

HORNET LEADER II

Carrier Air Group Expansion 11/25/05

By Dan Verssen



• Getting Started

Carrier Air Group expands your Hornet Leader II world with the addition of several new aircraft types, the Phoenix air-to-air missile, 6 new Event cards, 2 new Campaigns, and 36 new Targets.

Here are the details...

• New Components

Here are the new game components and a brief description of each. Many of the new cards have special abilities noted on their cards.

When playing, whenever the game refers to a "Hornet" it now applies to any of the aircraft types under your command.

Bling FA-18E ★
Ace • Cool: 2

| Stress | Status | Speed | AIA | AIG |
|--------|--------|-------|-----|-----|
| 0-6 | Okay | Fast | +2 | +2 |
| 7-11 | Shaken | Slow | +0 | +0 |

10 Weight Points
(Campaigns: 2000+)

20mm Cannon (Hit: 10, Range: 0, AIA or AIG)

FA-18E Super Hornets

The FA-18E is an updated version of the Hornet with improved air to ground capability.

Super Hornets have 10 Weight Points instead of 8.

Cash F-14
Average • Cool: 0 • XP: 10

| Stress | Status | Speed | AIA | AIG |
|--------|--------|-------|-----|-----|
| 0-3 | Okay | Fast | +0 | -2 |
| 4-5 | Shaken | Slow | -2 | -4 |

8 Weight Points
Carry up to 6 AIM-54 counters
Carry up to 4 W.P.s of AIG counters
(Campaigns: 1972 to 2009)

20mm Cannon (Hit: 10, Range: 0, AIA or AIG)

F-14 Tomcats

The F-14 is a two-seat air superiority fighter. It is also the only aircraft in the world that can carry the AIM-54 Phoenix air to air missile.

Tomcats do have air to ground capability, but they specialize in air combat.

F-14s cannot use more than 6 of their available Weight points to carry Phoenix missiles, and they cannot carry more than 4 Weight points of Air-to-Ground counters.

Crabby A-6
Newbie • Cool: 0 • XP: 4

| Stress | Status | Speed | AIA | AIG |
|--------|--------|-------|-----|-----|
| 0-2 | Okay | Slow | - | -1 |
| 3 | Shaken | Slow | - | -3 |

12 Weight Points
Cannot carry AIA counters
(Campaigns: 1963 to 1997)

A-6 Intruders

The two-seat Intruders are a good long range bomber. They can haul a large 12 Weight points of ordnance to the target, which is very useful for distant targets.

A-6s have no air to air combat capability.

Jazz EA-6B ★
Skilled • Cool: 1 • XP: 14

| Stress | Status | Speed | AIA | AIG |
|--------|--------|-------|-----|-----|
| 0-4 | Okay | Fast | - | +1 |
| 5-8 | Shaken | Slow | - | -1 |

Can only carry AGM-45 & AGM-88 counters
Can always carry 4 counters
-1 from enemy attack rolls targeting this Area
-1 from attack rolls against this aircraft.
(Campaigns: 1972+)

EA-6B Prowler

The three-seat Prowler is a specialized jamming and suppression aircraft.

They are loaded with equipment to protect themselves and nearby friendly aircraft from enemy attacks.

Prowlers have limited air to ground capability and no air combat capability.

Prowlers can only carry AGM-45 and AGM-88 counters. EA-6Bs are not affected by Weight Point reductions.

Subtract 1 from all enemy attack die rolls when targeting a friendly aircraft in the same area as Prowler. Subtract 2 from all enemy attacks targeting the Prowler.

Thunder E-2C
Average • Cool: 0 • XP: 7

| Stress | Status | Speed | AIA | AIG |
|--------|--------|-------|-----|-----|
| 0-3 | Okay | - | - | - |
| 4-5 | Shaken | - | - | - |

0 Weight Points
Place Bandits during the Arm Aircraft step
Can ignore Target-Bound Event
Can ignore Over Target Event
Get +1 on all your AIA and AIG rolls
(Campaigns: 1964+)

E-2C Hawkeye

Hawkeyes are a flying radar station. They have an excellent radar that can detect targets and enemy radars hundreds of miles away. They are used to manage the battlespace.

While Hawkeyes have no direct combat capability, they do have several special abilities that will help the other aircraft.

Hawkeyes will reduce the number of unfriendly surprises popping-up on the missions. However, they have no

combat capability.

When you commit a Hawkeye to the mission, you get to draw and place the Bandit counters during your Arm step.

Also, when you draw the Target-Bound and Over Target Event cards, you get to see the cards, and then decide if you want the

card to take affect or not.

E-2Cs have one more capability, you get to add 1 to all of your Air-to-Air and Air-to-Ground die rolls. This includes Suppression rolls.

Pilot Selection Limits

Each aircraft card now has a range of years listed on its card showing its service life. Aircraft can only be selected for a campaign that is within their service life.

Also, this expansion provides addition cards for the original 18 pilots that give them additional promotional possibilities. When selecting your pilots, you cannot select more than one pilot of each name.

When selecting your 12 pilots, select the new aircraft as normal as part of your 12.

Some pilot cards have a "Flight School" or "Instructor" notation and no stats. These cards are simply used to provide all pilot cards with a back and do not affect game play.

New Munitions

The AIM-54 Phoenix missile gets added to the weapon's pool.

Air to Air Missiles (AtA weapons)



AIM-54 Phoenix: The Phoenix is designed for very long range attacks of 50 to 100 miles. It can only be carried by F-14 Tomcats which are not included in the core game, but introduced in the Carrier Air Group expansion. Phoenix missiles cannot be used against targets in the same area, but they do get a special "Pre-Strike" attack that takes place before the first turn Over Target.

Pre-Strike: During the Place Turn Marker of the Target-Bound section of the mission, your Tomcats can fire Phoenix missiles. Each missile can be fired at a separate target. This means that a Tomcat carrying 6 Phoenix missiles can target up to 6 different enemy aircraft.

Firing Phoenix missiles during the Target-Bound step does not count as their action on the first turn Over Target.

Phoenix attacks are resolved one pilot at a time. Declare and resolve the attacks for one pilot before proceeding on the next. Resolve all Fast pilot attacks, and then all Slow pilot attacks.

Phoenix missiles can also be used during the normal over target steps, but they cannot be fired against a Bandit in the same area as the launching Tomcat.

New Counters

This expansion also adds a few Damaged counters to track friendly aircraft that have been damaged, and also a few Tu-22M Backfire bombers for intercept missions.

We have also added a few more target Hit counters for the larger targets.

- The Target cards now contain the Weight Point and Stress information instead of it being on the Campaign sheets.
- The Campaign sheets now list the per mission quantity limits on each munition type, rather than it being limited by counter mix.
- The "Thumper" pilot cards from the first game had some mistakes and have been updated.

• Credits

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|------------------------|--|
| Game Design | Dan Verssen |
| New Vassal Module | Jerry Tresman |
| Original Vassal Module | Marcos Hidalgo www.toposolitario.com |
| Game Development | Holly Verssen |
| Pilot Log Template | John Ferry |

• Errata and Changes

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