

HORNET LEADER II

Cold War Expansion 1/16/07

By Dan Verssen



• Getting Started

Cold War expands your Hornet Leader II world with the addition of several new aircraft types, 3 new Event cards, 2 new Campaigns, and 36 new Targets.

This expansion takes place in 1980, during the height of the Cold War between NATO and the Warsaw Pact.

To use this expansion you must own both Hornet Leader II and Carrier Air Group.

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.



A-7 Corsair IIs

The A-7 is a strike aircraft with limited air combat capability.

A-7s cannot carry more than 2 Weight Points of air-to-air counters. Additionally, those AtA counters must be AIM-9 Sidewinders.

You will find them very useful when a mission requires flexibility.

A-7 Compensation Rule:

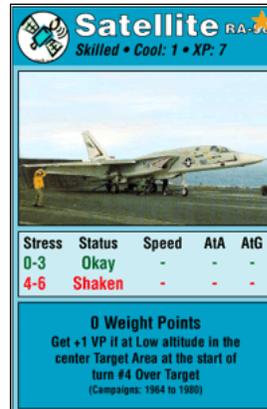
When you play campaigns that take place from 1983 to 1993 both the A-7

and F/A-18 are available. The F/A-18 is a superior aircraft so there is little reason to select A-7s. This rule offers a compensation for doing so.

If you select A-7s to be part of your squadron from 1983 to 1993, treat the pilot skill levels as being one below what is listed on the cards (Newbie is still treated as Newbie).

Example:

If you select one Veteran and one Average A-7 for a 1983 to 1993 campaign, treat them as being Skilled and Green for the purposes of filling out your pilot roster.



RA-5C Vigilante

The RA-5C is an excellent photo recon aircraft. It is unarmed, but provides valuable intel regarding the outcome of a bombing mission.

Pilot Selection Limits

Each aircraft card 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 pilots from the Carrier Air Group expansion 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.

Important! Remember that these campaigns take place in 1980, so only aircraft available during 1980 can be used. This means no Hornets!

AGM-84 Weapon Counters

In previous games the AGM-84 Harpoon was the SLAM version that could target both land and sea targets. During the time frame of this game, the Harpoon can only target Naval targets. Naval targets are so indicated on their Target cards.

• Credits

Game Design
Vassal Module
Game Development
Card Creation

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