

YUGOSLAVIA 1999

OVERVIEW - INTRODUCTORY

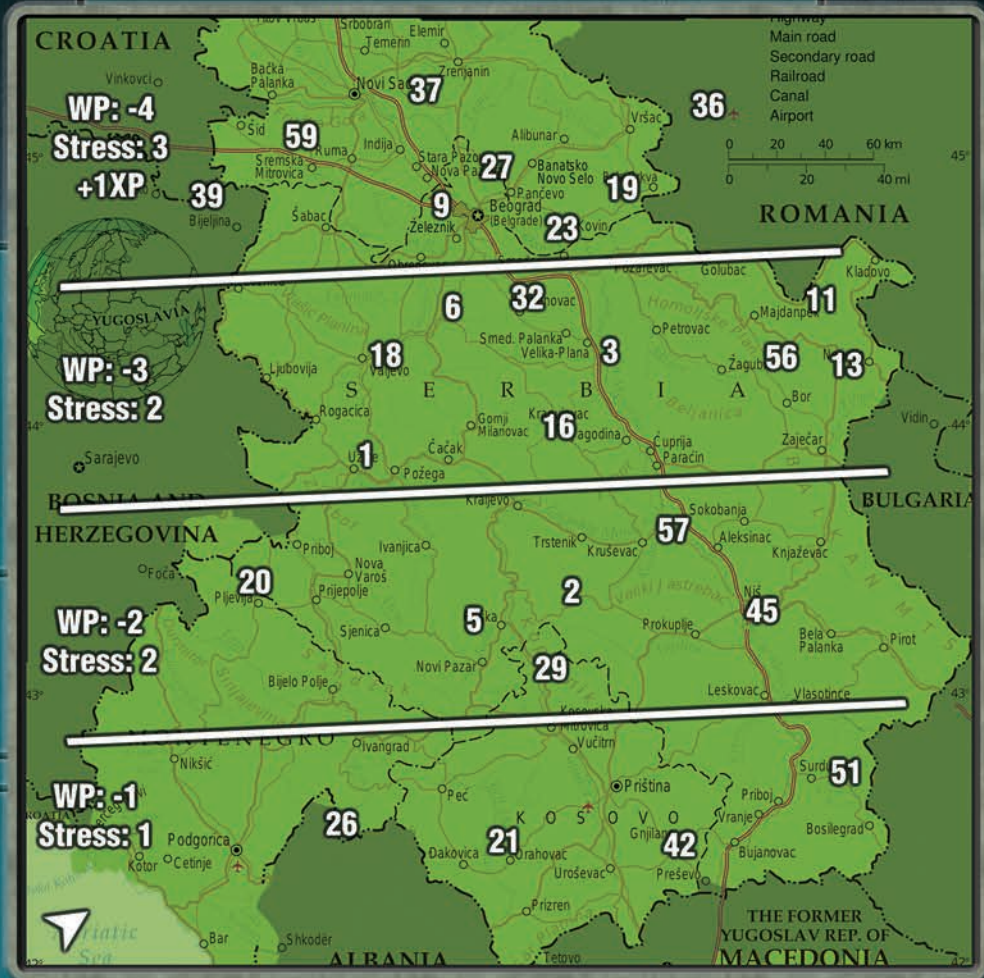
As part of the NATO forces in Operation Allied Force, the USN sent a Task Force which included the carrier *USS Theodore Roosevelt* and the amphibious assault ship *USS Kearsarge*, with orders to conduct air operations against Yugoslavian forces to end enemy military operations in Kosovo.

CAMPAIGNS

Short: 3 Days, 12 SO
VP Evaluation
 10+ Great
 7 to 9 Good
 5 or 6 Adequate
 4 Poor
 3- Dismal

Medium: 5 Days, 23 SO
VP Evaluation
 17+ Great
 12 to 16 Good
 9 to 11 Adequate
 6 to 8 Poor
 5- Dismal

Long: 8 Days, 39 SO
VP Evaluation
 27+ Great
 19 to 26 Good
 14 to 18 Adequate
 10 to 13 Poor
 9- Dismal



STANDARD WEAPONS

- AIM-7 Sparrow
- AIM-9 Sidewinder
- Mk.82 Iron Bomb
- Mk.83 Iron Bomb
- Mk.84 Iron Bomb
- Mk.20 Rockeye
- Rockets
- AGM-62 Walleye
- AGM-65 Maverick
- AGM-88 HARM
- ECM Pod

SPECIAL WEAPONS

- AIM-54 Phoenix
- AIM-120 AMRAAM
- AGM-84 Harpoon
- AGM-130
- AGM-154 JSOW
- GBU-10 Paveway
- GBU-16 Paveway
- GBU-12 Paveway

RECON 3 3 4 4 4 5 5 5 6

INTEL No Change No Change -1 Center Site -1 Center Site -1 Center Site -1 Bandit -1 Bandit -1 Bandit -1 Bandit or Site

INFRA -0 Hits -0 Hits -0 Hits -1 Hit -1 Hit -1 Hit -1 Hit -2 Hits -2 Hits

SILENT AURORA ANTARCTICA - 1999

OVERVIEW - STANDARD

US intelligence satellites have picked up an unknown signature over Antarctica. A U-2 reconnaissance flight confirmed that an unknown military installation has been built on the ice, before the aircraft was shot down. This breaches the Antarctic Treaty System (ATS) Article 1 which prohibits the establishment of a military base, carrying out of military maneuvers, as well as weapons testing. In response, the US covertly deployed a carrier task force to destroy this military installation.

Notes

All Out: Increase Target #55's Maximum number of Aircraft to 8.

Radar Avoidance: Aircraft can only fly at Low Altitude.

No Satellite Coverage: Do not place Sites until the "Determine and Place Bandits" step.

Target-Bound Event card is: Political Limitations

Over Target Event card is: AAA!

Home-Bound Event card is: Charlie Foxtrot



CAMPAIGNS

Short: 1 Day, 5 SO

Target Status	Evaluation
Destroyed	Great
Not Destroyed	Dismal

STANDARD WEAPONS

AIM-7 Sparrow
AIM-9 Sidewinder
Mk.82 Iron Bomb
Mk.83 Iron Bomb
Mk.84 Iron Bomb
Mk.20 Rockeye
Rockets
ECM Pod

SPECIAL WEAPONS

AIM-54 Phoenix
AIM-120 AMRAAM
AGM-130
AGM-154 JSOW

RECON 1

INTEL +1
Bandit
and Site

INFRA +2
Hits

LEBANON 1983

OVERVIEW - STANDARD

In reaction to the Israeli invasion of Lebanon in June 1982, France and the US deployed aircraft carriers off the coast of Lebanon, and started to carry out air strikes in support of the peacekeeping Multinational Force (MNF) in Beirut.

Notes:

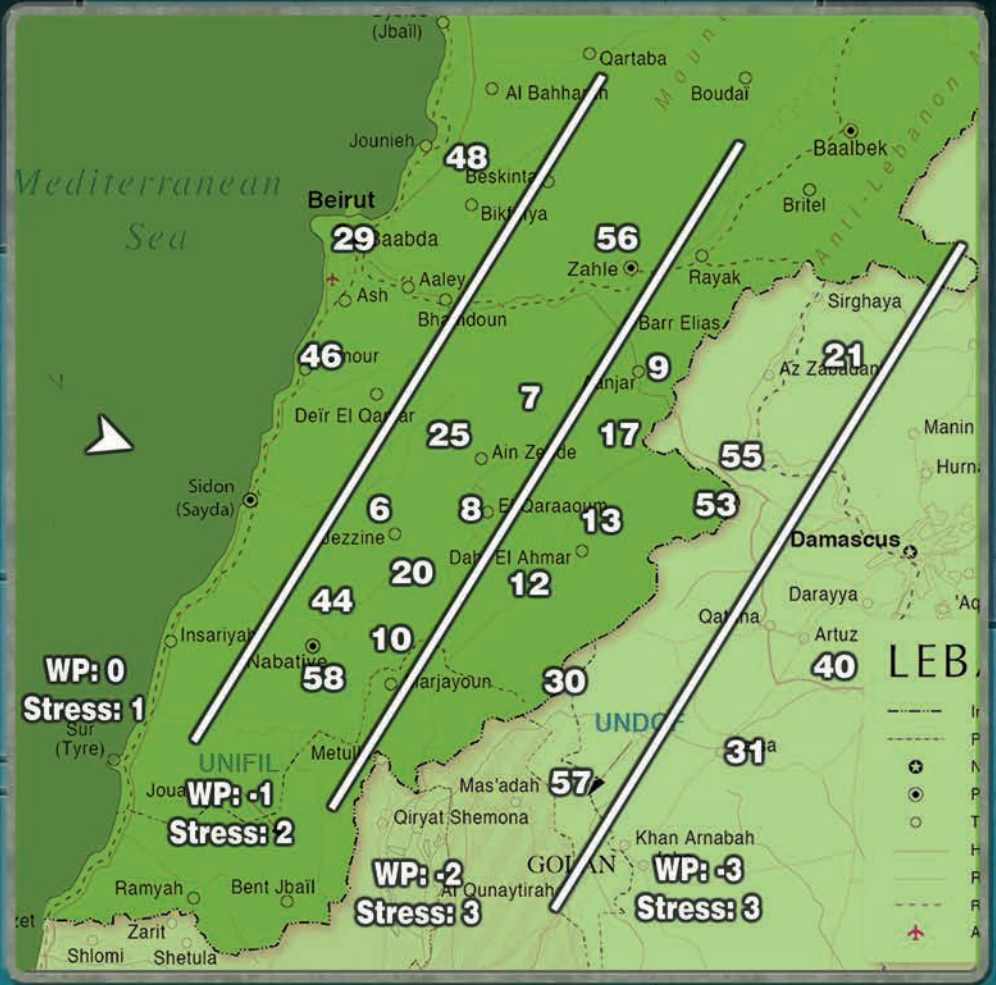
Remove Bandits: MiG-29s, Su-27s, and Mirage IIIs.
Remove Sites: SA-10s, SA-11s, and SA-15s.

CAMPAIGNS

Short: 4 Days, 15 SO
VP Evaluation
13+ Great
9 to 12 Good
7 or 8 Adequate
5 or 6 Poor
4- Dismal

Medium: 8 Days, 30 SO
VP Evaluation
26+ Great
18 to 25 Good
13 to 17 Adequate
10 to 12 Poor
9- Dismal

Long: 12 Days, 45 SO
VP Evaluation
39+ Great
27 to 38 Good
20 to 26 Adequate
14 to 19 Poor
13- Dismal



STANDARD WEAPONS

- AIM-7 Sparrow
- AIM-9 Sidewinder
- Mk.82 Iron Bomb
- Mk.83 Iron Bomb
- Mk.84 Iron Bomb
- Mk.20 Rockeye
- Rockets
- AGM-45 Shrike
- AGM-65 Maverick
- ECM Pod

SPECIAL WEAPONS

- AIM-54 Phoenix
- AGM-62 Walleye
- AGM-88 HARM
- GBU-10 Paveway
- GBU-16 Paveway
- GBU-12 Paveway

RECON

2 2 2 3 3 3 3 4 4

INTEL

No Change No Change No Change -1 Center Site -1 Center Site -1 Bandit -1 Bandit -1 Bandit or Site -1 Bandit or Site

INFRA

-0 Hits -0 Hits -0 Hits -1 Hit -1 Hit -1 Hit -1 Hit -2 Hits -2 Hits

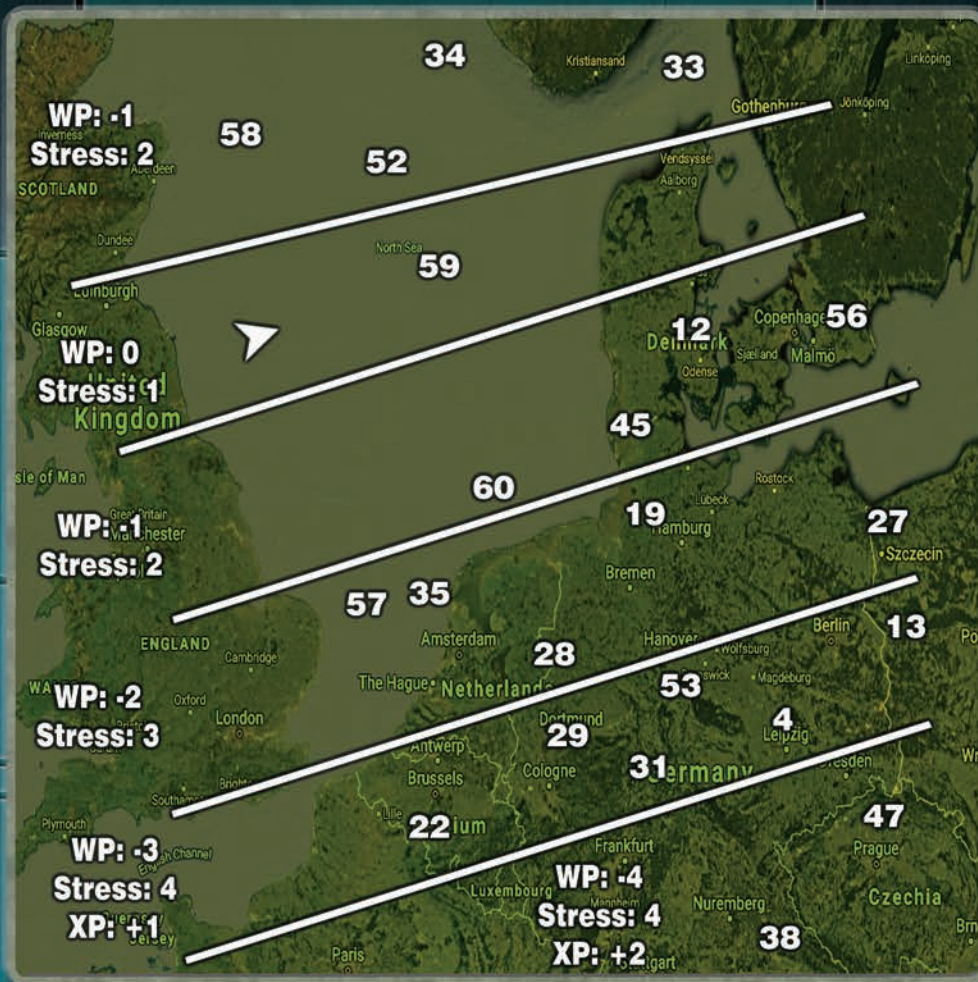
WWIII NORTH ATLANTIC 1980

OVERVIEW - EXPERT

The Soviets have left the Strategic Arms Limitation Talks of 1979 and have invaded Afghanistan, and the World suffers a second oil crisis after the Iranian Revolution. The USSR and the Warsaw Pact feel this is the opportunity to awake the bear. It's WWIII! Abroad the USS Nimitz, conduct operations to stop the red tide in Northern Europe.

CAMPAIGNS

Short:	5 Days, 9 SO
VP	Evaluation
23+	Great
16 to 22	Good
12 to 15	Adequate
9 to 11	Poor
8-	Dismal
Medium:	10 Days, 18 SO
VP	Evaluation
46+	Great
33 to 45	Good
24 to 32	Adequate
17 to 23	Poor
16-	Dismal
Long:	15 Days, 27 SO
VP	Evaluation
69+	Great
49 to 68	Good
36 to 48	Adequate
26 to 35	Poor
25-	Dismal



STANDARD WEAPONS

- AIM-7 Sparrow
- AIM-9 Sidewinder
- Mk.82 Iron Bomb
- Mk.83 Iron Bomb
- Mk.84 Iron Bomb
- Mk.20 Rockeye
- Rockets
- AGM-62 Walleye
- AGM-65 Maverick
- AGM-88 HARM
- ECM Pod

SPECIAL WEAPONS*

- AIM-54 Phoenix
- AIM-120 AMRAAM
- AGM-84 Harpoon
- AGM-130
- AGM-154 JSOW
- GBU-10 Paveway
- GBU-16 Paveway
- GBU-12 Paveway

*The first 6 SO Points of Special Weapons armed each Day cost 0 SO points.

RECON	1	1	2	2	2	3	3	4	4
INTEL	+2 Center Bandits	+1 Center Bandit	No Change	No Change	-1 Center Site	-1 Center Site	-1 Bandit	-1 Bandit	-1 Bandit or Site
INFRA	+1 Hits	+1 Hits	-0 Hits	-0 Hits	-0 Hits	-1 Hits	-1 Hits	-2 Hits	-2 Hits

OPERATION NIGHTFALL SYRIA - 2013

OVERVIEW - ADVANCED

In 2013, chemical weapons were used in Syria. After political negotiations, Syria agreed to turn over all chemical weapons to the United Nations. After a second chemical weapon use, the United States declared military operations against Syria to neutralize the chemical weapon threat.

Notes:

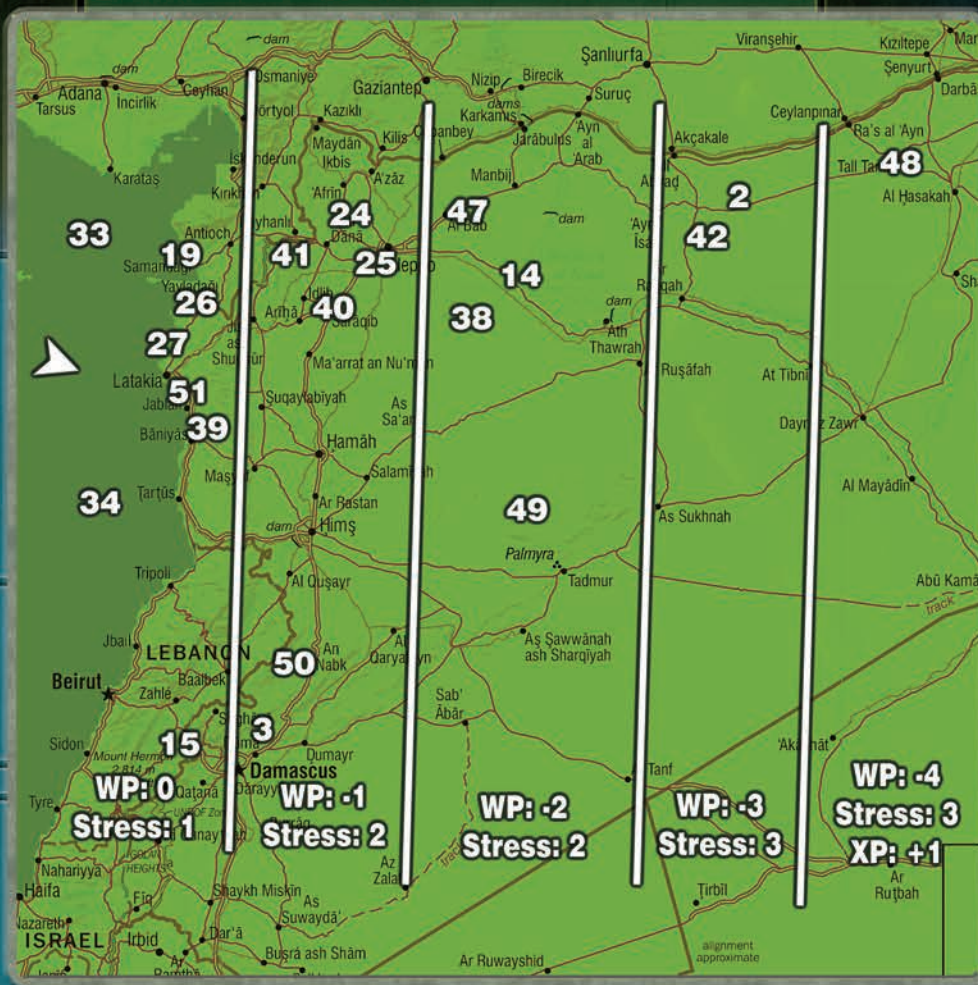
Target cards #3, #27, #33, and #34 begin the Campaign in play. Remove Sites: SA-10s, SA-11s, and SA-15s.

CAMPAIGNS

Short: 3 Days, 28 SO VP
Evaluation
 12+ Great
 10 or 11 Good
 6 to 9 Adequate
 5 Poor
 4- Dismal

Medium: 5 Days, 44 SO VP
Evaluation
 20+ Great
 14 to 19 Good
 11 to 13 Adequate
 8 to 10 Poor
 7- Dismal

Long: 7 Days, 56 SO VP
Evaluation
 28+ Great
 20 to 27 Good
 15 to 19 Adequate
 11 to 14 Poor
 10- Dismal



STANDARD WEAPONS

- AIM-7 Sparrow
- AIM-9 Sidewinder
- Mk.82 Iron Bomb
- Mk.83 Iron Bomb
- Mk.84 Iron Bomb
- Mk.20 Rockeye
- Rockets
- AGM-88 HARM
- AGM-65 Maverick
- ECM Pod

* The first 4 SO Points of Special Weapons armed each Day cost 0 SO Points
 ** 12 SO Points

SPECIAL WEAPONS

- AIM-120 AMRAAM
- AGM-84 Harpoon
- AGM-130
- AGM-154 JSOW
- GBU-10 Paveway
- GBU-16 Paveway
- GBU-12 Paveway
- GBU-31 JDAM**
- GBU-32 JDAM**
- GBU-38 JDAM**

RECON

0 0 1 1 2 2 3 3 4

INTEL

+1 Bandit and Site
 +1 Bandit
 No Change
 No Change
 -1 Center Bandit
 -1 Bandit
 -1 Bandit or Site
 -1 Bandit and Site
 -2 Bandit or Site

INFRA

-0 Hits
 -1 Hit
 -1 Hit
 -2 Hits
 -2 Hits
 -3 Hits
 -3 Hits
 -3 Hits
 -4 Hits

HORNET LEADER

Pilot Skills

-3 STRESS

Expend. At any time, you may immediately remove 3 Stress.

2 XP

Start the Campaign with +2 XP.

+1 COOL

Add +1 to your Cool.

AGILE

You may go Evasive without suffering Stress.

ALERT

Once per Mission, after rolling for a Bandit Attack, subtract 2 from the roll.

AMICABLE

Select another Pilot that flew on the Mission to have 1 less Stress after the Home-Bound Event.

BRAVE

Gain 1 XP for every point of Stress suffered from a Bandit or Site Attack.

CLEAR HEAD

Suffer 1 less Stress from Campaign map Stress modifiers.

COCKY

If you Destroy the first Site or Bandit of the Mission, gain +1 XP during the "Record Pilot Experience and Stress" step.

DILIGENT

If you did not participate in a Mission yesterday, add +1 to all of your rolls during this Mission.

FAMED

Expend. After you Promote, gain half the amount of XP needed to Promote to the next Skill Level, rounding down.

FOCUSED

For 1 Turn each Mission, add +1 to your rolls.

FRESH EYES

Add +4 to your first AtA roll of the Mission.

FULL THROTTLE

Expend. For the rest of the Mission, treat Slow status as Fast status.

GRIT

Expend. For the entire Mission, treat your Stress as within the "Okay" range, regardless of actual Stress.

GUNFIGHTER

Add +1 to Gun Attack rolls.

I'M HERE!

If another Pilot has attacked a Site, Bandit, or the Target, add +2 to your rolls against that Site, Bandit, or Target.

LUCKY

Expend. When you suffer a Destroyed result, treat instead as a Damaged result.

MAVERICK

Treat this Pilot as having the "Freely add to Mission" note. If the Target is not Destroyed, remove this Pilot from your Squadron.

NEED FOR SPEED

Sites and Bandits cannot Attack you on Turn 1 or 2.

PRIORITY

Expend. Add +5 to your SAR roll.

QUICK HANDS

Add +1 to AtG rolls against the Target (Not Sites).

RELIEF

If you Destroy 3+ Sites or Bandits during a Mission, all other Pilots flying this Mission suffer 1 less Stress.

TEAM PLAYER

When you are performing a Suppression for another Pilot, add +1 to the roll.

VENGEFUL

Expend. When another Pilot is Shot Down, add +3 to your Attack rolls for the remainder of the Mission.

WE'RE FINE!

Treat the first Damage result per Mission as a +1 Stress result.

WINGMAN

Gain 1 XP the first time you perform a successful Suppression Attack each Mission.