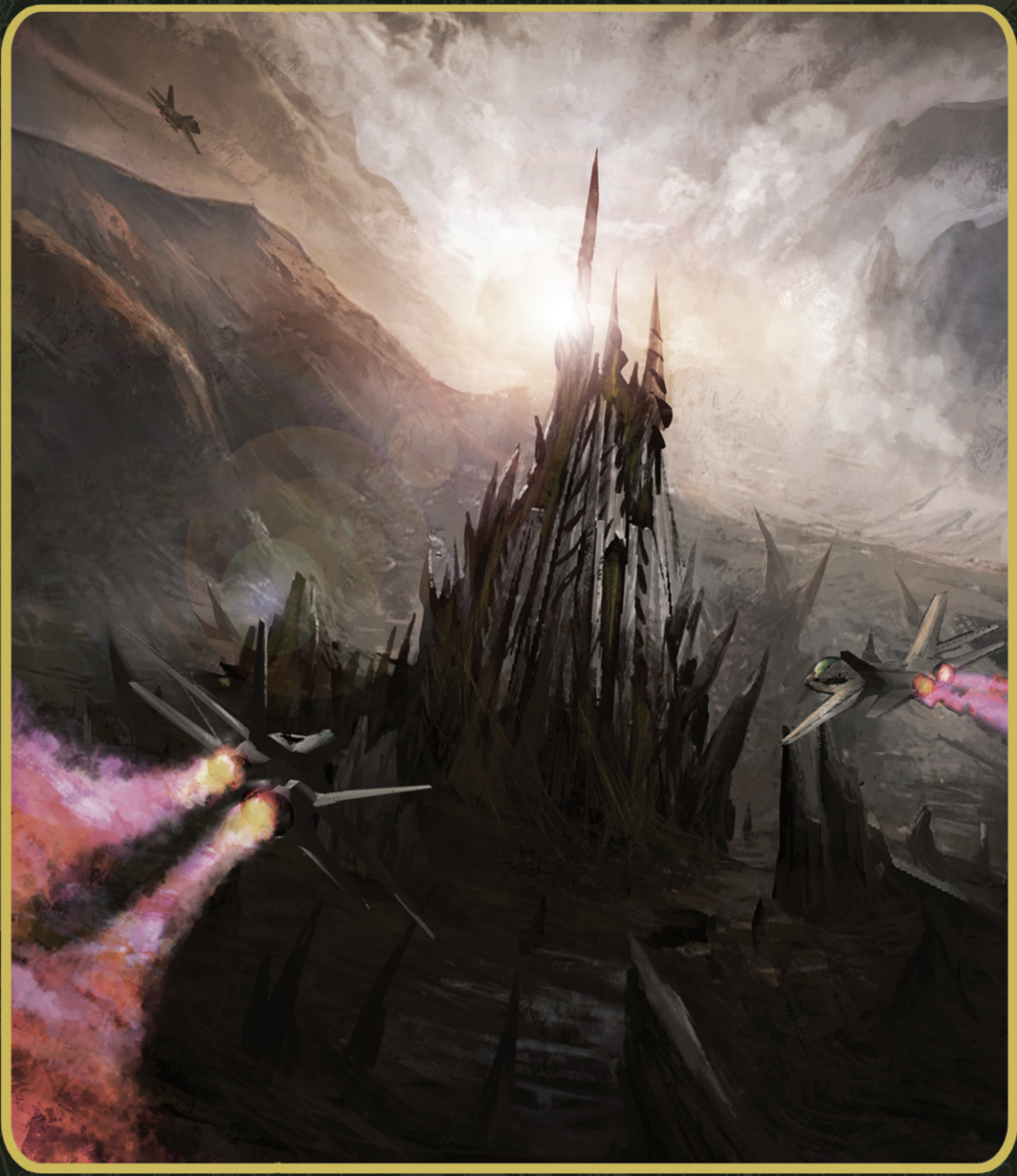# HORNET LEADER

The Cthulhu Conflict

INTRODUCTION

The ranking Admiral leaned painfully back in his swivel chair to stretch out the kinks along his spine. He sighed and rubbed his eyes when he saw the large Pentagon wall clock once again approaching midnight. He'd seen more midnights in the past few weeks than he had in decades.

As he returned to the table, a Navy Captain rushed into the Admiral's spacious conference room. Half a dozen flag officers sat hunched around the long briefing table discussing the latest news from the South Pacific. Empty coffee cups and half-eaten sandwiches attested to the long hours spent trying to unravel the growing mystery that had puzzled oceanographers for a month.

The original theory of seaquakes had long since evaporated as the tremors not only persisted, but grew in intensity. At last report, they were rattling cities as far away as Houston.

The Captain raced to the computer at the head of the table. He spoke quickly as his shaking hands raced across the keyboard to establish a communications link.

"May I have your attention, please! This is a real-time data feed from the bridge of the USS Gridley. For the past few minutes, bat-shaped creatures have been emerging from the water around our ships. Once airborne, the bat creatures circle the fleet at near supersonic speeds."

One of the admirals leaned forward. "Creatures? Why do you call them creatures?"

The Captain shrugged. "Because they flap, sir."

The Gridley was a state of the art guided missile destroyer and flagship of a small task force assigned to monitor the South Pacific situation.

The camera faced the bow of the ship. Waves rolled under a raging lightning storm flashing across the heavens. The fleet had been plowing through storm tossed seas for a week and it was taking its toll on the ships and crews.

A mile in the distance, the men watched in shocked silence as a winged creature the size of an elephant erupted from the water, unfurled its wings, and climbed steadily higher with every beat of its powerful wings.

Before they could react, directly in front of the Gridley, the sea began to surge and boil. Jagged spires rose out of the foam and rose skyward. The gargantuan black structures that followed dwarfed the ships that were frantically steering away to avoid a collision. Each structure looked to have been carved from the basalt bedrock of the ocean floor. Sea water sluiced down their angled walls and spires as if desperate to escape the unworldly city that was rising above the waves.

Something large surged out of the foaming water and streaked toward the camera. The video feed crackled and died.

The admiral surged to his feet. "Captain, replay that last part!"

The screen distorted and popped for a few seconds until the Captain isolated the last few seconds of clear video. He advanced through the footage one image at a time. As if from a nightmare, a tentacle the size of a freight train exploded from the water, curled high into the sky, and then whipped forward in a deadly arc.

"Captain! Get me the President!"

The next day, July 10th, 2015 heralded the start of the most destructive event in human history - The Cthulhu Conflict.

20-SIDED DIE

This expansion includes a 20-sided die. Roll this die when placing Aircraft on the Tactical Display. See "Aircraft Placement" for details.

Roll the normal 10-sided die for all other die rolls.

CULTISTS

Cultists are humans who now serve the forces of the Great Cthulhu. Some do this out of greed and inherent evil, while others serve due to mind control.

The red background Site/Bandit counters from Hornet Leader are under the control of Cultists and are referred to as Cultist counters.

CAMPAIGN SET-UP

Select one of the 4 Cthulhu Conflict Campaign sheets.

Place all the new green background Cthulhu Site/Bandit counters in a cup.

Add the number of randomly selected normal Hornet Leader red background Site/Bandit (Cultist) counters specified on the Campaign sheet to the cup. This includes the new red background Site/Bandit counters included with this expansion.

At this point, your Event card deck only contains the 10 new Cthulhu Event cards.

Add to the 10 Cthulhu Event cards the number of randomly selected normal Hornet Leader Event cards noted on the Campaign sheet.

Example: For the R'lyeh Campaign, you would not add any red background Site/Bandit counters to the cup. Likewise, you would not add any of the normal Hornet Leader Event cards to the Event deck.

Example: For the Mediterranean Campaign, add 15 random red background Site/Bandit counters to the cup. Also add 5 random standard Hornet Leader Event cards to the Event deck.

MQ-47B

The MQ-47B aircraft do not have a Pilot. Technicians fly the UCAVs (Unmanned Combat Air Vehicle) from distant locations. Treat the MQ-47Bs as having an Average Skill Level. They never gain or lose Stress. Do not include them as a possible target when resolving an Insanity Attack, effect, or die roll.

MQ-47Bs ignore all Weight Point adjustments. They can always carry up to 4 Weight Points of counters.

The MQ-47Bs Suppress and Evade Attacks as normal.

If an MQ-47B is Destroyed, do not roll for Search and Rescue (SAR). The UAV is automatically Destroyed. You do not lose Victory Points when an MQ-47B is Destroyed.

MQ-47Bs use the same Stealth rules as F-35s.

AIRCRAFT PLACEMENT

These rules replace the standard rules for placing your Aircraft on the Tactical Display for Cthulhu Target cards (Targets #61 to #104). The laws of space and time are distorted around Cthulhu Targets. This adds an unpredictable factor when approaching the Target.

Instead of placing your Aircraft in selected Stand-Off Areas, roll the 20-sided die included in the game for each Aircraft. The following graphic shows the numbered Areas. After you roll for an Aircraft's starting Area, you may select its starting Altitude.
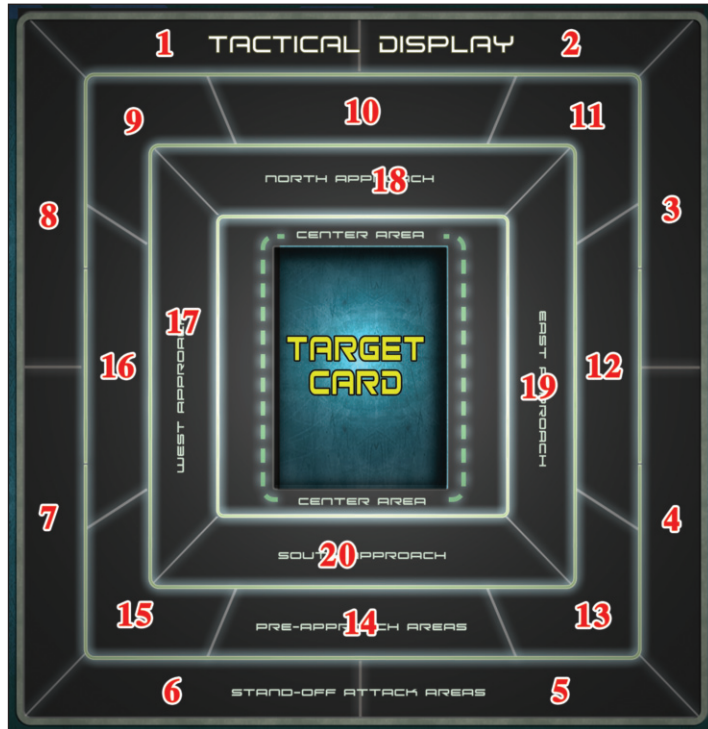
Example: If you rolled a 19, you'd place the Aircraft in the East Approach Area.

INSANITY

When your Pilots spend time in close proximity to the creatures and lands under the control of the Great Cthulhu, their minds break down under the unworldly influence. The harm inflicted takes the form of phobias, and prolonged exposure will lead to unrecoverable insanity.

LEVELS

Phobias are divided into 4 Levels with Level 1 being the least harmful and Level 4 being complete insanity.

The first time a Pilot suffers a successful Insanity Attack, draw a random Insanity counter from the Insanity cup. Place its Level 1 side face-up on his card. Each Pilot will only ever suffer from 1 type of Insanity.

When a Pilot with an Insanity counter suffers a new successful Insanity attack, Advance the Insanity from Level 1 to Level 2. Another successful Insanity Attack Advances the Pilot's Insanity to Level 3. Another successful Insanity Attack pushes the Pilot over the edge to Level 4. There is no recovering from Level 4 Insanity.

As a Pilot's Insanity progresses, a growing insight into the Cthulhuian realm slowly solidifies in his mind. When a Pilot Advances into each new Level of Insanity, award him the noted number of bonus Experience Points.

Anxiety (Level 1)

The Pilot talks about his phobia, expresses concerns about his well being, and researches his condition and all topics related to it.

Award the Pilot 1 Experience Point.

Neurosis (Level 2)

The Pilot talks about his condition constantly. He becomes agitated if confronted, and it affects his daily activities and job performance.

Award the Pilot 2 Experience Points.

Psychosis (Level 3)

The Pilot exhibits mutterings and wild behavior. He is almost completely cut off from the real world. His phobia dominates his decision making.

Award the Pilot 3 Experience Points.

Insanity (Level 4)

The Pilot is no longer interacting with the real world. He lives in eternal torment, pursued by his darkest fears. The Pilot is permanently Unfit.

Remove him from the Campaign. You lose 1 Victory Point for each Pilot removed from the Campaign due to Insanity.

Retreat and Advance

If a Pilot's Insanity Retreats and later Advances to a previously attained Level, award the Pilot the additional Experience Points for the regained Level as normal.

MANIFESTATIONS

Below is a list of phobia manifestations and the effects they have on your Pilots. In all cases, a Pilot suffers no ill effects at Level 1, and is rendered permanently Unfit upon reaching Level 4.

Acrophobia (Open Spaces)

At Level 2, inflict 1 Stress on the Pilot at the start of each turn Over Target if the Pilot is at High Altitude. At Level 3, the Pilot cannot be at High Altitude.

Agateophobia (Insanity)

At Level 2, you cannot assign the Pilot to a mission if a Pilot with Level 3 Insanity is also assigned to the mission. At Level 3, you cannot assign the Pilot to a mission if a Pilot with Level 2 or 3 Insanity is also assigned to the mission.

Ballistophobia (Missiles or Bullets)

At Level 2, the Pilot cannot Attack or Suppress at a Range of 2 or more. At Level 3, the Pilot cannot Attack or Suppress at a Range of 1 or more.

Chiroptophobia (Bat-Like Creatures)

At Level 2, treat the Pilot as Shaken if he is in the same Area as a Cthulhu Bandit. At Level 3, treat the Pilot as Unfit while he is in the same Area as a Cthulhu Bandit. Do not discard his Weapon counters.

Claustrophobia (Confined Spaces)

At Level 2, inflict 1 Stress on the Pilot at the start of each turn Over Target if the Pilot is at Low Altitude. At Level 3, the Pilot cannot be at Low Altitude.

Decidophobia (Making Decisions)

At Level 2, the Pilot cannot give or accept Situational Awareness points. At Level 3, the Pilot cannot use, give, or accept Situational Awareness points.

Demonophobia (Demons)

At Level 2, you cannot place the Pilot in the Center Area if the Target has the "Overlord" trait. At Level 3, you cannot assign the Pilot to the mission if the Target has the "Overlord" trait.

Disposophobia (Waste)

At Level 2, the Pilot cannot expend more than 2 weapons at the same time for an Attack, Suppression, SAR die roll, Event, etc. At Level 3, the Pilot cannot expend more than 1 weapon at the same time for an Attack, Suppression, SAR die roll, Event, etc.

Kopophobia (Fatigue)

At Level 2, you cannot assign the Pilot to a mission if the Target's region on the Campaign Sheet has a Stress rating of 3 or higher. At Level 3, you cannot assign the Pilot to a mission if the Target's region on the Campaign Sheet has a Stress rating of 2 or higher.

Megalophobia (Large Things)

At Level 2, you cannot assign the Pilot to a mission if the Target requires 17 or more Hits or Objectives to Destroy. At Level 3, you cannot assign the Pilot to a mission if the Target requires 12 or more Hits or Objectives to Destroy.

Monophobia (Being Alone)

At Level 2, while the Pilot is the only Aircraft in an Area and has a Status of Okay, treat him as being Shaken. At Level 3, while the Pilot is the only Aircraft in an Area, treat him as being Unfit. Do not discard his Weapon counters.

Paralipophobia (Neglecting Duty)

At Level 2, inflict 1 Stress on the Pilot each Day you do not assign him to a mission. At Level 3, inflict 2 Stress on the Pilot each Day you do not assign him to a mission.

Plutophobia (Abundance)

At Level 2, treat the Pilot's Aircraft as having 1 less Weight Point in carrying capacity. At Level 3, treat the Pilot's Aircraft as having 2 less Weight Points in carrying capacity.

Soteriophobia (Dependence)

At Level 2, inflict 1 Stress on the Pilot each time another Pilot Suppresses an Attack targeting the afflicted Pilot. At Level 3, inflict 1 Stress on the Pilot each time a Pilot Suppresses an Attack targeting any Pilot.

Non-Effect

Some Insanity counters may not affect the Aircraft suffering the affliction. In these situations, Advance the Insanity as normal, but it doesn't have any real effect on the Pilot.

A Pilot still goes Insane and is removed from the Campaign even if his Insanity has no game effect.

Example: E-2Cs do not carry Weapon counters, so the Disposophobia Insanity has no effect. You still remove the Pilot if his Disposophobia Advances to Level 4.

TARGET INSANITY ATTACKS

Some Targets list an Insanity attack in their Special Notes section. Roll a die for each Pilot flying the mission that meets the Insanity Attack's condition each turn during the Enemy Attack step of the Over Target phase.

If the die roll is equal to, or less than, the number listed, Advance the Pilot's Insanity by 1 Level. Add the Pilot's Cool to the die roll. You cannot Suppress or Evade these Insanity Attacks.

Do not conduct these Insanity Attacks after you Destroy the Target.

Example: The Target's Insanity is "Insanity (4- if Low)". Roll for each of your Pilots that is at Low Altitude. Advance a Pilot's Insanity if the Attack roll against him is 4 or less.

Example: "Insanity (5- in Center or Approach)". Roll for each Pilot in the Center Area or an Approach Area.

Example: "Insanity (3-)". Roll for each of your Pilots on the Tactical Display.

POST MISSION INSANITY
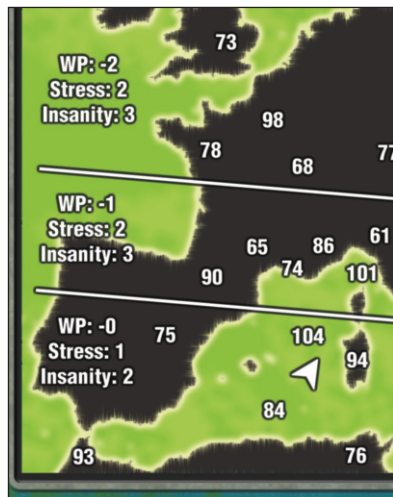
At the end of each mission, after you have assigned Target Stress, perform an Insanity check for all the Pilots who flew the mission

Assign each Pilot who flew the mission a number, even Shot-Down and MIA Pilots. Do not assign a number to UCAVs. Consult the Campaign Sheet to determine the location of the Target on the map. Roll a number of Insanity Attacks equal to the Insanity value for that region. Advance a Pilot's Insanity each time you roll his number. Cool does not effect these rolls.

Example: Banzai, Boston, MQ-47B, and Wedge flew the mission. The Campaign sheet notes 2 Insanity rolls for the range band containing the Target. You would roll twice. Each time you rolled a 1, Banzai's Insanity Advances. Each 2 rolled Advances Boston's Insanity. 3s have no effect. Each 4 rolled Advances Wedge's Insanity. Each 5 to 10 rolled has no effect.

NEW WEAPONS

AGM-65E2

The AGM-65E2s are the newest laser-guided version of the Maverick missile. Each counter represents only 1 physical weapon, as opposed to the standard AGM-65 counters that represent 2 weapons.

These weapons gain +3 to Attack Sites as well as Vehicles.

You can use these counters in all Hornet Leader games in Campaigns taking place in 2013 and after. For Campaign availability and arming purposes, treat them as a standard AGM-65.

B83 NUCLEAR BOMB

The B83 is a new weapon counter for your aircraft. Normally, the use of nuclear weapons is strictly forbidden in all but the most dire situations. Upon the rising of R'lyeh, the release of nuclear weapons was one of the first Presidential orders.

You can load a B83 on to any Aircraft that can carry a Mk.83 or GBU-16.

When dropped, the B83 Destroys all Sites and Bandits in its Area. It also Destroys the Target (and meets all Overkill conditions) if it is dropped in the Center Area.

You can use these counters in all Hornet Leader games in Campaigns taking place in 1983 and after. It would however take extraordinary circumstances for the release of nuclear weapons, so they really should not be used in normal human Campaigns.

ECM PODS

ECM Pods have no effect on Attacks performed by Cthulhu Sites and Bandits. ECM Pods have no effect on Insanity Attacks. ECM Pods perform as normal against Cultist Site and Bandit Attacks.

JDAM CLARIFICATIONS

JDAMs are limited to only attacking Fixed Targets during the years 1999 to 2008. All Cthulhu Conflict Campaigns take place after those dates, so JDAMs can attack Fixed and non-Fixed Ground Targets in this expansion.

If you decide to have these Cthulhu Conflict Campaigns take place in an earlier time, apply all the normal limitations for the year you select.

CTHULHU FORCES

CTHULHU BANDITS

Some Cthulhu Bandits use special rules.

Byakhee - Act like a normal Bandit with the exception they cannot inflict a Destroyed result with a single attack.

Blupes - Blupes move as a normal Bandit, but they attack differently. A Blupe explodes if it is in the same Area as an Aircraft during the Enemy Attack step. If there is more than 1 Aircraft in its Area, roll a separate Attack against each Aircraft. Destroy the Blupe after it explodes. These Attacks can be Evaded as normal. One Aircraft can attempt to Suppress the Attack. If the Suppression is successful, the Blupe does not perform any Attacks and is still Destroyed.

Hunting Horror - Act like a normal Bandit except they can move up to 2 Areas toward the closest Aircraft.

Mi-go - Mi-gos move as normal, but they do not inflict damage when they Attack. If their Attack roll is 4 or higher, Advance the Insanity of the targeted Pilot. These Attacks can be Suppressed and Evaded as normal.

Shan - Shan move as normal, but their Attack Displaces the target Aircraft. On a roll of 5 or higher, roll a 20-sided die and move the targeted Aircraft to that Area. These Attacks can be Suppressed and Evaded as normal.

Shantak - Shantaks move and attack like a normal Bandit.

No Bandit - Use the same rules as a No Bandit in Hornet Leader. Return the counter to the cup.

CTHULHU SITES

Some Cthulhu Sites use special rules.

Citadel - Citadels Attack like a normal Site.

Column - During the Enemy Attack step, roll a die for each Column. On a roll of 5 or higher, draw a Bandit counter and place the Bandit in the Column's Area. The Bandit can immediately Attack like normal. The Column's Summon Attack can be Suppressed, but not Evaded.

Monolith - A Monolith Attack Displaces the target Aircraft. On a roll of 3 or higher, roll a 20-sided die and move the targeted Aircraft to that Area. These Attacks can be Suppressed and Evaded as normal.

Spire - For each Spire in play, subtract 1 from all your Attack die rolls against the Target or Objectives. This effect cannot be Suppressed or Evaded.

Tower - Towers Attack like a normal Site.

No Site - Use the same rules as a No Bandit. Return the counter to the cup.

Site and Bandit Attacks

Resolve one at a time as normal. There will be times when the Attack from one Site or Bandit effects another Site or Bandit's future Attack.

Example: A Monolith Displaces an Aircraft into a different Area. The new Area is within range of a Site that has not yet Attacked. The Site can now target the Aircraft for its Attack.

Example: A Monolith Displaces an Aircraft into a different Area. The new Area is within range of a Site that has already Attacked. The Site does not Attack because it has already Attacked this turn.

Example: A Monolith Displaces an Aircraft into a different Area. The new Area is within Range of a Monolith that hasn't Attacked. The new Monolith Attacks and Displaces the Aircraft into an Area with Blupes. Previous to this chain of events, no Aircraft were in the Blupes Area, so the Blupes were not going to Attack. Now, the Blupes have a legal Target and will Attack as normal.

REPLACEMENT PILOTS

When one of your Pilots suffers an MIA result or Advances to Level 4 Insanity, roll on the following chart to determine the Skill Level of the Replacement Pilot. Select a random Pilot flying the same kind of Aircraft as the replaced Pilot. If no Pilots remain to be selected for that Aircraft type, select any Pilot for an Aircraft that can participate in the Campaign.

Use the following chart instead of the normal Hornet Leader chart to determine the new Pilot's Skill Level.

Roll	Skill Level	SO Cost	Insanity Level
1	Newbie	0	0
2-3	Green	0	1
4-8	Average	0	2
9-10	Skilled	0	3

Randomly choose the Pilot's Insanity. He does not gain Experience Points for his starting Insanity Level.

Each time you have an MQ-47B Destroyed, you can purchase a replacement for 4 SO points. You can keep re-using the same UAV card and counter if you like.

OVERLORDS

Some Target cards have the Overlord trait. These cards represent extremely powerful creatures from the Cthulhu realm.

Overlord cards have the Improvement trait and remain in play when drawn.

If there are ever 3 or more Overlord cards in play at the end of a Day, they overrun the world and you immediately lose the Campaign with a Dismal Evaluation.

CREDITS

SAMPLE GAME

I decide to play a Medium duration Mediterranean October 2015 Campaign. My carrier is in the Mediterranean Sea and I'll be engaging Cthulhu Targets. Cthulhu and Cultist Bandits and Sites will be defending those Targets.

SET-UP

I select Aircraft as normal for a 2015 Campaign. I place all the new Cthulhu Site/Bandit counters in a cup. I also add 15 random normal Hornet Leader Site/Bandit counters to the cup.

I place all the Insanity Level 1/Level 2 counters in a second cup.

I add 5 random normal Hornet Leader Event cards to the 10 Cthulhu Event cards, and then shuffle them to form my Event deck.

START OF DAY

I draw Target #70 Ammutseba, #79 Corrupted City, and #88 Ancient Portal. I decide to fly #70 as my Day's mission.

I assign Pilots to the mission as normal.

MISSION PREP

I place the Target card on the Tactical Display and randomly draw Sites:

North: Column
East: No Site
South: SA-15
West: Monolith
Center: Spire, SA-10

This mission presents some challenges not normally seen in Hornet Leader missions. When my Pilots are in the Center or Approach Areas, they will suffer Insanity Attacks from Ammutseba. These attacks won't have an effect until a Pilot

suffers several Insanity Attacks, but they do build up during a Campaign and can eventually become a problem. Also, the Sites have some effects not normally seen. The Column has a chance of adding another Bandit each turn, the Monolith has a chance of displacing a nearby Aircraft to a random Area, and the Spire subtracts 1 from all my Attack rolls against Ammutseba.

I arm the Aircraft I assigned to the mission as follows:

Banzai (Skilled): AGM-88 x1, AGM-65E2 x2, Mk.82 x5
Bear (Green): AGM-88 x2, AGM-65E2 x2, Mk.82 x4
Boston (Average): AGM-88 x2, AGM-65E2 x2, Mk.82 x6
Lightning (Average): AIM-7 x4, Mk.82 x4
Wedge (Average): AIM-120 x2, AIM-7 x4, AIM-9 x2

FLYING THE MISSION
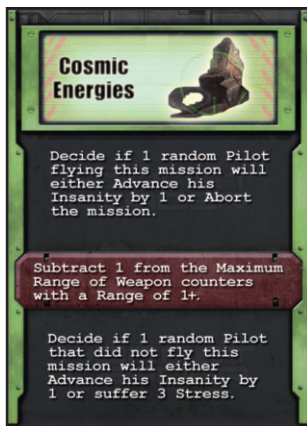
I draw "Cosmic Energies" for my Target-Bound Event. I have the choice of aborting a Pilot or having a random Pilot suffer an Insanity Advance. I need all my guys on this mission, so I opt for the Insanity. I assign 2 chances in 10 to each Pilot, roll a die, and it turns out Bear suffers an Insanity. I draw an Insanity counter, Demonophobia, and place the counter on Bear's card and record it on the Player Log.

Looks like Bear isn't too thrilled about being close to Overlords. I can't blame him.

Unlike normal Hornet Leader missions, I do not get to choose my starting Stand-Off Areas. I roll a 20-sided die for each Aircraft to determine its starting Area on the Display:

Banzai: Roll 6, Southwest Stand-Off
Bear: Roll 9, Northwest Pre-Approach
Boston: Roll 19, East Approach
Lightning: Roll 12, East Pre-Approach
Wedge: Roll 2, Northeast Stand-Off

I choose to have all my Aircraft begin at High Altitude.

I then draw Bandit counters:

North: Byakhee
East: Blupes
South: Mi-go
West: MiG-23
Center: Shan, F-22, Hunting Horror
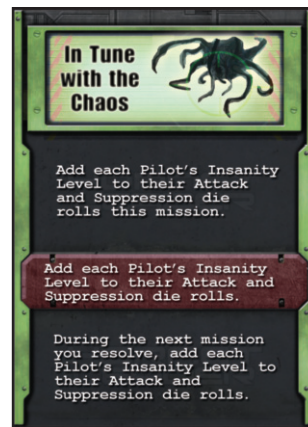
I draw an Event card for Over Target and get "In Tune with the Chaos".

Over the Target Turn #1

My Fast Pilots get to Attack.

Boston is not happy to find himself so close to the target with all its defenses intact. He fires a pair of AGM-88s at the SA-10, rolls a 3 and 9, Destroying it.

Wedge targets the Byakhee with a pair of AIM-7s, the Mi-go with an AIM-120, and the Shan with an AIM-120. He rolls a 1 against the Mi-go and misses. He rolls a 6 against the Shan, Destroying it, and a 3 and 8 against the Byakhee, Destroying it.

Banzai fires an AGM-88 against the SA-15 and Destroys it.

The Cthulhu and Cultist forces get to Attack. I get to choose the order to resolve their Attacks.

Ammutseba targets all Aircraft in the Center and Approach Areas with an Insanity Attack. He Attacks Boston and rolls a 2, succeeding. I draw an Insanity for Boston, Monophobia.

The Column attempts to summon a Bandit on a 5 or higher. Bear fires an AGM-65E2 to Suppress, rolls a 3, plus 3 for targeting a Site, plus 1 for ATG Skill and +1 for the In Tune with the Chaos Event, and Suppresses the Summoning.

The Blupes prepare to explode to Attack Boston. Lightning fires 2 AIM-7s to Suppress and succeeds. Boston does not suffer an Attack, but the Blupes are still Destroyed.

The Mi-go Attacks Boston with an Insanity Attack. Lightning tries to Suppress with 1 AIM-7 and fails. Boston attempts to Evade and suffers 2 Stress. The Mi-go rolls a 4 and 6, succeeding. I Advance Boston's Insanity to Level 2. Boston's Monophobia is really kicking in. I need to get him into an Area with another Aircraft or his Attack rolls will suffer.

The MiG-23 targets Bear. No one can Suppress, so he

Evades. The MiG-23 rolls a 2 and 10, so Bear suffers 2 Stress from Evading.

The Monolith targets Bear for Displacement. Bear fires an AGM-65E2 to Suppress and misses. Bear chooses not to Evade. The Monolith rolls a 7, succeeding. I roll a 20-sided die to determine his new Area and roll an 11. I move Bear to the Northeast Pre-Approach Area.

The F-22 Attacks Boston. No one Suppress and Boston Evades the Attack, and suffers 2 Stress. The F-22 rolls a 1 and 9. Boston suffers 1 more Stress.

My Slow Pilots now get to Attack.

Bear does nothing.

Lightning fires an AIM-7 at the Mi-go, Destroying it.

I then move my Aircraft:

Banzai moves to the South Pre-Approach.
Boston does not move.
Wedge moves to the North Pre-Approach
Bear moves to the East Approach
Lightning moves to the East Approach

The F-22 doesn't move. The Hunting Horror moves to the East Approach. The MiG-23 doesn't move.

Over the Target Turn #2

My Fast Pilots get to Attack. Banzai fires an AGM-65E2 at the Monolith and Destroys it. Boston fires an AGM-65E2 at the Column, and misses. He would have Hit, but missed due to being Shaken. Wedge fires 1 AIM-7 at the MiG-23 and Destroys it.

The Cthulhu and Cultists Attack. The Hunting Horror randomly Attacks Lightning. Lightning Evades, suffers 2 Stress, and the Horror rolls a 2 and 7, missing.

The Column attempts to Summon. No one Suppresses. The Column rolls a 6, succeeding. I draw a Bandit and get a Byakhee. I place the Byakhee in the Column's Area.

The F-22 Attacks a random Aircraft in the East Approach. The F-22 targets Lightning. Lightning Evades and suffers 2 Stress. The F-22 rolls a 4 and 10 and Damages Lightning, inflicting 2 more Stress. I discard all of Lightning's Weapon counters

Ammutseba conducts Insanity Attacks against Lightning, Boston, and Bear. It rolls a 5, 2, and 7. I Advance Boston's Insanity to Level 3.

My Slow Pilots Attack. They do not Attack.

I move my Aircraft:

Boston and Bear move to the Center and dive to Low Altitude.
Banzai moves to the South Approach.
Wedge moves to the North Approach.

The Cthulhu and Cultists Bandits don't move.

Over the Target Turn #3

My Fast Pilots get to Attack. Banzai fires an AGM-65E2 at the Spire and Destroys it.

Boston fires an AGM-65E2 and drops 6 Mk.82s on Ammutseba. Boston gets +3 on his rolls due to "In Tune with the Chaos", but also suffers a -2 due to being Shaken. The AGM-65E2 rolls a 9, modified to an 8, and inflicts 1 Hit. The 6 Mk.82s roll at +1, +3 for In Tune with the Chaos and -2 for being Shaken. They inflict a total of 8 Hits.

Wedge fires 2 AIM-9s and 1 AIM-7 at the F-22. I subtract 4 from his rolls due to the F-22's -4 modifier on its counter, and +1 for his ATA Skill. He rolls a 5, 3, and 10, Destroying it.

Now the Cthulhu and Cultists Attack. The Column attempts to Summon, rolls a 2, and fails. The Byakhee Attacks Wedge. Wedge attempts to Suppress with his Cannon, rolls a 9, and stops the Attack. The Hunting Horror Attacks Lightning. Lightning Evades and suffers 2 Stress. The Horror rolls a 4 and 8. Lightning suffers 1 more Stress. Ammutseba rolls Insanity Attacks against all 5 Pilots. It rolls a 2 against Banzai, and fails because Banzai gets to add his 1 Cool to the roll, a 5 against Boston and fails, a 7 against Wedge and fails, a 4 against Bear and fails, and a 2 against Lightning and succeeds. Lightning suffers Level 1 Megalophobia.

My Slow Pilots Attack. Bear drops 4 Mk.82s on Ammutseba. He inflicts a total of 6 Hits, Destroying the Target!
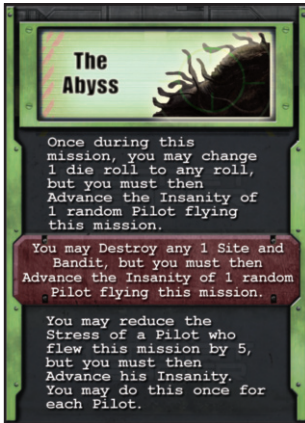
I move my Aircraft:

Banzai moves to the South Pre-Approach.
Boston and Bear move into the East Approach.
Wedge moves into the North Pre-Approach.
Lightning moves into the East Pre-Approach.

The Byakhee randomly moves toward either Boston, Wedge, or Bear. I roll and it moves toward Wedge.

I have Destroyed the Target, so I opt to end the Over Target phase.

HOME-BOUND

I draw "The Abyss". Wow, tough choice, but I look at Lightning. As it is, he'll be out for several missions recovering Stress. So, I reduce his Stress from 9 to 4 and Advance his Megalophobia to Level 2.

The Abyss

Once during this mission, you may change 1 die roll to any roll, but you must then Advance the Insanity of 1 random Pilot flying this mission.

You may Destroy any 1 Site and Bandit, but you must then Advance the Insanity of 1 random Pilot flying this mission.

You may reduce the Stress of a Pilot who flew this mission by 5, but you must then Advance his Insanity. You may do this once for each Pilot.

DEBRIEFING

I adjust the Campaign Tracks and record the mission outcome.

I add 1 Stress to each Pilot. I subtract 1 Stress from Banzai for his Cool.

I roll 2 Insanity Attacks against the Pilots based on the Campaign Sheet notation for this Target Range Band. I number my Pilots from 1 to 5: Banzai, Bear, Boston, Lightning, and Wedge and roll 2 dice. I roll a 6 for no effect, and a 5. I draw Kopophobia for Wedge.

For flying the mission and Destroying the Target, all the Pilots earn 2 Experience Points. In addition, Wedge and Bear gain 1 extra Experience for Advancing to Level 1 Insanities, Lightning gets 3 Experience for Advancing to Level 1 and Level 2, and Boston gets 6 for Advancing to Level 1, 2, and 3.

Boston has earned 8 Experience Points and Promotes to Skilled.

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