter.
- 5) The game name will now appear in the window below the New Game (#5) area under Main Room. The game name will also appear in the Current Game window with your screen name.

**Joining a Vassal Game**

- 1) Your opponent must have already gone through the "Starting a Vassal Game" steps for you to be able to join his game.
- 2) Double-click the desk-top game icon, when the Game Control window comes up, click on #2, then on #3.
- 3) Type in the name of the game room you want to join (in this case, "Tic-Tac-Toe"). The game will appear in the Current Game window.
- 4) Right-click on #5 the first player's name and select "synchronize" (#6). The game is now ready to play between both of you.

**To Play the Game Again**

- 1) Both players must do the following: Select Close Game (#7), then select New Game or Games (#1) for either a new game or a scenario.
- 2) The board reappears and the new game is ready to play.

The instruction sheet includes a diagram of the Vassal interface with numbered arrows (1-7) pointing to specific buttons and areas: 1. New Game/Games button, 2. Server button, 3. Connect button, 4. Game name input field, 5. Main Room list, 6. Synchronize button, 7. Close Game button.

## Adjusting the Screen

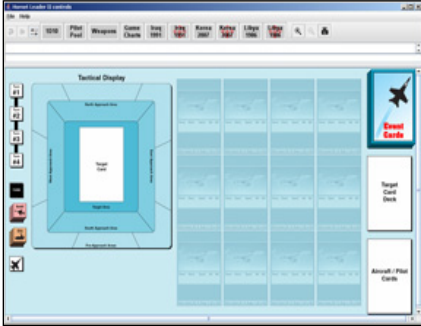
Between the map and the Chat area is a thick gray line. You can hold your cursor over that line and drag the line up or down to change the size of the Chat area. In fact, all thick gray lines can be adjusted in this way.

# Vassal Commands

The Vassal module contains a rich set of right-click commands built into the game pieces.

Right-click on the game's cards and counters to discover how you can adjust the values and markers that are built into them.

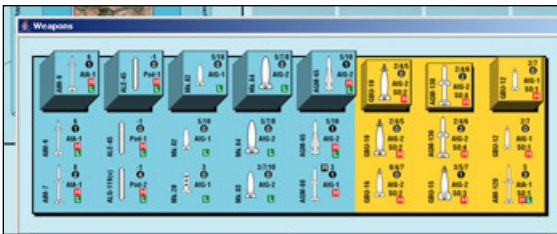
Here are some samples from the Vassal game...



Here is the main display of the game.

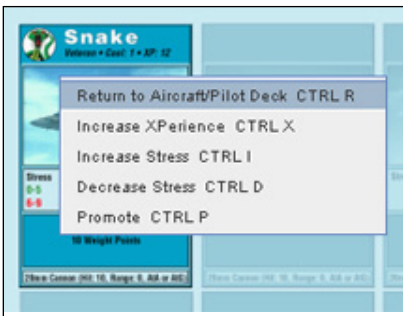
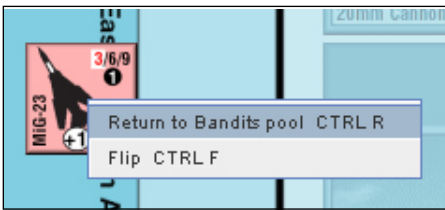


These are the main control buttons that activate various game windows.



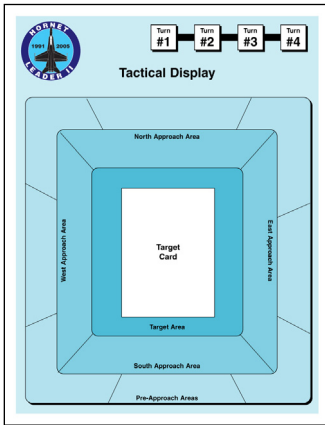
This is the weapons selection window for the Hornets. To load your Hornets drag and drop the counters from this window to the Hornet you wish to arm.

All game components come with built-in right-click menus to maximize functionality. Here is a Bandit count and Hornet card...



# • Game Components

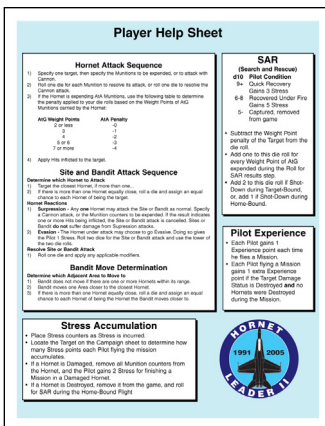
Here are the game components and a brief description of how each is used in the game.



## Target Display Sheet

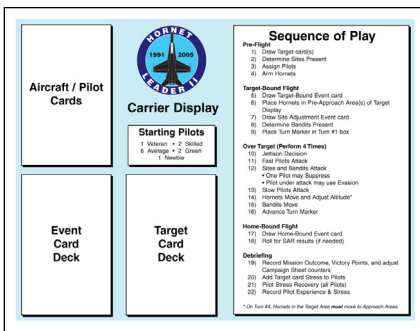
You use the Target Display to organize tactical air-to-air and air-to-ground combat.

A turn track is included to record the four turns the Hornets get to spend over target during each mission.



## Help Sheet

This sheet has all the reference charts and general information needed to play the game.



## Carrier Sheet

You will find a brief sequence of play, as well as areas on the sheet to organize your cards.



## Player Log

After you select your squadron pilots and campaign you record this information on the Player Log. After each mission you record the target and mission results on the Player Log. The information recorded on the Player Log is used to determine pilot promotion, Special Options Points expenditures, target status, and campaign outcome. This sheet should be photocopied.

Hornet Leader uses many different types of counters. Sample counters and explanations of their values are contained in this section.



**Hornets:** High Altitude side and Low Altitude side

Each Hornet counter features the name of its Pilot.



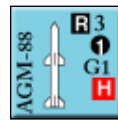
**Air to Air Missiles:** You must roll the top number or higher to hit. The number in the circle is their range.

An "A" followed by a 1 or 2 indicates the counter is an Air-to-Air weapon and costs 1 or 2 Weight Points to carry. They can be used from High or Low Altitude.



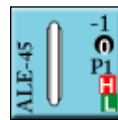
**Air to Ground Weapons:** These have more than one "to hit" number. These numbers indicate what you need to roll to score 1, 2, or even 3 hits on the target.

A "G" followed by a 1 or 2 indicates the counter is an Air-to-Ground weapon and costs 1 or 2 Weight Points to carry.



**Anti-Radar Missile:** The "R" indicates the counter can only be used against "Radar" guided Sites.

A Radar guided Site will have an "R" in a box on its counter.



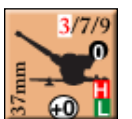
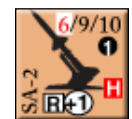
**Pods:** Subtract their top number from the attack die rolls of Sites and Bandits.

A "P" followed by a 1 or 2 indicates the counter is an Pod weapon and costs 1 or 2 Weight Points to carry.



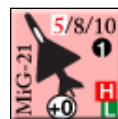
**Stress:** Used to record the amount of Stress suffered by a Pilot.

Pilots suffer Stress when they fly missions based on the range to the target. Pilots can also suffer Stress when they are attacked by Bandits and Sites.



**Enemy Sites:** Their attack numbers are on top, followed by their range. Next is the indicator of whether they are allowed to

attack targets at Low, High, or both Altitude levels. The number in the white circle is applied to all Hornet attacks against the Site. The "R" indicates it is a Radar-guided Site.



**Enemy Bandits:** Very Similar to Sites, except they move. If a Bandit is out of its attack range to the closest Hornet, it will move one area toward the nearest Hornet.



**Target Damage:** Used to note damage scored against the Target. Sites and Bandits are removed from the map when they suffer a single hit, so Damage markers are not required for them.

## Counters



### **Recon (Reconnaissance)**

This track represents the enemy nation'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 by increasing the number of Target Cards drawn when determining the target for a mission.

### **Infra (Infrastructure)**

This track represents the enemy nation's ability to maintain and repair its infrastructure (transportation, power, etc.). As the enemy's infrastructure is damaged, the number of hits required to destroy a target is reduced. A target will always have at least 1 hit.

### **Intel (Intelligence)**

This track represents the enemy nation's ability to determine which targets the United States may attack and to position defenses in the area. As the enemy's intelligence abilities are damaged, the number of Sites available to defend a target is reduced.

### **Radar**

This track represents the enemy nation's ability to detect, track, and intercept air attacks launched against it. As the enemy's abilities are damaged, the number of bandits available to defend a target is reduced.

## **The Die**

Whenever a die roll is called for in the game, roll the ten-sided die (d10). This will generate random numbers from 1 to 10. Treat all rolls of "0" as "10".

# • **Setting-Up a Campaign**

There are three Campaign Map sheets provided in Hornet Leader. Choose one of the sheets to determine the area of the world in which your missions will take place. Place the map sheet to one side of the Mission Display.

Choose the type of campaign you will fly for this map sheet. There are three campaign types (Skirmish, Conflict, and War) which specify the number of missions that you will fly in the campaign.

The campaign type also determines the number of Special Options Points that are available and the number of Victory Points the player needs to score to win the campaign.

Each Campaign has its own unique list of available weapons. Some of these weapons cost the indicated number of Special Option points to take on a mission. This is a per counter cost.

Each Campaign Map sheet has specific Target Cards associated with it. All the Target Cards for the selected campaign are separated from the other Target Cards shuffled and placed on the Target Card Deck section of the Mission Display. The Campaign sheet might note the removal of some Bandits and Sites that are not used. Remove these counters from the campaign.

Write the Campaign Map sheet name and campaign Type selected at the top of the Mission Log for this campaign.

## **Selecting Squadron Pilots**

At the start of the campaign select 12 Pilot cards that will be used in the campaign. Select Pilot cards based on experience level of the pilot.

Select the following pilot experience levels for the squadron: 1 Veteran, 2 Skilled, 6 Average, 2 Green, and 1 Newbie.

Note that each pilot card is double-sided. Each side shows the Pilot's stats at different levels of experience. If you want to promote a Pilot during the game, be sure and select the Pilot's less experienced side.

*Pilot cards selection example:*

*Wedge has a Skilled side and a Veteran side. If you would like the chance to promote Wedge during the game, be sure to select his Skilled card as part of your initial Pilot selection.*

Write the name, promotion number, and Cool number of each Pilot on the Mission Log.

## **Set-Up**

Place the Mission Display on a flat surface in front of you with the Campaign Map sheet and Carrier display placed near-by. Shuffle the Target and Event decks and place them in the appropriate section of the Mission Display. On the Campaign Map sheet, place the Intel, Radar, Infra, and Recon information counters in the Start box of the Campaign Track with the same name. Place the container with the Site and Bandit counters near the Campaign Map sheet.

# • Sequence of Play

## Pre-Flight

- Draw Target Card(s)
- Determine Sites Present
- Assign Pilots
- Arm Hornets

## Target-Bound Flight

- Draw Target-Bound Event Card
- Place Hornets on Tactical Overview
- Draw Site Adjustment Event Card
- Determine Bandits Present

## Over-Target Resolution (4 Times)

- Jettison Decision
- Fast Pilots Attack
  - Sites and Bandits Attack
    - Hornets may attempt Suppression
    - Hornets may use Evasion
- Slow Pilots Attack
- Hornets Move and Adjust Altitude
- Bandits Move

## Home-Bound Flight

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

## Debriefing

- Record Mission Outcome, Victory Points, Gain Special Option Points for the Mission, and adjust Campaign Map sheet Tracks
- Add Target Card stress to Pilots
- Pilot stress recovery
- Check for Unfit Pilots
- Record Pilot Experience and Stress

# • Pre-Flight

## Mission Briefing

Refer to the Recon Track on the Campaign Map sheet to determine the number of Target Cards drawn for this mission. The number shown to the right of the counter (where the arrow is pointing) is the number of cards the player draws.

Examine each of the Target Cards and select one as the target of the mission and place it in the Target Area (the center) of the Tactical Overview on the Mission Display. Return the other Target Cards to the Target Card Deck, shuffle the deck and place it back on the Mission Display.



Campaigns	
Skirmish • Days: 2	
Special Options: 3	
Victory Points	Evaluation
7 or more	Great
5 or 6	Good
3 or 4	Adequate

## Special Options Points

Each Campaign Map sheet specifies the number of Special Options Points that are available for this Campaign Type. Special Options Points are used to purchase special weapons. Special weapons are purchased during the

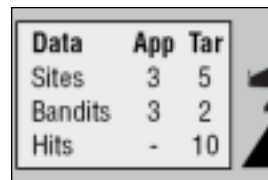
Arm Hornets portion of the Sequence of Play.

*Special Options Points Example:*

*The player selects the Iraq Campaign Map sheet and the Skirmish Campaign Type, which consists of 2 missions. The total Special Options Points available for the campaign is 3.*

## Determine and Place Sites

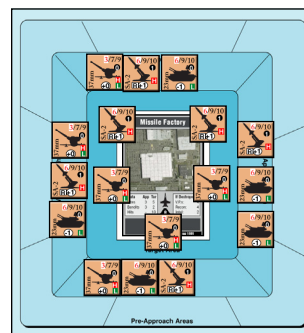
There may be SAMs and AAA guns both in the Target Area and in the surrounding Approach Areas. SAMs and AAA guns are collectively referred to as Sites.



Data	App	Tar
Sites	3	5
Bandits	3	2
Hits	-	10

Check the Target Card to determine the number of Sites at and around the target. At the bottom left corner of each target card there is a number noting the number of Sites in each Approach Area (App), and a second number showing the number of Sites in the

Target Area (Tar). The current level on the Intel Track of the Campaign Map sheet is then used to adjust the number of Sites in the Target Area. The number used to adjust the Target Area Sites is shown to the right of the counter (where the arrow is pointing).



For each Approach Area and the Target Area randomly draw the appropriate number of Site counters from the opaque container. Place the counters, with their Site side up, in the Approach/Target Area for which they were selected. These represent the reported ground-based defenses that are defending the target.

# • Mission Preparation

You must now decide which Pilots to send out in order to accomplish the mission. The importance of the target will help determine what Pilots you send on the mission. Your Pilots will suffer stress as a result of the mission, therefore, you must take into account the current stress levels of your Pilots when assigning them to a mission.



Each target card indicates the maximum number of Hornets that can participate in a mission. This number is shown below the overhead view of the Hornet in the lower center part of the Target Card. You may send fewer Hornets on a mission, but you may never send more than the listed number.

Select the Pilot cards you want to fly the mission and place their cards near the Mission Display so they can be armed. Pilots that are Unfit may not be assigned to a mission.

You can also choose to not fly any mission for the Day and allow your pilots to rest. However, this still counts as one of your campaign Days.

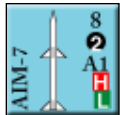
## Arm Hornets

You now allocate various weapons and pods to each of the Hornets you've selected for this mission. The specific ordnance you choose will depend on the combat role you expect each Hornet to perform during the mission. The number and types of weapons your planes can carry are limited in three ways: Weight Points per aircraft, Campaign Defined Limits (listed on each Campaign sheet), and Special Option Points

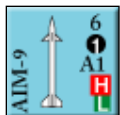
## Munitions

Choose your weapons from the list that is detailed below:

### Air to Air Missiles (AtA weapons)



**AIM-7 Sparrow:** Used to shoot down enemy aircraft. These missiles are used to attack Bandits at ranges up to two areas away from the attacking Hornet. Hornets may use AIM-7s at any altitude. Each AIM-7 counter uses 1 AtA weight point on a Hornet.



**AIM-9 Sidewinder:** Used to shoot down enemy aircraft. These missiles are used to attack Bandits in the same or adjacent area(s) as the attacking Hornet. Hornets may use AIM-9s at any altitude. Each AIM-9 counter uses 1 weight point on a Hornet.



**AIM-120 AMRAAM:** Used to shoot down enemy aircraft. These state-of-the-art missiles are used to attack Bandits at ranges up to three areas away from the attacking Hornet. Hornets may use AIM-120s at any altitude. Each AIM-120 counter uses 1 weight

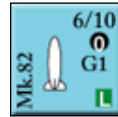
point on a Hornet.



**AIM-54 Phoenix:** The Phoenix is designed for very long range attacks of 50 to 100 miles. It can only be carried by F-14 Tomcats which are not included in the core game, but introduced in the Carrier Air Group expansion. Phoenix missiles cannot be used against

targets in the same area, but they do get a special "Pre-Strike" attack that takes place before the first turn Over Target.

### Air to Ground Weapons (AtG weapons)



**Mk 82:** This category represents a wide variety of close range ground attack weaponry in the 500-pound weight range. They may be used to attack Targets and Sites in the same area as the attacking Hornet.

Hornets may only use Mk 82s at low altitude. Each Mk 82 counter uses 1 weight point on a Hornet.



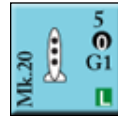
**Mk 83:** This category represents a wide variety of close range ground attack weaponry in the 1000-pound weight range. They may be used to attack Targets and Sites in the same area as the attacking Hornet. Hornets may only use Mk 83s at low altitude.

Each Mk 83 counter uses 2 weight points on a Hornet.



**Mk 84:** This category represents a wide variety of close range ground attack weaponry in the 2000-pound weight range. They may be used to attack Targets and Sites in the same area as the attacking Hornet. Hornets may only use Mk 84s at low altitude.

Each Mk 84 counter uses 2 weight points on a Hornet.



**Mk 20 Rockeye:** This is the standard cluster bomb used by the American armed forces. Due to its cluster munitions characteristics, the Rockeye has a very good chance of scoring one hit but no chance of scoring a second or third hit. They may be used to attack Targets and Sites in the same area as the attacking Hornet. Hornets may only use Mk 20s at low altitude. Each Mk 20 counter uses 1 weight point on a Hornet.



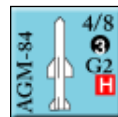
**AGM-45 Shrike:** The first missile designed to home-in on enemy radar site emissions. It can engage radar-using targets up to 1 area away from the Hornet, and must be launched from High altitude. Each AGM-45 counter uses 1 weight point on a Hornet.



**AGM-62 Walleye II:** Walleyes are guided weapons used to attack Targets and Sites in the same or adjacent area(s) as the attacking Hornet. Hornets may use AGM-62s at High altitude. Each AGM-62 counter uses 2 weight points on a Hornet.



**AGM-65 Maverick:** Mavericks are "smart" guided weapons used to attack Targets and Sites in the same or adjacent area(s) as the attacking Hornet. Hornets may use AGM-65s at any altitude. Each AGM-65 counter uses 2 weight points on a Hornet.



**AGM-84 Harpoon/SLAM:** The AGM-84 is a larger, long range missile that can engage either naval or land targets. Harpoons can engage targets up to 3 areas away from the Hornet, and must be launched from High altitude. Each AGM-84 counter uses 2 weight points on a Hornet.



**AGM-88 HARM (High-speed Anti-Radiation Missile):** HARMs may only be used to attack enemy Sites that use radar guidance (marked with an R on the counter). They may never be used to attack the Target or Sites that do not have an R on their counter. They may be used to attack radar Sites in the same or adjacent area(s) as the attacking Hornet. Hornets may only use AGM-88s at high altitude. Each AGM-88 counter uses 1 weight point on a Hornet.



**AGM-130:** The AGM-130 is a rocket propelled 2,000 pound bomb. It can engage targets up to 2 areas away from the Hornet, and must be launched from Low or High altitude. Each AGM-130 counter uses 3 weight points on a Hornet.



**AGM-154 Joint StandOff Weapon (JSOW):** The AGM-154 is the state of the art air-to-ground weapon. If it is launched from High altitude, it can engage targets up to 2 areas away. If launched from Low altitude it has a range of up to 1 area away. Each AGM-154 counter uses 2 weight points on a Hornet.



**GBU-10:** This is the laser-guided version of the Mk 84 bomb. The laser guidance on this weapon makes it very accurate giving it a good chance of scoring multiple hits. They may be used to attack Targets and Sites in the same area as the attacking Hornet.

Hornets may only use GBU-10s at high altitude. Each GBU-10 counter uses 2 weight points on a Hornet.



**GBU-12:** This is the laser-guided version of the Mk 82 bomb. The laser guidance on this weapon makes it very accurate giving it an excellent chance of scoring at least one hit. They may be used to attack Targets and Sites in the same area as the attacking Hornet.

Hornets may only use GBU-12s at high altitude. Each GBU-12 counter uses 1 weight point on an Hornet.



**GBU-15:** This is the television/infrared-guided version of the Mk 84 bomb. The television/infrared guidance on this weapon allows it to be used at longer ranges, while maintaining a high accuracy. They may be used to attack Targets and Sites in the same or adjacent

area(s) as the attacking Hornet. Hornets may only use GBU-15s at high altitude. Each GBU-15 counter uses 2 weight points on a Hornet.



**GBU-16:** This is the laser-guided version of the Mk 83 bomb. The laser guidance on this weapon makes it very accurate giving it a good chance of scoring multiple hits. They may be used to attack Targets and Sites in the same area as the attacking Hornet.

Hornets may only use GBU-16s at high altitude. Each GBU-16 counter uses 2 weight points on a Hornet.

## Pods

Pods do not have to be used like other weapons. They remain with the Hornet throughout combat and are always in effect.



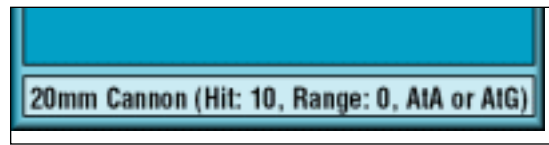
**ALQ-119(v):** This is an electronics counter-measures (ECM) pod and is used to defend its Hornet from enemy attacks. An ALQ-119(v) pod provides a -1 die roll modifier to any attacks by Sites or Bandits within a range of 4 of the Hornet. An ALQ-119(v) pod also

provides a -1 die roll modifier to any attacks against the Hornet from Target-Bound or Home-Bound events. Each ALQ-119(v) counter uses 2 weight points on a Hornet.



**ALE-45:** This is a flare/chaff pod and is used to defend its Hornet from enemy attacks. An ALE-45 pod provides a -1 die roll modifier to attacks by Sites and Bandits in the same area as the Hornet. An ALE-45 pod also provides a -1 die roll modifier to any

attacks from Target-Bound or Home-Bound events. Each ALE-45 counter uses 1 weight point on an Hornet.



**Cannon:** In addition to the weapons you assign, each Hornet is equipped

with a 20mm cannon. This cannon can be used in two ways:

In air-to-ground combat, it may be used to “strafe” against Targets and Sites in the same area as the Hornet. When strafing the Hornet must be at low altitude.

In air-to-air combat, it may be used to attack Bandits in the same area as the Hornet.

Available Weapons	Special Option Point Cost
AIM-7	0
AIM-9	0
Mk.82, Mk.83, Mk.84	0
AGM-45	0
AGM-62	0
AGM-65	0
AGM-84	1
AGM-88	1
Mk.20	0
GBU-12	1
GBU-10, GBU-16	2
ALQ-119(v)	0
ALE-45	0

## Purchasing Special Weapons

While arming your Hornets, you can purchase Special Weapons for use during a mission. Reference the Special Options chart on your Campaign sheet to find the cost, if any, for different weapon types.. Special Weapons are purchased by spending your Special Options Points.

Once you purchase a Special Weapon, you may place it on a

Hornet. The Special Option Points used to purchase Special Weapons are spent, even if the Special Weapon is not expended during the mission.

Weight Points: -2 • Stress: 2			
Data	App	Tar	If Destroyed...
Sites	4	3	V.P.s: 5
Bandits	3	4	Radar: 2
Mile	11		Range: 2

## Weight Point Limit

Each Hornet is limited to 8 Weight Points of weapons. The maximum number of weight points that an Hornet can carry is reduced by the

target’s location on the Campaign Map sheet (these weight points are assumed to be used to carry extra fuel).

Each weapon has a certain amount of weight points associated with it. The weapon type and weight points for a weapon are shown on the counter for that weapon and listed in the Munitions section above. The weapon counters provided do limit 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 side.

Once you select the weapon counters, place them on the appropriate Pilot/Hornet Cards.

### Mission Preparation Example:

*This example mission takes place in the Iraq 1991 Campaign. The target of the mission is #12, the Arms Factory. The mission is to be flown by 4 Hornets.*

*After looking at the target, I decide to have one dedicated Air-to-Air Hornet (Wedge), one Hornet loaded for anti-Site work (Griffin), and two Hornets loaded to take out the Factory (Cowboy and Big Red).*

*The Factory is located in the Stress 2 / W.P. -2 range band, so each Pilot will accumulate 2 Stress for flying the mission and each Hornet can carry 6 Weight Points of weapons (8 normally - 2 = 6).*

Wedges's load-out: 1 AIM-120 (for the cost of 1 Special Option point), 3 AIM-7s, and 2 AIM-9s.

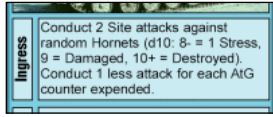
Griffin's load-out: 2 AGM-88s, 3 Mk. 20's, and 1 ALE-45.

Cowboy's load-out: 1 AGM-88 and 5 Mk. 82's.

Big Red's load-out: 1 Mk. 20, 1 Mk. 82, and 2 Mk. 83's.

## • Target-Bound Flight

This represents the time from when the Hornets take off from their carrier until they reach the Target's location.



### Determine Target-Bound Events

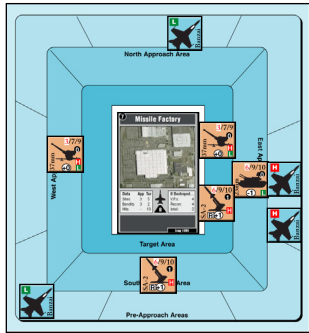
Your flight to the target may not be uneventful. Draw the top-most Event

Card and resolve the Ingress event.

### Aborting a Mission

After the target-bound event is resolved, you may decide to abort none, some or all of the Hornets on the mission. This allows you to send damaged Hornets back to base without having to face a target's defenses or abort the entire mission if it cannot succeed.

Aircraft that do not abort must go through the Over-Target resolution and Home-Bound events.



### Initial Hornet Placement

In this step you determine the starting location for each of your aircraft for the Over-Target resolution. It is a good idea to plan this at the same time that you arm your aircraft.

Place your aircraft in any of the Pre-Approach Areas on the Mission

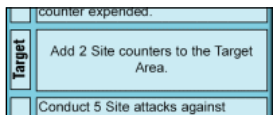
Display and set the initial altitude for each aircraft.

### Adjacent Areas

Areas Adjacent to the Pre-Approach Areas are: the two Pre-Approach Areas that touch the current Pre-Approach Area and the Approach Areas that touch the current Pre-Approach Area.

Areas Adjacent to the Approach Areas are: the Target Area, the two Approach Areas that touch the current Approach Area, and the three Pre-Approach Areas that touch the current Approach Area.

Areas Adjacent to the Target Area are: any of the four Approach Areas.



### Determine Site Adjustment

There is a chance that the target defenses will not be as you were told.

To determine any Site changes, draw the top-most Event Card and resolve the Target event.

### Determine and Place Bandits

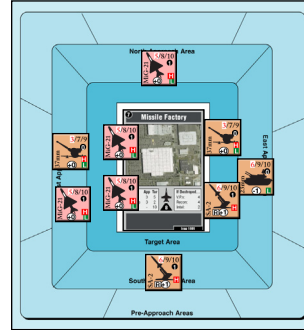
The Target Card shows the amount of fighter cover found over the target. But the exact quantity and type of fighters present is not

known until you reach the Target.

Data	App	Tar
Sites	3	5
Bandits	3	2
Hits	-	10

Check the Target Card to determine the number of Bandits at and around the target. In the bottom left corner of each target card there is a list of the number of Bandits in each Approach Area and the Target Area. The current level on the Radar Track of the Campaign Map

sheet is then used to adjust the number of Bandits in the Target Area. The number used to adjust the Target Area Bandits is shown to the right of the counter (where the arrow is pointing).



For each Approach Area and the Target Area randomly draw the appropriate number of Bandit counters from the opaque container. Place the counters, with their Bandit side up, in the Approach/Target Area for which they were selected. After all Bandit counters have been selected review the counters, if the counter reads "No Bandit" remove it from the Mission Display and return it to the

opaque container. The remaining counters represent the fighter cover available to defend the target.

## • Over-Target Resolution

### Turn Explanation

The Over-Target Resolution phase is divided into four identical turns. During each turn, movement and combat may take place on the Mission Display. Use the "Turn Marker" counter in the counter mix to keep track of the current turn.

### Jettison Decision

Any Hornets may now "jettison" (release) any and all munitions carried. These munitions are lost and do not attack enemy units. This is usually done by Hornets carrying air to ground munitions to avoid negative air combat penalties.

### Hornet Attack Sequence

During the appropriate portion of a turn, Hornets can expend munitions to attack the Target, Sites, or Bandits. The Speed of each Pilot, based on the number of stress points a Pilot has, is used to determine when an Hornet 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 Hornet attacks individually and may only attack one target. Resolve the attack for the Hornet before starting an attack with another aircraft.

### Attack Restrictions

A Hornet is limited to which enemy units it may attack based on its current position, altitude, and its weapons load. In any given turn an Hornet may:

Attack the Target Card with any and all Air-to-Ground weapon

counters that are in range and altitude of the Target.

OR

Attack the Target Card with Cannon, if at Low altitude and in the Target Area.

OR

Attack any one Site with any and all Air-to-Ground weapon counters that are in range and altitude of the Site.

OR

Attack any one Site with Cannon, if 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 Cannon, if in the same area as the Bandit.

When an Hornet is ready to attack, specify the target of the attack and the munitions to be expended, or if the attack will be made with Cannon. Resolve the attack as described in the appropriate section below.

## Hornet Air to Air Attacks

When you expend air to air weapons or attack a Bandit with Cannon you may score a hit on the Bandit. Roll a d10 for each weapon fired and look at the "Hit" number on the weapon. If the modified die roll is equal to or greater than the number a hit is scored on the Bandit. Remove each expended weapon counter from the Hornet, even if they were not needed.

### Modifiers

Add the current Pilot AtA modifier to the die roll. The current AtA modifier is based on the number of stress points the Pilot has.

Use the following table to determine a modifier applied based on the Air-to-Ground munitions weight points carried by the attacking Hornet.

AtG Weight Points	AtA Penalty
2 or less	-0
3	-1
4	-2
5 or 6	-3
7 or more	-4

Each Bandit has a modifier in a white circle on the lower part of the counter. Apply this modifier to all attacks against it.

### Air Combat Results

If a hit is achieved, the targeted Bandit is destroyed and removed from the Mission Display. Place the Bandit counter back in the opaque container with the other defense counters. Remove each expended weapon counter from the Hornet, even if they were not needed.

#### Air to Air Combat Example:

Wedge is in the South Pre-Approach Area and is armed with 2 AIM-120s, 1 AIM-7, and 2 AIM-9s. There are 2 Bandits in the Target Area, a MiG-21 and a MiG-29. Wedge decides to attack the MiG-29 with 1 AIM-120 (this is the only weapon that is in range). Wedge rolls a 4 and adds +2 (Wedge's AtA rating) for a total of 6. This is equal to or greater than the Hit number for the AIM-120 (which is 5), so the MiG-29 is shot down and removed. The AIM-120 counter is removed from the Hornet card.

## Hornet Air to Ground Attacks

When you expend air to ground weapons or attack the Target or a Site you may score one or more hits on the target of the attack. Roll a d10 for each weapon fired and look at the "Hit" number(s) on the weapon. If the modified die roll is equal to the first number and less than the second number, one hit is scored. If the modified die roll is equal to the second number and less than the third number, two hits are scored. If the modified die roll is equal to or greater than the third number, three hits are scored. Remove each expended weapon counter from the Hornet, even if they were not needed. Note: Not all weapon counters have multiple Hit numbers.

If you are strafing the target or a Site with Cannon, you may score a hit on the Target or Site. Roll a d10 for the Cannon. If the modified die roll is equal to or greater than 10 one hit is scored on the Target or Site.

### Modifiers

Add the current Pilot AtG modifier to the die roll. The current AtG modifier is based on the number of stress points the Pilot has.

Each Site has a modifier in a white circle on the lower part of the counter. Apply this modifier to all attacks against it.

## Damage to Sites

If one or more hits are achieved, the targeted Site is destroyed and removed from the Mission Display. Place the Site counter back in the opaque container with all the defense counters.

#### Air to Ground Site Attack Example:

Big Red is in the South Approach Area at High Altitude and is armed with 2 HARMs and 2 AGM-65s. Big Red has a Speed rating of Slow. There are 2 Sites in the Target Area, a 37mm AAA gun and a SA-15 Radar SAM. Big Red decides to attack the SA-15 Site with 1 HARM and 1 AGM-65 (if Big Red was at Low altitude he would not be able to use the HARM). For the HARM attack Big Red rolls a 2 adds +0 (Big Red's AtG rating), for a total of 2. This is less than the Hit number for the HARM (which is 3), so the attack fails and the HARM counter is removed from the Hornet card. For the AGM-65 attack Big Red rolls an 8 adds the same modifiers and gets 1 hit on the Site. The Site is destroyed and removed from the Target Area and the AGM-65 counter is also removed.

Data	App	Tar
Sites	3	5
Bandits	3	2
Hits	-	10

## Damage to the Target

For each hit scored, place one or more explosion counters in the Target Area on the Mission Display. The explosion counters have one explosion on them for each hit they represent.

A Target is destroyed if the total number of hits is equal to or greater than the number listed in the lower left corner of the Target Card modified by the current Campaign Track Infra level. Note: In some cases you may lose Victory Points for exceeding the Hits for a target, the Target Card will discuss this.

#### Air to Ground Target Attack Example:

Banzai is in the Target Area at Low Altitude and is armed with 2 AIM-9s, 2 Mk-84s, and 2 Mk-82s. Banzai decides to attack the Target with 1 Mk-84 and 1 Mk-82 (if Banzai was at High altitude he would not be able to attack). For the Mk-84 attack Banzai rolls a 5 and adds +2 (Banzai's AtG rating) for a total of 7. This is equal to the second Hit number for the Mk-84 (which is 7), so 2 hits are inflicted on the target. For the Mk-82 attack Banzai rolls a 6 and adds +2 (Banzai's AtG rating) for a total of 8. This is greater than first number but less than the second Hit number

for the Mk-82 (which is a 6/10), so 1 hit is inflicted on the target. A counter with 3 explosions is placed on the Target Card to show that the Target has taken 3 hits. The Mk-82 and Mk-84 counters are removed from the Hornet card.

### Spill Over Damage

Damage never spills over to effect another ground installation. This means that overkill against a Site cannot be carried over to affect another Site or the Target. Likewise, overkill hits scored against the Target will not effect Sites.

### Site and Bandit Attack Sequence

After Fast Hornets attack, all surviving Sites and Bandits attack. A Site is limited to which aircraft it can attack based on the altitude of and range to the player's aircraft. A Bandit is limited to the aircraft it can attack based on the range to the player's aircraft.

Each Site or Bandits attacks individually and may only attack one target. Resolve the attack for the Site or Bandit before starting an attack with another Site or Bandit.

### Target Determination

An attacking Site or Bandit will automatically target the closest Hornet. If more than one Hornet is closest, randomly determine which one is attacked.

### Hornet Reactions

After the target for a Site or Bandit attack is determined, the player may have his aircraft react to the attack. There are two possible reactions for the player's aircraft; Suppression and Evasion, which are explained below.

### Suppression

Any one Hornet may perform one Suppression Attack on the Site or Bandit as normal. Specify a Cannon attack, or the weapon counter(s) to be expended. If the attack results indicate that one or more hits are inflicted, the Site or Bandit attack is canceled. However, the Site or Bandit **does not** suffer damage from the Suppression attack.

### Evasion

The Hornet that is the target of an attack may choose to go Evasive to reduce the chances of being hit. When an aircraft goes Evasive, place a 1 point Stress counter on its Pilot card. When rolling for the attack, roll 2 dice, and use the lower roll.

### Attack Resolution

After the player reacts to the attack, if the Site or Bandit is Suppressed, it cannot attack, resolve attacks for any other Sites or Bandits. If the Site or Bandit is not suppressed resolve the attack as follows:

Roll a d10 for the Site/Bandit and look at the "Hit" numbers on the Site/Bandit. If the modified die roll is less than the first number, there is no effect on player's aircraft. If the modified die roll is equal to the first number and less than the second number, 1 Stress Point is added to the target pilot's current stress level. If the modified die roll is equal to the second number and less than the third number, the target aircraft is damaged. For damaged aircraft, remove all weapon and pod counters and give the pilot 2 Stress Points for finishing the mission in a damaged aircraft. If an aircraft is Damaged a second time it is Destroyed. If the modified die roll is equal to or greater than the third number, the target aircraft is destroyed. Destroyed aircraft are removed from the game; a SAR (Search And Rescue) check is made for each destroyed aircraft

during the Home-Bound Flight phase.

### Site Attack Example:

An SA-11 Radar SAM Site in the Target Area is ready to attack. The SA-11 has a range of 1, so it may attack Hornets that are in the Target Area or any Approach Area. There are 2 Hornets in the South Approach Area and 2 Hornets in the Target Area. One of the Hornets in the South Approach Area is at High altitude and is attacked by the SA-11. The player chooses not to make a Suppression attempt but to have the target Hornet go Evasive. He places a 1 point Stress counter on the Hornet Card. For the SA-11 attack the player rolls an 6 and a 10, so he uses the 6, and subtracts 1 (the target Hornet has an ALQ-119(v) pod) for a total of 5. This is greater than the first Hit number on the SA-11 counter, but less than the second Hit number, so the Hornet pilot adds 1 Stress Point to his current total.

### Bandit Attack Example:

A MiG-23 Bandit in the South Approach Area is ready to attack. This MiG-23 has a range of 1, so it may attack Hornets that are in any adjacent areas. There are 2 Hornets in the South Approach Area and 2 Hornets in the Target Area. The two Hornets in the South Approach Area are the potential targets for the attack. The player randomly picks one Hornet as the target of the attack. The player makes a Suppression attempt using the other Hornet in the South Approach Area but misses. For the MiG-23 attack the player rolls an 8 with no modifiers. This is greater than the second Hit number on the MiG-23 counter, but less than the third Hit number, so the Hornet is Damaged, all weapon counters are removed from the Hornet and the pilot adds 2 Stress Points to his current total.

### Hornet Movement

In this step you may move your Hornets from their current location to an adjacent area.

You may also change the altitude of your Hornets. There are two altitude levels in the game: High and Low. The altitude levels affect which weapons an aircraft can use and if Sites can attack them.

Movement and altitude changes are voluntary, except during Turn #4 when all Hornets in the Target Area must move to an adjacent Approach Area. Hornets are not allowed to move into or remain in the Target Area during this step of Turn #4.

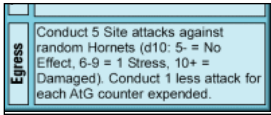
### Bandit Movement

Bandits move after the player's Hornets 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 Hornets within the Bandit's range, it does not move.

If no Hornets are within the Bandit's range, move the Bandit one area closer to the closest Hornet. If more than one Hornet is the closest, randomly determine which Hornet the Bandit moves towards.

# • Home-Bound Flight



## Determine Home-Bound Events

Your flight back to the carrier may not be uneventful. Draw the top-most Event Card and resolve the Egress event.

## Determine Search and Rescue Results

After resolving any Home-Bound events check the Search and Rescue (SAR) results for any Hornets that were shot down 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 for each Pilot shot-down. Before rolling the die, you can discard AtG counters from your Hornets to modify your die roll.

### Modified

#### Die

#### Roll Result:

- > 9 Quick Recovery: The Pilot adds 3 Stress Points to its current total.
- 6 to 8 Recovered Under Fire: The Pilot adds 5 Stress Points to its current total.
- < 5 Captured: The Pilot becomes unfit for the rest of the campaign unless rescued.

The SAR check die roll is modified as follows:

- 1) Subtract the Weight Point penalty for the Target (shown on the Campaign Map sheet)
- 2) Add 1 for each Weight Point of AtG weapons expended by the player for this roll. (This modifier only applies to the current SAR die roll not for all SAR die rolls)
- 3) Other modifiers may be applied due to Target-Bound or Home-Bound events.
- 4) Add 2 if Shot-Down during Target-Bound or 1 if Shot-Down during Home-Bound.

# • Debriefing

In the column for the current mission on the Mission Log write the number for the Target Card you just attacked (this number is shown in the upper left corner of the Target Card).

Below the pilot information in the column, record the number of Special Option Points you have remaining. Special Options Points may also be gained during a mission through Event Cards. Additional Special Option Points are added to your campaign total at this time.

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.

<b>Recon</b> Target Cards Drawn	Start	3
<b>Intel</b> Sites in Target Area	Start	Base
<b>Radar</b> Bandits in Target Area	Start	Base
<b>Infra</b> Hits to Destroy Target	Start	Base

## Adjust Campaign Map Sheet Tracks

If the Target was destroyed during the mission, refer to the Target Card to determine which tracks are adjusted. The number shown for the track is the number of boxes to the right that the information counter for that track is moved. However, an information counter is never moved off the track or to cover the last box of the track.

If the Target was not destroyed, no adjustments are made to the Campaign Map sheet Tracks.

## Target Card Placement

If the Target was destroyed during the mission, the Target Card is set aside until the campaign is over. If the Target was not destroyed, return the Target Card to the Target Card Deck, shuffle the deck and place it back on the Mission Display.

## Campaign Outcome

If this mission was the final mission of a campaign, compare your total Victory Points to the numbers listed in the Campaigns section of the Campaign Map sheet for the Campaign Type you were playing. This will show you the results of your campaign.

## Pilot Stress, Recovery and Experience

During the mission pilots gain Stress and Experience Points due to flying a mission, combat, and event cards. Pilots that do not fly a mission do not gain Stress Points. The number of Stress Points a Pilot has determines how effective a Pilot is in combat. The amount of Experience Points a Pilot has determines promotion for the Pilot.

Stress Points gained during a Mission do not take effect until this step.

Pilots/crews that are Unfit because they were captured during the SAR check do not have their Stress or Experience Point levels tracked unless they are rescued.

Data	App Tar	If Destroyed...
Sites	4 3	V.P.s: 5
Bandits	3 4	Radar: 2
Hits	- 11	Recon: 3

### Adding Target Stress

After the mission is over each Pilot that flew on the mission also adds an amount of stress based on the distance flown during the mission.

The number of Stress Points added to each Pilot is shown on each Target card.

### Pilot Stress Recovery

After the target Stress Points are added the total Stress Points for a Pilot are reduced by the Cool number shown on the Pilot card for that Pilot. This number was also written on the Mission Log at the start of the campaign.

When a pilot does not fly a mission, he recovers Stress equal to his Cool plus 2.

### Shaken Pilots

If a Pilot has accumulated enough Stress Points to be Shaken, the Pilot can still fly missions. A Shaken Pilot uses his "Shaken" skills.

### Checking for Unfit Pilots

After all Stress Point adjustments are made, if a Pilot has Stress Points in excess of his Shaken range of points, he is Unfit to fly. A Pilot that is Unfit cannot fly missions until his Stress Points are reduced into his Shaken range.

### Recording Pilot Experience & Stress

Write the current number of Stress Points for each Pilot on the Mission Log in the column for the current mission.

Give each Pilot that flew on the mission 1 Experience Point in the XP's Gained column on the Mission Log. If during the mission the Target was destroyed and no Hornets were destroyed each Pilot that flew on the mission gains 1 additional Experience Point.

### Promoting Pilots

If the Experience Point total for a Pilot is equal to or greater than the Promotion number for the Pilot they are promoted. Promotion consists of flipping a Pilot card over to the side with the higher level. If the other side of the Pilot card is not a higher level, the Pilot stays at its current experience level. Pilot promotion is limited by the card mix.

If an Unfit Pilot is promoted, recheck the Stress Point totals for Pilot to determine if the Pilot is still Unfit.

Pilot Experience levels are (from highest to lowest): Ace, Veteran, Skilled, Average, Green, and Newbie.

*Pilot Stress, Recovery and Experience Example:*

*Joker (with a Newbie Experience level) had 1 Experience Point and 0 Stress Points at the start of a mission.*

*During the mission he gains 2 Stress Points from combat. The mission target was Target Card #6 on the Iraq Campaign Map sheet, so the target location adds 2 Stress Points for completing the mission. This gives him a total of 4 Stress Points (0+2+2).*

*Joker has a Cool number of 1, so 1 is subtracted for a total of 3 Stress. Joker becomes Unfit if his Stress points exceed 3, so he is Unfit.*

*During the mission the Target was destroyed and no Hornets were destroyed, so he gains 2 Experience Points. This gives him a total of 3 Experience Points, which is equal to his Promotion number. Joker's Pilot/Hornet Card is flipped over; showing that he now has a Green*

*experience level.*

*Joker's Stress Point level is checked again and because of the promotion. He is no longer Unfit (the Unfit level for Joker is now 6+).*

## • Errata and Changes

- When a pilot does not fly a mission, he recovers Stress equal to his Cool plus 2.
- The Target cards now contain the Weight Point and Stress information instead of the Campaign sheets.
- The Campaign sheets now list the per mission quantity limits on each munition type, rather than it being limited by counter mix.
- The "Thumper" pilot cards had some mistakes and have been updated.

## • Credits

Game Design  
New Vassal Module  
Original Vassal Module

Dan Verssen  
Jerry Tresman  
Marcos Hidalgo  
[www.toposolitario.com](http://www.toposolitario.com)

Game Development  
Pilot Log Template  
Suggestions and Ideas  
Special Thanks

Holly Verssen  
John Ferry  
Dave Schueler  
Gene Billingsley and Rodger MacGowan  
at GMT Games for publishing the original game back in 1991.  
[www.gmtgames.com](http://www.gmtgames.com)