

HORNET LEADER II

Marine Air Expansion 6/10/07

By Dan Verssen



• Introduction

Marine Air expands your Hornet Leader II world to include the versatile AV-8s of the Marine Air Corps. These multi-role aircraft fly from navy assault ships to support marine landings and provide fleet air cover.

Also included in this expansion are the much-requested “Ace” campaign sheets. These campaigns increase the difficulty level to provide a challenge

for skilled players.

More pilots have also been added for the previously introduced aircraft types.

With the introduction of aircraft of different capability levels, a more formalized system has been added to the game system. This will allow you to mix and match aircraft while maintaining campaign balance.

**To use this expansion you must own:
Hornet Leader II, Carrier Air Group, and Cold War**

• 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.

Dragon AV-8
Average • Cool: 0 • XP: 5

Stress	Status	Speed	AtA	AtG
0-3	Okay	Slow	+1	+1
4-5	Shaken	Slow	-1	-1

6 Weight Points
 Cannot carry AIM-7 counters
(Campaigns: 1973+)

30mm Cannon (Hit: 10, Range: 0, AtA or AtG)

AV-8s

The AV-8 is a Marine multi-role aircraft. They are designed for short-range missions to support the Marine landing forces and provide fleet air defense. They fly from of smaller Assault Carriers instead of the larger Navy Attack Carriers.

AV-8s cannot carry AIM-7 Sparrow missiles.

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

Aircraft Quality

The FA-18C is the baseline for aircraft quality in the game. Selecting aircraft with inferior abilities is compensated for through free promotions at the start of a campaign. If you select aircraft with superior capabilities, it results in automatic skill reductions at the start of a campaign.

AV-8's

For each AV-8 you select to be part of your squadron, you receive 1 free promotion for your starting squadron skills.

A-7's

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, your squadron receives 1 free promotion at the start of the campaign.

F/A-18E's

For each F/A-18E you select to be part of your squadron, your squadron must take 1 skill level reduction for your starting squadron skills.

Examples

The standard squadron is made up of:

1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran

If you select 2 inferior aircraft, you might change a Newbie to a Green and a Skilled to a Veteran.

If you select 3 superior aircraft, you might reduce a Veteran to a Green.

If you select 4 inferior and 1 superior, you would get 3 skill increases, so you might increase 3 Average to Skilled.

Replacement F/A-18E Cards

Included in this expansion are replacement F/A-18E cards (originally printed in the Carrier Air Group expansion) that take into account these new skill level rules.

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.

In addition, this expansion provides addition cards for the pilots from the previous expansions that give them additional promotional possibilities. When selecting your pilots, you cannot select more than one pilot card with the same name.

Promoted Card Sides Change

The new cards do not have a star to indicate a Promoted side. This is because there are now many cards for many of the pilots now and they can be promoted several times. The stars only led to confusion.

The original idea was that each pilot would only appear on the front and back of one card throughout the series. However, many players requested the ability to track a pilot's career in more detail, and to have more pilot choices.

Ace Level Campaigns

These campaigns are designed for players who have mastered the Hornet Leader system and want a tougher challenge. Use the normal Target cards for each campaign. All the changes are shown on the Ace campaign sheets in the form of adjustments to their values.

You will find that you will receive fewer Special Option points, face a steeper Victory Point chart, and the positive enemy campaign track modifiers are harder to achieve.

• New Campaign Type

Marine Air Campaigns

If you select all AV-8s for your squadron, you can declare the campaign to be "Marine Air Support." This simulates the coastal, short-range, nature of Marine air operations.

In these campaigns, you may redraw any target card that has a Weight Point (WP) penalty of 2 or higher. In general, you should select either Skirmish or Conflict length campaigns.

When playing one of these campaigns, you do not gain the free start of campaign pilot promotions for selecting AV-8s.

• Credits

Game Design	Dan Verssen
Vassal Module	Jerry Tresman
Game Development	Holly Verssen