

# Phantom Leader: Detailed Mission Log



Mission Number:  Target No.:  Politics:  Recon:  Option: \_\_\_\_\_ SO:   
 Target Name: \_\_\_\_\_ Aircraft:  Intel:  Option: \_\_\_\_\_ SO:   
 Route/WP/Str: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Destroyed:  VP:  Option: \_\_\_\_\_ SO:

<b>Sites (strikethrough when destroyed):</b> North: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table> East: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table> South: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table> West: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table> Center: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>																					<b>Bandits (strikethrough when destroyed):</b> North: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table> East: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table> South: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table> West: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table> Center: <table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td></tr></table>																					<b>Events &amp; Effects:</b> Target Bound: _____ Effect: _____ Intel Air Defense Destruction: _____ Over Target: _____ Effect: _____ Home Bound: _____ Effect: _____

Pilot: <input type="checkbox"/> Stress: <input type="checkbox"/> Available WP: <input type="checkbox"/> Munitions (strikethrough used): <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td></tr></table> Pre-Approach Area: <input type="checkbox"/> Over Target    D. Sup. Alt. <table border="1" style="width: 100%; height: 40px;"><tr><td>1<sup>st</sup></td><td></td><td></td><td></td></tr><tr><td>2<sup>nd</sup></td><td></td><td></td><td></td></tr><tr><td>3<sup>rd</sup></td><td></td><td></td><td></td></tr><tr><td>4<sup>th</sup></td><td></td><td></td><td></td></tr></table> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: <input type="checkbox"/> Target/SAR Stress: _____ / _____ Recovery/R&R: _____ / _____ XP: <input type="checkbox"/> Final Stress: <input type="checkbox"/> Notes: <input style="width: 100%; height: 20px;" type="text"/>					1 <sup>st</sup>				2 <sup>nd</sup>				3 <sup>rd</sup>				4 <sup>th</sup>				Pilot: <input type="checkbox"/> Stress: <input type="checkbox"/> Available WP: <input type="checkbox"/> Munitions (strikethrough used): <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td></tr></table> Pre-Approach Area: <input type="checkbox"/> Over Target    D. Sup. Alt. <table border="1" style="width: 100%; height: 40px;"><tr><td>1<sup>st</sup></td><td></td><td></td><td></td></tr><tr><td>2<sup>nd</sup></td><td></td><td></td><td></td></tr><tr><td>3<sup>rd</sup></td><td></td><td></td><td></td></tr><tr><td>4<sup>th</sup></td><td></td><td></td><td></td></tr></table> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: <input type="checkbox"/> Target/SAR Stress: _____ / _____ Recovery/R&R: _____ / _____ XP: <input type="checkbox"/> Final Stress: <input type="checkbox"/> Notes: <input style="width: 100%; height: 20px;" type="text"/>					1 <sup>st</sup>				2 <sup>nd</sup>				3 <sup>rd</sup>				4 <sup>th</sup>				Pilot: <input type="checkbox"/> Stress: <input type="checkbox"/> Available WP: <input type="checkbox"/> Munitions (strikethrough used): <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td></tr></table> Pre-Approach Area: <input type="checkbox"/> Over Target    D. Sup. Alt. <table border="1" style="width: 100%; height: 40px;"><tr><td>1<sup>st</sup></td><td></td><td></td><td></td></tr><tr><td>2<sup>nd</sup></td><td></td><td></td><td></td></tr><tr><td>3<sup>rd</sup></td><td></td><td></td><td></td></tr><tr><td>4<sup>th</sup></td><td></td><td></td><td></td></tr></table> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: <input type="checkbox"/> Target/SAR Stress: _____ / _____ Recovery/R&R: _____ / _____ XP: <input type="checkbox"/> Final Stress: <input type="checkbox"/> Notes: <input style="width: 100%; height: 20px;" type="text"/>					1 <sup>st</sup>				2 <sup>nd</sup>				3 <sup>rd</sup>				4 <sup>th</sup>				Pilot: <input type="checkbox"/> Stress: <input type="checkbox"/> Available WP: <input type="checkbox"/> Munitions (strikethrough used): <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td></tr></table> Pre-Approach Area: <input type="checkbox"/> Over Target    D. Sup. Alt. <table border="1" style="width: 100%; height: 40px;"><tr><td>1<sup>st</sup></td><td></td><td></td><td></td></tr><tr><td>2<sup>nd</sup></td><td></td><td></td><td></td></tr><tr><td>3<sup>rd</sup></td><td></td><td></td><td></td></tr><tr><td>4<sup>th</sup></td><td></td><td></td><td></td></tr></table> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: <input type="checkbox"/> Target/SAR Stress: _____ / _____ Recovery/R&R: _____ / _____ XP: <input type="checkbox"/> Final Stress: <input type="checkbox"/> Notes: <input style="width: 100%; height: 20px;" type="text"/>					1 <sup>st</sup>				2 <sup>nd</sup>				3 <sup>rd</sup>				4 <sup>th</sup>			
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# Phantom Leader: Detailed Mission (2) Log



Mission Number: **1** Target No.: **32** Politics: **3** Recon: **4 0** Option: GBU-10 SO: **1**  
 Target Name: Power Station Aircraft: **8** Intel: **0 0** Option: \_\_\_\_\_ SO: **0**  
 Route/WP/Str: 6B / -2 / +3 Destroyed: **No** VP: **4 0** Option: \_\_\_\_\_ SO: **0**

<b>Sites (strikethrough when destroyed):</b> North: <del>SA-2</del> <del>S-60</del> East: <del>S-60</del> <del>Infantry</del> South: <del>SA-2</del> <del>Infantry</del> West: <del>SA-2</del> <del>Zu-23-2</del> Center: <del>S-60</del> <del>Zu-23-2</del> <del>Zu-23-2</del> <del>Zu-23-2</del>	<b>Bandits (strikethrough when destroyed):</b> North: <del>MiG-19</del> <del>No</del> East: <del>MiG-17</del> <del>No</del> South: <del>MiG-17</del> <del>No</del> West: <del>No</del> <del>No</del> Center: <del>MiG-17</del> <del>MiG-19</del> <del>No</del>	<b>Events &amp; Effects:</b> Target Bound: <u>AC-47 "Spooky"</u> Effect: <u>Destroy Center S-60</u> Intel Air Defense Destruction: <u>n/a</u> Over Target: <u>Important Target</u> Effect: <u>Sites gain +2 on dice rolls</u> Home Bound: <u>Domestic Issues</u> Effect: <u>+1 Target card next mission</u>
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<b>Pilot:</b> <u>Hazel 12</u> Stress: <b>0</b> Available WP: <b>4</b> Munitions (strikethrough used): <del>AIM-9</del> <del>AIM-9</del> <del>AIM-9</del> <del>AIM-9</del> Pre-Approach Area: <u>South</u> Over Target D. Sup. Alt. 1 <sup>st</sup> <u>South MiG</u> <del>X</del> <del>H</del> 2 <sup>nd</sup> <u>South MiG</u> <del>-</del> <del>H</del> 3 <sup>rd</sup> <u>Center MiG</u> <del>X</del> <del>H</del> 4 <sup>th</sup> <u>Target (gun)</u> <del>-</del> <del>L</del> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: <u>2</u> Target/SAR Stress: <u>3 /</u> Recovery/R&R: <u>/</u> XP: <b>1</b> Final Stress: <b>5</b> Notes:	<b>Pilot:</b> <u>Condor 05</u> Stress: <b>0</b> Available WP: <b>4</b> Munitions (strikethrough used): <del>AIM-9</del> <del>AIM-9</del> <del>AIM-7</del> <del>AIM-7</del> Pre-Approach Area: <u>South</u> Over Target D. Sup. Alt. 1 <sup>st</sup> <u>Center MiG</u> <del>X</del> <del>H</del> 2 <sup>nd</sup> <u>South MiG</u> <del>X</del> <del>H</del> 3 <sup>rd</sup> <u>Center MiG</u> <del>-</del> <del>H</del> 4 <sup>th</sup> <u>Target (gun)</u> <u>1</u> <del>L</del> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: <u>2</u> Target/SAR Stress: <u>3 /</u> Recovery/R&R: <u>-1 /</u> XP: <b>1</b> Final Stress: <b>4</b> Notes:	<b>Pilot:</b> <u>Bronco 05</u> Stress: <b>0</b> Available WP: <b>2</b> Munitions (strikethrough used): <del>AIM-9</del> <del>AIM-9</del> Pre-Approach Area: <u>South</u> Over Target D. Sup. Alt. 1 <sup>st</sup> <del>-</del> <del>-</del> <del>H</del> 2 <sup>nd</sup> <u>South MiG</u> <del>-</del> <del>X</del> <del>H</del> 3 <sup>rd</sup> <del>-</del> <del>-</del> <del>L</del> 4 <sup>th</sup> <u>Target (gun)</u> <del>-</del> <del>L</del> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: _____ Target/SAR Stress: <u>3 /</u> Recovery/R&R: <u>/</u> XP: <b>1</b> Final Stress: <b>3</b> Notes:	<b>Pilot:</b> <u>Tiger 01</u> Stress: <b>0</b> Available WP: <b>2</b> Munitions (strikethrough used): <del>AGM-45</del> <del>GBU</del> Pre-Approach Area: <u>South</u> Over Target D. Sup. Alt. 1 <sup>st</sup> <del>-</del> <del>-</del> <del>H</del> 2 <sup>nd</sup> <u>South MiG (gun)</u> <del>-</del> <del>H</del> 3 <sup>rd</sup> <u>North SA-2</u> <del>X</del> <del>X</del> <del>L</del> 4 <sup>th</sup> <del>-</del> <del>-</del> <del>L</del> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: _____ Target/SAR Stress: <u>3 /</u> Recovery/R&R: <u>/</u> XP: <b>1</b> Final Stress: <b>3</b> Notes:
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<b>Pilot:</b> <u>Cougar 01</u> Stress: <b>0</b> Available WP: <b>4</b> Munitions (strikethrough used): <del>AGM-45</del> <del>AGM-45</del> <del>AGM-45</del> <del>AGM-45</del> Pre-Approach Area: <u>South</u> Over Target D. Sup. Alt. 1 <sup>st</sup> <u>South SA-2</u> <del>X</del> <del>H</del> 2 <sup>nd</sup> <u>West SA-2</u> <del>X</del> <del>H</del> 3 <sup>rd</sup> <u>North SA-2</u> <del>-</del> <del>H</del> 4 <sup>th</sup> <u>Target</u> <del>-</del> <del>L</del> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: _____ Target/SAR Stress: <u>3 /</u> Recovery/R&R: <u>-1 /</u> XP: <b>1</b> Final Stress: <b>2</b> Notes:	<b>Pilot:</b> <u>Utah 05</u> Stress: <b>0</b> Available WP: <b>4</b> Munitions (strikethrough used): <del>Mk.82</del> <del>Mk.84</del> <del>GBU</del> Pre-Approach Area: <u>South</u> Over Target D. Sup. Alt. 1 <sup>st</sup> <del>-</del> <del>-</del> <del>H</del> 2 <sup>nd</sup> <u>South MiG (gun)</u> <del>-</del> <del>H</del> 3 <sup>rd</sup> <u>Center Zu</u> <del>X</del> <del>L</del> 4 <sup>th</sup> <u>Target</u> <u>5</u> <del>L</del> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: <u>2</u> Target/SAR Stress: <u>3 /</u> Recovery/R&R: <u>/</u> XP: <b>1</b> Final Stress: <b>5</b> Notes:	<b>Pilot:</b> <u>Utah 01</u> Stress: <b>0</b> Available WP: <b>4</b> Munitions (strikethrough used): <del>Mk.82</del> <del>Mk.84</del> <del>GBU</del> Pre-Approach Area: <u>South</u> Over Target D. Sup. Alt. 1 <sup>st</sup> <del>-</del> <del>-</del> <del>H</del> 2 <sup>nd</sup> <u>South MiG (gun)</u> <del>-</del> <del>H</del> 3 <sup>rd</sup> <u>Center Zu</u> <del>X</del> <del>L</del> 4 <sup>th</sup> <u>Target</u> <u>1</u> <del>L</del> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: _____ Target/SAR Stress: <u>3 /</u> Recovery/R&R: <u>/</u> XP: <b>1</b> Final Stress: <b>3</b> Notes:	<b>Pilot:</b> <u>Hazel 11</u> Stress: <b>0</b> Available WP: <b>4</b> Munitions (strikethrough used): <del>Mk.82</del> <del>GBU</del> <del>GBU-10</del> Pre-Approach Area: <u>South</u> Over Target D. Sup. Alt. 1 <sup>st</sup> <del>-</del> <del>-</del> <del>H</del> 2 <sup>nd</sup> <u>South MiG (gun)</u> <del>-</del> <del>H</del> 3 <sup>rd</sup> <u>Center Zu</u> <del>X</del> <del>L</del> 4 <sup>th</sup> <u>Target</u> <u>3</u> <del>H</del> Damaged: <input type="checkbox"/> Destroyed: <input type="checkbox"/> Mission Stress: _____ Target/SAR Stress: <u>3 /</u> Recovery/R&R: <u>/</u> XP: <b>1</b> Final Stress: <b>3</b> Notes:
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