Phantom Leader places you in command of a US Air Force or US Navy Tactical Fighter squadron in Vietnam between 1965 and 1972. You must not only destroy the targets but also balance the delicate political repercussions of your attacks. If your Target selections are considered too aggressive, Washington will suspend your air campaign. Become too passive, and you’ll be criticized for losing the war.

Welcome to the Vietnam Air War!

Each of the campaigns can be played with either an Air Force or Navy squadron. The targets assigned to each service are different and change the complexion of the campaigns. Each campaign is played using one of three durations: Short, Medium, or Long.

Each of your pilots have their own unique skills. Selecting the right pilots and weapons for a mission is vital to its success. As you fly missions, your pilots will gain experience and fatigue. With experience, their skills improve, but as their fatigue increases, their skills decrease and they will eventually become unfit to fly for several missions while they recover.

As the squadron commander, you will be given missions and targets to destroy, and an intelligence briefing to give you information about the target and the positions of potential enemy air defenses. Based on this information, it will be up to you to choose your pilots and arm their aircraft. Your success will affect the enemy’s ability to respond to future missions, so strategic as well as tactical mission planning and execution is very important.

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

The following rules govern the play of Phantom Leader. They are presented in the same order as the Sequence of Play. It is a good idea to read all of the rules before playing the game.
Sheets

Campaign Map
These sheets show the Target opportunities and other information for each Campaign. The numbers on the maps are Target numbers and correspond to the numbers in the top-left corners of the Target cards.

Help Sheet
This sheet has all the reference charts and general information you’ll need to play the game.

Tactical Display
You will use this sheet to resolve the Over Target portion of each mission. It also has designated areas to organize the different types of cards used during a game.

Adjacent Areas
The Tactical Display is divided into 13 movement Areas: 1 Center Area, 4 Approach Areas, and 8 Pre-Approach Areas. Always use the shortest path when calculating range for an attack or movement.

The Areas Adjacent to the Center Area are: The four Approach Areas.

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

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

The Die
Whenever a die roll is called for in the game, roll a ten-sided die (d10). This will generate random numbers from 1 to 10. Some dice have numbers ranging from 1 to 10, others range from 0 to 9. Treat the die’s “0” face as being a “10”.

Counters

Aircraft: Each counter has a Low Altitude side and a High Altitude side.

Air Defenses: These counters are double-sided. They have a Site on one side and a Bandit on the other.

Sites are ground-based enemy gun and missile systems that attack your Aircraft.

Bandits are enemy fighter planes that attack your Aircraft.

Place all the Air Defense counters in a cup to draw from when you are determining the Sites and Bandits present during a mission.

Air Defense counters have their attack numbers across the top.

The number in the black circle indicates the maximum
range of the counter’s attacks. If a counter does not have a number in a black circle, it can only attack Aircraft in its same Area.

The H or L indicates its ability to attack Aircraft at High, Low, or both Altitudes.

If the counter has an “R” in the upper left corner, the counter can be attacked with Anti-Radar weapons as well as normal weapons.

If the counter has an “S” in the upper left corner, the counter is considered a Soft Target. Some weapons get a bonus when attacking Soft Targets. The Soft bonus is shown on their Weapon counters.

**Attack Angle:** These counters limit the Areas a Site in an Approach Area can Attack, and be Attacked from.

Place all the Attack Angle counters in a second cup.

**Flight Paths:** These counters simulate the restricted flight paths the aircraft in Vietnam were forced to fly. You will place these counters at the start of each mission to declare where your Aircraft begin and end the mission.

**Stress:** Used to record the amount of Stress suffered by each of your Pilots.

When a Pilot suffers Stress, immediately place the Stress counter on the Aircraft card and suffer the effects of being Shaken or Unfit.

If the Stress makes the Pilot Shaken, use his reduced Shaken stats instead of his Okay stats. If the Stress makes the Pilot Unfit, remove all counters (except Pods) on the Aircraft. The Aircraft can no longer make Attacks or Suppress. An Unfit Aircraft can still Evade attacks.

Pilot Stress can never be reduced below 0.

**Target Damage:** Used to note the Hits you’ve inflicted on the Target.

**Campaign Map Sheet Counters:** Place the “Target” counter on the Campaign sheet as a reminder of which map region your Target is in.

Place these 3 counters on the 3 “Start” squares of the Campaign sheet. When referencing the campaign sheet tracks, use the information on the space to the right of each counter.

Do not advance a counter to the right-most space of its track. Always leave the right-most number or notation showing.

**Weapons**

<table>
<thead>
<tr>
<th>Weight Points</th>
<th>Weapon Name</th>
<th>Cannot Attack Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack Number</td>
<td>Maximum Attack Range</td>
<td>High Altitude Attack Allowed</td>
</tr>
<tr>
<td>Low Altitude Attack Allowed</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

You will arm your aircraft with weapon counters during the Arm Aircraft Phase.

Weapons are either external munitions, internal munitions, or systems carried by a pilot’s aircraft. Each individual aircraft is limited on what it can and cannot carry due to weight, hardpoints, and flight systems. In Phantom Leader it is your job to arm your aircraft with the right combination of weapons to complete each mission.

Each weapon represented in the game has the following characteristics:

**Weight Points:** Weight cost for arming an aircraft with the weapon counter.

**Attack Number:** Roll this number or higher to successfully hit a target.

**Maximum Attack Range (black):** The maximum distance the weapon can travel to attack a target.

**Cannot Attack Range (red):** If the weapon cannot attack at a specific range, it will be shown as a red range number next to the black range information indicating a range you can use.

**High Altitude Attacks:** The weapon can be used by an Aircraft at High Altitude.

**Low Altitude Attacks:** The weapon can be used by an Aircraft at Low Altitude.

**Munition Name:** Weapon’s name or military designation.

**Aircraft Cards**

Each Pilot/Aircraft card represents its crew and aircraft. There are 3 double-sided cards for each Pilot representing his different Skill Levels. Throughout these rules, the terms Aircraft and Pilot refer to these cards.
You can only choose each Pilot name once to be in your Squadron.

Example: You cannot have Showtime in your Squadron at both the Green and Veteran Skill Levels.

1 - Pilot Name - The pilot call signs are for reference purposes only. They do not affect game play.

2 - Service Branch - The United States Air Force (USAF) cards have a winged silver insignia, and the United States Navy (USN) cards have a winged gold insignia.

3 - Skill Rating - Pilot Skill Levels are: Newbie, Green, Average, Skilled, Veteran, and Ace. The higher the level, the better the pilot’s skills.

4 - Experience - The number of Experience Points the Pilot must earn to be promoted to the next higher skill level.

5 - Aircraft Type - The military designation for the Aircraft.

6 - Special Option Points - The number of extra SO (Special Option) Points awarded for choosing the Aircraft. The 3 different numbers note the SO points gained based on the Campaign length being played - Short, Medium, or Long. You can spend SO points during the campaign to gain the use of advanced weapons and Priority advantages.

7 - Years in Service - The years the Aircraft served in the military.

8 - Cool - Remove this number of Stress points from the Aircraft at the end of each mission (whether this aircraft was flown or not). Do not reduce Pilot Stress below 0.

9 - Stress - Pilots suffer Stress when they fly missions. Pilots suffer additional Stress when they are attacked by Bandits and Sites.

If a Pilot’s Stress points fall into the “Okay” range he uses the stats in the Okay row on his card. The range on the sample card is 0 to 5. When a pilot exceeds the Okay range, he becomes Shaken.

If a Pilot’s Stress points fall into the “Shaken” range he uses the stats in the Shaken row on his card. The range on the sample card is 6 to 9. When a pilot exceeds the Shaken range, he becomes Unfit.

When a pilot becomes Unfit, (the Unfit range on this card is 10+) remove all counters (except Pods) from the aircraft. An Unfit pilot may not attack or suppress or use any of the special abilities noted on his card. Unfit pilots can Evade attacks.

10 - Status - Okay, Shaken, or Unfit. This is based on the Pilot’s current Stress points.

11 - Speed - Fast or Slow. A Fast pilot attacks before being attacked by enemy Sites or Bandits each turn. A Slow pilot attacks after Sites and Bandits attack.

12 - AtA - Air to Air skill. This number is used to modify all Air to Air attacks and suppressions made by the Pilot.

13 - AtG - Air to Ground skill. This number is used to modify all Air to Ground attacks and suppressions made by the Pilot.

14 - WP - Weight Points. The maximum number of Munition Weight Points the Aircraft can carry.

15 - Munitions - A list of the types of Munition counters you may load on the Aircraft. If a munition’s name does not appear on the list, it cannot be loaded on the Aircraft.

16 - Gun - Gun availability and Strafing information is found in this Area. USAF F-4s are only allowed to use inherent Guns from 1967 onward. Some aircraft do not have an inherent gun; they have the “No Gun” notation.
**Event Cards**

![Jungle Warfare Event Card]

When you are asked to draw an Event card, draw from this deck. The top section shows mission events that occur on the way to the target. The center section shows any changes in the defenses for the target. The bottom section shows mission events that occur on the way home from the Target.

**Event Rules**

Sites and Bandits that are specifically listed on Target cards as being part of the mission are not affected by Events.

There are 2 parts to the Over Target Events. If one part cannot be performed, you still perform the other part.

If a Target has 0 hits, do not add to its Hits due to Events. If a Target card has 1 or more Hits, Events never reduce its Hits below 1.

**Target Cards**

![Minor Bridge Target Card]

Target cards detail your mission objectives and their defenses.

The Target number is in the top-left corner and corresponds to the numbers on the campaign maps.

Look through the Target cards and select the cards that have a Target number shown on the Campaign map. Use these cards to form your Target deck. Place the other Target cards off to the side. They will not be used during the Campaign.

• **Campaign Set-Up**

Place the Tactical Display Sheet and Campaign Map sheet in front of you.

Shuffle the Target and Event decks and place them face-down in the appropriate sections of the Tactical Display Sheet.

During the game, shuffle the discards to form a new deck when you need to draw a card and no cards remain in the deck.

Place the cups with the Air Defense counters and Attack Angle counters near the Campaign Map sheet.

Choose the duration of campaign you will fly. There are three campaign types (Short, Medium, and Long) which specify the number of missions or days that you will fly in the campaign.

The campaign duration also determines the number of Special Option Points that are available and the number of Victory Points you must earn to achieve each success level of the campaign.

**Campaign Tracks**

Campaign Tracks record damage inflicted on the enemy’s strategic resources by your squadron. Place the Intel, Recon, and Politics counters in the “Start” areas of the Campaign Tracks. Read the result to the immediate right of the counter.

*Example: In the above graphic, the Recon counter is pointing to a “3”, the Intel counter is pointing to “-1 Center Bandit”, and the Politics counter is pointing to a “4”.*

**Recon (Reconnaissance)**

This track represents the enemy’s ability to limit reconnaissance efforts by the United States. As the enemy’s abilities are damaged, it opens up more target possibilities for your squadron to choose from by increasing the number of Target cards drawn when selecting the target for a mission.

**Intel (Intelligence)**

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

**Politics**

This track represents the political support for the war.
Each target has a Political value from 0 to 5. As the Politics counter is moved from left to right on the track, your ability to choose targets is reduced.

When you choose a Target card, move the Politics counter to the right a number of spaces equal to the Target’s Politics value. You can only choose a target if the Politics value on the track is equal to or greater than the Target card’s Politics value.

*Example: If the Politics track shows a value of 2, you could only select Targets with a Politics value of 2 or less.*

**Special Option Points**

Each Campaign sheet specifies the number of Special Option Points available. Different Campaign durations offer different numbers of SO Points. The SO Points given to a Campaign are the total number available throughout the entire campaign.

You can purchase Special Weapons or Priority options with your Special Option Points. The Weapon costs are found on the Campaign sheet. The Priority costs are found on the Help Sheet.

Each Campaign has its own list of available weapons.

Special Weapons cost Special Option points to take on a mission. This is a per counter cost. Each Special Weapon counter costs a number of SO points equal to its Weight Points.

*Example: An AGM-12 is a Special Weapon and weighs 2 Weight Points. In this Campaign, each AGM-12 armed costs you 2 SO points.*

Once you purchase a Special Weapon, you may place it on an Aircraft. The Special Option Points used to purchase Special Weapons are spent, even if the Special Weapon is not expended during the mission.

**Player Log**

Record your campaign and pilot information on the Player Log. The information recorded on the Player Log is used to determine pilot promotion, Special Option Points expenditures, target status, and campaign outcome. This sheet should be photocopied or downloaded from www.dvg.com.

**Selecting Squadron Pilots**

At the start of the campaign, select Pilot cards based on the experience levels of the pilots (Newbie through Veteran) and whether your squadron is USAF or USN.

If you choose a USN Campaign, all the Pilots in your squadron must be designated as USN. These pilots have a gold insignia.

If you choose a USAF Campaign, all the Pilots in your squadron must be designated as USAF. These pilots have a silver insignia.

You can only select Aircraft that have a Service Year range that includes the Year of the campaign.

Experience levels for a Short Campaign Squadron:
1 Newbie, 2 Green, 4 Average, and 1 Skilled.

Experience levels for a Medium Campaign Squadron:
1 Newbie, 2 Green, 5 Average, 1 Skilled, and 1 Veteran.

Experience levels for a Long Campaign Squadron:
1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran.

Note that each pilot card is double-sided. Each side shows the Pilot’s stats at different levels of experience. You may select either side of a pilot’s card.

*Example: I wanted to select a Long Campaign Squadron for Rolling Thunder with only USAF F-4 Phantoms, I choose:*

**Newbie - Cajun**

**Green - Junior, T-Bone**

**Average - Kirin, Papa, Jagger, Smokes, Boomer, Scorpio**

**Skilled - Splashdog, Robin**

**Veteran - Monger**

**Aircraft Quality**

The F-4 Phantom II is the baseline for aircraft quality in the game. Selecting an aircraft with inferior abilities is compensated for with extra Special Option Points at the start of a campaign.

The number of Special Option Points gained depends on the duration of the Campaign you choose.

Each F-105 and F-105 Wild Weasel gains:
+2 SO Point at the start of a Short Campaign
+4 SO Points at the start of a Medium Campaign
+6 SO Points at the start of a Long Campaign
Each F-100, F-5, A-4, A-3, and F-8 gains:
+3 SO Points at the start of a Short Campaign
+6 SO Points at the start of a Medium Campaign
+9 SO Points at the start of a Long Campaign

Each F-102 and F-104 gains:
+4 SO Points at the start of a Short Campaign
+8 SO Points at the start of a Medium Campaign
+12 SO Points at the start of a Long Campaign

Each F-101 gains:
+5 SO Points at the start of a Short Campaign
+10 SO Points at the start of a Medium Campaign
+15 SO Points at the start of a Long Campaign

Each E-2 costs:
-2 SO Points at the start of a Short Campaign
-4 SO Points at the start of a Medium Campaign
-6 SO Points at the start of a Long Campaign

Example: If you place two F-100 Aircraft into your squadron, you would start your Medium Campaign with +12 Special Option Points.

Pilot Promotion Priority
After you choose your Campaign length and Pilots, you can use the Pilot Promotion Option. This allows you to immediately Promote one or more of your Pilots. Each Pilot Promotion for a Short campaign costs 6 SO, Medium costs 12 SO, and Long costs 18 SO.

• Sequence of Play

Pre-Flight
Draw Target Cards
Select Target and Move Politics Counter
Determine and Place Sites
Assign Pilots
Arm Aircraft

Target-Bound Flight
Draw Target-Bound Event Card
Place Aircraft and Flight Paths
Determine and Place Bandits
Intel Air Defense Destruction
Draw Over Target Event Card
Place Turn Counter in “1” Box

Over Target (5 Times)
Jettison Decision
Fast Pilots Attack
Sites and Bandits Attack
One Pilot may Suppress
Pilot under attack may use Evasion
Slow Pilots Attack
Aircraft Move and Adjust Altitude
Bandits Move
Advance Turn Counter

Home-Bound Flight
Draw Home-Bound Event Card
Roll for SAR results (if needed)

Debriefing
Record Mission Outcome, Victory Points, Adjust Recon and Intel counters, and Special Option Points
Add Target Card Stress to Pilots
Pilot Stress recovery (all Pilots)
Move Politics Counter 1 to the left
Record Pilot Experience and Stress

• Pre-Flight

Draw Target Cards

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

Example: Based on the Recon counter’s position above, you would draw 3 Target cards.

Select Target and Move Politics Counter
Examine each of the Target cards and select one as the target of the mission and place it in the Center Area of the Tactical Display Sheet. Place the other Target cards off to the side. You may only choose a Target card with a Politics rating equal to or less than the number to the right of the Politics counter on the track.

Recon Priority
After you see the Targets available to you, you can choose to purchase the Recon Priority option with your Special Option points.

You can spend 2 SO points to draw 2 more Target cards. Once you see the additional Targets, you can do it again. You can repeat as many times as you like.

Once you choose a Target, move the Politics counter to the right a number of spaces equal to the Target card’s Politics value.

Example: This Target has a Politics value of 1.

Down Time
If you are unable to choose any Target cards due to their high Politics values, you cannot fly a mission for the current mission turn.
You can also choose not to fly a mission for the current turn.

If you are not flying a mission this campaign turn, move the Politics, Intel, and Recon counters 1 to the left. Then go to the mission Debriefing and carry out those steps.

**Determine and Place Sites**

There will usually be Sites in the Center Area and surrounding Approach Areas.

At the bottom left corner of each Target card is a number noting the number of Sites in each Approach Area (App), and a second number showing the number of Sites in the Center Area (Ctr).

**Example:** For this Target, place 2 Sites in each of the four Approach Areas and 2 Sites in the Center Area.

**Tactical Display Sheet**

You use the Tactical Display Sheet to organize tactical air-to-air and air-to-ground combat. A turn track is included to record the 5 turns the Aircraft get to spend over target during each mission.

While your Aircraft are on this sheet, they are considered Over Target.

For each Approach Area and for the Center Area, randomly draw the appropriate number of Air Defense counters from the cup. Place the counters, with their Site side up, in the Approach/Center Area for which they were drawn.

**Attack Angle Limitations**

Draw 1 Attack Angle counter for each Site in an Approach Area that has a Range of 1 or 2.

Place the counter next to the Site with its white arrow pointing away from the Center Area.

The Attack Angle’s Red Areas denote the Areas the Site can Attack and be Attacked from. The black Areas show Areas the Site cannot Attack, or be Attacked from, and represent blindspots in the line of sight, such as hills, ridges, or buildings.

**Example:** In the previous graphic, the Zu-23-2 Sites do not have Attack Angle counters because they only have a Range of 0. The SA-2 in the Center does not have an Attack Angle counter because only Sites in Approach Areas have the counters. The KS-19 in the North can only attack Aircraft in its Area and the due North Pre-Approach Area. The S-60 in the East can attack into its Area as well as any adjacent Area. The S-60 in the South can Attack in its own Area, the East and West Approach Areas, the due East Pre-Approach Area, due West Pre-Approach Area, and all 3 South Pre-Approach Areas. The SA-2 in the West can only attack in its same Area as well as the 3 West Pre-Approach Areas.

If an Event adds or moves a Site with a Range of 1 or 2 to an Approach or Pre-Approach Area, draw an Attack Angle counter for it.

If an Event moves a Site to the Center Area or a Pre-Approach Area, discard its Attack Angle counter.

**Assign Pilots**

You must now decide which Pilots to send out to accomplish the mission.

This is a vital step toward completing a mission. Do your best when selecting pilots based on the Target’s stats.

Each Target card indicates the maximum number of Aircraft that can participate in the mission. This number is shown below the overhead view of the Aircraft in the lower center part of the Target card. You may send fewer Aircraft on a mission, but you may not send more than the listed number.

**Example:** This Target indicates that 4 Aircraft can be taken on the mission.

Select the Pilots from your Squadron that will fly this
mission and place their cards in front of you so they can be armed.

You cannot select Unfit Pilots for a mission.

**Arm Aircraft**

Allocate weapons and pods to each of the Aircraft you’ve selected for this mission. The specific ordnance you choose will depend on the combat role you expect each Aircraft to perform during the mission. The number and types of weapons your planes can carry is limited in several ways: Weight Points per aircraft, the weapon list shown on the Aircraft card and Special Option Points.

**Weight Point Limit**

Each Aircraft has a maximum number of Weight Points (WPs) of weapons it can carry. This number is reduced by the target’s location on the Campaign Map sheet, (these Weight Points are assumed to be used to carry extra fuel).

*Example: For the graphic above, each Aircraft can carry 2 less Weight Points.*

**Special Weapons**

Pay 1 SO point for each Weight Point of Special Weapons selected.

*Example: If CBU’s are listed on your Campaign sheet as being a Special Weapon, you must pay 1 SO point for each CBU you arm because CBU’s have a Weight cost of 1.*

**Tanker Priority**

You can choose to purchase the Tanker Priority option during the Arming Step. Having Tanker Priority reduces the mission’s Weight Point penalty to -0 WPs.

Pay 1 SO point for each Aircraft participating in the mission. If you choose this option, you must pay to refuel all the Aircraft, even those that do not count against your Aircraft mission limit.

**Weight Points**

Each weapon has a Weight Point cost. The weapon counters provided limit your selection. You may not use more of a given type of counter than the actual number of that counter provided in the game. The counters have one type of munition on one side and a different type on the other side. As you select the weapon counters, place them on the appropriate Aircraft cards.

**Types of Weapons**

There are three types of Weapon counters: Air to Air, Air to Ground, and Pods.

Air to Air weapons (AIM-4s, AIM-9s, and AIM-7s) can only be fired against enemy Bandits. These counters have yellow stripes as a visual reminder they can only be fired at Bandit counters, which also have yellow stripes.

All other weapons are Air to Ground and can attack Sites and Targets, but not Bandits.

Pods (Gun and ECM) are special. If an Aircraft has the “No Gun” designation, but can carry a Gun Pod, you can load 1 Gun Pod on to the Aircraft. An ECM Pod helps to protect its Aircraft from enemy attacks. Reference the Weapon list for the specific rules for each.

**• Target-Bound Flight**

This represents the time from when the Aircraft take off until they reach the Target’s location.

**Draw Target-Bound Event Card**

Draw an Event card and use the top section to resolve the event.

**Aborting a Mission**

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

Pilots that Abort do not gain mission Experience, but do suffer Target Stress as normal. Aircraft that do not abort must go through the Over Target resolution and Home-Bound Event.

**Place Aircraft and Flight Paths**

Place each of your Aircraft counters in one of the Pre-Approach Areas. More than one Aircraft may begin in an Area. It is a good idea to plan this at the same time that you arm your aircraft. Also select the initial Altitude for each Aircraft counter.
Flight Paths

Place a numbered Flight Path counter in the Pre-Approach Area you would like an Aircraft to start in. Place its corresponding numbered Flight Path counter in the direct opposite Pre-Approach Area.

If you have Aircraft starting in more than 1 Pre-Approach Area, place one set of numbered Flight Path counters for each starting Pre-Approach Area.

The Aircraft placed with each Flight Path counter must exit the Over Target phase from either the Pre-Approach Area with the corresponding Flight Path counter or a Pre-Approach Area adjacent to the Exit Flight Path counter.

Example: In the previous graphic, there are 2 Flight Paths. Aircraft following Flight Path #1 start in the Southwest Pre-Approach Area and must exit the Over Target phase from due North, Northeast, or due East Pre-Approach Area. Aircraft following Flight Path #2 must begin in the West Pre-Approach and must exit from one of the 3 East Pre-Approach Areas.

Determine and Place Bandits

The Target card shows the amount of fighter cover found over the target. The exact quantity and type of fighters present is not known until you reach the Target.

Check the Target card to determine the number of Bandits at the target. The bottom-left corner of each Target card shows the number of Bandit counters drawn for each Approach Area and the Center Area.

Example: For this Target, draw 0 Bandit counters for each Approach Area, and 2 Bandit counters for the Center Area.

For each Approach Area and the Center Area, randomly draw the appropriate number of Bandit counters from the cup. Place the counters, with their Bandit side up, in the Approach or Center Area for which they were drawn. After all Bandit counters have been selected, review the counters. If the counter reads “No Bandit” remove it from the Tactical Display Sheet and return it to the cup. The remaining counters represent the enemy fighters defending the target.

Intel Air Defense Destruction

Consult the Intel track to determine if you can remove a Site and/or Bandit counter.

If the track notes “Center”, Destroy the indicated type of Defense from the Center Area. If the note does not read “Center”, Destroy the indicated type of Defense counters from the Center or any one Area.

Draw Over Target Event Card

There is a chance that the target defenses will not be as you were told. To determine any changes, draw an Event card and use the Center section to resolve the event.

• Over Target (5 Times)

The Over Target Resolution phase is divided into 5 identical turns. During each turn, keep track of movement and combat on the Tactical Display Sheet. Use the “Turn” counter to keep track of the current turn.

Jettison Decision

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

Aircraft Attack Sequence

During the appropriate step of a turn, Aircraft can expend munitions to attack the Target, Sites, or Bandits.
The Speed of each Pilot is used to determine when an Aircraft attacks.

Pilots with a Speed rating of Fast attack before Sites and Bandits attack.

Pilots with a Speed rating of Slow attack after Sites and Bandits attack.

Each Aircraft attacks individually and may only attack one target. Resolve the attack for one Aircraft before declaring an attack with another Aircraft.

**Attack Restrictions**

An Aircraft is limited to which enemy units it may attack based on its current position, Altitude, and weapons load. Each turn an Aircraft may:

- Attack the Target card with any and all Air-to-Ground weapon counters provided they are in range of the Target and the Aircraft is at the proper Altitude.
- OR
- Attack the Target card with Guns, if at Low Altitude and in the Center Area.
- OR
- Attack any one Site with any and all Air-to-Ground weapon counters provided they are in range of the Site and the Aircraft is at the proper Altitude and Attack Angle.
- OR
- Attack any one Site with Guns, if the Aircraft is at Low Altitude and in the same Area as the Site.
- OR
- Attack any one Bandit with any and all Air-to-Air weapon counters that are in range of the Bandit.
- OR
- Attack any one Bandit with Guns, if in the same Area as the Bandit.

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

You must inflict Hits on a Target to Destroy it. Each Target card has 3 rows of Hit information: Undamaged, Damaged, and Destroyed.

There are 4 columns of information shown for each row: Hits, VPs, Re (Recon), and In (Intel).

If you inflict Hits on the Target that fall into the first row, you inflicted little if any damage on the target and it is Undamaged. Some Targets list a negative VP number. This means you actually lose the noted Campaign VPs because you did so badly.

**Example:** If you inflicted 0 to 2 Hits on the Target card shown above, the Target would be Undamaged. You would score 0 VP and receive 0 Recon and 0 Intel shifts.

If you inflict Hits on the Target that fall into the second row, you Damaged the target. You gain the noted VP’s and shift the Recon and Intel counters on the Campaign sheet to the right the noted number of spaces shown on the Target card.

**Example:** If you inflicted 3 to 5 Hits on the Target card shown above, the Target would be Damaged. You would score 1 VP and receive 1 Intel shift.

If you inflict Hits on the Target that fall into the third row, you Destroyed the target. You gain the noted VP’s and shift the Recon and Intel counters on the Campaign sheet to the right the noted number of spaces shown on the Target card.

**Example:** If you inflicted 6 or more Hits on the Target card shown above, the Target would be Destroyed. You would score 2 VPs and receive 1 Recon shift and 1 Intel shift.

**Air to Air Attacks**

When you expend Air-to-Air weapons or attack a Bandit with Guns you may score a Hit on the Bandit. Roll a d10 for each weapon fired and look at the Attack number on the weapon. If the modified die roll is equal to or greater than the Attack number, a Hit is scored on the Bandit. Remove each fired weapon counter from the Aircraft. A Bandit is destroyed after taking 1 Hit.

**Modifiers**

Add the current Pilot AtA modifier to the die rolls. The current AtA modifier is based on the Pilot’s current Stress Points as well as other modifiers that might be in effect.

**Example:** When this Pilot has 0 to 4 Stress, he is Fast and has -1 Air Combat skill and +0 Ground Attack skill. When he has 5 to 7 Stress, he drops to Slow with -3 Air Combat and -2 Ground Attack. When he has 8 or more Stress, he is Unfit.

**Air to Ground Weight Point Modifier**

The following table shows the modifier a Pilot suffers when attacking a Bandit at Range 0 while loaded with Air to Ground munitions. These penalties do not apply if the Bandit is at Range 1 or more.
AtG Weight Points  AtA Penalty
2 or less  -0
3  -1
4  -2
5 or more  -3

Air Combat Results
If a Hit is achieved, the targeted Bandit is Destroyed and removed from the Tactical Display Sheet. Place the Bandit counter back in the cup with the other counters. Remove the expended weapon counters from the Aircraft, even if they were not needed.

Air to Air Combat Example:
Showtime is attacking a Mig-17 with two AIM-9 AtA missiles. I launch the missiles by removing them from the Aircraft card and rolling one 10-sided die for each counter (two rolls). I am attempting to roll the Attack number at the top of the counter or higher. The AIM-9 has an Attack number of 6. I also add my Pilot’s AtA Skill to the die roll (+2). The Mig-17 will be Destroyed if I Hit it once. I roll a 7 and a 3. Showtime has an AtA Skill of +2, changing the die rolls to 9 and 5. The roll of 9 is equal to or higher than the 6 Attack number on the AIM-9. The MiG-17 is Destroyed.

Air to Ground Attacks
When you expend air to ground weapons to attack the Target or a Site, you may score one or more Hits. Roll a d10 for each weapon fired and look at the Attack number(s) on the weapon.

Hit Numbers
Attack Numbers
If the modified die roll is equal to the first number but less than the second number, one Hit is scored.

If the modified die roll is equal to the second number but less than the third number, two Hits are scored.

If the modified die roll is equal to the third number but less than the fourth number, three Hits are scored.

If the modified die roll is equal to or greater than the fourth number, four Hits are scored.

Remove each expended weapon counter from the Aircraft, even if they were not needed. Note: Not all weapon counters have multiple Hit numbers.

Examples:
When playing a Mk. 82, if you roll 1-6 you miss. A roll of 7 through 9 scores 1 Hit. A roll of 10+ scores 2 Hits.

When playing a Mk. 84, if you roll 1-2 you miss. A roll of 3-4 scores 1 Hit. A roll of 5 to 7 scores 2 Hits. A roll of 8 or higher scores 3 Hits.

If you are attacking the Target or a Site with Guns, the Aircraft must be at Low Altitude. Roll a d10 for the Guns. If the modified die roll is equal to or greater than 10, one Hit is scored on the Target or Site.

Modifiers
Add the current Pilot AtG modifier to the die roll. The current AtG modifier is based on the Pilot’s current Stress Points as well as other modifiers that might be in effect.

Soft and Radar Targets
All Sites, and some Targets, have an “S” or “Soft” notation. Some weapons, such as CBU and BLU-1s gain a bonus to their Attack rolls when attacking these targets. The specific bonus is noted on their weapon counters. Note: Shift the Politics counter 1 to the right if you use BLU-1s.

SA-2s have an “R” (Radar) notation. AGM-45 and AGM-78 have a matching “R” (Radar) notation. AGM-45 and AGM-78 cannot attack anything other than SA-2s.

Damage to Sites
If one or more Hits are inflicted on a Site, the Site is Destroyed and removed from the Tactical Display Sheet. Place the Site counter back in the cup.

Example: After dropping a Mk. 84 onto an S-60 I roll a die and get the result of 10. The S-60 is destroyed and removed from the Tactical Display Sheet and returned to the cup.

Damage to the Target
Use the Target Damage counters to record the Hits inflicted on the Target.

Example: After dropping a Mk. 84 onto the Target, I roll a die and get the result of 6. The Target suffers 2 Hits. I place a 2-Hit Damage counter on the Target.

You do not have to Destroy the Sites and Bandits unless specifically required by the Target card.

Spill Over Damage
Damage never spills over to affect another ground installation. Extra Hits inflicted on a Site do not carry over to affect another Site or the Target. Likewise, extra
Hits scored against the Target do not affect Sites.

**Site and Bandit Attacks**

After Fast Aircraft attack, all surviving Sites and Bandits attack. A Site is limited to which aircraft it can attack based on the Altitude, Range to the player’s aircraft, and Attack Angle limitations. A Bandit is limited to the aircraft it can attack based on the range to the player’s aircraft.

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

A Site or Bandit automatically targets the closest Aircraft. If more than one Aircraft is equally close, randomly determine which one is attacked.

**Aircraft Reactions**

After the target for a Site or Bandit attack is determined, you may have your Aircraft react to the attack. You can first attempt to Suppress the attack. If you choose not to Suppress, or it fails, you can try Evading.

**Suppression**

Any one Aircraft may perform a Suppression Attack on the Site or Bandit. Specify a Gun attack, or the weapon counter(s) to be expended. Apply all Attack modifiers to the Suppression rolls as normal. If the Suppression die rolls indicate that a Hit is inflicted, the Site or Bandit attack is canceled, however, the Site or Bandit does not suffer damage from the Suppression attack. If the Suppression attempt(s) fail, the Aircraft cannot try again for that attack, but can try to Suppress future attacks.

*Example: Papa has been targeted by an S-60 Site. Chevy drops a Mk. 82, Hitting the S-60. The S-60’s attack against Papa is cancelled, however the Site is not destroyed.*

When you attempt to Suppress with a Rocket, add 3 to its Suppression die roll.

**Evasion**

The Aircraft that is the target of an attack may choose to go Evasive to reduce the chances of being hit. When an aircraft goes Evasive, place 2 Stress points on its card. When rolling for the Site or Bandit attack, roll 2 dice, and use the lower roll.

*Example: Misty has been targeted by a MiG-17. He chooses to go Evasive and rolls two dice for the MiG’s attack. The rolls are 10 and 1. Using the 1 result, Misty is missed by the MiG-17.*

Evasion can be used for Site and Bandit attacks while an Aircraft is Over the Target or when reacting to a Special Event attack.

**Attack Resolution**

Roll a d10 for the Air Defense counter and look at the attack numbers on the Site/Bandit to resolve the attack.

If the modified die roll is less than the first number, there is no effect on the player’s aircraft.

If the modified die roll is equal to the first number but less than the second number, add 1 Stress Point to the target pilot’s current Stress level.

If the modified die roll is equal to the second number but less than the third number, the target aircraft is Damaged. Remove all weapon and pod counters and give the pilot 2 Stress Points. If an aircraft is Damaged a second time it is Destroyed.

If the modified die roll is equal to or greater than the third number, the target aircraft is Destroyed. A SAR (Search And Rescue) check is made for each Destroyed aircraft during the Home-Bound Flight phase.

*Example: Mad Dog has been targeted by an SA-2 Site. Mad Dog does not Suppress or Evade. I roll once for the Site. If I roll a 9 or higher for the Site, Mad Dog is Destroyed. If I roll an 8, Mad Dog is Damaged. If I roll a 6 or 7 for the Site, Mad Dog is Stressed. I would then place a 1 Stress counter on Mad Dog’s Aircraft card. If I roll a 5 or less for the Site, Mad Dog is Missed.*

*Example: Buzzard is flying at High Altitude in the same Area as an S-60. The S-60 can only Target Low Altitude aircraft. Buzzard is not Targeted.*

**Aircraft Move and Adjust Altitude**

During this step you may move your Aircraft from their current Area to an adjacent Area.

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

At the end of Over Target Turn #5, all Aircraft must leave the Target and begin the Home-Bound phase.

**Movement Restrictions**

You must move any Aircraft in the Center Area out of the Center during the Aircraft Movement step of the 4th Turn Over Target.

You must move any Aircraft in an Approach Area to an adjoining Pre-Approach Area during the Aircraft Movement step of the 5th Turn Over Target.
Leaving the Target Area
At the end of an Aircraft Movement step, you may have any Aircraft in a Pre-Approach Area exit the Over Target phase of the mission. If some Aircraft leave the Target early, have them wait until all Aircraft exit the Target before starting the Home-Bound phase of the mission.

Bandits Move
Bandits move after your Aircraft move. Each Bandit may move one Area but is not required to move. Bandits do not use Altitude. Use the following rules to determine if and where a Bandit moves:

If there are one or more Aircraft within the Bandit’s range, the Bandit does not move.

If no Aircraft are within the Bandit’s range, move the Bandit one Area closer to the closest Aircraft. If more than one Aircraft is equally close, randomly determine which Aircraft the Bandit moves toward.

Example: During the Bandits Move step, a MiG-19 is in the Center Area and Buick is in the South Approach Area. The MiG-19 moves into the South Approach Area. If I have an Aircraft in both the North and South Approach Areas, the MiG-19 will randomly move. I roll a die (1-5 - North, 6-10 - South) and roll a 2. The Bandit moves into the North Approach Area.

Advance Turn Counter
Advance the Turn counter to the next space on the Tactical Display’s Turn Track.

• Home-Bound Flight
Draw Home-Bound Event Card
Draw an Event card and use the bottom section to resolve the event.

Roll for SAR Results (if needed)
After resolving the Home-Bound Event, check the Search and Rescue (SAR) results for any Aircraft that were Destroyed while Over Target or by Target-Bound or Home-Bound events. This is done by rolling a die, modifying the result, and comparing it to the table below. Roll one die for each Pilot shot-down. Before rolling the die, you can discard AtG counters from your Aircraft to modify your die roll.

<table>
<thead>
<tr>
<th>Modified Die Roll</th>
<th>Result:</th>
</tr>
</thead>
<tbody>
<tr>
<td>9+</td>
<td>Quick Recovery: The Pilot suffers 3 Stress</td>
</tr>
<tr>
<td>6 to 8</td>
<td>Recovered Under Fire: The Pilot suffers 5 Stress</td>
</tr>
<tr>
<td>5-</td>
<td>Missing in Action: Remove the Pilot from the campaign unless later rescued by an Event card</td>
</tr>
</tbody>
</table>

The SAR check die roll is modified as follows:
• Subtract the Weight Point penalty for the Target (shown on the Campaign Map sheet). This is not modified by the Tanker Priority option.

• Add 1 for each Weight Point of AtG weapons expended by the player for this roll. (This modifier only applies to the current SAR die roll not for all SAR die rolls)

• Add 2 to the die roll if Shot-Down during Target-Bound, or 1 if Shot-Down during Home-Bound.

• Debriefing
In the column for the current mission on the Mission Log write the number for the Target card you just attacked.

Below the pilot information, record the number of Special Option Points you spent during the mission, and the number you have remaining.

Below the Special Options line, record the final Target Status of the target. If the Target was Destroyed during the mission, place an “X” in the Target Status and write the number of Victory Points (VPs) for the Target card (shown in the lower right of the target card) on the Victory Points line. If the Target was Damaged, record a “D” and the VPs. If the Target was Undamaged, record a “U” and the VPs.

Adjust Campaign Tracks
If the Target was Damaged or Destroyed, refer to the Target card to determine which tracks are adjusted, and by how many spaces.

The number shown on the Target card for Recon and Intel is the number of boxes to the right the counter for that track is moved, however, a counter is never moved to the left past “Start” or to the right to cover the last box of the track.

Example: If Damaged, this Target does not adjust the Recon counter, but shifts the Intel counter 1 to the right. If this Target is Destroyed, shift both counters by 1 to the right

Target Status
If the Target was Damaged or Destroyed during the mission, set the Target card aside until the campaign is over. If the Target was Undamaged, discard it for possible selection when the Target deck is depleted.
**Campaign Outcome**

If this mission was the last mission of your campaign, compare your total Victory Points to the Victory Point chart on the Campaign Sheet.

This chart shows you the results of your campaign.

*Example: If you were playing a Short, Linebacker USN Campaign, and earned 11 Victory Points over the 4 Days, you would have earned an Adequate Campaign Victory outcome.*

**Pilot Stress, Recovery and Experience**

During the mission, Pilots gain Stress and Experience Points. Pilots that did not fly a mission do not gain Stress Points. The number of Stress Points a Pilot has gained modifies his skills. The number of Experience Points a Pilot has earned determines promotion for the Pilot.

**Adding Target Stress**

After the mission is over, each Pilot that flew the mission also suffers Stress based on the Target’s Area on the campaign map.

*Example: All USAF Pilots who fly a mission against Target #34 in Route Pack 4 (see graphic) suffer 2 Stress points.*

**Pilot Stress Recovery**

After the Target Stress Points are determined, the total Stress Points for a Pilot are reduced by the Cool number shown on the Pilot card. This number was also written on the Player Log at the start of the campaign.

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

*Example: Taz gained 6 Stress during the last two missions. He is Shaken and will not be flying the current mission. After the mission, he will recover 1 Stress due to his point of Cool and 2 more Stress because he rested during the mission instead of participating. At the beginning of the next mission he will only have 3 Stress on his Aircraft and he will be able to use his Okay stats.*

**Politics Recovery**

Move the Politics counter one to the left after each mission.

**Priority R&R**

Once after every mission you may spend 9 SO points to remove 2 Stress from every pilot in your squadron.

**Damaged Aircraft**

Damaged Aircraft are automatically repaired and fly the next mission as normal. The only limitation on availability for the next mission is the Stress accumulated by the Pilot.

**Destroyed Aircraft**

If the Pilot is recovered by SAR, add the indicated amount of Stress to his card, the Pilot rejoins the squadron, and continues as normal.

If the SAR result is Missing In Action, remove the Pilot from the campaign.

**Transferring Unfit Pilots**

After all Stress Point adjustments are made, if a Pilot has Stress Points in excess of his Shaken range, he is Unfit to fly. You may choose to Transfer Unfit Pilots out of your Squadron.
Stress from MIA and Transferred Pilots

Pilots who are MIA or Unfit Pilots who are Transferred add Stress to the remaining Pilots in your Squadron. The higher the Skill Level of the Transferred or MIA Pilot, the more Stress they add.

The following table details the number of Stress points added to each remaining Pilot for each Transferred or MIA Pilot.

<table>
<thead>
<tr>
<th>Skill Level</th>
<th>Transferred Stress</th>
<th>MIA Stress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Newbie</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Green</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Average</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Skilled</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Veteran</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Ace</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

Example: At the end of a mission, you Transfer 1 Unfit Average Pilot and you have 1 MIA Veteran Pilot. Add 3 Stress to each of the Pilots remaining in your Squadron.

It is possible for the Stress inflicted by Transferring and MIA Pilots to cause other Pilots to become Unfit. Continue applying and resolving Squadron Stress as long as you continue to Transfer Pilots.

Once all Stress has been allocated, proceed to Pilot Replacement.

Pilot Replacement

After each mission, you automatically get a replacement Pilot for each of your Transferred or MIA Pilots.

Randomly select a replacement Pilot that flies the same type of Aircraft. Do not choose any Pilot name that has participated in the Campaign. The replacement Pilot’s Skill Level is 1 Level below that of the Transferred or MIA Pilot. A Newbie will replace a Newbie.

If you run out of selectable Pilots, choose one at random from any Aircraft types that can participate in the Campaign for your branch of the service.

If an MIA Pilot is later Rescued by an Event card, subtract the Stress from the current Pilots in the Squadron. You must then choose which Pilot to keep, the Rescued Pilot or the Pilot who replaced him. Remove the Pilot you do not select from the Campaign.

Recording Pilot Experience & Stress

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

Give each Pilot that flew the mission 1 Experience Point in the XP’s Gained column on the Player Log. If the Target was Destroyed and no Aircraft were Destroyed during the mission, each Pilot that flew the mission gains 1 additional Experience Point.

Promoting Pilots

Check for Pilot Promotion after resolving mission Stress. If the Experience Point total for a Pilot is equal to or greater than the Promotion number for the Pilot, he is promoted. Promotion consists of replacing the Pilot card with the next higher Skill Level of card for the Pilot.

Once a Pilot is Promoted, he loses the Experience Points that gained him the Promotion. If he earned more Experience Point than are required for the Promotion, he applies the additional points toward his next Promotion.

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

Optional Rules

At the start of a campaign, decide which optional rules you want to use and record them on the Player Log.

Early AIM-9 Sidewinders

Early Sidewinders had reliability issues which were later worked out. Sidewinders used before 1968 suffer a -1 attack penalty, so they hit on a 7. If you use this option for Campaigns that take place during 1968 or earlier, gain 3, 6, or 9 SO’s for Short, Medium, or Long campaigns.

Flying 1 Less, or 1 More, Aircraft

You can take 1 more Aircraft than the Target card specifies, but you lose 1 VP. If you take 1 less Aircraft than the Target card specifies, and still Destroy the Target, you gain 1 extra VP. If you select this option, pay 2, 4, or 6 SO’s for Short, Medium, or Long campaigns.

Campaign Difficulty

The core campaign is “Average” difficulty. You can adjust the difficulty by selecting Disadvantages and Advantages. Record the Difficulty you choose and adjustments for the campaign. You may only select each Adjustment once.

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Adjustments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ace</td>
<td>Select 3 Disadvantages</td>
</tr>
<tr>
<td>Veteran</td>
<td>Select 2 Disadvantages</td>
</tr>
<tr>
<td>Skilled</td>
<td>Select 1 Disadvantage</td>
</tr>
<tr>
<td>Average</td>
<td>No Adjustment</td>
</tr>
<tr>
<td>Green</td>
<td>Select 1 Advantage</td>
</tr>
<tr>
<td>Newbie</td>
<td>Select 2 Advantages</td>
</tr>
</tbody>
</table>

Disadvantages

Extra Stress: Pilots suffer 1 extra Stress when flying a mission.

Improved Sites/Bandits: Add 1 to Site and Bandit die rolls.
Extra Sites/Bandits: Place 1 extra Site counter when placing Center Area Sites and draw 1 extra Bandit counter when determining Center Area Bandits.

Reduced SOs: Start with fewer SO points. Short = -3, Medium = -6, and Long = -9.

Advantages
Less Stress: Pilots suffer 1 less Stress when flying a mission.

Downgraded Sites/Bandits: Subtract 1 from Site and Bandit die rolls.

Fewer Sites/Bandits: Place 1 fewer Site counter when placing Center Area Sites and draw 1 fewer Bandit counter when determining Center Area Bandits.

Increased SOs: Start with more SO points. Short = +3, Medium = +6, and Long = +9.

Random Squadron Selection
Instead of selecting your Pilots, randomly determine them. Place all the selectable Aircraft counters (based on Service Life) in a cup. Randomly select the appropriate number of counters from the cup. Assign each set of draws to a Skill Level before you draw. Pay and/or gain SO’s as normal for the Aircraft drawn. If you use this option, gain 6, 12, or 18 SOs for Short, Medium, or Long Campaigns. If you end up with less than 0 SO Points, return the Aircraft counters and draw again.

High Stress Attacks/Suppressions
Before a Pilot performs an Attack or Suppression for the turn, you can decide to get +1 on all his Attack and Suppression rolls for the turn. The cost is 1 Stress point each turn this is used. A Pilot may only do this once per turn. If you select this option, pay 2, 4, or 6 SO’s for Short, Medium, or Long campaigns.

Linked Campaigns
You can fly the campaigns in chronological order: Cuban Missile Crisis, War In The South, Rolling Thunder, then Linebacker with the same group of pilots.

You might need to select some new pilots to fill-out the squadron. You might also need to remove some pilots if you choose to go from a longer to shorter campaign that uses fewer pilots.

Pay 6 SO points for each time your pilots were Promoted in the previous campaign. If you do not wish to pay the SO points for a Pilot, remove him. Replace him with a Green Skill Level Pilot from your Service.

 Credits
Game Design: Dan Verssen
Game Development: Holly Verssen
Suggestions and Ideas: Dave Schueler, Chris Fawcett
Front Cover Box Art: Wan Chiu
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Playtest Coordinator: Steven Ellis
Playtesters: Mike Kowalski, Jereme Baldus, Joshua Hakken, Chelsea Klaas, Rob MacRae, Cody Parker, Zack Ribbe, Dustin Smither, Richard Aaron Stanz

 Air Force Aircraft

F-4 Phantom II: Air Force
The Air Force accepted its own version of the F-4 Phantom shortly after the aircraft was deployed by the Navy. Unlike its naval counterpart, the Air Force versions of the Phantom were not only armed with missiles but also with 20mm gun pods. Late model Air Force Phantoms were eventually equipped with the same internally-mounted 20mm Gatling-style cannon as was used in the F-105 Thunderchief.

F-105 Thunderchief: Air Force
The Thunderchief was designed to be a low-altitude, high speed attack aircraft able to penetrate enemy airspace with blinding speed to deliver its nuclear payload. Its lack of maneuverability and a poor gunsight made the Thud ill-suited for a fighter role, but the aircraft excelled in putting conventional munitions on target and could take a punch and keep flying.
F-105 Wild Weasel: Air Force
Armed with anti-radiation missiles and cluster bombs, the two-seat "Wild Weasel" version of the F-105 was employed to take out enemy radar and air defense sites.

F-101 Voodoo: Air Force
The F-101 was reaching the end of its useable service life by the time of the Vietnam War. It saw limited action in Vietnam.

A-7 Corsair II: Air Force
The Corsair II proved to be a valuable addition to the Air Force’s inventory as a strike fighter. It continued to serve for many years beyond the end of the Vietnam War.

F-102 Delta Dagger: Air Force
The F-102 was designed as a high altitude bomber interceptor to shoot down Soviet bombers. It saw some action in Vietnam in the fighter role.

F-5 Freedom Fighter: Air Force
The F-5 was designed to be a lightweight fighter-bomber and saw use in South Vietnam. Its limited payload prevented it from flying deep strike missions up North.

F-104 Starfighter: Air Force
The Starfighter was another member of the "Century Series" that gained widespread use in several nations. Its sleek, rocket-like profile gave the F-104 a reputation as a "hot" aircraft.

F-100 Super Sabre: Air Force
The "Hun" (short for "Hundred") was the first in a line of aircraft known as the "Century Series". Originally designed as a fighter, the Hun evolved into an effective ground attack aircraft.

EB-66 Destroyer: Air Force
The EB-66 is an electronic support aircraft. Its job is to jam and confuse the enemy air defenses.

Game Rules:
EB-66s do not count against the number of aircraft you fly on a mission. Some EB-66s allow you to ignore the effects of an Event card on the noted die roll.
or higher. As noted on the cards, subtract 1 or 2 from all Site and Bandit rolls when attacking an Aircraft in the EB-66’s Area as well as Special Event Bandit and Site Attacks.

**Navy Aircraft**

**F-4 Phantom II:**

**Navy**
The Phantom is one of the most successful combat aircraft in history. Able to perform multiple missions, air-to-air or ground attack, the F-4 is still in operation with several foreign air forces today. Originally designed as a long-range fleet interceptor for the Navy, the USN F-4 did not have an internal cannon and relied on missiles to engage enemy aircraft.

**Game Rules:**

The A-3 is armed with a Gun Turret for defense. If the A-3 is about to be attacked by a Bandit at Range 0, roll an Attack for the Gun Turret against the Bandit. Destroy the Bandit if the Attack is successful. If the Attack fails, resolve the Bandit Attack as normal.

**A-6 Intruder:**

**Navy**
A two-seater aircraft used by the Navy for all-weather missions. The A-6 has an amazing carrying capacity and is able to drop most Air to Ground weapons. Although the A-6 has no Air to Air capabilities, it is a strong addition to any squadron.

**A-7 Corsair II:**

**Navy**
As with the A-6 Intruder, the A-7 began to take over the ground attack role of the A-4 Skyhawk by the late 1960s. The A-7 proved itself a very versatile attack aircraft for the Navy and later the Air Force.

**EA-6A Electric Intruder:**

**Navy**
The Electric Intruder is a modified version of the A-6 Intruder. It specialized in attacking enemy sites.

**Game Rules:**

Subtract 1 from all Site and Bandit attack rolls that target an Aircraft in the EA-6A’s Area as well as Special Event Bandit and Site Attacks.

**A-4 Skyhawk:**

**Navy**
Armed with two 20mm cannons, the highly maneuverable A-4 Skyhawk was the ground attack workhorse of the U.S. Navy during the Vietnam War. It was eventually replaced by the A-6 Intruder and A-7 Corsair II. The “Scooter” could carry a decent bomb load and its small size made the aircraft perfectly suited for aircraft carrier operations.

**A-3 Skywarrior:**

**Navy**
The Skywarrior was designed as a level bomber and was used by the Navy during the early years over Vietnam.

**Game Rules:**

The A-3 is armed with a Gun Turret for defense. If the A-3 is about to be attacked by a Bandit at Range 0, roll an Attack for the Gun Turret against the Bandit. Destroy the Bandit if the Attack is successful. If the Attack fails, resolve the Bandit Attack as normal.
F-8 Crusader:
Navy
Known as "The Last of the Gunfighters", the F-8 was the primary fighter aircraft employed by the Navy until the F-4 Phantom II went into service. Armed with four 20mm cannons, the Crusader was a fast, agile fighter with an awesome reputation. Later versions were also armed with up to four Sidewinder missiles.

E-1 Tracer:
Navy
The E-1 was one of the first airborne early warning aircraft fielded by the Navy. It was the electronic eyes of the fleet.

Game Rules:
E-1s do not count against the number of aircraft you fly on a mission. Some E-1s allow you to ignore the effects of an Event card on the noted die roll or higher. At the start of each Turn Over Target, select any Slow Pilot and roll a die. On the die roll noted on the E-1’s card, the Pilot becomes Fast for the Turn.

E-2 Hawkeye:
Navy
The E-2 began replacing the E-1s as the war progressed. The E-2 continues to serve the Navy to the present day.

Game Rules:
When selecting your Aircraft at the start of a Campaign, you must pay 2, 4, or 6 SO points to include an E-2 in your Squadron. E-2s do not count against the number of aircraft you fly on a mission. E-2s allow you to ignore the effects of an Event card on the noted die roll or higher. At the start of each Turn Over Target, select any Slow Pilot and roll a die. On the die roll noted on the E-2’s card, the Pilot becomes Fast for the Turn.

Munition Counters

Air to Air Missiles (ATA weapons)

AIM-7 Sparrow:
The Sparrow is the primary American radar-guided air-to-air missile of the Vietnam era. This weapon is used to shoot down enemy aircraft from one or two Areas away. The AIM 7 Sparrow cannot be used against Bandits in the same Area.

AIM-9 Sidewinder:
The Sidewinder is the primary American heat-seeking air-to-air missile in Phantom Leader. This weapon is used to shoot down enemy Bandits in the same Area or 1 Area away.

AIM-4 Falcon:
The Falcon was designed to shoot down unmaneuverable Soviet bombers and proved very poor against nimble enemy fighters. It soon developed a very poor reputation with the pilots.

Air to Ground Weapons (AtG weapons)

Mk. 82: This category represents a wide variety of close range ground attack weaponry in the 500-pound weight range.

Mk.83: This category represents a wide variety of close range ground attack weaponry in the 1000-pound weight range.

Mk. 84: This category represents a wide variety of close range ground attack weaponry in the 2000-pound weight range.

Mk.82 Snake Eye: These bombs were based on the Mk.82, but added drag fins to slow the bomb’s decent. This allowed them to be dropped from lower altitudes and proved effective against soft targets like enemy troops.

M117R: The M117 weighed 1000 pounds and was equipped with drag fins. It proved very useful when attacking soft targets.

M118: The M118 was one of the heaviest bombs commonly used by strike fighters during the war. Each one weighed in at 3000-pounds.

CBU (Cluster Bomb Unit): This is the standard cluster bomb used by the American armed forces.

BLU-1 (Napalm): These weapons spread flaming material over a wide area. Move the Politics counter 1 to the right the first time each mission that you use a BLU-1 to Attack or Suppress. Do not move the counter for any BLU-1s after the first that are used during the same mission.
AGM-12 Bullpup: A guided, rocket-powered missile.

AGM-45 Shrike: The first missile designed to home-in on enemy radar site emissions. Shrike can only attack SA-2 Sites.

AGM-78 Standard: The Standard was also an anti-radar missile. It was larger and had the advantage of a longer range.

AGM-62 Walleye: Walleyes are guided, but unpowered, glide bombs. Once launched, they can glide for many miles.

GBU-10: This is the laser-guided version of the Mk. 84 bomb.

GBU-12: This is the laser-guided version of the Mk. 82 bomb.

Rockets: Each Rocket counter represents a tube holding several rockets. As an added benefit, if a Rocket Pod is used to Suppress a Site attack, add 3 to the die roll.

Pods
Pods are not expended like other weapons. They remain with the Aircraft throughout combat and are always in effect.

Gun Pod: You may equip Air Force F-4s with a Gun Pod prior to 1967. If an F-4 is supplied with a Gun Pod, it can attack an enemy Target (Air to Air or Air to Ground) by rolling a 10+. The F-4 must be Low to Attack/Suppress ground Targets and Sites. Modifiers including Pilot skills affect this roll. Each F-4 can only carry 1 Gun Pod. Do not discard the Gun Pod after use. You retain it throughout the mission.

ECM: This is an electronic counter-measures pod used to defend its Aircraft from enemy attacks. Each time the Aircraft is attacked by a Site or Bandit, roll a die for the ECM Pod before Suppressing or Evading. On a roll of 6 or higher, the attack is negated. AtA and AtG Skills do not modify these rolls. An ECM pod also provides this same protection from any attacks against the Aircraft from Target-Bound or Home-Bound events. Each ECM counter uses 1 weight point on an Aircraft. Each Aircraft can only carry 1 ECM Pod. Do not discard the ECM Pod after use. You retain it throughout the mission.

Inherent Guns
In addition to the weapons you load on the Aircraft, many Aircraft are equipped with Guns. These can be used in two ways:

In air-to-ground combat, Guns may be used to attack Targets and Sites in the same Area as the Aircraft. The Aircraft must be at Low Altitude. A successful attack will inflict 1 Hit. Use the Pilot’s Air to Ground Skill to modify the attack.

In air-to-air combat, Guns may be used to attack Bandits in the same Area as the Aircraft. When attacking Bandits, the Aircraft may be at Low or High Altitude. Use the Pilot’s Air to Air Skill to modify the attack.

A Pilot may only use a gun if one is indicated on his aircraft. All Guns hit on a die roll of 10+. 
**Sample Mission**

I’ve decided to play a Short Linebacker Campaign using the US Navy Campaign Map. I choose my 8 Pilots using the special Linebacker rule (found on the Linebacker campaign sheet) of removing 1 Newbie and adding 1 Skilled Pilot.

I choose Griz (Green) and Taxi (Skilled) in A-7 Corsair IIs, Pluto (Average) in an A-4 Skyhawk, Easy Money (Green) in an EA-6A Electric Intruder, Firefly (Average) and Gringo (Average) in A-6 Intruders, and Buick (Skilled) and Whiplash (Average) in F-4 Phantom IIs as my squadron.

**Mission Prep**

I begin my first mission by drawing 2 Target cards. I draw Target 31 and Target 8. I choose Target 8, the Minor Bridge. This Target’s Politics rating is 1 so I move my Politics counter 1 space to the right on its track.

Next, I determine the Sites present. There will be 2 Sites in each Approach Area and 2 Sites in the Center Area. I draw the following:
- North: KS-19 and Zu-23-2
- South: S-60 and Heavy Machinegun
- East: Zu-23-2 and S-60
- West: S-60 and SA-2
- Center: SA-2 and Zu-23-2

I then draw the Attack Angle counters for Sites in Approach Areas that have a Range of 1 or more: The KS-19 in the North, the S-60 in the East, the S-60 in the South, and the S-60 and SA-2 in the West.

I choose 4 Aircraft to participate in this mission. Each Aircraft has a -2 Weight Point Penalty because the Target is in Route Pack 6B.

I decide not to purchase the Priority Refueling option. I might need the Special Option points later in the Campaign.

I arm my Aircraft as follows:
- Pluto: Rockets, CBU, Mk.82
- Easy Money: AGM-45, Mk.83
- Gringo: CBU, Rockets, Mk.82, Mk.82, Mk.82, Mk.82
- Buick: AIM-7, AIM-7, AIM-9, Gun Pod

**Target-Bound Event**

My Aircraft are now ready to launch from the carrier, so I start the mission! During the flight to the Bridge, I draw the Target-Bound Event **AC-47 “Spooky”** which allows me to Destroy any Site. I choose to destroy the KS-19.

**Over Target**

I place all of my pilots in the North Pre-Approach Area at High Altitude. I also place a Starting Flight Path counter in the North Pre-Approach Area and an Exit Flight Path counter in the South Pre-Approach Area.

With all my Aircraft being in the same Area, I gain the maximum benefit from Easy Money’s ability of subtracting 1 from enemy Attack rolls targeting Aircraft in his Area.

Once I arrive at the Bridge, I draw the following Bandit counters:
- Center: MiG-17 and No Bandit

I draw **Down Time** as my Over Target Event. I move my Flight Path Exit counter 1 Pre-Approach Area counter-clockwise.

**Turn 1**

Here is what the Tactical Display Sheet looks like at the start of turn 1.

My Fast Pilots get to act first. Buick fires 2 AIM-7s at the MiG-17 and rolls a 2 and 4. I add 1 to his rolls due to his AtA Skill, but both still miss because AIM-7s need a 6 or higher to hit. I discard the AIM-7 counters.

The SA-2 in the Center randomly attacks Buick. Buick elects to go Evasive and suffers 2 Stress. The SA-2 rolls a 7 and 3 which become a 6 and 2 due to Easy Money. I use the 2 roll and suffer a No Effect.

I now resolve the Attacks for my Slow Pilots. Easy Money fires his AGM-45 at the SA-2 in the Center and rolls a 9, Destroying it. I discard the AGM-45 counter and SA-2 counter.

Now that all Slow Attacks are resolved, I move my Aircraft into the North Approach Area. The MiG-17 in the Center Area also moves into the North Approach Area.
Turn 2
Here is what the map looks like at the start of turn 2.

My Fast Pilots attack. Buick fires 1 AIM-9 at the MiG-17 and rolls a 1, missing.

The enemy Attacks. The MiG-17 randomly selects an Aircraft, and attacks Pluto. Buick attempts to Suppress with his Gun Pod and rolls 4, failing. Pluto chooses to go Evasive, and suffers 2 Stress. The Bandit subtracts 1 from his Attack roll due to Easy Money and rolls a 10 (becomes a 9) and 2 (becomes a 1). I elect to use the 1 for No Effect.

All of the other Sites are either out of Range, Altitude, or Attack Angle.

I move Pluto, Easy Money, and Gringo into the Center and change their Altitude to Low. I leave Buick in the North Approach. The Bandit stays with Buick.

Turn 3
Here is the map at the start of turn 3.

My Fast Pilots attack. Buick fires his Gun Pod at the Bandit, rolls a 9, and Destroys it. Pluto drops his Mk.82 on the Bridge, rolls an 8, minus 1 due to the Bridge card’s note, for a total of 7, and inflicts 1 Hit.

The Zu-23-2 in the Center randomly attacks Gringo. Gringo fires his Rockets to Suppress, rolls a 6, plus 2 for skill, and plus 3 for Rockets Suppressing, for a total of 11, and successfully Suppresses the attack.

I now resolve my Slow Attacks. Easy Money drops his Mk.83 on the Bridge, rolls a 10, minus 1 for the Bridge, for a 9, and inflicts 2 Hits! Gringo drops 4 Mk.82s and a CBU on the Bridge. He adds 2 and subtracts 1 from each roll. His final rolls are: 2, 4, 7, 9 and inflicts 2 Hits with the Mk.82s. He rolls a 3 for the CBU and misses. The Bridge has now suffered 5 Hits.

I move Pluto, Easy Money, and Gringo to the East Approach Area and have them climb to High. I also move Buick to the East Approach Area.

Turn 4
Here is the map at the start of turn 4.

I do not conduct any attacks this turn, and all the Sites are out of Range, Altitude, or Attack Angle.

I move all my Aircraft into the East Pre-Approach Area.

At the end of the turn, I elect to have all my Aircraft that are in a legal Exit Pre-Approach Area leave the Over Target phase of the mission. This is all of my Aircraft, so the Over Target phase of the mission is over.

Home-Bound
I draw SAM Site! as the Home-Bound Event. I will suffer 3 attacks, less 1 for each Air to Ground munition I expend. Pluto expends his Rockets and CBU, negating 2 attacks. The last attack randomly targets Buick, who Evades and suffers 2 Stress. The Site rolls a 10 and 7 (become 9 and 6 due to Easy Money), and Buick suffers 1 more Stress.

Debriefing
I inflicted 5 Hits on the Bridge. If I inflicted 0 to 2 Hits, the Bridge would have been Undamaged, 4 to 5 Hits Damaged, 6 or more Hits Destroyed. By inflicting 5 Hits, I Damaged the Bridge. I gain 1 Victory Point and shift the Intel counter by 1 to the right.

Since the Bridge was Damaged or Destroyed, I set its card aside. It will not appear again in the Campaign. I shift the Politics counter by 1 to the left.

Each of the 4 Pilots gains 1 Experience Point for flying the mission. They all also suffer 3 Stress from flying a mission into Route Pack 6B.

Pluto - 5 Stress (Shaken)
Easy Money - 3 Stress
Gringo - 3 Stress
Buick - 8 Stress (Unfit)

Since Buick is Unfit, I can elect to Transfer him out of my Squadron and get a replacement Average Skill Level F-4 Pilot. If I do, all the other Pilots in my squadron will suffer 1 Stress because Buick is Skilled. I decide to keep him.

That was not a great mission. My pilots suffered significant stress and I did not destroy the target. Just another day in the Vietnam Air War.
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