

TAL and HL Coordinated Campaigns

Thunderbolt-Apache Leader and Hornet Leader

8/17/12

Overview

This rule allows you to play Hornet Leader (HL) and Thunderbolt-Apache Leader (TAL) Campaigns interactively. You can play both Campaigns, or you can play with a second player.

Set-Up

Select the same Country and Year Campaigns for both HL and TAL.

Example: In both games, choose the Iraq 1991 Campaign.

Rules

Play each Campaign as normal, with the following changes...

Some Hornet Leader Target cards have an equivalent Battalion card in Thunderbolt-Apache Leader.

HL Target #	TAL equivalent Battalion
9	12A
10	10A
11	1A
12	6A
13	2A
17	6C
21	2S
22	6S
25	5S
26	4S
53	1C
54	5C
56	3S

When you determine TAL Battalions at the start of the Campaign, begin by including the Battalions that match-up to Targets found on the HL Campaign sheet.

Example: The HL Iraq 1991 Campaign includes Targets #10, #12, #17, #21, #25, #53, and #56. The TAL Campaign automatically starts with TAL Battalions 10A, 6A, 6C, 2S, 5S, 1C, and 3S.

If the VP value of the Battalions exceeds TAL's Set-Up value, shuffle the Battalions and draw them 1 at a time until they equal or exceed TAL Set-Up value, then discard the remaining Battalion cards. They will not be used during the Campaign.

Choose TAL Situations that add up to the same number of Days as the HL Campaign Days. Play them in any order. Decide as you go which Situation to play next. Set-Up each Situation by using the rules above.

Play the Days of the 2 Campaigns simultaneously.

At the start of each Day, you can give SO points from one Campaign to the other. The maximum number of SO's that can be given from one Campaign to the other each Day is the Daily SO's of the TAL Situation

Example: If you are using the TAL Holding Action Situation, you could give up to 5 SO Points from one Campaign to the other each Day.

Example: With the Cut-Off Situation, you could only exchange SO points when the Tactical Situation allows the TAL Campaign to gain SO points.

Range Bands and Limits

TAL Aircraft can only attack HL Targets in the 2 closest HL Range Bands. Treat the Targets in the closest Range Band as being in the Front Line Range Band. Treat the Targets in the second Range Band as being in the Enemy Rear Range Band.

HL Aircraft can attack any TAL Battalions. Treat all TAL Battalions in the Air Base, Friendly Rear, Friendly Transit, and Front Line as being in the closest HL Range Band. Treat all TAL Battalions in the Enemy Transit and Enemy Rear as being in the second closest HL Range Band.

Example: From the HL Iraq example above. You want your HL Aircraft to attack the TAL Battalion 6A. You would fly a Mission against HL Target 12 and treat it as being in the 1st Closest HL Range Band.

Example: From the HL Iraq example above. You want your TAL Aircraft to attack an HL Target. You can only attack HL Targets #10, #12, and #56 because they are the only HL Targets in the two closest HL Range Bands.

Flying the Mission

Fly the Mission as a normal part of the Day.

HL rules for Primary and Secondary Target rules apply as normal.

These Missions are not flown in addition to the normal Missions, they are flown instead of the normal Missions.

For HL, look through the HL Target deck to obtain the needed Target cards when you attack them. Put them into play as if you drew them normally.

Target Damage

If your HL Aircraft inflict one-half the Hits needed to Destroy the Target, flip the Battalion to its Reduced side. If they Destroy the Target, Destroy the Battalion.

If your TAL Aircraft reduce the Battalion, treat it as a Damaged Target (optional HL rule). If they Destroy the Battalion, Destroy the Target.

If the Target or Battalion is already Damaged at the start of the Mission, use the Damaged rules from each game.

Overall Victory

Both Campaigns earn the worst Evaluation scored by the HL Campaign or any of the TAL Situations.

Example: The HL Campaign scored a Good. The TAL Situations scored a Great and Adequate. Overall, you score an Adequate Evaluation.