

Hornet Leader
Cruise Missile Strikes - Optional Rule

At the start of each Day, before the Draw Targets card(s) step, you may launch Cruise Missiles against the enemy to degrade their strategic war fighting capabilities.

You may move 1 or more Campaign Sheet counters 1 space to the right on the Intel, Infra, and Recon tracks. Pay 2, 4, or 6 SO Points for each counter you move in a Short, Medium, Long campaign. You may only move each counter once per Day.