

Hornet Leader - Keeping your Squadron Organized

By Holly Verssen



As the Developer for Hornet Leader, I played two or three entire campaigns a day for several weeks. I needed to find an easy way to organize my cards and information.

I purchased a 3-ring binder, filled it with card sleeve sheets, and labeled each with game components like: Targets, Events, and Pilots (broken down by aircraft type).

I then filled the sleeves with Targets in numerical order and alphabetically by Aircraft type. I kept each of a Pilot's 3 cards together in a sleeve.

At the start of a campaign, I pulled the designated Target cards and set them aside to use during the campaign. It was then easy to put them back in their sleeves after the game and pull the Targets for the next campaign.

I put the Pilot spreadsheet onto a clipboard and flipped through the pages to choose my pilots. I wrote the Pilots I chose, and their costs on my Player log, then went back to my 3-ring binder and pulled those Pilot cards.

Changing a Pilot's skill level was also easy, because I knew exactly where the other cards for that Pilot were.

In the binder's front and back pouch, I kept my Rulebook, Sheets and extra Player Logs. I didn't sleeve the Event deck because it was used during every game. I usually just left that in the box or wrapped with a rubber band and stuck in the back pouch.

Keeping all my components organized in the binder made the game easy to set-up and it kept my table uncluttered during game play.