

INSTANT THUNDER

COLLECTED SCENARIOS

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These scenarios are designed to demonstrate the flexibility of 'Instant Thunder': with a little lateral thinking most types of jet combat situations can be represented.

It is the nature of air-to-air combat that not all engagements are balanced. Such is the nature of these scenarios. Competitive players may like to play the same scenario back to back; switching sides and taking an aggregate score over the two games to determine the winner. The game certainly plays fast enough to make this a possibility.

I can confirm that all these scenarios are playable solo – where I have specifically identified solo scenarios in this collection it is to indicate that one side uses 'automated' movement and combat.

I hope you find something of interest in this collection.

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TRAINING SCENARIOS

Designed to help new players with the mechanics of the game

SCENARIO T1: 'BRING ON THE DRONES'

Player: select any ONE aircraft from the playing list. The aircraft is armed with guns ONLY. Select a marker to act as the 'Drone'. Place the drone in square Ace of Spades. This represents a target to be shot down (could be a remote-control drone or, in earlier days, a towed banner).

TURN SEQUENCE:

- 1 Drone movement – turn over a card. This is the number of squares that the drone moves. The drone always moves horizontally left.
- 2 Deploy the aircraft using normal procedures (i.e. deploy it into the square signified by drawing a card from the deck)
- 3 Aircraft movement - as per normal rules.
- 4 Aircraft fires at drone if in range
- 5 If drone is not shot down – remove aircraft from grid (Drone is NOT removed). Repeat procedure from 1 above.

The player wins if he shoots down the drone before it exits the playing area from the King of Hearts square. The drone does not jink against gunnery and is destroyed by ONE hit point. The player loses if the drone exits from the playing area from the KH square *or* the aircraft runs out of ammo and the drone is still flying.

If you fail to knock down the drone after three games – turn in your wings and drive a tram!

VARIATIONS

- 1) Use two drones – one starts in Ace of Spades the other in King Hearts. The lower one moves horizontally left (to exit KH), the higher moves horizontally right (to exit A Spades). The aircraft has to destroy BOTH to win.
- 2) For drone movement count any picture card as a climb/dive 1 level (depending on which way the drone is moving). If the drone cannot climb/dive because it is in the HEART or SPADE altitude band then this card counts as ZERO movement.
- 3) Allow the drone(s) to jink against gunfire. Use notional numbers of V3 M4 for the drone for this specific purpose
- 4) Use 4 drones and two aircraft.

SCENARIO T2: “WINNERS STAY ON!”

This depicts ACM exercises and is a training tool for guns-only combat.

Player(s) select any two pairs of opposing aircraft. All aircraft are armed only with ‘camera guns’. These function exactly as cannon in the normal game but cause no damage. Play proceeds normally except that any ‘hits’ do not cause actual damage but are recorded separately on a piece of scrap paper. There is no ammunition restriction.

After 5 turns the side with the most hits scored is the winner and stays on the map to face a challenge from the next type of pair selected. This continues for as long as desired.

If after 5 turns, the number of hits are equal the game continues into additional turns until one side has outscored the other.

Note that if an aircraft suffers a ‘Camera Hit’ then it loses the right to ‘shoot’ this turn (unless it has already done so). Use minimal environmental squares (sun only or sun plus a maximum of 2 cloud squares). All aircrew are ‘Average’. Aircraft may not exit the map. Do not use formation rules in this scenario.

SCENARIO T3: “CLASH OF THE TITANS”

This is based on the famous ‘Cunningham/Driscoll versus Col Toon’ combat in Vietnam on 10 May 1972 and is designed to introduce players to heat-seeking missiles in the game.

USN: 1 x F4 B Phantom NVAF 1 x Mig 17A Fresco.

Phantom is armed with 2 x Improved Sidewinder missiles only. Mig 17 is guns only. (*in actuality the Phantom had RH missiles too but these could not be utilized at this knife-fight range*).

Environment: Sun plus 2 individual Cloud squares. All aircrew is deemed average (*in reality all aircrew should be ACE grade but this cancels each other out for this scenario*)

Aircraft may not leave the map unless they are crippled or out of ammo.

Play continues normally until either:

- An aircraft is shot down
- An aircraft leaves the map
- Both aircraft are crippled
- Both aircraft are out of ammo
- Player(s) decide to terminate scenario

SPECIAL: Although rated as AVERAGE the US player MAY ripple-fire both missiles if desired, in this scenario.

KOREAN SCENARIOS

SCENARIO K1: "STURMOVIKS!" (26 JUNE 1950 – SOLO)

(On the afternoon of 26 June the North Koreans attempted an attack on Kimpo airfield using Russian WWII vintage Il-10 Sturmovik aircraft. They were intercepted by USAF F-80 Shooting Stars. 4 Sturmoviks were shot down without loss.)

This is a SOLO scenario with the player controlling the USAF forces and the Sturmoviks being controlled automatically.

USAF: 4 x F80 Shooting Stars armed with machine guns. All pilots are AVERAGE.

NKAF: 8 x IL-10 Sturmoviks.

ENVIRONMENT: Do not use the sun in this scenario. There are three individual cloud squares.

Do not use formation rules in this scenario. The game lasts for 10 turns.

STURMOVIK MOVEMENT

Deployment of all aircraft between turns is carried out as normal. When a Sturmovik is due to move this is handled by drawing a card from the deck and moving in accordance with the card drawn. Do NOT draw a card if the Sturmovik is deployed into a cloud square (it remains in place).

If the card drawn is BLACK then the Sturmovik has NO movement this turn.

If the card drawn is RED then the Sturmovik moves as follows:

ACE through to five – the plane moves ONE square LATERALLY

Six through to ten – the plane moves TWO squares LATERALLY

The direction moved is determined by the suit: HEART= left, DIAMOND = Right

If a red PICTURE card is drawn (J, Q or K) then the Sturmovik changes altitude by climbing or diving one level. If the plane is in the Spade band it must CLIMB, if in the Heart band it must DIVE. If there is a choice then the suit of the picture card determines the movement - HEART = climb, DIAMOND = dive.

Sturmoviks may not combine vertical and horizontal movement in this scenario. If a Sturmovik which is due to move TWO lateral squares would be scheduled to move THROUGH a cloud square then it automatically terminates its movement in the cloud square. A Sturmovik will exit the map via KH or AS squares, if called upon to do so.

COMBAT

The aim of the player is to shoot down as many Sturmoviks as possible. He attacks with his aircraft as normal. If a Sturmovik is attacked it **MUST** try to jink. For this purpose draw a single card from the deck to determine the result. If a picture card is drawn then the player adds +1 to his target score for a hit. If an ACE is drawn then the player adds +2 to his target score. Any other card is a failed jink.

A Sturmovik has a Hit Point value of 4.

STURMOVIK COMBAT

Sturmoviks are considered to be armed with machine guns/WWII cannons with a range of 2 Squares and 3 ammo. If possible they will always shoot at an enemy F80. Normal combat prohibitions apply (e.g. if they have attempted to jink earlier in the turn; are in the same square as an enemy etc).

If a Sturmovik fires at an F80 then the F80 may jink as per normal rules. If **EITHER** of his jink cards is successful then the Sturmovik has **MISSED**.

Otherwise draw a single card from the deck. Any **PICTURE** card signifies a hit (regardless of range). Otherwise the attack has missed. If a hit is scored then the player draws for damage. The Sturmovik has an attack effectiveness of -6.

CRIPPLED STURMOVIKS

If a Sturmovik is crippled (2-3 hit points) then it has the following restrictions:

- When drawing for movement ignore anything except a result of 1 lateral square (if deployed in cloud it does not move)
- A crippled Sturmovik may not jink against enemy fire
- A crippled Sturmovik may not shoot

EXITING THE MAP: F80s may not exit the map in this scenario. Sturmoviks that exit the map are considered to have escaped and do not return.

VICTORY CONDITIONS

To match or better history the player must shoot down 4 or more Sturmoviks without loss (consider a crippled Sturmovik that is still on the map at the end of the game to equal ½ a kill).

If an F80 is shot down then the player must kill 6 Sturmoviks to win. If the player loses more than 1 F80 he has lost outright.

SCENARIO K2: “B29s AT BAY!” (HISTORICAL 23 OCT 1951)

(This scenario depicts communist Mig15s breaking through the USAF defensive screen to attack B29 bombers that are attacking airfields south of the Yalu river)

NORTH KOREA

6 Mig 15s armed with cannon. All pilots are AVERAGE (Optionally, the North Korean player may make one of his pilots EXPERIENCED but must then also include one NOVICE pilot in his force).

USAF

2 x F-84 Thunderjets armed with machine guns. One pilot is EXPERIENCED, the other is AVERAGE)

4 x B29 Superfortress Bombers. These are only armed for defensive fire (see below)

B29 CHARACTERISTICS

The B29 has a V number of 2 and an M number of 3. It may not perform special manoeuvres. It has a Hit Point value of 8. It is armed with a defensive fire capability to represent turret/waist gunners. If a B29 is CRIPPLED (4 or more Hit Points sustained) then it may not move from its original deployment square that turn, nor may it fire defensively.

SPECIAL DEPLOYMENT OPTION

The B29s are deployed on the map as normal with all other aircraft in the scenario. After ALL aircraft have been deployed the USAF player has the option of attempting to move each of his B29s up ONE altitude level on the map. He draws a card from the full deck for each B29 he wishes to move. If any PICTURE card is drawn (K, Q or J) then the B29 is moved to the same square in the next highest band. Obviously, B29s which start in the HEARTS band are not able to take this option.

Note that this option is entirely independent of any V or M movement attempted by the B29 later in the same turn.

Note that this may mean that the B29 occupies the same square as a Mig 15 when coming to take its movement phase. If this is the case the B29 takes its movement option FIRST.

Do not use formation rules in this scenario.

B29 DEFENSIVE FIRE

B29s have an inherent defensive capability. This is represented by a Machine Gun shot at any attacking Mig 15s in range (2 squares). The effectiveness number of a successful defensive shot is -6.

IMPORTANT NOTE: B29s may **ONLY** fire at a Mig 15 that has declared a cannon attack against a B29. This replaces the option to jink. B29s may not jink against incoming fire. B29 Defensive Fire is **NOT** restricted to the target of a Mig 15 attack. **ANY** B29 in range of a Mig15 that has declared a cannon attack against a B29 can shoot. Defensive fire has no ammunition restrictions and a given B29 may fire at as many attacking Mig15s in range as it can (i.e. it is not restricted to one attack per turn).

Attacking Mig 15s **CANNOT** jink against defensive fire. However, defensive fire always suffers a +1 penalty against attacking aircraft.

The sequence for defensive fire is summarized below and is followed by an example:

- 1) Mig15 declares a Cannon attack against a B29 in normal range (3 squares)
- 2) ALL B29s within MG range of the Attacker (2 squares) fire defensively at it
- 3) The target numbers automatically suffer a +1 to hit. The Mig15 may not jink.
- 4) Results of any hits are applied to the attacker.
- 5) If allowed, the Mig15 then goes on to resolve his attack against the original B29 target in the normal way.

RESULT OF DEFENSIVE FIRE

If the defensive fire misses then there is no effect on the Mig15.

If a hit or hits are scored on an attacking Mig15 then the B29 draws a card for damage for each hit in the normal way with a -6 effectiveness number. Any damage is applied to the Mig15 as normal. If a Mig15 suffers **ANY** Hit points from defensive fire then its attack is aborted.

If a Mig15 is hit but suffers **NO** damage points then add +1 to the Mig15's target number for each such non-damaging hit.

EXAMPLE

It is the combat phase. A Mig 15 is located at 8 DIAMONDS. A B29 is located at 7 DIAMONDS and another B29 at 6 DIAMONDS. The Mig15 is not prohibited from having a combat action by any earlier combat in this turn and declares an attack on the B29 in 7D. Both B29s fire defensively at the Mig15. The B29 in the 7D is at range 1 and adds +1 for the defensive fire for a target total of 2 guesses. The B29 in 6D is at range 2 and also adds +1 for a target of 3 guesses. Assume that B29 #1 succeeds in making two guesses and B29 #2 fails. One hit has been scored on the Mig15. The USAF player

draws for effect and draws 4 of clubs. He deducts 6 from this and no damage results. However, the Mig has to add +1 to its own total for the non-damaging hit (if the hit had resulted in one or more damage points then the Mig15 would have had to abort his attack. Had BOTH B29s scored non-damaging hits then the Mig15 would have added +2 to its own cannon target number). In this example the Mig15 is allowed to attack. He marks one shot off his ammo log and needs to score 2 correct guesses to hit the B29 in 7D square. If he does so he goes on to assess damage in the normal way.

It is **important** to remember that a B29 may only fire defensively against an **ATTACKING** Mig in range. If a Mig is in range but does NOT declare an attack against a B29 then NO defensive fire may be directed against it.

A B29 may not use defensive fire if it is in a cloud square or is crippled. It may not use defensive fire if an attacking Mig is targeting an F84. Normal penalties apply (+2) if the attacking Mig is in the sun square. Any number of eligible B29s may use defensive fire **INCLUDING B29s IN THE SAME SQUARE.**

ENVIRONMENTAL FACTORS: use sun plus 3 individual cloud squares.

Game lasts for 6 turns. No aircraft may leave the map in this scenario.

VICTORY CONDITIONS

Score 3 points for shooting down a B29. Score 1 point for crippling a B29.

Score 1 point for shooting down a Mig 15 or F84. Score ½ point for crippling Mig 15 or F84. Highest score wins.

VARIANT

Play TWO scenarios.

The first represents the Mig15s trying to break through a screen of F-86 Sabres (as happened historically). Use 8 Mig 15s and 6 Sabres. No other aircraft are present in this scenario. The same environmental conditions apply. Aircraft may NOT leave the map.

The North Korean player can select up to TWO EXPERIENCED pilots for this scenario. However, for each EXPERIENCED pilot selected there must be one NOVICE. All other NK pilots are AVERAGE. The F86 pilots have the same number of EXPERIENCED pilots as the North Korean and NO novices. Other pilots are AVERAGE

No victory points are scored in this scenario, which lasts 6 game turns, but only SURVIVING Mig15s progress to the second scenario to try and shoot down B29s. Surviving Migs take forward any hit points sustained (which includes being crippled).

Score victory points in the second scenario as normal.

SCENARIO K3: “THE YALU PERCH” KOREA 1953

In Korea the Communist forces utilized the Chinese side of the Yalu river as a safe-haven to attack USAF forces as the Americans were forbidden to attack into Chinese territory. This scenario demonstrates how the playing board can be ‘Zoned-off’ to represent such doctrine.

USAF: 6 x F86A Sabres, armed with machine guns.

CHINA: 8 x Mig 15 Fagots, armed with cannon.

The USAF has 2 EXP pilots and 4 AVERAGE. The Chinese have 1 EXP pilot, 5 Average and 2 Novices. All aircraft are guns only. Formation rules may be used.

Environment: Sun plus 3 individual clouds. No clouds are placed in the HEARTS altitude band. Draw another card for a cloud if a HEART is drawn. In this scenario any aircraft may temporarily exit the board via the ACE of Spade square. Chinese Aircraft (only) may permanently exit the board via the King of Hearts square.

SPECIAL RULE: USAF aircraft may NEVER be deployed in the HEART altitude band, nor may they move into or shoot at enemy aircraft located in the HEART band. (*this represents the Chinese side of the Yalu River*). If a HEART deployment card is drawn for any USAF aircraft or formation, ignore it and draw again.

Game length = 8 turns.

Score points as follows:

For shooting down an EXP pilot	= 2 points
For crippling an EXP pilot aircraft	= 1 point
Shooting down Average Pilot	= 1 point
Crippling an Average pilot	= 0.5 point
Shooting down NOVICE	= 0.5 point

No points for minor damage or crippling a NOVICE aircraft. Highest total wins.

(For smaller games use 4 F-86s vs 6 Mig 15s or 2 F-86s vs 4 Mig 15s. Reduce crew ability types proportionally)

SCENARIO K4:“HOLLYWOOD ACES: SAVILLE v PELL (HOLLYWOOD FICTIONAL)

(This is based on the 1958 movie ‘The Hunters’ starring Robert Mitchum as Major Saville and Robert Wagner as Lt Pell. This is set in the Korean War and features the competition between the two protagonists in scoring the highest number of Mig kills. It is a really good movie with some great aerial photography – even if the Mig15s are really F-84s! This scenario is unusual in that both players are on the same side – USAF – but in competition)

USAF

2 x F-86A Sabres armed with machine guns. Both pilots are EXPERIENCED. Sabre #1 represents ‘Saville’ and Sabre #2 represents ‘Pell’. Each player represents one of these characters and controls the appropriate aircraft.

NORTH KOREA/CHINA

6 x Mig 15 Fagots armed with cannon. It is important that these are numbered from 1 through to 6. Pilots of Aircraft 5 and 6 are NOVICES. Other pilots are AVERAGE.

ENVIRONMENT use the sun plus 4 individual cloud squares. The game lasts 6 turns.

Mig 15s may leave the map via the King of Hearts or Ace of Spades squares but this is a TEMPORARY exit only and they will be redeployed next turn. Sabres may not leave the board. Do not use formation rules in this scenario.

OVERVIEW

MIG MOVEMENT

In addition to controlling Sabre #1 ‘Saville’ also controls the movement of all ODD numbered Mig 15s (1,3 and 5). Pell controls Sabre #2 and all EVEN numbered Migs (2 ,4 and 6). The aircraft are deployed as normal. When a Mig15 is called upon to have movement either the ‘Saville’ player or the ‘Pell’ player moves it in accordance with the normal rules. The player may move the Mig AS HE SEES FIT and to HIS OWN BEST ADVANTAGE.

For example ‘Saville’ could try and maneuver a Mig so that it becomes a juicy target for Sabre # 1 or he may try and deny a target to ‘Pell’ by moving a Mig off the map or into a cloud. Anything goes.

COMBAT

The aircraft follow normal initiative for combat. If a Mig can shoot at a Sabre it will do so. If it shoots at 'Saville' then 'Pell' controls the Mig's gunnery. If it shoots at 'Pell' then 'Saville' controls the Mig's gunnery. In this context the ID number of the shooting Mig is immaterial (that is only relevant for MOVEMENT).

If a Mig has a choice of targets (i.e. both Sabres are in range of its cannon) it will automatically select the CLOSEST Sabre to shoot at. If both Sabres are at equal range (e.g. in the same square) then draw a card from the full deck to select the target (Black for 'Saville'; Red for 'Pell'). Mig gunnery is handled normally and Sabre pilots have the usual jinking options.

If a Sabre shoots at a Mig then the other player handles the Mig response, deciding whether or not to jink.

Normal combat prohibitions for jinking or receiving damage apply to both sides.

Although they might feel like it, 'Saville' and 'Pell' may not shoot at each other!

VICTORY CONDITIONS

The players score 1 point for each Mig 15 they shoot down. Note that the player scoring the final point(s) which shoot down the Mig is credited with the kill – regardless of prior damage scored on that aircraft. If 'Saville' or 'Pell' finishes the game in a crippled aircraft then deduct one point from his score.

If either player is shot down during the game then his opponent wins provided he is still flying at the end of the game. If both players are shot down then BOTH lose!

Note that if one player is shot down he immediately takes control of all Mig15 movement and combat for the rest of the game.

'CASEY JONES' VARIANT

If desired this variant can be included to represent the Mig 15 ace from the movie (Aircraft code 711, nicknamed 'Casey Jones').

At the start of EACH turn a card is drawn from the full deck prior to aircraft deployment. If a picture card is drawn (K, Q or J) then 'Casey Jones' appears. This is a Mig 15, armed normally but with an EXPERIENCED pilot. Draw a deployment card for Casey Jones as normal. Note that he ONLY appears on turns where a picture card is drawn as described. *(This means he may appear, for example, on turn 2 and then again on turn 5. Indeed, he may appear on every game turn or none at all.)*

If/when Casey Jones appears it has to be determined who will control his movement that turn (assuming both Sabres are present). To do this, determine the range from Casey Jones to each of the Sabres. Whichever Sabre is FURTHEST from Casey Jones controls the Mig's movement for that turn. Note that this range determination takes place when Casey Jones is scheduled to have his movement phase due to his positioning on the board. If both Sabres are the same distance then draw a card to determine control (Black for 'Saville'; Red for 'Pell').

Obviously, if Casey Jones appears when only one Sabre is still present then the other player automatically controls his movement.

Casey Jones has combat as normal and is controlled by the appropriate player as described above. He carries forward any Hit Points it sustains (including being crippled) for any later reappearance in the game.

If this variant is used any player who shoots down Casey Jones is awarded 3 points.

DESERT WINGS: ARAB – ISRAELI JET CONFLICT

The story of Arab – Israeli air conflict very much epitomizes the history of jet combat since its inception to the modern day. All types of engagement are there, plus a myriad of aircraft types to choose from. Scenario designers should freely utilize the optional aircrew ability rules to balance Arab quantity against Israeli quality. The following scenarios range across the period and are a mere taster. They are all historical.

SCENARIO AI 1: “IN THE BEGINNING...” (EGYPT v ISRAEL 29 AUG 1955)

This encounter occurred over the Negev desert and was the first clash between Arab and Israeli jets.

EGYPT: 4 x Vampires, armed with cannon. Three pilots are AVERAGE. 1 is a NOVICE.

ISRAEL: 4 x Meteors, armed with cannon. All pilots are AVERAGE.

OPTION: The Israeli player may upgrade one pilot to EXPERIENCED. This must be announced at the outset. If he does so the Egyptian upgrades his novice to AVERAGE.

ENVIRONMENT: use the sun plus 2 individual cloud squares.

BOTH sides are automatically considered to be in formation when deployed on turn 1, in two formations of two aircraft each. Thereafter ONLY the Israeli player may use formation rules.

The game lasts for 8 turns. Aircraft may not leave the map unless crippled or out of ammo, in which case it is a permanent exit.

VICTORY CONDITIONS

Score 2 points for each aircraft shot down; 1 point for a crippled aircraft.

If the EXPERIENCED ISRAELI pilot is used then he is worth 3 points if shot down and 1 ½ points if crippled. The NOVICE EGYPTIAN pilot is worth 1 point if shot down and ½ point if crippled.

Highest score wins.

OPTION: when using aircraft with V/M numbers of 4 or less in small numbers, it is possible that they will be deployed too far apart for any meaningful action on a given turn. In this scenario, if the player(s) decide to use it then the aircraft performances can be enhanced to give more movement options as follows:

- After adjusting performance numbers for pilot ratings, DOUBLE all V, M and R numbers.
- Increase the 2 individual cloud squares to read 2 cloudbanks of 2 squares each.
- Add an additional sun square. Both Sun squares must be adjacent to each other and both must be located in the HEART altitude band

The game is played out normally otherwise – do NOT increase cannon ranges or any other game functions.

(In the above case the game board represents a smaller portion of the sky – it is not that the aircraft have suddenly become Super-Jets!)

SCENARIO AI 2: “KNIFEFIGHT” (EGYPT v ISRAEL 31 AUG 1955)

Two days after the first clash a larger battle took place on the border.

As per Scenario AI 1. However both sides are increased to 8 Aircraft each (Meteors and Vampires).

The Israeli pilot ratings are either a) 1 EXPERIENCED plus 7 AVERAGE or b) 2 EXPERIENCED 5 AVERAGE and 1 NOVICE. This choice must be announced at the outset by the Israeli player.

If the Israeli chooses option a) then the Arab player has 1 EXPERIENCED 4 AVERAGE and 3 NOVICES. If b) then upgrade one Arab novice to AVERAGE.

Both sides deploy in 2 formations of 4 aircraft each on turn 1. Thereafter NEITHER side can use formation rules.

Use the same environmental conditions and victory conditions as in scenario 16. The game lasts 6 turns. Any aircraft may temporarily exit the board and be redeployed next

turn. Only damaged (any number of hit points sustained) or out of ammo aircraft may exit permanently.

Due to unit density, do NOT use the doubled performance numbers option given in scenario AI 1.

SCENARIO AI 3: TOP COVER (EGYPT v ISRAEL 31 OCT 1956)

Two Israeli Ouragans were bounced by 8 Egyptian Mig-15s whilst on a ground-attack mission. Four Migs flew top-cover whilst the Ouragans fought for their lives. Two Mysteres horned in on the fight, shooting down one Mig-15 and scattering the rest. One Ouragan was badly damaged.

ISRAEL 2 x Ouragan, armed with cannon.
2 x Mystere IV, armed with cannon (Reinforcements)
All Israeli pilots are EXPERIENCED

EGYPT 8 x Mig 15 armed with cannon.
The Egyptians are split into two flights (aircraft numbered 1-4 form flight #1; 5 – 8 is flight #2). Each flight has 3 AVERAGE and 1 NOVICE pilot.

Environment: Sun plus 1 cloudbank of 2 squares

The game lasts 9 turns.

SPECIAL DEPLOYMENT RULES

The game is split into two phases. During phase 1, aircraft are subject to Special Deployment Rules.

During Phase 1 the aircraft of Mig15 flight #1 and the Ouragans may never be deployed in the HEART altitude band. They otherwise deploy as normal and may not use formation rules. If such an aircraft draws a HEART card for its deployment then ignore it and continue drawing until a Spade, Club or Diamond is drawn. The aircraft is then placed in the indicated square.

During phase 1 the aircraft of Mig 15 flight #2 may ONLY be deployed in the HEART altitude band. This flight is automatically deployed as a single formation of 4 aircraft as per the formation rules. This flight is deployed AFTER all other aircraft. All four aircraft of flight #2 must be in two adjacent HEART squares when deployed. When drawing a deployment card for this flight, ignore the suit. The value of the card indicates which HEART square is to be used for deployment and the formation is allocated accordingly.

Note that these restrictions ONLY apply to deployment, NOT movement. Aircraft are free to move normally within the rules in their movement phase, without restriction.

However, these deployment restrictions apply to EACH turn of phase 1, no matter where aircraft finish their movement at the end of the previous turn.

There is one exception: if an aircraft of Flight #2 is crippled by enemy fire it is no longer considered part of flight #2 and is deployed as per the other aircraft. The remaining (i.e. non-crippled aircraft) of flight #2 will still deploy as a single formation in the HEART band for the remainder of phase 1. (*This procedure reflects the aircraft of flight #2 flying top cover*).

No aircraft may leave the map during phase 1.

Phase 2 commences when the reinforcing Israeli Mysteres arrive.

At the start of turn 4, before any deployment, draw a single card from the deck. If a PICTURE card is drawn then the Mysteres arrive that turn and Phase 2 of the game commences. Any other card means that the Mysteres have not arrived and phase 1 continues.

A card is also drawn on turns 5 and 6 as above, if necessary.

The Mysteres AUTOMATICALLY arrive on turn 7, signifying the start of phase 2.

If BOTH the Ouragans are shot down before the start of phase 2 then Phase 1 is over immediately. The Israeli player may still need to draw cards to see if the Mysteres arrive on turns 4, 5 or 6 if necessary. If the Mysteres arrive on any of those turns then reset the turn counter to the turn the Mysteres arrive. If they fail to arrive on turns 4, 5 or 6 then the game immediately advances to turn 7 and the Mysteres' automatic arrival.

PHASE 2

The reinforcing Mysteres are deployed in one formation of 2 AFTER all other aircraft on the turn they enter the game. Thereafter, they may not use formation rules.

Once phase 2 commences:

- All Deployment Restrictions are lifted
- Any aircraft may temporarily exit the map
- Damaged (any Hit Points sustained), out of ammo aircraft or any with NOVICE pilots may permanently exit the map.

VICTORY CONDITIONS

At the end of turn 9 assess Victory Points as follows:

Any Mig 15 shot down scores 2 points for the Israeli player. Crippled aircraft score 1 point.

Any Ouragan shot down scores 2 points for the Egyptian player and 1 point if crippled. The respective numbers for Mysteres are 3 and 1 ½ points respectively.

Highest total wins.

SCENARIO AI 4: "DEATH CANYON" (JORDAN v ISRAEL 13 NOV 1966)

(Four Israeli Mirages providing top-cover for a raid encountered four Jordanian Hunters in a twisting dogfight that lasted a full 8 minutes. Eventually the leader of the Jordanians was trapped in a canyon and was killed after taking cannon hits and crashing into a canyon wall)

ISRAEL 4 x Mirage III, armed with cannon. 1 pilot is EXPERIENCED, the others are AVERAGE.

JORDAN 4 x Hunters, armed with cannon. 1 pilot is EXPERIENCED, 2 are AVERAGE and 1 is a NOVICE.

ENVIRONMENT: use the sun only.

The game lasts 12 turns. No formation rules are used.

Aircraft may ONLY exit the map via the Ace of Spades square. Aircraft doing so may declare a permanent or temporary exit as desired.

SPECIAL: Certain squares in the SPADE altitude band are deemed to be a dangerous, due to the canyon. At the end of the movement phase all aircraft which are currently located in an ODD –NUMBERED SQUARE in the SPADE altitude band (including K, J and A) must check to see if they crash. To do so they draw a card from the deck. They must score equal to or less than the following values to survive;

EXPERIENCED PILOT = 10: AVERAGE = 9: NOVICE = 8

The card drawn has a +1 modifier if the aircraft is currently crippled.

If the card drawn (modified if necessary) is HIGHER than the above number then the plane has crashed and the opponent is awarded full Victory Points for it at the end of the game. Otherwise the plane continues as normal (and may go on to have a combat action if appropriate). Note that this procedure only applies to aircraft ENDING in an odd numbered SPADE square. They may be freely passed THROUGH without a problem.

VICTORY POINTS

These are scored for both sides as follows:

EXPERIENCED aircraft destroyed = 3 points or crippled = 1 ½ points

AVERAGE aircraft destroyed = 2 points or crippled = 1 point

NOVICE aircraft destroyed = 1 point or crippled = ½ point.

Highest score wins.

SCENARIO AI 5: “CUB HUNT” (EGYPT v ISRAEL 11 NOV 1966)

Two Egyptian Mig 19s were stalking an Israeli Piper Cub liaison plane over the Negev desert when two IAF Mirage IIIs rode to the rescue.

ISRAEL: 2 x Mirage III, 1 Piper Club aircraft (see special rules for the Cub below).

EGYPT: 2 x Mig 19

The Israeli has 1 EXP and 1 AVERAGE pilot

Both Egyptian pilots are AVERAGE

The Mirages are armed with guns plus 1 Matra 530B HS missile each. The Mig 19s are guns only. The Cub is unarmed.

Environment: Sun plus 3 individual cloud squares. Do not use formation rules in this scenario.

The Game lasts 8 turns.

SPECIAL: The Piper Cub is not under the control of the Israeli player but moves automatically across the board to try and escape from the Ace of Spades exit square.

TURN 1 – Place the Cub in the King of Diamonds square. Deploy the two Mig 19s as normal (the Mirages do not enter the game until turn 2). The Cub moves at its appointed time in the movement phase by drawing a single card and moving laterally **RIGHT** the indicated number of squares. It only ever moves laterally right. It never climbs, dives or moves laterally left. It is attempting to leave the map ASAP.

The Migs are attempting to shoot it down. The Migs use normal cannon rules to attack the Cub if in range. Due to the small size and evasiveness of the Cub always add +1 to the number of guesses needed to hit (in lieu of the Cub jinking). The Cub is shot down if it sustains ANY number of hit points.

TURN 2 on - The Cub is **NOT** removed from the board for redeployment but remains in the square it occupied at the end of turn 1 (if it survives). The Mirages enter the game on

this turn and they are deployed on the board normally, along with the Migs. From here on the game continues normally except that the Cub is never removed from the board and always starts a turn in the same square it finished the last one in. The Cub always moves using the procedure described above.

The Migs may permanently exit the board only if the Cub has either been shot down or has itself exited. The Mirages may not leave the board unless crippled.

VICTORY POINTS

For shooting down a Mig 19 = 2 Points

For shooting down a Mirage III = 3 points (EXP) or 2 points (AVERAGE)

Score half the above points for crippling target.

If the Piper Cub is shot down then draw a card from the pack AT THE END OF THE GAME:

Spade = 1 point; Diamond = 2 points; Club = 3 points; Heart = 4 points.

These points are added to the Egyptian player's score.

If the Cub escapes via the Ace of Spades square then again, draw a card from the pack AT THE END OF THE GAME and add the appropriate points to the ISRAELI score.

If the cub is still on the board at the end of 8 turns then neither side scores victory points for the Cub.

Highest points total wins.

SCENARIO AI 6:” SKYHAWK ROCKETEERS” (SYRIA v ISRAEL 12 MAY 1970)

A pair of Israeli A4 Skyhawks, flying in support of ground troops spotted a flight of four Syrian Mig17s and jumped them, only to be bounced themselves by another four Syrian fighters. Heavily outnumbered, the Skyhawks tore into their opponents, shooting down three; one with air to ground rockets. The other Syrians scattered.

ISRAEL 2 x A4 Skyhawks. Each armed with cannon and one full volley of rockets. Both pilots are EXPERIENCED

SYRIA 8 x Mig 17F armed with cannon. These are split into two flights of four. The second flight enters the game as reinforcements at the start of turn 5. Both flights have 3 AVERAGE pilots and 1 NOVICE.

ENVIRONMENT use sun plus two individual cloud squares.

The game lasts 8 turns. No aircraft may leave the map until game turn 5. Any Syrian aircraft leaving the map is considered to have made a permanent exit. Israeli aircraft have the option of making a temporary or permanent exit as desired.

The first Syrian Flight is deployed as normal and may not use formation rules. The Israelis are automatically in formation on turn 1 and may use standard formation rules thereafter. The second Syrian flight enters the game as a single formation of four aircraft on turn 5. They deploy after all other aircraft. However, they may NOT use formation rules after turn 5 and are deployed individually from turn 6 on.

VICTORY CONDITIONS

After 8 turns Victory Points are awarded as follows:

Shooting down A4 = 3 Points; 1 ½ for crippling.

An AVERAGE Mig 17 is worth 1 if shot down and ½ point if crippled.

A NOVICE Mig17 is worth ½ point if shot down (nothing for crippling).

Add 1 point to the score for Mig 17 kills if this is achieved by Rockets.

Highest points total wins.

SCENARIO AI 7: “A MIG SANDWICH” (USSR v ISRAEL 30 JULY 1970)

Soviet pilots flew over Egypt to bolster their defences. An unspoken agreement avoided Israeli – Soviet conflict until the Soviets attacked an Israeli Skyhawk. The Israelis hatched a plan to ambush the Soviets with Phantoms below and Eagles above.

ISRAEL

2 x F4E Phantoms. Each armed with 2 Shafrir II HS missiles, 4 Sparrow (Middle) RH missiles and cannon. One aircrew is EXPERIENCED, the other is AVERAGE.

4 x Mirage III. Each armed with 2 Shafrir II HS missiles and cannon. One pilot is EXPERIENCED, the others are AVERAGE.

USSR

8 x Mig 21MF. Each armed with 2 AA2 Atoll (IMP) HS missiles, 2 AA2 RH missiles and cannon. 7 pilots are AVERAGE, one is a NOVICE. The USSR player has the option of upgrading one pilot to EXPERIENCED but if he does so he must also take two NOVICES.

Environment: use the sun plus three individual cloud squares.

The game lasts for a total of 8 turns.

SPECIAL DEPLOYMENT RULES

On turn 1 aircraft are restricted in their deployment.

The USSR aircraft are automatically considered to be in 2 formations of 4 aircraft each.
The Israeli aircraft are automatically considered to be in formations of 2 aircraft each.
The USSR aircraft are deployed first.

On the first turn the Migs may ONLY be deployed in the DIAMOND or CLUB altitude bands. When drawing a card for their deployment, treat any Heart drawn as a DIAMOND. Treat any Spade drawn as a CLUB and deploy the formations accordingly. No Mig may be placed in a Heart or Spade square.

On the first turn the Mirages MUST be deployed in the HEART altitude band. Whatever cards are drawn for Mirage deployment, ignore the suit and treat them as if they are a HEART. Mirages may only be placed in HEART squares.

Phantoms must be deployed in the SPADE band. Treat any card drawn for their deployment as a SPADE and deploy the aircraft accordingly. They must be located in SPADE squares.

FIRST TURN MOVEMENT AND COMBAT RESTRICTIONS

For the first game turn, ONLY Israeli aircraft can move. They do so in accordance with the normal movement procedures. NO USSR aircraft are allowed to move in the first game turn.

Only ISRAELI aircraft may shoot in the first game turn. They do so in initiative order and in accordance with the normal rules for missile or cannon combat.

For the first turn ONLY, no USSR aircraft may be targeted more than once. 'Targeted', in this instance, includes failed lock-on attempts.

USSR aircraft may take normal combat responses such as jinking against gunfire or engaging incoming missiles. EXCEPTION: The FIRST target of an Israeli attack may NOT take any such action. The first target is defined as the first Mig 21 to be the target of gunnery or a LAUNCHED missile (whether or not it reaches the target square).

After the first turn all restrictions are lifted and the game proceeds normally.

Both sides may use standard formation rules from turn 2. Any aircraft can temporarily exit the board from game turn 2. No permanent exit is allowed unless the aircraft has suffered any Hit Point damage, is out of ammo or is a NOVICE pilot.

VICTORY POINTS

Israeli aircraft are worth 2 points if shot down, 1 if crippled. This is increased for EXPERIENCED aircrew to 3 and 1 ½ points respectively.

The AVERAGE Migs are worth 1 point if shot down, ½ point for crippled.

A NOVICE is worth ½ point if shot down, nothing if crippled.

If the EXPERIENCED USSR pilot is present he is worth 2 points and 1 point respectively.

Highest score wins.

SCENARIO AI 8: “WATCH THE BIRDIE” (SYRIA v ISRAEL 13 FEB 1981)

This encounter saw Syrian Mig 25s try to down an RF4E reconnaissance Phantom, only to run into two Israeli Eagles. One of the Foxbats was shot down by a Sparrow RHM – the first ever Foxbat kill.

ISRAEL: 1 F4E. This aircraft is unarmed.

2 F15A each armed with 4 Aim 9 (ADV) HS missiles, 4 AIM 7 (MID) RH missiles, plus cannon.

All Israeli aircraft carry countermeasures of 5 Chaff and 5 Flares

SYRIA: 2 Mig 25 armed with 2 AA6 HS missiles, 2AA6 RH missiles

All aircrew are AVERAGE in this scenario.

Environment: Use the Sun plus 2 individual cloud squares. The game lasts 6 turns (not including the ‘photo run’). Only the RF4E may exit the board in this scenario.

THE PHOTO RUN

This phase takes place BEFORE the game proper starts and represents the RF4 trying to photograph important ground targets. The Photo Run lasts for 3 turns itself. ONLY the reconnaissance Phantom is in play during the photo run.

Place three markers on the board. These represent the ground targets to be photographed. They are all placed in the SPADES altitude band. Draw cards to deploy these targets. Ignore any suits other than SPADES and continue drawing until all three targets are placed in separate Spade squares. If any target is deployed in a Spade square that contains a cloud then remove the target from the game. The targets do not move at all.

The aim of the Photo Run is for the RF4E to try and photograph these targets. In each of the 3 turns of the photo run the RF4E is deployed on the map in the normal way. It moves as per normal rules and tries to get into position to photograph a ground target.

To photograph a target the Phantom must end its turn in the same value square as the target. This can be in ANY altitude band (*e.g. if a target is in the 3 of Spades the Phantom can photograph it if it ends its turn in either the 3 of Spades , 3 Diamonds, 3 of Clubs or 3 of Hearts squares.*) The Phantom may NOT photograph a target if it ends its movement in a cloud square or if a cloud square is in the same value square as the Phantom and target but at an altitude band between them. (*e.g. if the target is in the 3 of Spades and a cloud is in the three of Clubs the Phantom could only photograph it from the 3 of Diamond or 3 of Spade squares*)

The Israeli player scores Victory Points for photographing targets. This varies depending on the height the photograph was taken as follows: SPADE = 4 VPs; DIAMOND = 3 VPs; CLUB = 2 VPs and HEART = 1 VP.

After 3 turns the Photo Run is over and the player notes the total of VPs scored.

Remove the target markers and commence game turn 1.

OPTION: If preferred, ignore the above procedures for the photo run. Draw three cards from the deck and score victory points according to their suit as above. If any of the cards is a PICTURE card, however, score no points for it. The total is recorded and play commences with turn 1.

TURN 1

The game is played as normal. All aircraft are deployed (including the reconnaissance Phantom). The Foxbats and Eagles automatically enter in formation. They may thereafter use standard formation rules for the rest of the game.

On turn 1 (only) the Syrian player draws 2 cards and can choose which one he will use to deploy his aircraft. The Migs deploy LAST on turn 1.

Only the Phantom may exit the board. If it does so this is a permanent exit.

VICTORY POINTS

At the end of 6 turns determine Victory Points.

The Israeli player scores all the Victory points 'carried' by the Phantom from the Photo Run provided the Phantom is either on the map at the end of the game or has successfully exited the board during the game.

If the Phantom is shot down the SYRIAN player scores all these Victory Points instead. If the Phantom is carrying less than 6 such VPs then the Syrian score is automatically increased to 6 VPs.

If the Phantom is still on the map but CRIPPLED or has left the map in a crippled state then draw a card to see its post-game fate.

If a RED card is drawn then the Phantom is deemed to have crashed before reaching base. The SYRIAN player receives the VPs as if he had shot it down. If a CLUB is drawn then the Phantom has reached base. Score the FULL VPs carried to the Israeli player if the CLUB is a PICTURE card. If it is not a picture card the Israeli player receives HALF the VPs (round up). If a SPADE is drawn the Phantom reaches base but the film is useless. The SYRIAN player scores half the VPs carried (round up) or 3 VPs, whichever is greater.

The Syrian player scores 5 points for shooting down an Eagle or 3 if it cripples one.

The Israeli player scores 4 points for shooting down a Foxbat or 2 points for crippling one.

Highest overall score wins.

OPTION Allow a further two Mig 25s for the Syrians. They are automatically in a formation of 2 on turn 1. If this option is used the Syrian player only draws ONE card for each deployment of his formations on turn 1 and the Syrians do not automatically deploy last. Otherwise, play proceeds as normal.

SCENARIO AI 9: “TALONS AND CLAWS” (27 JUNE 1979)

Syrian Mig 21s were scrambled to intercept Phantoms and Skyhawks attacking PLO camps in Lebanon. Spotted by AWACS, the Migs were in turn engaged by Israeli Eagles and Kfirs. 5 Migs were shot down, one becoming the first Kfir kill.

ISRAEL

4 F15A armed with 4 AIM 9 (ADV) HS missiles, 4 AIM7 (MID) RH missiles plus cannon.

2 Kfir armed with 2 Shafrir HS missiles plus cannon.

All Israeli pilots are AVERAGE

SYRIA

8 Mig 21 MF armed with 4 AA8 HS missiles plus cannon.

Syria has 6 AVERAGE and 2 NOVICE pilots.

All aircraft are deployed in formation on turn 1. The Israelis are in pairs and the Syrians in 2 flights of 4. Both sides use standard formation rules thereafter.

ENVIRONMENT: use the Sun and 3 Individual Cloud squares

The game lasts 8 turns. No aircraft may exit the board in this scenario.

RULES OF ENGAGEMENT – RH MISSILE RESTRICTIONS

Because of the presence of Israeli ground attack aircraft (not depicted in the scenario) Israeli F15 pilots had to be very cautious about identifying targets for their RH missile shots. In this scenario the following restrictions apply to RH missiles (only):

- Mig 21s in CLOUD squares may not be targeted by RH missiles
- Mig 21s which have any Israeli aircraft within 2 squares range may not be targeted by RH missiles

VICTORY CONDITIONS

Each Mig shot down is worth 2 Victory Points if AVERAGE or 1 if NOVICE. The crippled values are 1 and ½ points respectively.

All Israeli aircraft are worth 3 VPs if shot down or 1 ½ points if crippled.

Highest score wins.

SCENARIO AI 10: “DELTA BALLET” (LIBYA v ISRAEL 14 OCT 1973 - SOLO)

Libyan Mirage Vs were flown into Egypt when the October War started for use against the Israelis. It was inevitable that these would clash with Israeli Mirages and so it proved when bomb-laden Libyans were intercepted over the sea.

This is a SOLO scenario. The player controls the ISRAELI aircraft and the Libyans are controlled by an automatic system.

ISRAEL (PLAYER): 4 Mirage IIIC, armed with 2 Shafrir HS missiles each, plus cannon.

LIBYA: 6 Mirage V, armed with cannon.

All pilots are considered AVERAGE.

Environment: use sun plus 2 individual cloud squares.

The game lasts 10 turns. No formation rules are used in this scenario.

The player controls the Israeli aircraft. They move and have combat in the normal manner. The Libyan aircraft move in an automatic way.

AUTOMATED LIBYAN ACTIONS

The Libyan Mirages can be in two STATES: They are either LOADED (carrying a heavy bomb load) or CLEAN (having jettisoned their bombs). Libyan Mirages start the game LOADED.

The Libyan Mirages have two sets of flight characteristics depending on whether they are loaded or not. These are as follows:

LOADED MIRAGE V V3 M3 (No special Manoeuvres allowed)

CLEAN MIRAGE V V5 M5 (R4 – Z3)

In both states the Libyan Mirages have 6 Hit points and are armed with cannon (C3-3).

Libyan Mirages are deployed each turn along with the Israeli aircraft as normal.

JETTISONING STORES

When a Libyan Mirage is called upon to have movement then the first thing to determine is whether the Libyan is LOADED or CLEAN. Libyan aircraft start the game LOADED and remain in that states unless called upon to jettison their bombs.

Examine the position of the Libyan aircraft in question. If it has been deployed in a CLOUD square then it remains LOADED automatically.

Otherwise determine whether the Libyan is THREATENED, DISADVANTAGED or NEUTRAL. This will affect the chances of the Libyan jettisoning its bombs.

A Libyan is THREATENED if there is an Israeli aircraft at a range of 3 squares or less (which includes the square occupied by the Libyan). This does not apply if the Israeli aircraft is in a cloud square and has already, itself, **moved this turn**.

A Libyan is DISADVANTAGED if there is an Israeli aircraft at a range of 4 – 8 squares. Again, this does not apply if the Israeli aircraft is in a cloud square and has already, itself, **moved this turn**.

If neither of the above applies then the aircraft is NEUTRAL.

Do not count CRIPPLED Israeli aircraft when assessing proximity.

Having established the Libyans status draw a single card from the deck.

A THREATENED Libyan jettisons its bomb load if it draws ANY RED card.

A DISADVANTAGED Libyan jettisons if it draws ANY PICTURE card (red or black)

A NEUTRAL Libyan jettisons if it draws a RED picture card.

A Libyan that jettisons its bomb load immediately becomes CLEAN and remains that way for the rest of the game. It gains the improved performance figures immediately.

This is the only time a Libyan Mirage may voluntarily test to jettison (although it may automatically do so as a result of being crippled later in the turn).

MOVEMENT

Having decided whether a loaded Mirage V jettisons as above, its movement for the turn (if any) has to be decided.

A Mirage V NEVER moves if it is currently in a ‘safe’ square. A ‘safe’ square is either a cloud square or a square occupied by an Israeli aircraft that has **already had its movement phase** earlier this turn.

If the Mirage V is not in a safe square then draw a card for it and read of the result from the following table. Use the appropriate column depending on whether the Mirage is deemed to be Threatened (T); Disadvantaged (D) or Neutral (N). The result will either be one or more letters or a dash ‘-’.

If the result is a dash then the aircraft does NOT move at all.

If the result is a single letter (erg a V or M) then the aircraft will solely attempt movement of that type. If the result is two letters then the aircraft will attempt those movement types IN THE ORDER SHOWN (e.g. 'VM' indicates an attempted V move followed by an attempted M).

The result in brackets is for LOADED aircraft. The first result is for CLEAN aircraft.

CARD	T	D	N
A	- (-)	- (-)	- (-)
2	V(-)	V(-)	- (-)
3	Z(V)	- (-)	- (-)
4	M(M)	M(V)	M(V)
5	VM(VM)	VM(M)	VM(M)
6	MV(MV)	MV(VM)	MV(MV)
7	M(M)	M(M)	V(-)
8	MV(MV)	MV(MV)	MV(VM)
9	VM(VM)	VM(M)	VM(M)
10	M(M)	M(V)	M(V)
J	R(V)	- (-)	- (-)
Q	V (-)	V (-)	- (-)
K	- (-)	- (-)	- (-)

Movement for the Mirage V is carried out as normal by drawing a card against the appropriate performance numbers. If successful then the following criteria applies:

V – The aircraft will climb or Dive 1 level as normal. If there is a choice of climbing or diving draw a card; Red = Climb; Black = dive. However if there is a choice and there is a 'safe' square (as previously defined) above or below the aircraft it will AUTOMATICALLY move to the safe square, climbing or diving as appropriate.

M – The aircraft will normally take its full horizontal Movement entitlement as allowed by the card drawn. If there is a choice of directions then the aircraft draws a card; RED = left; BLACK = right. However, the following AUTOMATIC movement applies:

- If there is a 'safe' square in either direction, which can be reached by the M movement, then the aircraft will automatically move into it, even if it means that the full number of horizontal squares is not taken.
- If the aircraft can leave the map using M movement it will do so. This takes precedence over a 'safe' square.

COMBINED V/M or M/V – As above. However aircraft will stop if moving into a safe square and terminate its movement there or leave the map if it can.

R or Z movement: If there is a choice of directions draw cards as necessary for climb/dive or left/right decisions. However if there is a safe final square or the chance to leave the map the aircraft automatically takes it. For Z movement the decision to climb/dive is dictated by the aircraft's current altitude band. Aircraft using a Z does NOT stop if the intervening square (i.e. at 1 altitude level away) is 'safe'.

AUTOMATIC COMBAT

If a Libyan Mirage is able, it will fire at an Israeli with its cannon. It does so at its normal point in the initiative sequence, providing it is not subject to a standard combat prohibition. It will shoot at the nearest Israeli jet if there is a choice. If two are equidistant it will shoot at the lower jet or cut the cards to determine if still tied.

Determine the guess target number as normal (range plus successful jinks, if any). Draw a number of cards equal to the number of target guesses required to hit. A HEART card indicates one successful guess. To score a hit the Libyan needs to draw as many HEARTS as his target number. (e.g.: if the target number is 2 he needs both cards to be hearts). Any other result is a miss.

If the Libyan scores a hit damage is assessed in the normal way.

A Libyan will always jink against incoming fire using its current V/M numbers in the normal way (depending on loaded or clean). It will always engage incoming missiles.

CRIPPLED LIBYAN AIRCRAFT

A crippled Libyan may ONLY move 1 square laterally in its movement phase. It does so to enter a 'safe' square (as previously defined) or exit the map. To do so it has to draw a RED PICTURE CARD (K, Q or J) otherwise the move fails. Crippled Libyan jets may not jink, engage an incoming missile or fire its cannon.

VICTORY

The 'historical' result was that the Libyans lost 3 Mirage Vs. The player should judge his performance against that benchmark. If the Israelis lose a Mirage III add one to the total of Libyan shootdowns needed. The player automatically loses if two or more Mirage IIIs are destroyed.

SCENARIO AI 11: “AMBUSH” (SYRIA v ISRAEL 1982)

Skirmishing continued over Lebanon in 1982 and Syrian Flogger attempted an ambush of two patrolling Israeli Eagles. One Flogger acted as bait whilst another stayed low, trying to roll in behind the Eagles. Unfortunately for the ambushing Flogger it mistimed its attack and ended up in front of the Eagles – who promptly shot both the Syrians down. This scenario depicts this action using a form of ‘hidden movement’ – without having to use umpires or written logs.

ISRAEL

2 F16A armed with 2 AIM 9 (ADV) missiles each and cannon. Both carry countermeasures of 6 Chaff and 6 Flares.

SYRIA

2 MIG 23 armed with 1 AA7 RH missile, 1 AA7 HS missile, 2 AA8 HS missiles plus cannon.

All pilots are AVERAGE in this scenario. No formation rules are used.

Environment: Use sun plus 2 individual cloud squares.

Game lasts 8 turns.

MIG 23 HIDDEN MOVEMENT

Mig 23 #2 is hidden and is attempting to ambush the Israeli jets. It is deployed on the map as normal, after all other aircraft, with the exception that it may NOT be deployed in a HEART square. If a Heart is drawn for deployment, ignore it and draw again.

Although Mig 23 #2 is on the map it is undetected by the Israeli player until revealed. Whilst it is hidden the following rules apply:

- 1) The hidden Mig23 always moves LAST – after all other aircraft on the map have taken their movement phase. In this instance the position of the hidden Mig in terms of initiative is irrelevant.
- 2) If the hidden Mig23 decides to take a combat action it always does so FIRST, regardless of position.
- 3) No Israeli aircraft may fire at the hidden Mig23 whilst it remains undetected.

The hidden Mig23 is detected in the following circumstances:

- 1) If, after it has moved, the hidden Mig is located in a HEART square it is automatically detected (*by off board Israeli AWAC*)
- 2) If the hidden Mig attempts to lock-on HS or RH missiles to an Israeli aircraft and either fails or subsequently decides to abort the missile launch, then the Israeli immediately draws a card and the Mig23 is detected if any RED card is drawn (*by RWR, passive IR sensors etc*)
- 3) If the Mig23 takes a cannon shot or launches a missile then it is immediately detected.
- 4) At the start of turn 4 the hidden Mig23 is automatically detected.

When the hidden Mig becomes detected it immediately functions as normal, which includes taking movement and combat at the proper time, according to position.

If the hidden Mig opens fire by cannon, then the target may NOT jink against such a shot. If the hidden Mig launches a missile of any type then the target may NOT employ countermeasures against it. It MAY engage the missile if it enters the target square.

If the Israelis shoot down Mig23 #1 before turn 4 and Mig23 #2 is still hidden, then the Israeli aircraft and the hidden Mig23 are deployed as normal in subsequent turns. The Israeli aircraft may NOT take any movement however. The Mig23 may still move and attempt to attack. The normal detection criteria remain. The Israelis are released from this restriction when the Mig23 is automatically detected at the start of turn 4 (if it has not been earlier).

VICTORY CONDITIONS

The Syrians score 4 points for shooting down an F16 or 2 points for crippling one.
The Israelis score 2 points for shooting down a Mig23 or 1 point for crippling one.

Highest score wins.

VARIANT

The above forces reflect the historical encounter. For variety increase the number of Mig23s to 4. 2 Migs are bait, 2 start hidden and follow the same rules for hidden aircraft given above. Victory points remain the same.

If this option is used allow the Israeli aircraft 4 HS missiles each.

‘NAM

The US involvement in Vietnam was a seminal one for air combat. Many lessons were relearned. ‘The dogfight is dead and aircraft would no longer need a gun’ – this was just one of the theories debunked as heavy Phantoms frantically dueled with nimble Mig17s and 21s at close quarters. They were often forced into this situation by prescriptive Rules of Engagement which required a visual ID of a target – therefore nullifying, at a stroke, the potential of their long-range Radar-Homing missiles. The US missile success rate was poor (12% for heat-seekers, falling to 8% for radar homers). This was due to the missiles being utilized at very close quarters in the absence of a gun.

In the game, if you are a missile only armed US jet then you should try to keep the Migs at arm’s length. If you let him in close he could well deliver a KO blow.

SCENARIO V1:”THUDS A LA FRESCO” (4 APRIL 1965)

Whilst in a holding pattern due to bad weather four F105D Thunderchiefs (‘Thuds’) waiting to bomb the Than-Hoa Bridge were bounced by four Mig17s. Despite the intervention of two F100 Super Sabres (‘Huns’) the Migs shot down two Thuds, out-manoeuvred the Huns and escaped.

NVAF

4 Mig 17F armed with cannon only.

USAF

4 F105D armed with cannon only. All Thuds start the scenario loaded with bombs

2 F100 armed with 2 AIM 9 (IMP) HS missiles plus cannon. These aircraft enter as reinforcements on turn 4.

All pilots are AVERAGE in this scenario.

ENVIRONMENT: use the sun plus 3 cloudbanks of 2 squares each and 2 individual cloud squares.

The game lasts for 8 turns.

LOADED THUDS

All Thuds start the game heavily loaded with bombs. Deduct -1 from the V and M numbers of all loaded Thuds. A loaded Thud may not use special manoeuvres. A Thud may voluntarily jettison its bomb load. It can do so either:

- When it is due to move or
- When it is the target of gunnery.

The instant a Thud jettisons its bombs it regains its full performance figures (which can be used for movement or jinking) and is able to use special manoeuvres. It retains these for the rest of the game.

If a Thud is crippled it immediately jettisons its bombs.

FIRST TURN DEPLOYMENT

The Thuds are deployed first in one formation of four aircraft. The Migs are then deployed in two pairs of two aircraft. Normal movement and combat then takes place.

After the first turn neither the Thuds nor Migs can use formation rules.

F100D ENTRY

The Super Sabres enter the game on turn four. They enter the game as a single formation of two aircraft and are therefore deployed last. They may not use Formation rules after turn four.

LEAVING THE BOARD

F105Ds can leave the board at any time in the game. If they do so it is a permanent exit.

Mig 17Fs may leave the board at any time from turn four on. They have the option of declaring this a permanent or temporary exit.

F100Ds may not leave the board in this game.

VICTORY CONDITIONS

The NVAF player scores 2 points for each Thud shot down or 1 if crippled. He scores 3 points for each F100 shot down or 1 ½ if crippled.

The US player scores 2 points for each MF17F shot down or 1 if crippled. He also scores 1 point for each Thud that retains its bomb load at the end of the game (including Thuds that exit the board in this condition)

SCENARIO V2: "THE MIG MASTERS?" (12 JUNE 1966)

The F8 Crusader had the best kill ratio of any US aircraft in Vietnam. This scenario represents their first blooding in the conflict when four Crusaders were bounced from astern under a dense overcast. The Crusaders reversed into the attacking Frescoes, shooting down one and damaging another for no loss.

USN

4 F8E armed with two AIM9 (IMP) HS missiles plus cannon. All pilots are AVERAGE.

NVAF

4 Mig 17F armed with cannon. Three pilots are AVERAGE, one is a NOVICE.

OPTION: The US player may upgrade one of his pilots to EXPERIENCED. If he elects to do so the Novice Mig 17 pilot is upgraded to AVERAGE.

Environment: No sun. Use 2 cloudbanks of 2 squares each plus 2 individual clouds.

The game lasts for 8 turns.

No aircraft may exit via the ACE of Spades square. Any aircraft may exit the King of Heart square but this is a PERMANENT exit (*Aircraft goes into heavy overcast layer and can not return*)

Both sides are deployed in two formations of two aircraft on turn 1. The Mig formations are deployed AFTER the Crusaders. In addition, each Mig formation has the choice of TWO deployment cards.

After turn 1 there are no formations allowed and the Migs only receive one deployment card, as normal, for the rest of the game.

VICTORY CONDITIONS

Each Crusader shot down is worth 3 points to the NVAF and 1 ½ if crippled. If the EXPERIENCED option is used this pilot is worth 4 and 2 points respectively.

The US player receives 2 points for shooting down an AVERAGE Mig17 and 1 for crippling. The NOVICE Mig 17 is worth 1 point and ½ a point respectively.

Highest score wins.

SCENARIO V3: “RETURN OF THE GUNSLINGERS” (14 MAY 1967)

The US early missiles, designed to shoot down lumbering bombers, had a poor kill ratio in Vietnam. The Sidewinder achieved a 12% success rate and the Sparrow only 8%. Phantom pilots were bemoaning the lack of an internal gun and the USAF rectified this by supplying external gunpods. They were an instant success and the USAF claimed their first Migs with these weapons on 14 May 1967.

US

4 x F4C, armed with 4 AIM 9 (1st Gen) HS missiles, 4 AIM 7 (EARLY) and a cannon gunpod rated as C3-3. One crew is EXPERIENCED, the others AVERAGE.

2 x F105D armed with cannon only. Both pilots are AVERAGE.

NVAF

8 x Mig 17F armed with cannon only. six pilots are AVERAGE, two are NOVICES. Optionally, the NVAF player may upgrade one of his pilots to EXPERIENCED but then has to take three NOVICES.

ENVIRONMENT: use the sun plus 1 cloudbank of 2 squares and 3 individual cloud squares.

The game lasts 6 turns.

On turn 1 all aircraft are automatically deployed in formations; the Phantoms and Migs in formations of four each and the Thuds as a pair. Thereafter, all aircraft may use standard formation rules.

All aircraft may make a temporary exit of the board at any time.

Aircraft that are out of ammo or damaged (any number of Hit Points) may also make a Permanent exit.

GUNPODS

These are less accurate than internal guns. Whenever a Phantom fires cannon in this scenario add +1 to the total target number of guesses required to hit.

VICTORY CONDITIONS

Aircraft are worth the following points if shot down or crippled:

Phantoms: 3 points killed; 1 ½ points crippled
Add ½ point to each if the EXPERIENCED phantom is killed/crippled.

Thuds: 2 points killed; 1 point crippled

Frescoes: EXP 3 points killed; 1 ½ points crippled
AVE 2 points killed; 1 point crippled
NOV 1 point killed; ½ point crippled

Highest score wins.

SCENARIO V4: “SAMS AND SHRIKES” (LATE 1967)

This scenario represents US attempts to bomb the Paul Doumer and Canale des Rapides railway bridges. It introduces a ground attack procedure to represent the AAA and SAM defences, as well as the bombing and Anti Radiation Missiles (ARMs) of the attackers.

US (forces per Wave)

2 EF105D “Wild Weasel” armed with cannon and 2 ‘Shrike’ ARMs. (The “Jammers”)

4 F105D armed with cannon, 1 AIM9 (1st Gen) HS missile, plus bombs.
(The “Bombers”)

NVAF (possible)

2 Mig21PF, armed with 2 AA2 (EARLY) HS missiles plus cannon.

or

2 Mig 17F armed with cannon.

The North Vietnamese (NV) player also has AAA and a SAM site to attack aircraft.

All pilots on both sides are AVERAGE.

PREPARATION

Place a marker in each of the 5 Spades and 9 Spades squares. These represent the two bridges that are the targets of the US bombing attack. These markers remain fixed in place throughout the game.

In addition to the aircraft logs the North Vietnamese player will need to keep a simple record of damage sustained by his SAM site.

No environmental markers (sun/cloud) are used in this game.

OVERVIEW

The game is played in a series of 'waves', which last for 3 turns each. During these waves the US player will try to bomb the bridges and/or destroy the North Vietnamese missile site. The NV player will oppose him using AAA (Anti Aircraft Artillery), SAMs (Surface-Air Missiles) and (possibly) Migs.

The game lasts for 3 waves (=9 turns overall) and each wave is made up of new aircraft detailed as above. It is assumed that all surviving aircraft of the previous wave leave the area; so no damage is carried forward between aircraft in different waves. All aircraft of a new wave enter the game fully armed and without any damage.

DEPLOYMENT RESTRICTION

This applies to ALL aircraft, of both sides, on ALL turns in the game.

No aircraft may be DEPLOYED in the SPADE altitude band. If a Spade is drawn for a particular aircraft for deployment then ignore it and draw again. Note that this only applies to DEPLOYMENT. There is no restriction on aircraft MOVING into the spade band on a given turn.

No aircraft of either side may leave the map. Neither side may use formation rules.

THUD LOADED CHARACTERISTICS

The F105 D bombers are carrying a heavy bomb load. Whilst doing so they are considered LOADED and have a penalty of -1 applied to both V and M numbers. A loaded Thud may not perform special manoeuvres. If a Thud releases its bomb load (either by jettisoning it or by bombing) it no longer has this penalty.

The EF105 aircraft have no loaded penalties.

APPEARANCE OF MIGS

At the start of every wave the NV player draws a card from the pack. If it is a RED card then he receives a pair of Mig fighters to take on the US force. If the card is a red PICTURE card then he receives a pair of Mig21s. Any other red card signifies a pair of Mig17s. The pair is deployed on that turn as normal, with the US aircraft and subject to the special deployment restriction.

If a pair of Migs appears on the first turn of a wave then they remain in play for the rest of the wave and no further cards are drawn by the NV player. If they do not appear on turn 1 of the wave repeat the checking procedure on turns 2 and 3 (if necessary.)

At the end of the third turn of a wave the Migs (if any) are removed from play and this reinforcement procedure is repeated for the next wave and so on. (This may mean that the reinforcing Migs – if they appear - may only be available for 1 or 2 turns of a wave).

Up until the Ground Attack phase the game turn proceeds normally (apart from prohibition on deployment in the SPADE altitude band). The US aircraft are trying to get into bombing positions or to engage enemy Migs, if present. The Wild Weasels are looking to attack the SAM site with Shrikes if possible and any Migs are trying to deny this to the US forces.

A Thud bomber may voluntarily jettison its bombs. It does so by declaring this either at the start of its movement or if it is the target of an enemy missile or cannon attack. The Thud immediately gains its full performance characteristics as a clean aircraft. If a Thud is crippled by any kind of enemy fire it automatically jettisons its bombs.

GROUND ATTACK PHASE

This is an additional sequence in the game-turn that is taken after the normal combat phase, before aircraft are removed from the map for redeployment. The Ground Attack phase follows a strict sequence of its own which must be followed in the correct order.

This sequence is:

- 1) AAA attacks are resolved, if any.
- 2) Shrike attacks are made, if possible
- 3) SAM attacks are made, if possible
- 4) Thud bombers attack bridges, if possible

AAA RESOLUTION

This represents low – medium level ground fire at aircraft. ANY aircraft, of either side, that is located in the SPADE or DIAMOND altitude band is attacked. There is no prohibition due to being in the same square as an enemy aircraft. ALL aircraft in those bands are attacked, regardless.

These attacks are played through in order of lowest aircraft first. The mechanism is the same as an air to air gunnery shot; the NV player has to correctly make a certain number of target guesses to achieve a hit (if a Mig is being targeted – friendly fire – then the US player makes the guesses).

The target numbers are:

TARGET IN: SPADE SQUARE= 3; DIAMOND = 5

Target aircraft may NOT jink against AAA.

If the required target number of guesses is made the damage is resolved with an effective gunnery rating of -4. Apply any hit effects as normal.

There is no ammunition restriction on AAA.

SHRIKE ATTACKS

A Shrike is a Radar Homing-type missile designed to home in on enemy ground radar. In the game only the Jammer EF105Ds carry Shrikes and they may only be used at this particular stage of the game turn. Shrikes may not be used to target enemy aircraft.

The target of a Shrike, in this scenario, is the NV SAM site. This is assumed to be located off the board, adjacent to the Ace of Spades square. The SAM site consists of 6 LAUNCHERS. The EF105D attempts to lock onto one of these launchers and fire a Shrike to damage or destroy it.

Shrike Launching Prohibitions

- A Shrike may NOT be launched if the EF105D is located in any SPADE square.
- A Shrike may NOT be launched if the attacking aircraft either fired its cannon in the combat phase earlier in this turn, or made a combat response to an attack against it, such as jinking or engaging a missile
- A shrike may not be launched if the EF105D suffered any Hit Points earlier this turn, whether through air to air combat or AAA.
- A Shrike may NOT be launched if there is an ENEMY aircraft in the same square as it (note that, unlike other combat options, multiple aircraft attacks may be made from the SAME square for Shrikes)

Shrike Attack

If no prohibitions apply, the aircraft may go on to make a Shrike attack.

Firstly the aircraft must try to obtain a lock on. This is carried out in the same manner as standard RH lock-on attempts EXCEPT that there is NO penalty modifier applied to the lock on number for shooting at a lower target.

Shrike missiles have a default radar lock on number of 6. If the launching aircraft is crippled then the lock on number is 3. If the lock on attempt fails then that terminates the attempt for that aircraft.

If the EF105D obtains a lock on it may launch ONE Shrike missile. The US player nominates which SAM launcher he is targeting (this must be an operating launcher). He places a marker in the same square as the launching aircraft to represent the Shrike.

He then proceeds to move it as if it were a standard missile, using the missile movement rules. This movement must always be from left to right. The aim of the Shrike is to move off the board via the Ace of Spades square and attack the target launcher of the SAM missile site. It costs a square of movement to exit from the Ace of Spades square.

As with any missile if two cards of the same value are drawn one after the other, the Shrike is immediately removed from play.

The Shrike has **6 Turns of Flight**. If the Shrike has not left the board via the Ace of Spades square by then, the attack has failed.

If the Shrike successfully exits the board as above it attacks the SAM launcher. Draw a single card. Any BLACK card is a miss. If a RED PICTURE CARD is drawn (K, Q or J) then the launcher is DESTROYED. Any other RED card means the launcher is DAMAGED.

SAMs (SURFACE TO AIR MISSILES)

The NV SAM site contains 6 launchers. It is assumed to be off the board, adjacent to the Ace of Spades square. The NV player should keep a scratch log of this site, showing the status of each launcher.

Each launcher may either be OK, DAMAGED or DESTROYED. Launchers may only be attacked by Shrike missiles in this scenario.

If a launcher is either OK or DAMAGED, it may attempt to lock on to an aircraft at this point in the turn, with the intention of launching a SAM.

The respective LOCK ON numbers for SAM launchers are 5 for an OK launcher and 3 for a DAMAGED launcher. Launchers test individually to obtain a lock on. They may test against an individual aircraft, being the SOLE occupant of a square or test against a multi-occupied square (which may contain Migs as well as US aircraft).

No SAM lock-on may be attempted against any SPADE or DIAMOND square (these are deemed to be below the minimum altitude of the missile). All lock on attempts must be designated BEFORE testing. A single aircraft or square MAY be subject to multiple SAM lock-on attempts.

There is no lock on bonus for altitude differences when looking 'up' as with air to air RH missiles. However, if attempting to lock onto a square containing an EF105D 'Jammer' then the lock on suffers a -2 penalty. If attempting to lock on to a square laterally adjacent to a 'Jammer' then this penalty is -1.

If lock-on(s) are obtained launchers go on to fire ONE SA-2 SAM for each lock on against the target(s).

The procedure for SAM movement is the same as for Air to Air missile movement. The SAM enters the board on the Ace of Spade square as its first square of movement and moves from right to left in accordance with the normal missile movement rules, to try and reach its target square (in the CLUB or HEART band).

The SAM has 8 Turns of Flight. As normal, if it has not reached its target by then (or draws consecutive cards of the same value) then the missile is removed.

If it reaches its target square the SAM will attack. If the target square contains only ONE aircraft then that is the aircraft attacked. If more than one aircraft is in the target square (including NVAF aircraft) then draw one card for each aircraft. The lowest value is the aircraft targeted (draw again to separate tied aircraft).

The target of a SAM may engage it as per a normal missile attack to try and dodge it. The Manoeuvre number of the SAM is +1. If the dodge attempt is successful the missile is removed. If it is unsuccessful the SAM attacks the target with an effectiveness value of - 2. Apply any Hit Points as normal.

If an aircraft is shot down in an individual square and it has more SAM launchers locked onto it then these additional shots are lost that turn. If an aircraft in a multi-occupied square is shot down and there are more launches against that square available then the NV player will launch and see if the missile reaches the target square. If it does then test to see which aircraft is targeted INCLUDING the aircraft just shot down. If it transpires that the shot down aircraft is also targeted by subsequent missiles then these missiles are lost.

SAM sites have no ammunition restrictions. The individual launchers RETAIN any damage suffered between waves. If a given launcher sustains TWO damage results it is considered DESTROYED.

BOMBING

The final stage of the Ground Attack phase is the Bombing phase. F105Ds that are eligible may attack the bridges with their bomb loads.

Obviously, an F105D must still retain its bombs to be able to attack a bridge. It must be located in an eligible BOMBING SQUARE. A bombing square is either a 5 or 9 square of ANY suit (i.e. the same value as the bridge locations).

A bomber may NOT bomb if;

- It initiated a combat action earlier this turn (i.e. fired cannon or tried to get a missile lock

- It made any combat response to an attack upon it (jinking or engaging an incoming missile) earlier in the turn
- It sustained ANY damage earlier in the turn
- An enemy aircraft is currently located in the same square

Any number of bombers can bomb from the same square.

If the bomber is eligible and the US player wishes, he declares a bombing attack. A given bomber may only make ONE such attack in the game.

The player draws a number of cards from the deck to resolve the attack. The number of cards drawn depends on the ALTITUDE BAND the bomber is located in and is as follows:

SPADES = draw 5 cards

DIAMONDS = draw 3 cards

CLUBS= draw 2 cards

HEARTS =draw 1 card.

Examine the cards drawn. Each PICTURE card (K, Q, J) counts as ONE HIT on the bridge bombed. A record of hits sustained on each bridge is maintained for Victory purposes.

VICTORY CONDITIONS

The US player scores 1 point for each bomb hit scored on the bridges. In addition the US player draws a card from the full deck for EACH individual hit scored against the bridges. If any of the cards drawn for a specific bridge is an ACE then that bridge has collapsed and the US player is awarded a further 5 points for each such bridge.

The US player scores 2 points for each destroyed SAM launcher and 1 point for each that is damaged at the end of the game.

The US player scores 1 point for shooting down a Mig17 and 2 points for shooting down a Mig21 (this includes Migs shot down by friendly ground fire).

The NV player scores 2 points for shooting down a 'Bomber' F105 and 3 points for shooting down a 'Jammer'.

Both players total up their scores. If the US player has scored 0 points or the NV player has scored more, then the NV player has won.

Otherwise divide the NV score into the US score, disregarding any fractions. A score of 1 indicates a draw. A score of 2 or more indicates a US win; the higher the number, the more emphatic the victory.

SCENARIO V5: “GREEN ‘EM UP” (2 JAN 1967)

This is the famous ‘Operation Bolo’ led by Col Robin Olds, which saw heavily armed Phantoms lure NVAF Migs into combat by masquerading as bomb- laden Thuds.

US

4 F4C, armed with 4 AIM9 (1st Gen) HS missiles and 4 AIM 7 (EARLY) RH missiles. No guns are carried by the Phantoms. Aircraft#1 is ACE (*Olds*), other F4s are AVERAGE.

NVAF

4 Mig 21F armed with 2 AA2 (EARLY) HS missiles, plus cannon. All pilots are AVERAGE.

ENVIRONMENT – use only the sun in this scenario.

The game lasts 10 turns.

On the first turn the Migs are deployed individually. The Phantoms deploy afterwards in two formations of two aircraft (the formation containing Phantom #1 has the choice of TWO deployment squares- as per ACE rules).

After the first turn the US aircraft may use standard formation rules. The Migs may not use formation rules.

Any aircraft may leave the board. Aircraft leaving via the King of Hearts are making a temporary exit and are redeployed next turn. Aircraft leaving via Ace of Spades are considered to have dived into heavy undercast and make a permanent exit.

FIRST TURN SURPRISE

The Migs were expecting to attack lumbering bombers. To reflect their first turn surprise at encountering fully-armed Phantoms the Migs suffer a -1 penalty to V and M numbers and may not perform special manoeuvres.

This penalty does NOT apply if they engage an incoming missile on the first turn and is completely removed after the first turn.

VICTORY CONDITIONS

Each Mig21 shot down is worth 2 points or 1 if crippled.

The Ace F4 is worth 4 points if shot down or 2 if crippled. Other F4s are worth 3 and 1 ½ points respectively.

Highest score wins.

VARIANTS

#1 FOR A LARGER GAME

Increase the number of protagonists on each side to either 6 or 8.

#2 F104 VARIANT

Starfighters participated in the action but encountered no Migs. Replace the four Phantoms with F104s, armed with 2 AIM 9 (1st Gen) HS missiles, plus cannon. All pilots are AVERAGE.

#3 HOW TO LOSE YOUR FRIENDS

This variant supposes a 2-player game and is devious, but wholly in keeping with the spirit of 'Operation Bolo'. The person setting up the game ensures that he is assigned as the US player and that his opponent is unaware of the scenario specifics.

The US player deploys his aircraft first. He deploys 4 *F105D Thunderchiefs* on the board in two flights of two aircraft. The Migs deploy individually. The NVAF player is informed that the Thuds are immobile on game turn 1 and cannot move out of their deployment squares. Further, inform him that Phantom reinforcements are scheduled to appear on turn 2 and that the NVAF player receives a whopping bonus of tripled Victory points for shooting down Thuds on turn one.

The Migs have their movement phase. Do NOT apply the standard 'surprised' penalty to V and M numbers. The 'Thuds' do not move.

Once the NVAF player has completed his movement reveal the truth! Replace the Thuds with F4 Phantoms (at this point hide any breakables in the vicinity!). The Phantoms may then move in accordance with their initiative (lowest first). The NVAF player cannot make any further movement.

Proceed with the game as normal.

SCENARIO V6: "OYSTER FLIGHT" (10 MAY 1972)

The four Phantoms of Oyster flight were engaged with the same number of Mig 21s and failed to notice a flight of Mig 19s who bounced them, shooting down the lead Phantom.

USAF

3 x F4D Phantoms armed with 4 AIM 9 (IMP) HS missiles each and 4 AIM 7(MIDDLE) RH missiles each. The lead Phantom crew is EXPERIENCED. The other crews are AVERAGE.

1 x F4D Phantom armed with 4 AIM 9 (IMP) HS missiles only (*this aircraft suffered a radar failure that made its RH missiles inoperable*). This crew is AVERAGE.

NVAF

2 x Mig21 armed with 4 AA2 (EARLY) HS missiles plus cannon. Both pilots are AVERAGE

2 x Mig21 armed with 2 AA2 (EARLY) HS missiles plus cannon. One pilot is AVERAGE, the other is a NOVICE.

NVAF REINFORCEMENTS

4 x Mig19 armed with 2 AA2 (EARLY) HS missiles plus cannon. All pilots are AVERAGE.

The game lasts 10 turns. F4s and Mig21s may use standard formation rules from the outset. No aircraft may leave the board prior to turn 6. From turn 6 aircraft may leave the board and this may be a temporary or permanent exit as desired.

Environment: Use the sun plus 1 cloudbank of 2 squares and 2 individual cloud squares.

ENTRY OF MIG19s

Mig 19s enter the game at the start of turn 5. They appear automatically in formation as two pairs of two aircraft. The Mig19s are deployed last on their turn of entry and the NVAF player draws THREE deployment cards. He chooses TWO of them for deployment of his Mig19 pairings. The Mig19s may use standard formation rules from turn 6 on.

If all Mig21s are destroyed before turn 5 then advance to turn 5 immediately for the entry of the NVAF reinforcements.

VICTORY CONDITIONS

Each Mig shot down is worth 2 points to the US player. A crippled Mig is worth 1 point. (The NOVICE Mig21 is worth 1 point and ½ a point, respectively).

The NVAF player scores 3 points for shooting down an F4, 1 ½ points for crippling. (The EXPERIENCED F4 is worth 4 and 2 points respectively).

Highest total wins.

INDIA v PAKISTAN 1965 & 1971

India and Pakistan clashed in 1965 over a border dispute in the Kashmir and again in 1971 following a revolt in East Pakistan that led to the creation of Bangladesh. These short, sharp wars are a veritable goldmine for air gaming enthusiasts, given the wide variety of aircraft available to either side. The following scenarios merely scratch the surface. Further reading is recommended.

SCENARIO IP 1: “ACE IN A DAY?” (7 SEPT 1965)

This is the famous action where Mohammed Allam, a Squadron Leader in the PAF, allegedly shot down five Indian Hunters in one mission. There has been some controversy about this incident with claim and counter-claim being made. There has been much heat but very little light. This scenario is based on the assumption that the Pakistani Sabres encountered a formation of novice Hunters, on a training flight, which is one viable interpretation of events.

PAKISTAN

2 x F86F, armed with 2 AIM 9 (1st Gen) HS missiles plus machine guns. One pilot is an ACE the other is AVERAGE.

INDIA

6 x Hunters, armed with cannon only. Two pilots are AVERAGE the rest are NOVICES.

ENVIRONMENT Sun plus 2 individual cloud squares.

The game lasts 8 turns. No aircraft may leave the map in this scenario.

DEPLOYMENT AND FIRST TURN RESTRICTION

On turn 1 the Hunters are deployed in two formations of 3 aircraft. Each formation must consist of one average pilot and two novices.

The Pakistani aircraft deploy second, after all Indian deployment. On turn 1 the Sabres are automatically considered to be in a pair formation and the Pakistani player has the choice of FOUR deployment cards.

On the first turn NO Indian Aircraft may move or shoot. This includes any combat responses to incoming missiles or gunnery. The Sabres move and can have combat as normal. On turn only 1 if a Sabre attempts to lock on to a Hunter then halve the Hunter's V and M numbers for calculating the attempt.

After the first turn Hunters may move and have combat normally. They may NOT use formation rules.

The Sabres may use standard formation rules throughout the rest of the game (including the ACE bonus deployment card).

VICTORY

To equal 'history' the Pakistani player needs to down five Hunters without loss!

SCENARIO IP 2: "SHADOWS IN THE NIGHT" (SEPT 1965 –SOLO)

Both sides tried night bombing of enemy airfields and radars, with only limited success. This scenario puts you in the seat of a Pakistani F104 Starfighter attempting a night interception against Indian Canberra bombers.

PAKISTAN (PLAYER)

1 x F104 armed with 2 AIM9 (1st Generation) and cannon.

1 x F86 Sabre (wild card – as target)

INDIA (AUTOMATED)

4 x Canberra bombers

Environment: Do not use sun or clouds – this scenario takes place at night.

The game lasts for 6 turns.

PREPARATION

Prepare 12 markers. These can be cardboard, paper or whatever. It is important that all markers are identical when placed on the board. On the reverse of FOUR markers write 'C' (these represent the Canberra bombers). On ONE marker write 'F' (this represents the F-86).

In the 6 Spades square place a marker to represent the Pakistani airfield under attack. This always remains in place and does not move.

Have available 4 other counters to represent Pakistani radar searches.

OVERVIEW

The aim of the player is to seek out and destroy the Canberra bombers and protect his airfield. The F86 represents a Pakistani aircraft that is trying to find the bombers solely using the infra-red seeker of its sidewinder missiles (as attempted –unsuccessfully- during the war).

FIRST TURN - GROUND RADAR MARKERS

The Player selects ANY square on the board except for any in the SPADE altitude band. Place two radar markers in that square.

FIRST TURN DEPLOYMENT

Shuffle the 12 Indian markers face down. Draw out TWO of them and place them to one side, without turning them over. These play no further part in this turn but will reappear later.

Then draw a deployment card for each marker and the F104, and place them in the indicated squares. If an Indian marker is now in the same square as the Pakistani Ground Radar markers it is flipped over. If it is a blank it is removed at this stage.

GROUND RADAR SEARCH

Draw a card to determine the extent of the Ground Radar search this turn. The value of the card determines how far the radar markers are moved this turn. One marker is moved horizontally LEFT the indicated number of squares. The other marker is moved horizontally RIGHT.

The markers never use vertical movement although they may well change altitude bands by moving from linked end squares. However, no radar marker may EVER move into the SPADE altitude band and always terminates at the Ace of Diamonds square.

Once the radar markers have been moved to their full extent any aircraft markers that have either been passed over by a radar marker or now occupy the same square as a radar marker are flipped over. Any blanks OR the Pakistani Sabre are removed at this stage, as are the ground radar markers.

F104 RADAR SEARCH

The F104 may now make a radar search. Place two Radar markers in the same square as the F104, draw a card and follow exactly the same procedure as the Ground Radar search. Any Indian markers yet to be revealed that are passed by the radar markers or are in the same square after the markers are revealed are flipped over, and any blanks are removed, along with the Pakistani Sabre if it is revealed by this search.

EXCEPTION: do not flip any Indian markers in the SPADE altitude band which would otherwise be revealed.

MOVEMENT

This takes place after the Pakistani radar searches.

All Indian markers (both unrevealed and disclosed as Canberra bombers) check to see if they move, along with the F104. This movement is carried out in normal initiative order – lowest to highest (including the F104).

Canberras and unrevealed markers can only move if they are within 3 squares distance of a 6 square (of any suit). They may only move laterally, never vertically. The Canberra/Marker checks to see if it moves by drawing a card and drawing a target number or less.

The target number varies depending on the marker's range to the 6 square.

At range 1 the target number is 8: at range 2 it is 6: At range 3 it is 4.

If the target number is achieved move the Canberra/marker directly into the 6 square. If the number is exceeded or a Canberra/marker is not within range of a 6 square, then it does not move this turn.

Any number of Canberras/markers can occupy an individual 6 square.

The F104 moves in accordance with normal rules at its correct point in the initiative sequence.

After all movement is completed the F104 can attempt to spot any ONE unrevealed marker within 3 squares range. It does so by turning a card and if the required target number or less is drawn then the marker is turned over. If it is the blank or is the F86 marker then it is removed from play for this turn.

The required target number for spotting depends on the range.

At a range of 1 square it is 8; at two squares it is 6 and at three squares it is 4.

After this spotting phase the F104 may take a combat action if desired or possible. It may fire a heat-seeking missile within the normal rules or take a cannon shot. The target may be a revealed Canberra OR any unrevealed marker.

If trying to get a HS lock on the F104 ignores any V/M numbers in the calculation. Just use the raw lock-on number of the missile plus any adjustments for altitude as per normal rules. If a missile is fired it moves in accordance with the normal rules. The target may not engage the missile if it reaches the target square.

Gunnery is conducted as normal. The target may not jink.

If a hit is scored by either means draw a card for damage as normal. Any Hit Point scored means that the target is shot down. The F104 may fire at an unrevealed marker but if it turns out to be a blank then the shot is wasted.

A record is kept of Canberras shot down for Victory Point purposes.

CANBERRA BOMBING

After the F104 has had combat (if any) check whether there are any Canberras or unrevealed markers in a 6 square in any altitude band. If there are any unrevealed markers, turn them over. Remove blank markers and the F86 if revealed.

Any Canberras now in a 6 square (in any altitude band) can bomb the airfield. No bombing is possible if the F104 is in the same square as a Canberra. Draw cards for each potential bomber. The number of cards drawn depends on the altitude band occupied. Spade = 4 cards; Diamond = 3 cards; Club = 2 cards; Heart = 1 card.

Each picture card drawn represents ONE hit on the airfield. Keep a running score of hits for victory purposes. ANY number of Canberras can bomb from the same square, as long as the F104 is not also in the same square.

SHOT DOWN AIRCRAFT

Canberras shot down are noted for Victory Point purposes. However, they are not removed from the game and FOUR Canberras always appear in the mix on each turn (shot down Canberras are assumed to be replaced by other aircraft in the vicinity). If the F86 is (mistakenly) shot down by the F104 this is a PERMANENT removal of that marker from the game. It does not reappear on later turns.

Neither Canberras nor the F86 have air to air combat actions.

VICTORY POINTS

After 6 turns total the Victory Points as follows:

For each Canberra shot down ADD 2 points

If the F86 Sabre is shot down DEDUCT 2 points.

For each bomb hit scored on the airfield DEDUCT 1 point.

Compare the final score as follows:

Less than 0 = Player loss; 0 = Draw; 1-2 = Marginal Player win
3-4 = Tactical Player win 5 or more = Convincing Player win

**SCENARIO IP 3: “SABRE SLAYERS AND SUPERSONICS!”
(SEPT 1965 HYPOTHETICAL)**

The IAF adapted the Gnat trainer for air-to-air combat and this proved very effective in countering PAF Sabres. This scenario portrays a clash between two flights of Gnats and Sabres who can go at it with gusto...until the big boys muscle in!

INDIA

4 x Gnat, armed with cannon only. All pilots are AVERAGE.

PAKISTAN

4 x F86F, armed with machine guns and (possibly) HS missiles (see below). All pilots are AVERAGE.

REINFORCEMENTS

Appearing on turn 5:

INDIA

2 x Mig21 armed with 2 x AA2 (EARLY) HS missiles, plus cannon. Both pilots are AVERAGE.

PAKISTAN

2 x F104 armed with 2 x AIM9 (1st Gen) HS missiles, plus cannon. Both pilots are AVERAGE.

ENVIRONMENT: Use the sun plus 3 individual cloud squares.

The game lasts 8 turns. No aircraft may leave the board until turn 6. From turn 6 onwards the Gnats and Sabres may exit. This is a permanent exit. The Reinforcing aircraft may not leave the board at all.

SABRE HS MISSILES

Before the game starts draw a card for each Sabre. If the card is a HEART then that aircraft is armed with 2 x AIM9 (1st GEN) missiles in addition to its machine guns.

DEPLOYMENT

The Sabres and Gnats may NOT use formation rules at any time and are always deployed as singletons from turn 1 on.

The Mig21s and F104s enter the game on turn 5. Both sides are automatically considered to be in pair formation on turn 5 and MAY use standard formation rules from turn 6 on.

VICTORY POINTS

Each Gnat and Sabre is worth 2 points to the other side if shot down or 1 point if crippled.

The Mig21s and F104s are worth 4 points if shot down and 2 if crippled.

Highest score wins.

SCENARIO IP 4: “ROCKETS AND FITTERS...” (4 DEC 1971)

Four Indian Su7s were set to attack Sargodha airfield when they were bounced by Pakistani Sabres toting Sidewinders. One Fitter was damaged by a missile but managed to turn on his attackers and forced them to disengage by firing his air to ground rockets at them.

INDIA

4 x Su7, armed with cannon and one rocket volley each. One pilot is EXPERIENCED, two are AVERAGE and one is a NOVICE.

PAKISTAN

2 x F86F armed with 2 x AIM 9 (1st Gen) HS missiles, plus machine guns. Both pilots are AVERAGE.

Environment: Use the sun plus 3 individual cloud markers.

Only Indian aircraft may leave the board in this scenario. If they leave via the King of Hearts square then this is a TEMPORARY exit. If they leave via the Ace of Spades square then they have escaped into the hazy undercast. This is a PERMANENT exit.

The game lasts 8 turns.

VICTORY CONDITIONS

Award the Pakistani player 2 points for each AVERAGE Su7 shot down and 1 point if it is crippled. The scores for the EXPERIENCED SU7 are 3 points and 1 ½ points respectively. The NOVICE SU7 is worth 1 point and ½ a point respectively.

The Indian player receives 3 points for each Sabre shot down and 1 ½ points if crippled.

SCENARIO IP 5:”BLUE ON BLUE? “(SEMI HISTORICAL DEC 1971)

The most potent weapon in the Pakistan Air Force was the Mirage III. However this was of restricted use in the conflict due to lack of maintenance and up to-date weaponry. The Mirages were often used as night interceptors. Nevertheless, a PAF Mirage shot down an Indian Canberra returning from a bombing run. This prompted the IAF to institute Mig21 CAP patrols to protect their bombers, leading to some ' Blue-on-Blue ' friendly fire incidents.

PAKISTAN

2 x Mirage III, armed with 2 AIM9 (1st Gen) HS missiles, 1 x Matra 530A RH missile and cannon. Both pilots are AVERAGE.

INDIA

2 x Mig21 armed with 2 AA2 (EARLY) HS missiles plus cannon. Both pilots are AVERAGE.

4 x Canberra bombers. These are unarmed in this scenario.

Environment: SUN plus 2 individual cloud squares.

OVERVIEW

The Canberras are controlled by automatic rules. They are returning from a bombing mission and are attempting to leave the board.

CANBERRA DEPLOYMENT AND MOVEMENT

On the first turn deploy ALL the Canberras in the Ace of Spades square.

The Canberras move automatically. When they are called on to have a movement phase by their initiative position, each aircraft draws a single card from the deck. If the card is anything other than a court card then the Canberra moves laterally from right to left across the board the face value of the card (Ace = 1). If it draws a court card (K, Q or J) then the Canberra CLIMBS one altitude level into the same value square in the next highest band. However, if a Canberra is in the HEART altitude band draws a court card then it does not move that turn. (Note that Canberras will change altitude if moving laterally from linked squares – such as from King of Spades to Ace of Diamonds etc)

Canberras ALWAYS remain on the board between turns and start the next turn in the same square that they finished the last one in. They NEVER dive or move laterally from left to right. They exit the board in the normal way via the King of Hearts square, providing they are not shot down.

For the purpose of this scenario a Canberra has 6 Hit Points. If it is attacked by gunnery it will attempt to jink. Draw a single card from the deck. If the Card drawn is an ACE then add +2 to the shooter's target guess number. If the card drawn is a PICTURE card then add +1. Any other card is a failed jink.

If attempting to lock on a HS missile against a Canberra then ignore the V/M numbers of the shooter/target for the calculation – just use the raw HS missile lock on number plus any modifications for altitude differential or the sun.

A Canberra will engage any missile entering its square. Draw a single card. If it is a Picture card then the missile is avoided. Otherwise draw for damage.

If a Canberra is CRIPPLED then it moves HALF the value of the drawn card (rounded up) and always treats court cards as 'No Move'

Canberras may not be fired upon by a Mirage if they are in the same square as the other Mirage.

MIRAGES AND MIGS

These draw for deployment, move and take combat actions in the normal way. They may not use formation rules or exit the board in this scenario.

BLUE ON BLUE

There were incidents of Mig21s mistakenly shooting at returning bombers during this conflict.

The following rules represent this:

- If firing a HS missile at a Mirage and the movement of the missile causes it to pass THROUGH a square containing a Canberra then immediately draw a card. If the card drawn is RED then the missile is considered to attack the Canberra instead. The Canberra may engage the missile as normal. If there is more than one eligible Canberra draw cards for each until either one is attacked or the missile passes through. This procedure applies even if the missile would not reach the Mirage target square but would reach, or pass through, an intervening square containing a potential Canberra target.
- Normally a Mig would not be able to fire at a Mirage if it was in the same square as a Canberra. However, in this scenario a Mig21 MAY do so. If the lock on is achieved and a missile reaches the target square draw a card for the Mirage and any Canberras in the same square. The LOWEST value drawn indicates the target of the missile, which has the normal engagement options.

Mig21 gunnery is NOT subject to potential Blue-on-Blue fire.

The game lasts until:

- All Canberras are shot down or leave the board via the King of Hearts square
- Both Mirages are shot down (in which case any surviving Canberras are assumed to escape the board)
- Both Mirages are out of ammo/missiles.

VICTORY POINTS

The Indian player receives 1 point for each Canberra exited or ½ a point if it is crippled when it exits. The Indian player receives 3 points for shooting down a Mirage or 1 ½ points if it is crippled when the game ends.

The Pakistani player scores 1 point for shooting down a Canberra or Mig21. A Mig21 is worth ½ a point if crippled at the end of the game. The Pakistani player receives full points for any Canberra mistakenly shot down by a Mig21.

Highest score wins.

SCENARIO IP6: "MIG ON MIG" (16 DEC 1971)

Both sides used Migs in the 1971 war. The Pakistani Mig 19s were actually Chinese J-6 copies. And yes...it's not a typo. The Pakistani aircraft were wired for sidewinders!

PAKISTAN

2 x Mig19 armed with 2 x AIM9 (1st Gen) HS missiles, plus cannon. Both pilots are AVERAGE.

INDIA

2 x Mig21 armed with 2 x AA2 (EARLY), plus cannon. Both pilots are AVERAGE.

Environment: Use sun plus 2 Individual clouds. In addition place one cloudbank of 3 linked squares in the SPADE altitude band. Ignore the suit of the drawn card for this feature and treat it as the equivalent SPADE card. All squares of this cloudbank must be located in the SPADE altitude band.

The game lasts 8 turns. No aircraft may leave the board in this scenario. Neither side may use formation rules.

The side with the greatest number of kills wins – count a crippled aircraft as ½ a kill.

VARIANT

The basic scenario represents the historical action. For a more varied game increase the aircraft on both sides to either four or six each. If this variant is played with four-a-side each player has 3 AVERAGE and 1 NOVICE. If using six-a-side each player has 4 AVERAGE and 2 NOVICE pilots.

Allow both sides to use standard formation rules if using this variant and allow both sides to automatically deploy in pair formations on turn 1.

VARIANT VICTORY CONDITIONS

Each side scores 2 points for each AVERAGE enemy aircraft shot down. Allow 1 point for each AVERAGE enemy aircraft crippled.

A NOVICE is worth 1 point if shot down and ½ a point if crippled.

Highest score wins.

GULF OF SIDRA CONFRONTATION: USN v LIBYA, AUGUST 1981

In August 1981 the US carried out fleet manoeuvres in territorial waters in the Gulf of Sidra (aka Gulf of Sirte). This area had been claimed as sovereign territory by Libya and tensions ran high. Libyan aircraft engaged USN Tomcats in a dangerous game of bluff. Both sides 'Pulled Gs' as they engaged in violent manoeuvres to try and gain the upper hand. These encounters usually ended with the Libyans becoming passive and being escorted out of the area by USN Tomcats. However, responding to a head-on missile attack the USN downed two SU-22 Fitters in one engagement. The following scenarios depict these encounters.

SCENARIO GS1:” A GAME OF TAG” (HISTORICAL)

This is a non-violent scenario representing the cat-and- mouse encounters between US and various Libyan aircraft in this operation.

USN

2 x 14A Tomcats. For the purposes of this scenario they are ‘armed’ with unlimited Aim-9 (ADV) HS missiles and unlimited cannon (in actuality they were also carrying RH missiles but these are not a factor in this scenario). Both aircrews are AVERAGE.

LIBYA

The Libyan player has a choice from a variety of aircraft as listed below. He can choose either TWO or FOUR aircraft and a maximum of TWO different types. If he chooses two aircraft then they must be of the same type. If he chooses four aircraft they can either be of all the same type or two pairs of two different types.

The allowed types and ‘weapon loads’ for the Libyans are:

Mirage F1 – Matra Magic I HS missile + cannon

Mig 23 – AA2 (IMP) HS missile + cannon

Mig 25 – AA6 HS missile (NO cannon)

Su 22 – AA2 (IMP) HS missile + cannon

The Libyans use the appropriate HS missile characteristics when attempting a missile ‘tag’ shot.

All Libyan Aircrew are AVERAGE.

If the Libyan selects 4 aircraft then upgrade one of the F14 crews to EXPERIENCED.

ENVIRONMENT: Use the sun and three individual cloud squares. Aircraft may not leave the mapboard. Formation rules are not used in this scenario. The game lasts 6 turns.

SPECIAL RULES ‘TAGGING’

Neither side has received permission to open fire. Although the aircraft are ‘armed’ as above, this is only for the purpose of scoring a ‘Tag’ against opposing aircraft. No real shots may be taken or ammunition expended. The game is played as normal. When an aircraft has a chance for a shot during its combat phase it resolves this in accordance with the rules for gunnery or HS missiles. However this is a ‘phantom shot’ and represents the attacker getting into a shooting position and trying to ‘tag’ his opponent.

‘Gunnery’ – take a normal ‘shot’ using the Gunnery rules. The target IS allowed to jink, if it wishes. If a ‘hit’ is scored do NOT resolve damage. Instead, count the hit as a ‘Tag’. Keep a scratch record of all ‘tags’ scored by either side.

‘Missiles (HS only)’ – a lock on is required as normal. If successful a missile is ‘launched’ and moves across the map in accordance with the missile rules and has the same characteristics as the ‘real’ type of missile carried. If the missile marker enters the target square a ‘Tag’ is scored. Note that the target may NOT engage the ‘missile’ in this procedure.

If a target aircraft is successfully tagged or elects to jink, then it may not take a combat action of its own this turn, unless it has already done so. No aircraft is otherwise adversely affected by ‘Tags’ scored against it and continue in play.

VICTORY CONDITIONS

After 6 game turns the side scoring most ‘tags’ is the winner. If the score is level then this is a draw. If a definite result is required play extra turns until one side outscores the other at the end of any given turn.

VARIANT: “GOING HOT”: (HYPOTHETICAL)

Set up and play the scenario identically to “A Game of Tag” as above.

At the start of game turn 3, after deployment, draw a single card from the full deck. If the card drawn is a HEART then permission has been given to both sides to open fire. Any other suit indicates that the game of ‘tag’ continues. Repeat this procedure, if necessary on turns 4, 5 and 6. If no HEART is drawn then the game ends on turn 6 and the winner is determined by the number of ‘tags’ scored.

If a HEART is drawn on any of turns 3-6 then the following occurs:

- The game length is immediately extended to 8 turns
- All aircraft become fully armed (see below)
- Aircraft may fire ACTUAL munitions for the rest of the game in the normal way
- All ‘Tags’ previously scored are ignored

Once the game goes ‘hot’, it remains hot.

The armament for aircraft if the game goes ‘hot’ is as follows:

F14D: 4 x AIM 9 (ADV) HS missiles, 4 x AIM 7 (LATE) RH missiles plus cannon with full ammo.

Mirage F1: 4 x Matra Magic I HS missiles plus cannon

Mig 23: 2 x AA2 (IMP) HS missiles, 2 x AA2 RH missiles* plus cannon

Mig 25: 2 x AA6 HS missiles, 2 x AA6 RH missiles* only.

SU 22: 2 x AA2 (IMP) HS missiles plus cannon.

* Both the Mig23 and Mig25 depicted in this scenario are 'export' versions with less capable avionics. Reduce both aircraft's Radar numbers to 5.

VICTORY CONDITIONS ('HOT GAME')

Ignore 'Tags'. Score points as follows:

For each Libyan aircraft shot down USN scores 2 points.

For each Libyan aircraft crippled USN score 1 point.

Libyans score 3 points for each Tomcat shot down

Libyans score 1 ½ points for each crippled Tomcat.

The respective points for an EXPERIENCED Tomcat is 4 and 2

Highest score wins.

VARIANT: "DECIDEDLY HOT"

If the player(s) definitely want the game to go hot they can play it that way from the outset, like a regular game. Allow 6 turns and use the 'Hot Game' victory conditions.

SCENARIO GS2 "A TALE OF TWO FITTERS" (HISTORICAL 17 AUG 1981 - SOLO)

This is the historical shoot down of the two SU22 Fitters. As a two-player game it would be very unbalanced so it is offered as a solo scenario.

In this game the player controls the USN aircraft. The Libyans are controlled automatically.

USN

2 x F14A Tomcats armed with 2 AIM 9 (IMP) HS missiles plus cannon. (*Historically, the Tomcats also carried RH missiles but these were not utilized at such close range.*) Both aircrews are AVERAGE.

LIBYA

2 x Su22 Fitters. Both are armed with cannon. Fitter number 1 is armed with ONE AA2 (IMPROVED) HS missile. Fitter number 2 carries TWO such missiles. (*Fitter number 1 has already fired a missile - which missed - to precipitate the USN response.*)

Environment: The sun plus 3 individual cloud squares.

AUTOMATIC FITTER MOVEMENT

The Fitters are deployed on the map as normal, along with the Tomcats. When the Fitter is due to have movement draw a card from the full deck. A black card indicates that the Fitter will NOT move that turn. A Red card indicates that the Fitter will move. If a Fitter is deployed into a cloud square it automatically does NOT move that turn.

If a Fitter is due to move then draw a further card. The suit of the card determines the type of movement. HEART indicates a VERTICAL movement of one Altitude Band. Any other suit indicates a lateral move. Fitters may not combine vertical and lateral movement in this scenario.

If a Vertical move is indicated the Fitter will CLIMB if it is currently in the SPADE row or DIVE if it is in the HEART row. If it is in the DIAMOND or CLUB rows then a further card is drawn. Red = Climb; Black = Dive.

If a lateral move is indicated draw a card from the full deck. A Red = movement to the LEFT; Black = movement to the RIGHT. The value of this card also gives the number of squares to be moved. ACE = 4 squares; PICTURE CARD (K, Q, J) = 3 squares; $10 - 7 = 2$ squares; $6 - 2 = 1$ Square.

If a Fitter's movement takes it off the map via the King of Hearts or Ace of Spades squares then it is considered to have made a temporary exit and will redeploy next turn. If a Fitter's movement would cause it to pass through a cloud square then the Fitter automatically terminates its movement in that cloud square. Tomcats may not leave the map.

If a Fitter is CRIPPLED it will NOT make a VERTICAL movement. If called upon to make lateral movement draw a card. A picture card indicates a move of 2 squares; any other card indicates a move of 1 square. The colour of the card indicates direction – Red = Left; Black = Right.

FITTER COMBAT

A fitter will automatically jink against incoming fire or engage an incoming missile.

To determine success of a jink draw a card. An ACE = +2 to the shooter's target number, A PICTURE card = + 1 to the target number. Any other card is a failed jink.

Similarly, draw a single card for missile engagement. A Picture Card means that the Fitter has dodged the missile; any other card means that the missile hits.

A CRIPPLED Fitter may not jink or engage an incoming missile.

A Fitter which is not prohibited by jinking, engaging a missile, is in a cloud or the same square as an enemy aircraft, may take a combat action if it has an eligible target. A CRIPPLED Fitter may NOT take a combat action.

If an eligible target is within 3 squares it will shoot its cannon provided it has ammo.

If a potential target is in the range 7 – 4 squares then the Fitter will attempt a missile attack (if it has a missile available). If there is a choice of targets then the Fitter will engage the CLOSEST. If there are targets equidistant then decide at random by cutting the deck.

Special: If a Fitter has an eligible target at 3 squares but has NO cannon ammo left then it will, instead, attempt a missile attack, if it has one available.

For CANNON attacks the target of a Fitter has the normal jinking options. If EITHER jink draw is successful then the Fitter has automatically MISSED. To resolve the attack draw a card for the shot. If a PICTURE card is drawn a hit is scored. Go on to determine damage as normal.

For MISSILE attacks a Fitter needs to get a lock on and does so by drawing a RED PICTURE card from the deck. Any other card is a failed lock-on. If the lock on is obtained the Fitter launches a missile at the target and the missile movement is handled by normal rules. If the missile reaches the target square then the target aircraft has the normal missile engagement option. If the missile succeeds in hitting the target aircraft then draw for damage as normal.

VICTORY CONDITIONS

The game lasts until either:

- BOTH Fitters are shot down
- Both Tomcats run out of munitions
- It becomes obvious that the Tomcats cannot shoot-down both Fitters with their remaining munitions
- Immediately a Tomcat is shot down

The player can only win by shooting down BOTH Fitters. A measure of the victory is how quickly he can do this. On any other result the player has lost.

SCENARIO GS3 “PHOENIX!” (HYPOTHETICAL)

This scenario postulates that the Libyans react ferociously to the Su22 shoot downs and throw their air force at the defending F14s on CAP in an attempt to overwhelm them by sheer numbers and thereby get at the US carriers beyond. Libyan losses are frightful, but still they come. The two F14s depicted in this scenario have already expended their medium range Sparrow RH missiles and half their sidewinder munitions in earlier actions on their patrol. They are left with guns, a couple of Sidewinders plus AIM 54 Phoenix missiles. Not the best configuration to take on the next incoming Libyan wave...

USN

2 x F14A Tomcats. Each armed with 2 x Aim54 Phoenix RH missiles, 2 x Aim 9 (ADV) and cannons, with full ammo. No countermeasures are carried (*expended earlier in the day*). Both aircraft have AVERAGE aircrew.

LIBYA

4 x SU 22 Fitters, loaded as fighter bombers. These aircraft are not under the control of the Libyan player. They move automatically across the board to try and exit the map, attacking US carriers off-board. They are armed with cannon only.

2 Escorting Libyan fighters. The Libyan player can choose from either of Mirage F1, Mig 25 or Mig 23. Both aircraft must be of the same type. They are armed as per scenario 13B above. No Libyan aircraft carries countermeasures.

Environment: Sun plus 3 individual cloud squares.

The F14s and Libyan escorts may use formation rules. Only Su22s may exit the map in this scenario. They do so only via the Ace of Spades square, when called upon by the automatic movement procedures.

DEPLOYMENT AND SU22 MOVEMENT

On the first turn deploy ALL the Fitters in the King of Hearts Square. The other aircraft deploy as normal. Both the Tomcats and the Libyan escorts are automatically in formation on turn 1.

The Fitters move automatically. When they are called on to have a movement phase by their initiative position, each Fitter draws a single card from the deck. If the card is anything other than a court card then the Fitter moves laterally from left to right across the board the face value of the card (Ace = 1). If a Fitter draws a court card (K,Q or J) then it DIVES one altitude level into the same value square in the next lowest band. However, if a Fitter is in the Spade altitude band and draws a court card then it does not move that turn. (Note that Fitters will change altitude if moving laterally from linked squares – such as from A of Hearts to King of Spades etc)

Fitters ALWAYS remain on the board between turns and start the next turn in the same square that they finished the last one in. They NEVER climb or move laterally from right to left. They exit the board in the normal way via the Ace of Spades square, providing they are not shot down. The other aircraft are redeployed between turns as normal.

If a Fitter is CRIPPLED then it moves HALF the value of the drawn card (rounded up) and always treats court cards as 'No Move'.

COMBAT RESPONSES

A Fitter will ALWAYS try to jink against incoming cannon fire or engage an incoming missile. For these purposes, and for determining HS lock on attempts, Fitters have a V number of 3 and an M number of 3 (halved if crippled – rounded up). (*The reduced V/M numbers represent the Fitters being heavily loaded with bombs*)

If a Fitter is eligible to shoot at a Tomcat then it will do so. The pilot is considered AVERAGE for this purpose. Normal combat prohibitions apply to Fitters. (E.g. for jinking, engaging missiles etc). A Fitter in the same square as a Tomcat may not fire. If there are two or more Fitters in a square with an eligible target then the Libyan player chooses which one will fire, at his discretion.

TOMCAT CONFIGURATION RESTRICTIONS

The Phoenix is a heavy, cumbersome load and whilst they are carried, Tomcats are considered to be in a ‘Dirty’ configuration. This detrimentally affects their performance.

For EACH phoenix missile carried a Tomcat is penalized with a -1 penalty to BOTH its V and M numbers, as well as to both its special manoeuvre numbers (R/Z). (*Tomcats will therefore start the game with -2 to all these numbers as they are carrying 2 Phoenix each*).

The INSTANT that a Tomcat fires a phoenix missile the aircraft regains +1 to its V/M and R/Z numbers. If it no longer carries a Phoenix then the penalty disappears altogether.

Additionally, when a Tomcat is due to have its movement phase it can declare that it is JETTISONING any remaining Phoenix missile(s) it is carrying. If it does so the Tomcat IMMEDIATELY regains its full performance numbers. A Tomcat may NOT jettison at any other time in the turn.

VICTORY CONDITIONS

The aim of the USN player is to shoot down the Fitters before they exit the board to attack the US Fleet. For each Fitter shot down the US player receives 2 points. He receives no points for shooting down Libyan escorts.

If a Tomcat is shot down award the Libyans 3 points. For a crippled Tomcat score 1 point.

The game lasts until –

- a) The last Fitter is either destroyed or exits the map via the Ace of Spades square
- b) Both Tomcats are destroyed or
- c) Both Tomcats run out of munitions

All surviving Fitters are automatically assumed to exit the map in the case of b) or c) above.

At the end of the game draw a card for EACH Fitter that has left the map. The Libyans receive appropriate Victory points depending on the suit drawn as follows:

HEART = (Devastating Attack) 3 points
CLUB = (Excellent Attack) 2 points
DIAMOND = (Effective Attack) 1 point
SPADE = (Miss) 0 points

Crippled Fitters use the same procedure but count HEARTS as a MISS.

Highest points total wins.

VARIATION – allow the Libyans to use 4 escorting aircraft (which can be all the same type or two different pairs). In this case add one further Tomcat to the US player, armed as per the other two.

THE FALKLANDS 1982...AND BEYOND

SCENARIO F1: “AN ARSE-GRIPPING SITUATION” (SEMI HISTORICAL)

(Two patrolling Sea Harriers were vectored against 6 intruding Argentine Mirage IIIs. The British Radar Controller did not have height-finding capability and it transpired that the Mirages were up at 30,000 feet with the Harriers down at sea level. Both sides broke off after some jockeying without making contact. This scenario presumes that contact was made)

BRITAIN

2 x Sea Harriers. Both armed with 2 x Aim 9 (ADVANCED), plus cannon. Each Harrier is also carrying 1 x Chaff (see optional rules for countermeasures). Both pilots are AVERAGE.

ARGENTINA

6 x Mirage III. All are cannon armed but missile load varies (see below).

The Mirages appear in pairs: The first pair on game turn 1, the second on turn 2 and the third on turn 3.

Missile loads: When a pair of mirages is due to be deployed in the game draw a single card from the pack to determine their missile load. Both aircraft in the pair are identically armed. If a HEART is drawn the aircraft are armed with 1 x Matra 530A RH missile. If any other suit is drawn the aircraft are armed with 2 x Matra Magic II HS missiles.

DEPLOYMENT AND FORMATIONS

On turn 1 the Sea Harriers are automatically deployed in a single formation of 2 aircraft as per the optional formation rules in the game. Standard formation rules apply to them throughout the game. The first pair of Mirages is likewise deployed as a single formation.

On turn 2 the second pair of Mirages appears as one formation. They must be placed in the HEARTS altitude band when deployed. Draw a card and ignore the suit. That is the square to be used for deployment. The same procedure applies to the pair of Mirages appearing on turn 3. For the rest of the time (after their initial turn of deployment) Mirage pairs 2 and 3 are deployed in accordance with normal rules.

Mirages are allowed to use Formation rules but Argentine Aircraft are only allowed to formate with their original wingman (if the aircraft are numbered 1 - 6 split them into pairs of 1-2, 3-4, 5-6. In this example 1 cannot formate with anyone other than 2 etc)

The Argentine player has 4 AVERAGE pilots and 2 NOVICES. 1 NOVICE pilot must be allocated to each of pairs 2 and 3.

ENVIRONMENT: Use Sun. 1 x cloudbank of 3 adjacent squares plus a further 2 individual cloud squares.

VICTORY CONDITIONS (Highest score wins)

Shooting down Sea Harrier = 2 points

Crippling Sea Harrier = 1 point

Shooting down Mirage = 1 point (AVERAGE): ½ point (NOVICE)

Crippling Mirage = ½ point (AVERAGE only).

SCENARIO F2: "SWATTING AT SKYHAWKS" (SEMI HISTORICAL - SOLO)

(This represents a raid by a wave of Argentine Skyhawks loaded with iron bombs to attack the British fleet off-map)

This is a SOLO scenario. The player controls the British Sea Harriers. The Argentine Skyhawks move automatically across the map to try and exit via the Ace of spades square.

BRITAIN (PLAYER)

2 x Sea Harriers, both armed with 2 x Aim 9 (ADVANCED) and cannon. Both pilots are AVERAGE.

ARGENTINA

4 x A4 Skyhawks loaded as fighter bombers. They are armed with cannon.

ENVIRONMENT Use sun plus 5 individual cloud squares.

DEPLOYMENT

On the first turn deploy ALL the Skyhawks in the King of Hearts Square. The Harriers deploy as normal. The Harriers can use formation rules. They are automatically in formation on turn 1 (if desired).

The Argentine Aircraft move automatically. When they are called on to have a movement phase by their initiative position, each Skyhawk draws a single card from the deck. If the card is anything other than a court card then the Skyhawk moves laterally from left to right across the board the face value of the card (Ace = 1). If a Skyhawk draws a court card (K, Q or J) then the Skyhawk DIVES one altitude level into the same value square in the next lowest band. However, if a Skyhawk in the Spade altitude band draws a court card then the Skyhawk does not move that turn. (Note that Skyhawks will change altitude if moving laterally from linked squares – such as from A of Hearts to King of Spades etc)

Skyhawks ALWAYS remain on the board between turns and start the next turn in the same square that they finished the last one in. They NEVER climb or move laterally from right to left. They exit the board in the normal way via the Ace of Spades square, providing they are not shot down. The Harriers are redeployed between turns as normal.

If a Skyhawk is CRIPPLED then it moves HALF the value of the drawn card (rounded up) and always treats court cards as 'No Move'.

COMBAT RESPONSES

A Skyhawk will ALWAYS try to jink against incoming cannon fire or engage an incoming missile. For these purposes, and for determining HS lock on attempts, Skyhawks have a V number of 2 and an M number of 4 (halved if crippled).

If a Skyhawk is eligible to shoot at a Sea Harrier with its cannon then it will do so. This procedure is handled by drawing a single card from the deck. At a range of 1 ANY RED card signifies a potential hit. At a range of 2 any HEART drawn is a potential hit. At a range of 3 a HEART PICTURE card is a potential hit.

The Harriers can jink against incoming cannon fire in the normal way. Add +1 to the range for each successful card of the jink. If this increases the range to 4 or more the shot has automatically missed.

If a Sea Harrier is hit draw for damage using the normal Skyhawk cannon effectiveness number. Skyhawks carry a normal cannon ammo load.

VICTORY CONDITIONS

The aim of the British player is to shoot down the Skyhawks before they exit the board. For each Skyhawk shot down the British player receives 2 points.

If a Harrier is shot down award the Argentinians 3 points. For a crippled Harrier score 1 point.

The game lasts until –

- d) The last Skyhawk is either destroyed or exits the map via the Ace of Spades square
- e) Both Harriers are destroyed or
- f) Both Harriers run out of munitions – All surviving Skyhawks are automatically assumed to exit the map in this case

At the end of the game draw a card for EACH Skyhawk that has left the map. The Argentines receive appropriate Victory points depending on the suit drawn as follows:

HEART = (Devastating Attack) 3 points
CLUB = (Excellent Attack) 2 points
DIAMOND = (Effective Attack) 1 point
SPADE = (Miss) 0 points

Crippled Skyhawks use the same procedure but count HEARTS as a MISS.

Highest points total wins.

VARIATION: To make a two player game retain the Skyhawk automatic movement procedure but the Argentinean player also receives 2 x Mirage III, each armed with 2 x Matra Magic II HS missiles, plus cannon. They appear using normal deployment rules on the second game turn and redeploy between turns as normal. They may use formation rules. One pilot is AVERAGE and the other is NOVICE.

If using this variation the game lasts for 10 turns. Any Skyhawks still on the board at this time count do not score points for either side.

Use the normal victory point procedure but give Britain 2 points for each mirage shot down and 1 point if a Mirage crippled.

Highest points win.

SCENARIO F3: “TRIPWIRE” (HYPOTHETICAL – LATE 1982)

(After the war Britain moved a detachment of Phantoms in to provide air-cover for the Islands. For several months the Argentines flew sorties to test the limits of the exclusion zone and British preparedness. This scenario postulates that the Argentines step over the line and a shooting match results)

BRITAIN

2 x F4K Phantoms both armed with 4 AIM 9 (ADVANCED) HS missiles, 2 Skyflash RH missiles plus a gunpod with C3-3. Both aircraft also carry missile countermeasures of 5 Chaff and 5 flares. Both aircrews are AVERAGE ability.

ARGENTINA

4 x Mirage III, both armed with 2 Matra Magic II HS missiles, 1 Matra 530A RH missile plus guns. Each aircraft also carries missile countermeasures of 3 Chaff and 3 Flares. Three aircraft have AVERAGE pilots, one is NOVICE.

DEPLOYMENT

On turn 1 the British are deployed as one formation of two aircraft. The Argentines deploy as one formation of 4 aircraft. Normal formation and deployment rules apply thereafter.

ENVIRONMENT: Sun plus 1 cloudbank of two adjacent squares plus two individual cloud squares. The board is ‘closed’ - aircraft may not exit the board in this scenario.

The GAME LASTS 6 or 8 turns (see SPECIAL RULES)

OPTIONAL – The British player may upgrade one his Phantom crews to EXPERIENCED level. If he does so the NOVICE Argentine pilot becomes AVERAGE. The British player must announce this at the outset of the game.

SPECIAL RULES

Gunpod Penalty – A gunpod is inherently less accurate than integral cannon. For this reason British cannon fire is penalized with a +1 when determining the target number to hit.

Game Length – Argentine aircraft were operating at the extreme edge of their range. For this reason the Argentine player has a choice of when to end the game. At the end of Game Turn 6 the Argentine player may declare the game over and both sides break off. However, he can opt to continue the game for 2 further turns (presumably to try and catch up if he is losing the scenario). If he does so the game continues. At the end of Game turn 8 any surviving Argentine Aircraft must draw a card from the full deck. If a SPADE is

drawn the aircraft becomes a 'Fuel Kill' and the British player is credited for it. If the drawing aircraft is crippled then a SPADE or CLUB indicates a 'Fuel Kill'

VICTORY CONDITIONS

2 points for killing a Phantom, 1 point for crippling a Phantom
1 Point for killing a Mirage, ½ point for crippling a Mirage.

Highest score wins.

SCENARIO F4: "CHILEAN HOT DOGS!" (HYPOTHETICAL: ARGENTINA v CHILE 1982)

(After the Falklands War there was a fear that Argentina and Chile might get into a shooting match over the disputed Beagle Channel and also because Chile supplied Military Intelligence to Britain during the war. This scenario depicts an Argentine intrusion in Chilean airspace as a show of strength and the subsequent 'bouncing' of the Argentine Mirages by Chilean F5E Tiger IIs)

ARGENTINA

4 x Mirage IIIs, each armed with 2 Matra Magic II HS missiles, 1 Matra R530A RH missile and cannon. Each Mirage also carries 3 Flares as HS missile countermeasures. All pilots are AVERAGE.

CHILE

2 x F5E Tiger IIs, armed with 2 AIM 9 (ADV) and cannons. Neither aircraft carry missile countermeasures. Both pilots are AVERAGE.

ENVIRONMENT Sun plus 2 individual cloud squares.

Game lasts 8 turns.

SPECIAL RULES

DEPLOYMENT: The Argentine player deploys first. The Mirages are deployed as a single 4 'plane formation. The Chilean player then deploys his aircraft as a single 2 plane formation. The Chilean player draws TWO cards for deployment and can choose either for his deployment square.

FIRST TURN RESTRICTION (The following represents the effect of the initial Chilean 'bounce' on the Argentines, who have not spotted them). During the first turn no Argentine aircraft may either move or take a combat action. They are effectively frozen in place. The Chilean aircraft may move and have a combat action as normal.

If a Chilean aircraft either fires its cannon or launches a missile at an Argentine aircraft then the FIRST target of such an attack may NOT take any defensive action against it (i.e. jinking against gunfire, engaging an incoming missile or deploying countermeasures against an incoming missile). If both Chilean aircraft fire then the target of the SECOND attack MAY take appropriate defensive measures. In this context the result of the first combat is immaterial.

From turn two all restrictions are lifted and the game plays out normally. Both sides may use formation rules. Neither side may exit the mapboard in this scenario.

VICTORY CONDITIONS

The side with the most kills wins (count a crippled enemy as ½ a kill). The game is drawn if there are no losses or an equal number of kills.

BALTIC FIRE

This is a set of scenarios depicting a hypothetical shooting war between Sweden and the USSR, circa 1985. The background supposes that the Swedish Navy detect and attack an unidentified submarine in its territorial waters. It turns out to be a Soviet sub, which is damaged and forced to the surface. Its crew is captured and a diplomatic crisis ensues. The Soviets decide to step up the pressure by making a series of threatening approaches towards Swedish airspace. The Swedes fail to back down, Soviet aircraft cross the border... and the shooting starts.

SCENARIO B1: "THE GOAL-MINDERS"

The Soviets decide on a show of strength to force the Swedes into line. Two high-flying Mig25 Foxbats supported by a shield of Mig 23 Floggers sweep into Swedish airspace looking for trouble. Four Viggens rise to meet them.

USSR

2 x Mig 25 armed with 2 x AA6 HS missiles and 2 x AA6 RH missiles. No gun is carried. Each aircraft carries 6 Chaff and 6 Flares as missile countermeasures. Both pilots are AVERAGE

4 x Mig 23 armed with 1 x AA7 HS missile, 2 x AA8 HS missiles, 1 x AA7 RH missile plus cannon. Each aircraft carries 6 x Chaff and 6 x Flares as missile countermeasures. Three pilots are AVERAGE, one is a NOVICE.

SWEDEN

4 x Viggen armed with 2 x AIM 9 (ADV) HS missiles, 2 x SKYFLASH RH missiles plus cannon. All aircraft carry 8 Chaff and 8 Flares as missile countermeasures. One pilot is EXPERIENCED, the rest are AVERAGE.

OVERVIEW

This scenario is unusual in that it uses TWO playing areas. One is designated the 'Main Map' and the other is designated the 'High Map'. It is NOT required that players physically have two playing areas. As will be seen, one map/board will suffice for both.

The general idea is that the Mig 25s are flying high over Swedish territory, shielded by their accompanying Mig23s. The Viggens are aiming to get at the Mig25s at high altitude; either by fighting their way through the Mig23s or by-passing them.

Thus the Viggens and the Mig23s contest the Main Map initially and, if the Viggens reach the High Map, they encounter the Mig 25s there (as will be seen, however, the Mig25s are not WHOLLY confined to the High Map).

ENVIRONMENT: use the sun plus one cloudbank of 3 squares and two individual cloud squares (Main Map only – for the High Map just use the sun)

The game lasts 10 turns. No aircraft may leave either map other than described below.

TURN ONE DEPLOYMENT

The Mig 25s are placed to one side. The Viggens and Mig23s are deployed in pairs formations on turn one. This deployment is on the Main Map. Play proceeds normally on this map. Mig23s and Viggens on the Main Map may use standard formation rules from turn 2 on.

VIGGEN EXIT

On any turn a Vigen or Viggens may attempt to exit the Main Map. They may do so ONLY by exiting via the King of Hearts square. However, no Vigen may exit the map if, to do so, it has to pass THROUGH a square occupied by a Mig23. Note that this does NOT prevent a Vigen passing through a Square containing a Mig23 during its movement, but if it does so it may go no further than the King of Heart square.

If a Vigen (or Viggens) successfully exit the board from the King of Hearts square it is assumed to have reached the High Map and will go on to engage Mig25s.

No aircraft may exit the Ace of Spade square on the Main Map and Mig23s may not exit this map at all.

MIG 25 OFF MAP COMBAT

If no Vigen has successfully left the Main Map via the King of Heart square then a Mig25 may attempt to launch a RH missile at a Swedish aircraft from off map. This is the first combat action in the combat initiative order. To do so it must first obtain a Radar Lock on to the intended target.

The target Viggen may not be within minimum range of the RH missile – count the King of Hearts as the first square when determining this. In other respects the Radar lock on procedure is handled normally. Do not deduct a penalty for altitude differential if the target is in the Hearts band but apply such penalties normally for lower aircraft. Any penalties for Chaff countermeasures are applied in the normal way.

If the Radar lock on is successful the Mig25 goes on to launch a RH missile. Place the missile marker just off the edge of the main map, adjacent to the King of Hearts square. It is assumed that the missile has used up one of its Turns of Flight to reach this position. The USSR player then draws a reference card and follows the normal missile movement procedure, using the King of Hearts as its first square of movement.

The Viggen has the normal options against the targeting missile, including the use of Chaff countermeasures and, if the missile successfully reaches the target square, engagement of the missile. Hit procedures and damage effects are handled in the normal way.

Only ONE off-map Mig25 may attempt a combat action this way and ONLY if no Viggen has exited the Main Map on that turn. If a Mig25 launches a RH missile in this way it must be recorded as such on the log. No Mig25 may launch HS missiles from off-map.

Other combat actions on the main map are then determined in the normal way.

Viggens may NOT fire at off map Mig25s in this way.

HIGH MAP INTERFACE

If a Viggen or Viggens successfully exit the Main Map then they will attempt to engage the Mig 25s. This action takes place on the High Map, AFTER the completion of the game turn on the Main Map.

(It is not necessary for players to have a second board to represent the High Map. After the aircraft have been removed from the Main Map at the end of the turn, simply use the board to represent the High Map. There are NO clouds on the High Map. Leave the sun and clouds in situ from the Main Map – just ignore the presence of a cloud when using the board as the High Map)

On the High Map the players play out a SINGLE TURN, using the Mig25s and any Viggens that have reached the High Map. This does NOT count against the turn count for the game as a whole – consider it an extension of the current Main Map turn.

This turn is played out using normal rules for the aircraft involved. The Mig25s are always considered to be in a pair formation. If more than one Viggen is involved then they may check for formation, as per the standard formation rules.

After this turn is completed any surviving Viggens are assumed to return to the Main Map. Any surviving, non-crippled Mig25s remain off board, on the High Map. Both sides carry forward any damage sustained.

Proceed to the next game turn on the Main Map.

MIG 25s – APPEARANCE ON THE MAIN MAP

After turn 1 Mig 25s may appear on the Main Map in the following Circumstances:

- If the USSR player wishes (for tactical reasons) he can declare that the Mig25s are joining the Main Map. He announces this at the start of a turn, before any aircraft are deployed. BOTH Mig25s must appear on the Main Map in the event of a voluntary declaration like this.
- If a Mig25 is crippled as a result of combat on the High Map it MUST be deployed on the Main Map for the rest of the game. The USSR player may decide to voluntarily deploy the other Mig25 on the Main Map as well, but this is not obligatory.

Once a Mig25 appears on the Main Map it cannot return to the High Map. If both Mig25s appear on the Main Map then the High Map plays no further part in the game. Mig 25s on the Main Map are subject to standard formation rules.

VICTORY CONDITIONS

After 10 turns assess victory conditions as follows:

An AVERAGE Vigen or Mig23 is worth 3 points if shot down or 1 ½ points if crippled. The EXPERIENCED Vigen is worth 4 and 2 points respectively. The NOVICE Mig23 is worth 2 points and 1 point respectively.

A Mig 25 is worth 5 points if shot down and 2 ½ points if crippled.

Highest score wins.

SCENARIO B2: “ENTER THE DRAKEN” (SOLO – WITH 2-PLAYER VARIANT)

The Soviets launch a number of bombing raids against Swedish naval installations, designed to punish that arm of the Swedish armed forces. This represents such a raid - a dash by SU22 Fitters, and its interception by Swedish Draken aircraft.

This is a SOLO scenario. The player controls the Swedish aircraft. The Soviet aircraft move and have combat automatically.

SWEDEN (PLAYER)

2 x Draken, armed with 2 x AIM4 (LATER) HS missiles, 2 x Super Falcon RH Missiles plus cannon. Both pilots are AVERAGE.

USSR (AUTO)

4 x SU22, armed with cannon only.

Environment: Do not use the sun. Use 1 x cloudbank of 3 squares; 1 x cloudbank of 2 squares and 2 individual cloud squares. Only SU22s may exit the map, as explained below.

Drakens may not use formation rules in this scenario.

AUTOMATIC FITTER MOVEMENT

At the start of the game place ALL Fitters in the King of Heart square. The Drakens follow normal deployment procedures.

The Soviet aircraft move automatically. When they are called on to have a movement phase by their initiative position, each Fitter draws a single card from the deck. If the card is anything other than a court card then the Fitter moves laterally from left to right across the board the face value of the card (Ace = 1). If a Fitter draws a court card (K,Q or J) then the Skyhawk DIVES one altitude level into the same value square in the next lowest band. However, if a Fitter in the Spade altitude band draws a court card then it does not move that turn. (Note that Fitters will change altitude if moving laterally from linked squares – such as from A of Hearts to King of Spades etc)

Fitters ALWAYS remain on the board between turns and start the next turn in the same square that they finished the last one in. They NEVER climb or move laterally from right to left. They exit the board in the normal way via the Ace of Spades square, providing they are not shot down. The Drakens are redeployed between turns as normal.

If a Fitter is CRIPPLED then it moves HALF the value of the drawn card (rounded up) and always treats court cards as 'No Move'.

COMBAT RESPONSES

A Fitter will ALWAYS try to jink against incoming cannon fire or engage an incoming missile. For these purposes, and for determining HS lock on attempts, Fitters have a V number of 4 and an M number of 4 (halved if crippled).

If a Fitter is eligible to shoot at a Draken with its cannon then it will do so. This procedure is handled by drawing a single card from the deck. At a range of 1 ANY RED card signifies a potential hit. At a range of 2 any HEART drawn is a potential hit. At a range of 3 a HEART PICTURE card is a potential hit.

The Swedish player can jink against incoming Fitter cannon fire in the normal way. Add +1 to the range for each successful card of the jink. If this increases the range to 4 or more the shot has automatically missed.

If a Draken is hit draw for damage using the normal Fitter cannon effectiveness number of -4. Each Fitter carries its normal cannon ammo load of 2.

VICTORY CONDITIONS

The aim of the player is to shoot down the Fitters before they exit the board. For each Fitter shot down the player receives 2 points.

If a Draken is shot down award the Soviets 3 points. For a crippled Draken score 1 point.

The game lasts until –

- g) The last Fitter is either destroyed or exits the map via the Ace of Spades square
- h) Both Drakens are destroyed or
- i) Both Drakens run out of munitions – All surviving Fitters are automatically assumed to exit the map in this case

At the end of the game draw a card for EACH Fitter that has left the map. The Soviets receive victory points depending on the suit drawn as follows:

HEART = (Devastating Attack) 3 points
CLUB = (Excellent Attack) 2 points
DIAMOND = (Effective Attack) 1 point
SPADE = (Miss) 0 points

Crippled Fitters use the same procedure but count HEARTS as a MISS.

Highest points total wins.

2-PLAYER VARIANT

Give the Soviet player an escort of two aircraft. These can either be Mig21MFs, Mig23s or Mig25s. The player can choose which type he will use. Both aircraft must be of the same type.

The munitions of the various aircraft are as follows:

Mig 21 - 2 x AA8 HS missiles, 2 x AA2 RH missiles, plus cannon.
Mig 23 - 2 x AA7 HS missiles, 2 x AA7 RH missiles, plus cannon.
Mig 25 – 2 x AA6 HS missiles, 2 x AA6 RH missiles. (No cannon)

The Mig23 carries 4 Chaff and 4 Flares. The Mig25 carries 6 Chaff and 6 Flares. The Mig21 carries no countermeasures. ALL soviet escorts are AVERAGE.

In this variant the Draken retain their munitions but also carry 6 Chaff and 6 Flares.

The automatic movement is retained for Fitters and they are required to jink against gunnery or engage incoming missiles. However, if they shoot against Swedish aircraft use the normal gunnery procedure to get a hit (with the Soviet player attempting to get the correct number of target guesses – the target number may exceed 3 in the normal way if the target jinks).

Escorts are deployed, move and have combat as normal. Neither they nor the Drakens can use formation rules.

The game lasts as per the basic scenario.

VICTORY CONDITIONS

Retain the points system for bombing and Draken kills/damage.

The Swedish player is awarded 4 points for each Fitter shot down.

The Swedish player is awarded 3 points if he shoots down a Mig23 or Mig25 and 1 ½ points for crippling. He scores 2 points for shooting down a Mig21 and 1 point for crippling.

Highest score wins.

SCENARIO B3: “THREE-WAY FURBALL” (3-PLAYER GAME)

As an anxious world looks on, NATO raises its readiness: forces are mobilized and border patrols stepped up. This scenario represents a Soviet incursion that is met by Swedish defenders, yet both sides stray into Danish airspace. All sides, with itchy trigger fingers, are in ‘shoot first, ask questions later’ mode and a short, sharp engagement ensues.

Each player controls the aircraft of one nation. He can choose from two different aircraft types. Each side must choose only one type. This choice is made in secret before the game starts. Each side has THREE aircraft of the chosen type. All pilots are AVERAGE in this scenario.

USSR

Choose from:

Mig 21 - 2 x AA8 HS missiles, 2 x AA2 RH missiles, plus cannon.

Mig 23 - 2 x AA7 HS missiles, 2 x AA7 RH missiles, plus cannon.

Countermeasures: Mig 23 carries 6 Chaff and 6 Flares. Mig21 carries none.

SWEDEN

Choose from:

Draken - 2 x AIM4 (LATER) HS missiles, 2 x Super Falcon RH missiles plus cannon

Viggen - 2 x AIM9 (ADV) HS missiles, 2 x Skyflash RH missiles plus cannon.

Countermeasures: Viggen carries 6 Chaff and 6 Flares. Draken carries 4 Chaff and 4 Flares.

DENMARK

Choose from:

F16A - armed with 4 x Aim 9 (ADV) plus cannon.

F104 - armed with 2 AIM 9 (IMP) plus cannon.

Countermeasures: F16 carries 6 Chaff and 6 Flares. F104 carries none.

SELECTION BONUS

Players are awarded the following victory points automatically depending on the selections they make:

USSR receives 1 point if using Mig 21s

Sweden receives 1 point if using Drakens

Denmark receives 2 points if using F104s.

ENVIRONMENT

Use the sun plus 2 cloudbanks of 2 squares and 2 individual cloud squares.

The game lasts 6 turns. No aircraft may exit the map. No side can use formation rules in this scenario. Each side is considered hostile to the other two.

VICTORY CONDITIONS

At the end of the game each player receives 2 points for each of his surviving aircraft still on the map. This is reduced to 1 point if it is crippled.

Each player receives 2 points for shooting down an enemy aircraft. Only the player scoring the final Hit Point receives these points, regardless of previous damage sustained by the target.

Add any bonus points for selection. Highest score wins.

VARIANT

Allow players 4 Aircraft. He can choose all of one type or two pairs of different types. He receives any bonus selection points for EACH PAIR of the appropriate type selected.

Otherwise play proceeds normally except that each pair is automatically deployed in formation on turn 1. No formations are used after the first turn.

Victory conditions remain the same.

A NOTE ON MULTI - SQUARE OCCUPATION

An aircraft which has an enemy aircraft in the same square may not shoot in that turn. An aircraft may shoot into a multi occupied square provided he has no friendly aircraft in that square. In this case he may choose which aircraft to target, as desired.

INTO THE NINETIES

With the relentless march of technology one can visualize the pilot as a super video games player, pressing a button on his console and splashing an unseen bandit from 20 miles away.

In looking at suitable historical scenarios for the game I was delighted to find that the dogfight is not dead – just rare. Missiles do not always meet the manufacturer's claims for them (spectacularly so in the Eritrea-Ethiopia war of 1998-2000) and my heart sings to find that the gun is still a potent dogfight weapon.

DESERT STORM

SCENARIO N1: "THE BOTCHED BVR" (19 JAN 1991)

(US AWACs directed a flight of F15s to attack bandits near the Iraqi border. Whilst two Eagles provided cover the remaining Eagles attempted to engage two Mig 25s at Beyond Visual Range but the Foxbats broke lock with perpendicular 'beam' manoeuvres and the fight became low-level, close-up and personal!)

US

2 x F15A armed with 4 AIM9 (ADV) HS missiles, 4 AIM7 (LATE) RH missiles plus cannon. Each aircraft also carries 8 Chaff and 8 Flares as missile countermeasures. Both pilots are AVERAGE.

IRAQ

2 x Mig 25 armed with 2 x AA6 HS missiles, 2 x AA6 RH missiles. Neither aircraft carries guns. Both aircraft carry 6 Chaff and 6 Flares as missile countermeasures. Both pilots are AVERAGE.

ENVIRONMENT: Use sun plus 3 individual clouds.

The game lasts for 6 turns. Aircraft may not leave the board until turn 5 or later. Such exits may be permanent or temporary at the choice of the owning player.

Neither side can use Formation rules.

VICTORY

Historically, both Foxbats were shot down with no US loss and the player(s) should judge the outcome against this criteria.

VARIANTS: Two Eagles of this flight were engaged in hunting Mig29s in the same area whilst the Foxbats were engaged.

Variant #1

Increase the number of turns to 8. Allow the US player two additional F15As, identically armed as above. The Iraq player receives two Mig29s as well as his Foxbats. These are armed with 4 x AA11 HS missiles, 2 x AA10 RH missiles plus cannon. Each Mig29 also carries 6 Chaff and 6 Flares as missile countermeasures. All these additional pilots are AVERAGE.

All aircraft are deployed in pairs on turn 1 and both sides can use standard formation rules thereafter. All aircraft can leave the board temporarily up to and including turn 4. Exits may be permanent, if desired from turn 5 on.

Variant #2

As per variation #1 but Mig29s and additional F15As appear as reinforcements. The first pair of F15As and the Mig 25s deploy in pairs on turn one and both sides may use standard formations thereafter. If either side loses both aircraft before the start of turn 5 immediately advance to turn 5.

On turn 5 the first pair of reinforcements arrives. They are automatically in a formation (pair) on the turn of arrival and may use standard formation rules thereafter. A card is drawn to decide which aircraft arrive on game turn 5. If the card is a picture card of any suit then BOTH sides' reinforcing aircraft arrive on turn 5 in accordance with the above rules. Otherwise a RED card indicates that the Iraqi Mig29s arrive; a BLACK card

indicates the arrival of the additional US F15A pair. If only one pair arrives then the remaining pair automatically arrives on turn 6 and follows the same deployment procedures.

VICTORY CONDITIONS

For both variants #1 and #2 use the following victory points:

The US player scores 2 points for shooting down a Mig or 1 point for crippling.

The Iraqi player receives 3 points for shooting down an Eagle and 1½ points for crippling.

Highest total wins.

SCENARIO N2:“RUN FOR YOUR LIFE” (SOLO – 27 JAN 1991)

Most air to air kills in Desert Storm were either at BVR, night or against fleeing Iraqi jets. This is not to denigrate such victories but they do not make for interesting games for 2 players. This is a SOLO scenario depicting such an action when two F15s shot down four fleeing Iraqi jets. As the US player you should judge your performance against the historical outcome accordingly.

US (PLAYER)

2 x F15A, armed with 4 AIM9 (ADV) HS missiles, 4 AIM 7 (LATE) RH missiles plus guns. Both aircraft carry countermeasures of 8 Chaff and 8 Flares. Both pilots are AVERAGE.

IRAQ (AUTOMATED)

3 x Mig23 armed with 2 x AA7 HS missiles, 2 x AA7 RH missiles plus cannon.
1 x Mirage F1C armed with 2 x Matra magic II HS missiles, 2 x Matra 530A RH missiles plus cannon.

Both aircraft are assumed to be carrying missile countermeasures (see below)

Environment: Use the sun plus 3 individual cloud squares. The US player may use formation rules.

OVERVIEW

The Iraqis are trying to flee off the board. They use automated movement and combat procedures as detailed below. The F15As deploy, move and have combat as normal to try and shoot them down.

FIRST TURN DEPLOYMENT

On turn one place ALL Iraqi aircraft in the King of Hearts square. The US aircraft are deployed as normal. They are considered in a pair formation automatically on the first turn and they use standard formation rules thereafter.

The Iraqi aircraft move automatically. When they are called on to have a movement phase by their initiative position, each Iraqi aircraft draws a single card from the deck. If the card is anything other than a court card then it moves laterally from left to right across the board the face value of the card (Ace = 1). If an Iraqi aircraft draws a court card (K, Q or J) then it DIVES one altitude level into the same value square in the next lowest band. However, if it is in the Spade altitude band and draws a court card then the Iraqi aircraft does not move that turn. (Note that Iraqi aircraft will change altitude if moving laterally from linked squares – such as from A of Hearts to King of Spades etc)

Iraqi aircraft ALWAYS remain on the board between turns and start the next turn in the same square that they finished the last one in. They NEVER climb or move laterally from right to left. They exit the board in the normal way via the Ace of Spades square, providing they are not shot down. The Eagles are redeployed between turns as normal.

If an Iraqi aircraft is CRIPPLED then it moves HALF the value of the drawn card (rounded up) and always treats court cards as ‘No Move’

IRAQI COMBAT RESPONSES

The US player may take gun and missile combat actions against Iraqi jets, as per normal rules and in initiative order depending on the location of aircraft on the board. If trying to lock-on HS missiles the player uses normal V/M numbers of the target aircraft when calculating the success or failure of the lock-on.

Furthermore, each Iraqi aircraft is assumed to be carrying Chaff and Flare missile countermeasures. (To simplify things it is NOT necessary to keep a record of Iraqi countermeasures – this is handled differently in this scenario).

If a US aircraft tries to lock-on a RH or HS missile, draw a card for the target. If the card is PICTURE (K, Q or J) then the target is assumed to have deployed an appropriate countermeasure (Chaff against RH or Flares against HS). The lock-on attempt then suffers the standard -2 penalty. The US aircraft is committed to the lock-on attempt and cannot then change to an alternative target. Place an appropriate Chaff or Flare marker against the target.

Furthermore, if another US aircraft attempts to lock-on to the same target later in the same turn it automatically suffers this penalty if using the same weapon type – otherwise it has to test as above to see if the Iraqi has deployed the other countermeasure type.

If the US aircraft launches a missile that tracks across the board and enters the target square, check to see if the Iraqi jet decoys the missile in flight. To do this, count the number of 'turns of flight' that the missile used to reach the target square. Draw this number of cards from the deck. If ANY of these cards are equal to or less than the missile's DECOY NUMBER then the missile has been decoyed in flight and is removed from play.

If the decoy attempts fail the Iraqi jet will ALWAYS engage the missile using the highest of its V/M numbers in the normal way. If it is successful the missile is dodged. If not, draw for damage.

Iraqi jets that are attacked by cannon fire will always attempt to jink, using their V and M numbers in the normal way.

A CRIPPLED Iraqi jet will neither deploy countermeasures, jink nor engage an incoming missile.

IRAQI COMBAT ACTIONS

Iraqi jets are assumed to be primarily concerned with getting off the map to safety. However, given the right conditions they may attack US aircraft with guns or missiles.

The following prohibitions apply to Iraqi jets.

They may not take a combat action if:

- the Iraqi jet has previously jinked, engaged a missile or suffered one or more Hit Point in this turn,
- it moved laterally 6 or more squares this turn or dived an altitude level (by drawing a picture card for movement),
- is crippled,
- is prohibited due to an enemy aircraft in the same square.

Otherwise an Iraqi jet may take a combat action as follows:

- If there is a US aircraft which is an eligible target within 3 squares or less the Iraqi will fire cannon (assuming it has ammo available)
- If there is a US aircraft within 7 squares range it will attempt to fire a HS missile (if none available it will attempt to use a RH missile)
- If there is a US aircraft within 12 squares it will attempt to fire a RH missile if available, otherwise a HS missile.

IRAQI CANNON FIRE

The US player may declare a Jink against the attack as normal. To resolve the attack the player draws 1 card for each square of range plus 1 per successful jink. If ALL cards so

drawn are RED then a hit has been scored. Go on to assess damage normally. Any black card drawn means that the Iraqi cannon fire has missed.

IRAQI MISSILE FIRE

The Iraqi attempts to lock-on the appropriate weapon as normal. Take into account any US countermeasures deployed. If a lock on is obtained the Iraqi aircraft ALWAYS launches a missile at the target. This tracks in the normal way and the US player has the usual countermeasures or engagement options against it.

For both cannon and missiles, an Iraqi jet will always attack the NEAREST US jet. If there are two targets equidistant then a card is drawn for each with the lowest value being targeted. If an Iraqi jet has the option of firing cannon or a HS missile it will always fire cannon, unless it has no cannon ammo left. Only ONE Iraqi jet may fire from a given square. If there is more than one eligible shooter in a square draw a card for each and the highest shoots.

VICTORY

Iraqi jets that leave the board via the Ace of Spades square (even if crippled) are considered to have escaped. Historically all four were shot down for no loss and this is the target for the player. Should a US jet be shot down it is difficult to see how a victory could be claimed.

SCENARIO N3: "NIGHT PROWLER" (16/17 JAN1991 - SOLO)

The coalition suffered its only air-to-air loss on the first night of the war. Although originally attributed to a SAM it is widely accepted that the lost F/A 18 was the victim of a prowling Mig25 that managed to evade AWAC cover and get amongst the intruding US aircraft. In this SOLO scenario you are the Mig25 pilot engaged in a deadly game of hide and seek

IRAQ (PLAYER)

1 x Mig25A armed with 2 x AA 6 HS missiles and 2 x AA6 RH missiles. The Mig25 does not carry a gun.

USN

1 x F/A18. This aircraft is effectively unarmed in this scenario. It is on a suppression mission.

PREPARATION

Prepare SIX markers. These can be identical cardboard counters, slips of plain paper etc. The important thing is that they are all identical on one side.

On the reverse side mark ONE counter with an 'X' or any such device. This represents the actual F/A18 in the scenario.

ENVIRONMENT: Do NOT use sun or cloud markers: this scenario takes place at NIGHT.

The game lasts for a maximum of 6 turns.

DEPLOYMENT

On game turn one shuffle the markers and draw a single card for each. Place them face down on the board in the indicated square. Draw a card for the Mig 25 and place the aircraft in the indicated square. The markers do not move at all from their deployment squares in a turn. The Mig 25 may move as normal to get into the most advantageous position to search for and try to shoot down the F/A 18.

If, at the END of its movement the Mig25 occupies the same square as a coalition marker then the marker is turned over. This does not apply to markers that the Mig passes through during movement.

If the marker is blank then it is removed from play for this turn. If it transpires that the marker is the F/A 18, then immediately draw two cards from the deck. If both cards are the same suit then the aircraft have suffered a mid-air collision and both are destroyed. The game is over.

If the cards are different suits then there is no collision but the turn is over at this point. Go on to the next turn.

COALITION AAM ATTACK

After the Mig25 has completed its movement phase, and provided the Mig and F/A18 do not occupy the same square at this point, the player draws a single card to see if a coalition aircraft (not represented on the board) launches a missile at the Mig25. If this card is a PICTURE card (K, Q or J) then there is a chance that a missile has been launched at the Mig 25. Any other card indicates no attack this turn.

If there is a possible attack go on to draw a second card. If this is a RED card then the missile is an AIM9 (ADV) HS missile. If this card is BLACK then the missile is an AIM7 (LATE) RH missile.

Finally, draw a third card (using the FULL deck). This indicates the origin point of the missile. Place a missile marker in the indicated square. Note that it is irrelevant if the indicated square is occupied or not.

Check whether the missile's origin square is within the minimum range of the Mig25 for that type of missile. If it is then remove the missile. If it is not then the missile is automatically assumed to have a lock-on to the Mig25 and will move in the normal way to try and reach its target square containing the Mig 25. In so moving it obeys all the normal rules regarding missile movement, such as Turns of Flight, number of squares to move etc.

If the missile reaches the Mig25 then the aircraft may engage it in the normal way. If it successfully dodges the missile then it is removed from play. If not, then check for damage as normal.

MIG25 SEARCH

The Mig 25 may search for the F/A 18 after the test for a Coalition Missile attack has been resolved.

If the Mig has either engaged an incoming missile (whether successful or not) or has suffered any Hit Point damage this turn then it may NOT undertake a search and the turn is over. It may not fire a missile in these circumstances.

The Mig 25 searches by using up to 3 Radar 'pulses'. Place two markers in the same square as the Mig25. Draw a single card from the deck. The value of this card represents the distance of the first Radar 'pulse'. Move each marker the distance indicated on the card away from the Mig 25. One marker goes to the left, the other goes to the right of the Mig 25. The markers are moved laterally across the board. They may move into another altitude band only by moving from one linked end-square to another.

Once the markers have been moved the appropriate number of squares then any coalition marker that has either been passed by a radar marker or is now in the same square as a radar marker is flipped over. Any blank coalition markers are removed.

If the F/A18 is not revealed then draw a second card from the deck for the second radar 'pulse'. Move the markers the indicated number of squares away from the Mig25. If any coalition markers are passed or occupy the same square as a radar pulse marker then draw a card for each such marker. If the card is RED then turn the coalition marker over to reveal whether it is the F/A18 or not. Any other card means that the coalition marker remains hidden.

If the F/A18 is still undetected draw a further card for the third and final 'pulse'. Any coalition markers passed or occupied draw a card and need a HEART card to be revealed.

After the search procedure described above the player will have either revealed the location of the F/A 18 or will still have two or more unrevealed coalition markers on the board.

MIG 25 COMBAT

The player may now attempt to launch a missile if desired. The target may not be within the minimum range of the missile. The target may either be the revealed F/A 18 or an unrevealed marker (the player gambling that this is the F/A 18).

The Mig must obtain a lock on using normal methods. However, for this scenario ignore the V/M element of the HS lock on calculation and just use the raw missile lock-on number on its own. Altitude bonuses/penalties are applied as normal.

If a lock on is secured a missile may be launched and tracks across the map as normal to try and reach the target square. If the missile hits the target square and the target is the revealed F/A 18 then the target may NOT engage the missile. Draw for damage.

If the target is an unturned coalition marker then it is turned over once the missile enters the square. If it is the F/A 18 then test for damage as normal. If it is blank the missile is wasted.

The game continues in this manner for 6 turns, or until the F/A 18 is shot down or until the Mig25 is destroyed or out of ammo.

CRIPPLED AIRCRAFT

If the Mig25 is crippled it suffers the normal penalties to V/M and radar numbers. In addition the HS missile lock-on number is halved. It also only has ONE radar 'pulse' and a card must be drawn for any potential contact with only a HEART revealing.

If the F/A 18 is crippled it continues normally except that any second missile hit AUTOMATICALLY kills it, without the need for damage draw.

THE CONDOR WAR: PERU v ECUADOR 1995

These two countries went to war briefly in 1995 over a long-standing border dispute.

SCENARIO N4: "TIWINTZA" (9 FEB 1995)

Ecuadorian Mirage F1s were directed by GCI to intercept a Peruvian strike on Tiwintza. This turned out to be two SU22s, both of which were shot down. Historically, Peruvian Mirage 2000s were flying CAP in the area and a pair of Ecuadorian Kfirs were also scrambled against the intruders. The resulting "what if" clash is shown as a variant.

ECUADOR

2 x Mirage F1, armed with 2 x Matra Magic II HS missiles and cannon. Both pilots are AVERAGE.

PERU

2 x SU22 armed with 2 x AA2 Atoll (EARLY) HS missiles and cannon. Both pilots are AVERAGE.

ENVIRONMENT: Use the sun plus 2 individual cloud squares.

The game lasts for 6 turns. Neither side may use formation rules. Only Su22s may exit the board and that is considered a permanent exit.

ECUADOR FIRST TURN SURPRISE

The Ecuadorian aircraft deploy second on the map, after the Peruvians. The Ecuadorian player draws THREE deployment cards between his two aircraft and chooses which two cards he will use to deploy them. This advantage is only available on the first turn and normal deployment rules apply from turn two on.

LOADED SU22 PENALTY

SU22s are considered loaded for ground attack and both V and M numbers are halved (round up) whilst they are loaded. No special manoeuvres are allowed to loaded SU22s.

An SU22 may voluntarily jettison its load. It may do so either at the start of its movement phase or when it is the target of gunnery or if an incoming missile enters its square. The Peruvian player simply announces that the aircraft is jettisoning its load and the aircraft immediately regains its full flight characteristics.

If a SU22 is crippled then it AUTOMATICALLY jettisons its load.

VICTORY POINTS

Award the Peruvian player 2 points for each LOADED SU22 still in play at the end of the game or for each loaded SU22 that exited the map. If a Su22 survives but is unloaded or exits the board unloaded then the Peruvian player receives 1 point. Award the Peruvian player 3 points for shooting down a Mirage F1 or 1 ½ points for crippling one.

The Ecuadorian player scores 2 points for shooting down a Su22 or 1 point for crippling.

Highest score wins.

VARIANT

Extend the game to 8 turns. The Su22s and Mirage F1Cs are deployed as per above and play proceeds as described for turn 1.

On turn two both sides receive reinforcements.

ECUADOR receives 2 x Kfir, armed with 2 x Shafrir II HS missiles plus cannon. Both pilots are AVERAGE. The Kfirs appear in a pair of two aircraft as per the formation rules.

PERU receives 2 x Mirage 2000 armed with 2 x Matra Magic I HS missiles plus cannon. Both pilots are AVERAGE. The Mirage 2000s appear as a single pair as per the Formation rules. In addition the Mirage 2000s are automatically deployed in the HEART altitude band. When drawing a deployment card for the Mirage 2000 pair ignore the suit and treat it as a HEART card.

From turn 3 onwards neither side may use formation rules nor are there any deployment restrictions. If using this variant any aircraft may make a temporary exit from the board. Su22s have the option of making this a permanent exit, as does any aircraft suffering any Hit Points or out of munitions.

VICTORY

Retain the standard victory points from the basic scenario. Kfirs and Mirage 2000s are worth 3 points to the other side if shot down and 1 ½ points if crippled.

The Ecuadorians win if they outscore the Peruvians by 2:1 or more.

The Peruvians win if they score more victory points.

Any other result is a draw.

ERITREA v ETHIOPIA 1998-2000

This remarkable conflict saw Su27 Flankers and Mig29 Fulcrums, among the most modern aircraft in the world clashing in the skies over two of the world's most impoverished nations. Some were flown by Ukrainian and Russian mercenaries, others by indigenous pilots – including at least one female pilot who made history by downing a Mig29 and becoming the first recorded female Mig-killer.

**The missiles used in this war suffered an appalling success record- reportedly worse than early US missiles in Vietnam. It is not clear whether this is due to poor maintenance, poor training or an inherent fault in the missiles themselves.*

For the scenarios that follow use the following missile characteristics to reflect this:

Missile	Min Range	Lock On no.	TOF	MVR no.	Decoy No.	Effectiveness
AA10 (RH)	6	-	4	+1	4	- 2
AA11 (HS)	3	5	3	0	3	-2

SCENARIO N5: "SUKHOI CONTRA MIG" (25 FEB 1999)

Four Eritrean Mig 29s were sent to intercept two SU 27s flying CAP along the front lines at Badme. The Ethiopian pilots dodged the Eritrean RH missiles fired at them and downed one Fulcrum with a heat-seeker.

ERITREA

4 x Mig 29, armed with 4 x AA11 HS missiles, 2 x AA10 RH missiles plus cannon. Each aircraft carries 4 Chaff and 4 Flares as missile countermeasures. Three pilots are AVERAGE, one is a NOVICE.

ETHIOPIA

2 x SU27, armed with 4 x AA11 HS missiles, 4 x AA10 RH missiles plus cannon. Each aircraft carries 6 Chaff and 6 Flares as missile countermeasures. Both pilots are AVERAGE.

Environment: use the sun plus 3 individual cloud squares. Both sides may use formations and all aircraft may temporarily exit the board. Aircraft which are either out of ammunition or have sustained any Hit Points of damage may elect to exit permanently.

The game lasts 8 turns.

VICTORY CONDITIONS

The side with most kills wins. A crippled aircraft counts as ½ a kill for this purpose.

SCENARIO N6: "THE AFRICAN BUZZARD" (18 MAY 2000)

Two Ethiopian Mig 29s were scrambled to intercept a formation of intruding Eritrean Mig21s. One Eritrean aircraft was shot down but the Mig29s were then themselves engaged by Ethiopian Su27s - one of which had to disengage due to damage sustained in a bird-strike with a large African Buzzard! Nevertheless, the remaining SU27 shot down a Mig 29 with a heat-seeking missile.

ETHIOPIA

2 x Mig29, armed with 4 x AA11 HS missiles, 2 AA10 RH missiles plus cannon. Each aircraft also carries 6 chaff and 6 Flares as missile countermeasures. Both pilots are AVERAGE.

ERITREA

4 x Mig21, armed with 2 x AA2 (IMPROVED) HS missiles plus cannon. None carry countermeasures. Three pilots are AVERAGE, one is a NOVICE.

(As Reinforcements)

2 x SU 27, armed with 4 x AA11 HS missiles, 4 x AA10 RH missiles plus cannon. Each aircraft carries 6 Chaff and 6 Flares as missile countermeasures. Both pilots are AVERAGE.

ENVIRONMENT: Sun plus 2 individual cloud squares. All aircraft may use formations. No aircraft may exit the board, whilst in play.

The game lasts 10 turns.

The Mig21s and Mig29s are automatically deployed in formation on turn 1. The Su27s appear on turn 5 and are automatically in formation on that turn. On turn 5 all surviving Mig21s are permanently removed from the game (they are assumed to escape the battle area).

THE AFRICAN BUZZARD

From turn 5 onwards a test has to be made to see if any of the aircraft suffers a bird-strike.

After the movement phase, and before combat, draw a single card from the full deck. Examine the indicated square. If that square is occupied by one or more aircraft then there is the possibility of a bird-strike.

If there is more than one aircraft in the square draw a card for each with the lowest having to test. A single aircraft in the square is automatically the target of the bird strike. The testing aircraft draws a single card and applies a -3 penalty to the value. Any remaining total is the number of Hit Points caused to the target aircraft due to the bird-strike. If the testing aircraft suffers one or more Hit Points it suffers the normal combat prohibition this turn.

The bird-strike test is carried out each turn. However, after one aircraft has tested for a bird strike (whatever the result) no further tests are carried out for the rest of the game.

VICTORY POINTS

Each Mig 21 is worth 1 point if shot down and ½ a point if crippled.

All other aircraft are worth 3 points if shot down and 1 ½ points if crippled (an aircraft lost or crippled due to a bird strike is worth full victory points). Highest score wins.

FANTASY/SCI-FI SCENARIOS/SYSTEMS

SCENARIO Z1: “INDEPENDENCE DAY” (HOLLYWOOD: HUMAN v ALIEN)

(Loosely based on the movie of the same name)

HUMAN

Select 2 – 4 aircraft of any type available during the 1990s. *(For ‘realism’ select aircraft appropriate to the geographical region where you set the scenario. e.g.: for North America use USAF/ USN aircraft); Eastern Europe use Russian aircraft etc. However, if you want to mix Migs and US aircraft go ahead – this is a fantasy scenario after all. Assume that the Migs were on a goodwill visit when the crisis broke; or vice versa! If you like you could even base the scenario in the 1950s or later and use appropriate aircraft for that time period).*

EQUIPING AIRCRAFT: Assume that all aircraft has a full load of missiles and gun ammunition, appropriate to its type and period. Then, aircraft by aircraft, draw a playing card from the full deck for EACH missile or gun Ammo point carried. For each court card (K, Q or J) drawn REMOVE that missile or Ammo point. Complete the aircraft log accordingly *(this represents shortages in the aftermath of the Alien Invasion)*

Example: North American location. Human player chooses 3 x F14A Tomcats. The full load is 4 x AIM 9 Modern; 4 x AIM 7 Modern and 4 x Cannon Ammo. Player draws 4 cards for HS missiles which includes 1 King. He draws a further 4 cards for the RH missiles which includes a Jack. He draws a further 4 cards for the Cannon and draws a King and two Queens. The aircraft is therefore loaded with 3 HS missiles, 3 RH missiles and 1 cannon ammo at the start of the game. The player shuffles the deck and repeats this for his other two aircraft.)

The MINIMUM load is 1 of each type of allowable missile plus 1 gun ammo.

After the human player has selected and equipped his force the Alien player takes TWICE as many Alien Fighters for his side. All Alien fighters are identical *(in the absence of any dedicated models or counters try using buttons or tiddlywink counters. They do not need to be numbered).*

Proceed to the first turn with deployment as per normal rules. No formation rules are allowed. All pilots are considered AVERAGE. Use the sun plus 3 separate cloud squares for environment. Only RH missiles can be fired into or out of cloud squares.

Starting with the first turn, after deployment draw a single card from the deck to determine if there is an EVENT (see below). Then proceed with the turn in the normal way. The game lasts 8 turns.

ALIEN FIGHTER CHARACTERISTICS

The Alien Fighters have two states: SHIELDED or UNSHIELDED. The characteristics of the Alien Fighters vary depending on their status.

SHIELDED V = 3 M = 5 (Z = 2 R = 2)
UNSHIELDED V = 5 M = 7 (Z = 3 R = 4)

Note that all Alien Fighters will have the same shield status at the same time : this is only changed by an EVENT.

All Alien Fighters are armed with an Energy Weapon. This has unlimited ammo and has a range of 2 Squares. It has an effect value of -3. The procedure for getting a hit is handled the same as for cannon fire in the rules. Human aircraft can jink against Alien fire in the normal way.

An Alien fighter has the normal options against incoming gunfire or missiles (jinking or engaging respectively) and is subject to the same combat prohibitions.

An Alien Fighter is destroyed if it sustains ONE or more hit point. However, Shielded Fighters can absorb or deflect damage as follows:

When one or more hit is scored on a SHIELDED Alien fighter by whatever means immediately draw a card from the deck and reduce the number of damage points by the value of the card drawn. If there are still hit points remaining then the Alien is shot down, otherwise it is unscathed. *(E.g. The human player scores a hit on a shielded Alien Fighter with a missile having an effect of -3. He draws a card for damage which is the 7 of Spades. He has scored $7 - 3 = 4$ hit points. The Alien player immediately draws a card from the deck. It is the 9 of Hearts. This removes all the damage and the Alien is unscathed. If he had drawn less than a 4 the Alien would have been destroyed by the remaining hit point(s)).*

EVENT CARDS: Draw a card from the full deck after deployment each turn.
(The premise is that there is an Alien Mothership in orbit that is providing shield power to its on map fighters and that it can also exert a malign influence on the Human Aircraft during the game. The Event card represents this, plus the fact that the Humans have launched a mission to destroy the Mothership in orbit)

The Event Card has the following meanings:

Any ACE = Mothership Destroyed
Any KING = Disorientation Ray
Any QUEEN = Weapons Malfunction (Red Queen = Guns; Black Queen = Missiles)
Any JACK = Stasis Ray.

Effects of these are as follows:

Stasis Ray = No human aircraft may attempt to move from their deployment square during the current turn, nor may they jink against incoming Alien fire

Weapons Malfunction = No human aircraft may fire the affected weapon types during this turn (guns or missiles depending on the colour of the queen drawn)

Disorientation Ray = this is an attack on the senses of all human pilots. All human aircraft are tested as follows. Draw a reference card from the pack. The human player then needs to successfully guess whether the next card is higher or lower (as per the gunnery rules). If he makes a wrong guess the aircraft is immediately moved down to the same value square in the next lowest altitude band. The human player then continues to guess against the previous card. He continues to move his aircraft lower for each wrong guess. An aircraft in the Spades band that guesses incorrectly crashes and is lost. This sequence is only halted by the human player making a correct guess.

(Note: it may be that one or more aircraft may end up in the same square as an Alien Fighter, if that is the square he recovers in. If this is the case human aircraft take their movement phase BEFORE any Alien in the same square).

Mothership Destroyed = this will happen if an ACE event card is drawn OR AUTOMATICALLY at the beginning of TURN 7. In either case the effects are the same:

- 1) All Alien Fighters immediately become UNSHIELDED and remain so for the rest of the game
- 2) All Alien Fighters gain the higher performance numbers immediately and
- 3) No further Event cards are drawn for the rest of the game.

VICTORY

The human player wins if he achieves a kill ratio of 2: 1 or better or if he loses no aircraft and shoots down at least one Alien Fighter. If neither side lose a 'plane/fighter then the result is a draw. On any other result the Alien player wins.

SCENARIO/SYSTEM Z2: “SUPER HEROES!” (COMIC BOOK COMBAT)

This is a fantasy system for Instant Thunder featuring jet fighters against super-powered characters high in the sky above a great metropolis.

OVERVIEW: One side represents ‘Good’, and is equipped with a number of jet fighters to take on the bad guys. The other side represents ‘Evil’ and is made up of a number of super-powered men or women each having undreamed of abilities and super-powers..

PREPARATION

Players agree the Geographical location for the scenario and the approximate year in which it takes place. This determines which aircraft may be used by the Good player.

The Evil player then selects 1-3 Supervillains to form his side. He announces the number of Supervillains he has selected to his opponent (assuming a 2-player game). The Evil player then selects the powers and abilities of each of his Supervillains in accordance with the rules given below (‘Creating Characters’).

The Good player selects the aircraft that will form his force. These can be ANY mix of aircraft reasonably available to him depending on the location and year previously agreed. The number of aircraft is determined as follows:

If the aircraft to be used have no missiles of any type available to them OR the player forgoes the right to equip his aircraft with missiles, then the player can select **THREE AIRCRAFT** for EACH Supervillain.

If the Good player equips any of his aircraft with missiles of any type then he can select **TWO AIRCRAFT** per Supervillain.

Other than for a solo game the characteristics of the Supervillains and the types of aircraft are kept secret by the players until the start of game-turn 1.

CREATING CHARACTERS

A Character is represented on the map by a counter or miniature, in the same way as aircraft. They are deployed, move and have combat in the normal way at their appointed time in the turn sequence.

However, characters have individual characteristics and combinations of super-powers and abilities. These are ‘purchased’ by the owning player using ‘Power Points’ (‘PP’). The various powers available are detailed below and their applications described. Each power has a cost in PP to purchase.

A player may spend a maximum of **6 PP** for each Character to purchase his/her superpowers.

STARTING CHARACTERISTICS

Each Character automatically has the power of **Basic Flight** at no cost in PP. This gives a starting V number of 3 and an M number of 5 (V3 M5). No advance manoeuvres are allowed to a Character with Basic Flight.

A Character has a starting Hit Point capacity of 2.

The various powers purchased may alter or supersede the basic starting characteristics.

SUPERPOWER LIST

In the list that follows superpowers are divided into broad categories (such as Combat powers, Movement powers and so on). This is a guide only as some powers may affect more than one category. The cost to purchase the power (in PP) is shown and the use of the power in game turns described. Remember that the maximum number of PP to purchase powers is SIX.

Powers marked with an asterisk (*) are lost when a character is STUNNED.

COMBAT POWERS

Whilst not obligatory it is advisable to take at least one combat power – otherwise the character may not be able to attack an enemy at all!

Energy Attack (2PP) – This represents heat-vision, laser beams, plasma bolts from fingertips etc. The range of this attack is 2 squares. A hit is obtained in the same way as standard gunnery rules. Aircraft may jink against Energy Attacks in the normal way. If a hit is scored the effect is -3.

Ultra-Energy Attack (3PP) – This functions as a normal Energy Attack but the range is increased to 3 squares and the effect of a hit is -2

Super-Strength (2PP) – This enables a villain to attack an enemy aircraft with his bare hands, teeth, feet, head or any other body part. To make this attack the attacker must be in the SAME SQUARE as the intended target in the combat phase. The attacker draws a reference card and needs to make one correct guess as to whether the next card will be higher or lower. The target may jink against this attack as if against gunfire. For each successful jink the attacker must add +1 to his required target number. If a hit is scored then the attacker draws a card for effect and applies a -3 modifier to the total. Any remaining number is the Hit points scored on the target.

***Fear Attack** (2PP) -This is an attempt to psychologically intimidate an aircrew by projecting telepathic waves. The range of the attack is 1 square. This attack may not be attempted against aircraft in the same square. To resolve the attack three rounds of cards are drawn. A round consists of 2 cards, one for the Character and one for the aircraft.

Compare the cards. The highest value card wins that round. A tie means no score for either side.

After three rounds, compare scores. If the Aircraft has won more rounds or the result is a tie then the attack has failed. If the Character has won by 1 then the aircraft crew is *worried*. If the Character wins by 2 then the aircraft is *distracted*. If the Character wins all three rounds then the aircrew *panics*.

A *worried* aircrew suffers penalties to gunnery (+1), Missile locks (-2). Its V and M numbers suffer a -1 penalty each if jinking or engaging incoming fire. This lasts for the rest of the turn.

A *distracted* aircrew may not have combat or jink/engage against incoming fire for the rest of the turn

A *panicked* crew immediately ejects and the aircraft is lost.

Machine Guns (1PP) – The Character is armed with integral Machine Gun - type weapons (for example built into a battle suit). These function exactly as standard machine guns in the game. Range 2 squares. They have ammo of 3 and effect -5. (M3-5)

Rockets (2pp) – The Character is armed with small unguided rockets. These have a range of 2 squares and use the same procedures as gunnery to see if a hit is scored. An aircraft can jink against rockets in the same way as against gunnery. Rockets have 3 Ammo and an effect number of -3.

Cannon (2PP) – As per Machine Guns. Range 3 squares; Ammo 2; effect -3 (C2-3)

Missiles (2PP) – The Character is armed with 2 guided missiles. These may be HS or RH or one of each. The type of missile to be used depends on the era of the scenario and any contemporary missile can be selected from the missile lists. Normal procedures apply for missile lock on, movement and damage resolution. If a RH missile is selected then the Supervillain has a default Radar number of 6

Elemental Attack (2PP) – The Character can destabilize air-currents and try to force a target aircraft to depart controlled flight. The maximum range for this attack is 2 squares. The Supervillain tries to obtain a hit using the gunnery procedure. The target aircraft may not jink. If a hit is scored the target aircraft immediately draws a reference card from the pack. The player must then guess if the next card is higher or lower. If this is correct then the aircraft is unaffected. If he guesses incorrectly then the aircraft drops one altitude band into the same lower square. He then has to continue guessing against the previously drawn card. Each failure results in the aircraft dropping one altitude band. If the aircraft is in the Spades band and fails its guess then it has crashed into the ground. A successful guess terminates this procedure and the aircraft recovers in the currently occupied square. An aircraft that is affected by a wind attack loses its right to a combat action this turn, unless it has already taken one.

Takeover (2PP) – A character with this power can attempt to remotely control a target and use its weapons. The attempt takes place in the combat phase. The target for this attack must be at range 1-2 squares. To make a successful takeover attack, use the gunnery procedure. The target may not jink against a takeover attempt. If the required number of guesses is achieved then the target comes under the character's control.

The character has two options:

If the target has NOT had a combat action previously this turn then the character may use it to attack any aircraft desired, subject to normal range criteria for guns and obtaining a lock-on for missiles. The attack is carried out as per normal rules.

If the target either HAS had a combat action earlier in the turn or there is no suitable target for its weapons or the controlling player prefers, then the target aircraft can be made to jettison any ONE missile or fire off 1 ammo point from its guns. These cause no damage. Mark off the expenditure on the aircraft log.

Takeover only lasts until the end of the turn.

MOVEMENT POWERS

Superspeed (1PP) - This gives a Supervillain V4 M6

Ultra speed (2PP) - This gives a Supervillain V5 M7

***Agility** (1PP) – This enables a Character to perform Special Manoeuvres (R and Z). The R number is the Character's current V number -1. The Z number is half of the current V number (rounded up). If jinking against incoming fire the Character adds 1 to both his V and M numbers when determining the outcome. If engaging an incoming missile the Character adds +1 to the relevant number (V or M whichever is higher) to see if the missile is avoided.

DEFENCE POWERS

Tough Skin (2PP) – This represents hardened skin or light armour. Whenever Hit Points are scored on a character with Tough Skin deduct 2 Hit Points from the total scored from each individual attack in a turn.

Mega Tough Skin (3PP) – As for Tough Skin but deducts 4 Hit Points.

***Super Senses** (2PP) – This represents extraordinary vision, hearing and intuitive powers. If the character is attacked by gunfire and jinks he draws TWO cards against EACH of his V/M numbers and adds +1 to the target number for the attacker for each successful jink.

If this character engages an incoming missile then he draws one card against EACH of his V/M numbers and successfully dodges the missile if EITHER card is successful. In addition any missile with a negative Manoeuvre number has it replaced with '0'.

Finally, characters with Super Senses may 'see' targets in clouds and are not prohibited from attacking them.

***Force Field (2PP)** - A character with the Force Field power can project an energy barrier around him/herself to deflect or absorb damage. If a character sustains Hit Points then immediately draw a single card from the deck. Reduce the Hit Points sustained by the value of the card drawn. Only residual Hit Points (if any) penetrate the Force Field.

Note that a character that has jinked or engaged against this attack may not also use Force Field against it. Force Field may be used against more than one attack in the same turn. Draw a fresh card each time.

The use of Force Field DOES NOT prohibit the character having a combat action in the same turn.

***Reflect Attack (3PP)** - This power allows a Character to reflect an attack back against its attacker. A character using this power announces he is doing so when an attack is declared upon him/her. The Character may not jink against gunfire or engage an incoming missile if using this power.

If a hit is scored on the character by the attack the Character immediately draws a single card from the deck. If it is RED the attack is REFLECTED. If it is BLACK the attack is not reflected and the attacker goes on to figure damage as normal.

If the attack is reflected the Character attacks the original shooter using the same attack method. If it was a gunnery shot then the Character must score a hit using the normal gunnery procedure. The target MAY jink against this attack but suffers -1 to its V and M numbers. If it was a missile attack the Character fires the missile back at its original shooter. The Character is automatically assumed to have a lock on. The missile's Turns of Flight is re-set to zero and the missile moves as per normal rules. The target may engage the missile as normal.

If a hit is scored on the original target by either guns or missiles, damage resolution is carried out normally.

This power can only be used to reflect an attack back at the ORIGINAL shooter. It does not prevent this character having a combat action of its own in the same turn. Any number of attacks may be reflected in the same turn.

Invisibility (2PP) – This character can fade out of sight as a defensive measure. It is only effective against GUNNERY. Missiles can still attempt to lock on.

When a Gunnery attack is declared against this Character then he has the option of turning invisible. He draws a single card from the deck. If a RED card is drawn the Character turns invisible. If the card is BLACK then the attempt has failed.

An invisible character remains that way for the rest of the game turn. NO gunnery attacks may be made upon it. The character also loses his right to take a combat action of his own for the rest of the turn, unless it has already taken one.

The use of invisibility is optional. A Character may elect to jink against incoming gunnery. However, once it has decided not to use this power in a turn it may not subsequently do so against a later attack.

Stealth (2PP)- This functions EXACTLY as invisibility but only affects missiles (of either type)

DEPLOYMENT

These powers either affect the deployment of a character or target, or are activated immediately after deployment.

Random Teleport (self) (2PP) – After all Characters and aircraft have deployed this power enables a character to relocate itself on the map, if desired. Immediately draw a single card from the full deck and move the character from its current square to the new one (which may or may not be already occupied)

Random Teleport (others) (2PP) – This works exactly as per the above but the character targets an opposing aircraft. The maximum range of an aircraft that may be targeted is 6 squares (laterally). Only one target may be teleported and is replaced in its new square as above.

***Controlled Teleport (self)** (3PP) – This works exactly as the random self teleport power except the character draws THREE cards from the deck and relocates to any one of them, as desired.

***Controlled Teleport (others)** (3PP) - This works exactly as per the random teleport (other) power but THREE cards are drawn from the deck and the target is relocated to any one of them, as desired.

Tractor (2PP) - This allows a character to employ telekinetic or magnetic powers to attract or repel an aircraft on the map. The target of the attack must be within 4 lateral squares range, and not in a cloud square. The character draws 1 card from the deck to see if the power is effective. A RED card indicates success. The value of the card indicates the level of success. A BLACK card is a fail.

If the Tractor attempt is successful then the target aircraft is moved laterally across the board a number of squares. This can be in either direction (right or left) at the character's

option. The MAXIMUM number of squares that the target can be moved is determined by the value of the red card originally drawn; ACE = 3 squares; PICTURE CARD (K, Q, J) = 2 Squares; ANY OTHER = 1 square. NOTE: An aircraft that is successfully tractorred MAY still attempt to move normally later in the turn.

***Stasis** (2PP) – A character with this power can target any one aircraft within 4 squares range. The target may not be in cloud. Draw a card. If a RED card is drawn then the attempt is successful. A BLACK card is a fail. An aircraft subject to Stasis may not move out of its initial deployment square throughout the turn (it is ‘frozen’ in place). It may not jink or engage any missile attacks upon it. However, it may still have a combat action if available.

Soaring (1PP) – This character rides thermal updrafts. After deployment, if desired, this player can attempt to move ONE altitude band HIGHER on the board. Draw a card and, if it is RED, move the character into the next highest altitude band (in the same value square). Characters initially deployed in the HEART band may not use this power.

A successful use of soaring is independent of normal movement options later in the turn and does not prevent them.

Recovery (2PP) - After deployment any character with this power can attempt to reduce or remove any Hit Points it has recorded against him. For EACH hit point sustained draw one card from the deck. If the Card is RED then that Hit Point is erased. If the card is BLACK then the Hit Point remains in place. The character’s Hit Point capability cannot be increased beyond its original starting total. Note that Recovery can ONLY be attempted after deployment and cannot therefore be used to reduce or extinguish damage immediately it occurs.

***Dead Zone** (1PP) - This power allows a Character to create one cloud square anywhere on the board. The target square must be unoccupied by a character or aircraft and must not already contain a cloud or sun marker. Success is automatic and the cloud square remains in place until the end of the turn

***Replication** (2 PP) – This character can create a replica of itself to cause confusion amongst its enemies. The character is represented in the game by TWO models/counters. One of these is a false counter. In a two player game the owning player writes down, in secret, which of the models/counters is real and which is false. He does this before deployment on each turn (in a solo game this will be decided at random later in the turn). The counter/model nominated as the false one may differ from turn to turn. Both counters are deployed as normal and move as normal, using identical V/M stats etc. At the start of the Combat phase the false counter is revealed and removed from play until next turn. (If playing solo draw a single card for each of the two counters and remove the one with the lowest value)

CONSTITUTION

Characters can spend PPs to increase the number of their starting Hit Points.

To increase their Hit Points to 4 costs **1PP**.

To increase their Hit Points to 6 costs **2PP**

To increase their Hit Points to 8 costs **3PP**. (This is the maximum allowed).

LINKED POWERS

The following powers are useless on their own and are only effective if used in conjunction with other specified powers.

Stretch (1PP) – This is linked with **Super-Strength** and allows the player to make a Super-strength attack from a range of 1 square. The procedure and target number to hit remains identical.

Accuracy (1PP) – This is linked to any ranged combat requiring a target number of guesses, such as Energy attack or cannon etc. This power reduces the target number of guesses by 1. If this reduces the target number to ‘0’ then a hit is automatically scored.

EXAMPLES OF CHARACTER CREATION

1) Player selects:

Energy Attack = 2PP

Ultra Speed = 2PP

Agility = 1PP

Constitution = 1PP

This gives character: V4 M6 (R3 – Z2) and 4 Hit Points.

2) Player selects:

Cannon = 2PP

Mega Tough Skin = 3 PP

Soaring = 1 PP

His basic starting characteristics are unaffected by this selection; namely V3 M5 and 2 Hit Points. The character may not perform special manoeuvres.

THE GAME IN PLAY

The game should be played in the normal fashion. Super-powered characters are treated as aircraft, albeit with different abilities. They follow the same rules for deployment and initiative. Generally speaking they can only use one power in a given phrase or at deployment. For example, if they have 2 powers which are available for use during deployment then they may only use 1. They can only use 1 combat power or 1 defensive power at a time, and so on. This does not prevent the use of several powers during a single turn, only multiple uses during a single phase (*e.g. if so equipped a character could use a deployment power, a combat power and a defence power, all in the same turn*).

Characters obey the same rules about only engaging one target at a time, prohibitions if jinking and for occupying the same squares as opponents (unless specifically allowed in the power descriptor). Opponents targeting characters use normal gunnery and missile lock-on/fire procedures. (*In reality an aircraft would not be able to lock on Radar or Heat-Seeking missiles against such targets but this is necessary in game terms. Anyway – what has ‘reality’ got to do with this scenario?!*)

INJURED CHARACTERS

A Character keeps a running total of any Hit Points sustained. If it reaches its starting Hit Point value then it suffers a KO and is out of the game.

If a character sustains HALF its starting number of Hit Points it is STUNNED. This is broadly equivalent to an aircraft being crippled. If a stunned character has a ranged combat attack which requires a target guess number then it suffers a +2 penalty to that number. It's starting V and M numbers are halved and it loses the ability to perform special manoeuvres (if it selected the Agility power).

In addition certain powers are lost to a Stunned character. These are indicated by an asterisk (*) in the Power Selection List.

Players should set up a scenario, environmental conditions, game length, victory conditions etc as per normal. Two sample scenarios are included.

SCENARIO X1 – “GET THE PRESIDENT!”

Air Force One is trying to escape the area, escorted by Jet fighters. The Super Villains are attempting to bring it down.

EVIL

Select 2-3 Super-Villains as normal. Announce the number chosen but not the characteristics.

GOOD

2 missile-armed or 3 non-missile armed aircraft per Supervillain. All pilots AVERAGE.

Plus Air Force One

Players can use any environmental options as desired.

AIR FORCE ONE

Air Force One is represented by a model or counter. On the first turn it is deployed in the 2 of Spades square. Two of the defending jets **MUST** be deployed in the adjacent squares (on turn 1 this will be the Ace and 3 of Spades). Other aircraft and characters are then deployed on the board as normal.

Air Force One is trying to exit the map via the King of Heart square and the Super Villains are trying to shoot it down. When Air Force One is due to move draw a card from the deck and move the indicated number of squares from Right to Left. If the Card drawn is a PICTURE card then Air Force One will climb one altitude band into the same value square. If Air Force One is in the HEART altitude band and draws a picture card then count this as 'no movement'.

Air Force One is shot down by sustaining 8 Hit Points. It is crippled by 4 Hit points.

If Air Force One is crippled it only moves HALF the indicated number of squares horizontally. It cannot mover vertically and always counts a picture card as 'no move'.

Air Force One always remains on the map between turns. The Good player automatically deploys two of his fighters in adjacent squares either side of Air Force One as long as he is able. They do not have to be the same aircraft from turn to turn (these represent aircraft flying in close support).

The Villains win if they shoot down Air Force One. The Good side wins if it escapes.

SCENARIO X2: "UNDER SEIGE"

The players select Supervillains and Aircraft as normal. At the start of the game the player places a marker representing a ground target anywhere in the SPADE altitude band. This target is fixed and never moves. It has a Hit Point value of 12 (It could represent a building, military base, oil refinery etc). The Villains are trying to destroy the target and may attack it in any way to score the necessary Hit Points. The aircraft are trying to defend it.

Players select any environmental features as desired. The game lasts for 10 turns.

The Villains win if the ground target is destroyed. If they inflict 6 or more Hit Points upon it then the game is a draw otherwise the Good side wins.

GAME VARIANTS

Anything goes.

You could replace two aircraft on the Good side with a super-powered Hero, or the villains could have some aircraft that they have purloined. Of course, you could go the whole hog and not include any aircraft at all! Just let the Heroes and Villains duke it out amongst themselves!

The sky's the limit – and not even then.

SAMPLE CHARACTERS

For those in a hurry here are some sample pre-generated Villains.

ROBBING HOOD

A villain clad in Lincoln green who wields a cybernetic bow and rocket-powered arrows as well as using stolen experimental jet-boots. He steals from the rich...and keeps it all!

Rockets (2PP); Agility (1PP); Accuracy (1PP); Super Speed (1PP); Constitution (1PP)
V4 M6 (R3 – Z2) 4 Hit Points

SLASHER McGNASHER

This mutant psychopath likes nothing more than to tear chunks out of aircraft with his indestructible Titanium teeth!

Super Strength (2pp); Tough Skin (2PP); Constitution (2PP)
V3 M5 6 Hit Points

DR XEROX

This cunning criminal mastermind uses his hologram projector to confuse and terrify.

Replication (2PP); Fear Attack (2PP); Recovery (2PP)
V3 M5 2 Hit Points

POPPIN' PANSY

This lady can't stand still for a minute and uses her warping powers to pop up where you (and she!) least expects it. Her penchant for automatic weapons (contained in her special flying suit) makes her a troublesome opponent.

Random Teleport –self. (2PP); Machine Guns (1PP); Agility (1PP); Tough Skin (2PP)
V3 M5 (R2 - Z2) 2 Hit Points

REFLECTOR

This dangerous opponent can turn the tables on his attackers in a trice using his telekinetic powers.

Reflect Attack (3PP); Stasis (2PP); Constitution 1 (PP)
V3 M5 4 Hit points.

*

Players may want to recreate their favourite comic book characters and, if so, they should allocate powers to approximate their abilities as they see fit, regardless of the PP limit.

Enjoy

What's that you say, you want to be Batman? OK...here you go...

BATWING JET

V5 M 7 (R4 – Z 3) armed with Rockets (ammo 3) and Cannon (C4-3)