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• Introduction

You are the squadron commander of a Vietnam War Close Air Support (CAS) Squadron.

Your squadron will carry out CAS Objectives against enemy objectives in hot spots and war zones throughout the Vietnam War.

Each of your Objectives will involve operational and tactical decisions. The Aircraft you choose and how you allocate your Munitions and Equipment is as vital to your Campaign's success as the enemy Objectives you choose to attack. Once over the battlefield, you'll have your hands full dodging enemy AAAs and SAMs while you rain destruction on the enemy forces.

You must balance your strategic and tactical priorities if you hope to be successful.



• Sequence of Play

This rulebook is organized according to this Sequence of Play.

Campaign Set-Up

- Campaign Preparation
- Select Campaign Card
- Select Situation Card
- Objective Cards
- Buy Aircraft
- Buy Resource Counters
- Select Pilots
- Pilot Promotion Priority
- Place SO Point and Day counters

Start of Day

- Special Condition card
- Draw Daily Objectives
- Gain Daily Special Option Points (SO)
- Priority R&R
- Repair/Replace Aircraft
- Purchase Munitions/Equipment (Gear)
- Allocate Pilots and Aircraft

- (Newly Drawn) Rescue Objectives
- Place Friendly Infantry

Objective Resolution

Target-Bound

- Arm Aircraft
- Target-Bound Event
- Place Terrain Hexes
 - Base Defense Objectives
 - Place Base hex
- Place Friendly Units
- Place Enemy Units
- Place the Loiter counter

Combat Turn

- Draw Pop-Up counters
- Fast - Altitude, Move/Attack/Scout
- Hostile Attacks
- Slow - Altitude, Move/Attack/Scout
- Advance Turn counter

Home-Bound

- Commander Hostile SO loss
- Home-Bound Event
- Objective Status
 - Bingo Fuel Checks
- Crashed Pilot SAR Check
- Puncture Stress
- Objective 2 Stress
- Record Pilot XP
- Promote if needed
- Record Pilot Stress
- Record Objective Victory Points

End of Day

- No Fly Stress Recovery
- Objective Fades
- Advance Day counter

End of Campaign

Campaign Outcome

• Campaign Set-Up

Campaign Preparation

Tactical Display

Place the Tactical Display Sheet in front of you on the table.



Use this Mounted Board to resolve the Battlefield portion of each Objective. This Board shows the Sequence of Play, the Hex Map, Battlefield Information, Loiter Time Track, Objective Hostile placements, Attack Angle, and has areas to organize your cards.

Special Option Points (SO)

SO is a resource used to Purchase new Aircraft, Skills, perform Repairs, pay Event costs, and most other expenditures needed throughout a Campaign.

Cards

Separate the cards by type: Aircraft, Pilots, Campaigns, Situations, Objectives, Special Conditions, and Events.



Form a Special Condition deck, an Event deck and shuffle each deck. Place them on their labeled areas on the Tactical Display Sheet. When you need to draw a card and no cards remain in the deck, shuffle the discards to form a new deck.





You select from card types such as Aircraft, Pilots, Campaigns, and Situations as you make choices.



Shuffle the CAS, Rescue, and Base Defense Objective cards you have together to form a single Deck.

Shuffle Exp #6's Transport Objectives into their own Objective Deck.

There are 3 types of Pilot/Aircraft: Gunship, Fixed-Wing, and Recon, they are notated with a Red, Blue, and White dot on the card.

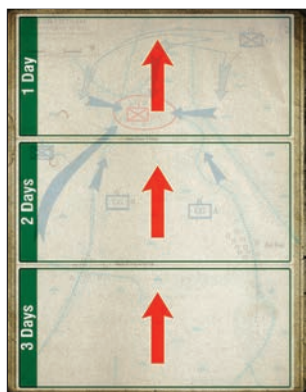


Air Base Sheet



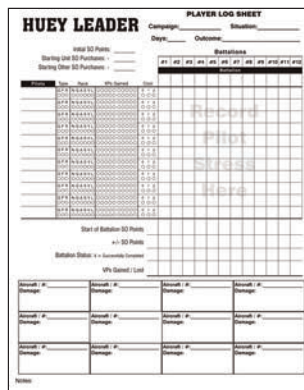
Place the Air Base Sheet near the Tactical Display Sheet. This sheet has areas to place your cards and purchased Munition counters between Objectives in the Armory area.
Example: I Purchase a few Munitions at the start of a Campaign, I place them in the Armory Area as available for future Objectives.

Fade Sheet



Place the Fade Sheet near the Tactical Display sheet. This sheet has areas to place Hostile Objective cards and shows how many Days you have in your Campaign before the Hostile Fades and is Discarded.

Player Log



Use the information you record on the Player Log to determine Pilot Promotion, Special Option (SO) Point expenditures, Objective status, Pilot and Aircraft Status, and Victory Points earned. Photocopy this Sheet or download it from www.dvg.com.

The Die

Whenever a die roll is called for in the game, roll a ten-sided die (d10). This will generate random numbers from 1 to 10. Some dice have numbers ranging from 1 to 10, others range from 0 to 9. Treat the die's "0" face as being a "10".

End of a Campaign

The Campaign ends when you complete the last Day of your Campaign, or when there are no more Objectives to Attack, or when you must pay a Special Option Point (SO) and cannot do so.



Select Campaign Card



Choose the Campaign Card you would like to use and place it on the Air Base Sheet. We recommend starting with the Khe Sanh Campaign. There are two difficulties for each

Campaign, the Orange side is Hard and the Green side is easy. When starting the Campaign, choose the side of the Campaign card you want to use.

These cards show the Ranks of Pilots you receive, the Situation's Daily SO adjustment, the Terrain Hexes used, and any specific notes that affect the Campaign.

The parts of a Campaign Card are as follows:



1 - Campaign Name

2 - Year of the Campaign

3 - Starting Ranks of Pilots

Your Squadron gets 1 Pilot for each aircraft you purchase for your campaign. The starting skill Rank of your pilots are shown on the Campaign card. You can choose which Pilot starts at each Rank. Once you've chosen

that quantity, all other Pilots start at the Rank with the *.

Example: I must choose a total of 2 Newbie, 4 Average, and 1 Skilled Pilot. I can choose them in any order, even after the Campaign has started.

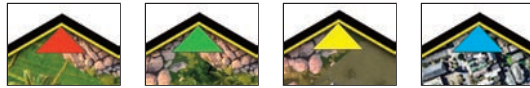
*Example: I start the Campaign with 4 Aircraft, so I choose to start with 1 Newbie, 2 Average, and 1 Skilled. On the 2nd Day of the Campaign, I buy 3 new Aircraft and gain the remainder of 1 Newbie and 1 Average Pilot, then I gain 1 Green Pilot as that is the Rank with the *.*

4 - Set-Up

The adjustment to your Daily SOs given to you by your Situation. It may also give you bonus or negative starting SOs at the start of the Campaign. SOs are used to purchase Munitions, Equipment, Aircraft, and almost any other cost called for.

5 - Terrain

Gather the noted Terrain Hexes and place them next to the Tactical Display. Place the unused Hexes off to the side, you will not use them during the Campaign. If a Campaign calls for both sides of the same Terrain Hex, when placing them, randomly choose which side of each Hex is placed face up.



Farmland Jungle Mountainous Urban

6 - Special Notes

Each Campaign has a Notes section that details special instructions for that Campaign.



Record the name of the Campaign Card you selected on the Player Log.

Select Situation Card



Choose the Situation you would like to use and place it on the Air Base Sheet. We recommend starting with the Bad Weather Situation. These cards show information

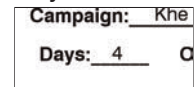
specific to your chosen type of conflict. There are two difficulties for each Situation, the Black side is Hard and the Blue side is easy. When starting the Campaign, choose the side of the Situation card you want to use.

The parts of a Situation Card are as follows:



1 - Days

At the end of this number of Days, the Campaign ends.



Record the number of Days on the Player Log.

2 - Situation Name

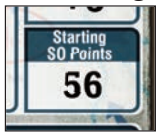
3 - Evaluation

The Victory Point chart shows how well you are doing in the Campaign. You score Victory Points (VPs) when you successfully Complete Hostile Objectives. As you play the Campaign, compare the number of Victory Points you have earned to the Evaluation chart on the Campaign Card.

4 - Daily SO Points

During the Start of Day "Gain Daily SO" on the Sequence of Play step, gain this number of SO.

5 - Starting SO Points



Each Situation Card specifies the number of Special Option Points (SO) you have at the beginning of the Campaign.

| | |
|--------------------------------|----|
| Initial SO Points: | 58 |
| Starting Unit SO Purchases: - | 40 |
| Starting Other SO Purchases: - | 12 |

Record that number on the Player Log.

You can purchase Gear, Skills, Aircraft, Aircraft Repairs, and Priority Options with your SO. SO may also be expended during Special Conditions and Events. The counter costs are found on the counters in the top-left corner. The Aircraft costs are found on the Aircraft Cards.

6 - Starting CAS Objectives

Draw this number of CAS Objectives on the 1st Day of the Campaign.

7 - Daily Objectives

Draw this number of Objectives at the Start of Day during the "Draw Daily Objectives" step on the Sequence of Play, including the 1st Day of the Campaign.

8 - Modifiers

Modifiers and notes that flavor the Situation differently from other Situations.

| | |
|--------|--|
| | |
| Notes: | |

Record the name of the Situation Card you selected on the Player Log.

2 - Objective Name

3 - Objective Designation

C - Close Air Support

R - Rescue

B - Base Defense

T - Transport (Exp #6)

4 - Enemy Units

This area lists the number and types of Hostile Units present in the Objective.

5 - Special Notes

Any special conditions specific to this Objective Card are displayed here. Unless the note specifies otherwise, Special Notes only affect the Objective's Card.

6/7 - Victory Point (VP)/Hostile Value

This number shows the Victory Points (VPs) you earn by successfully Completing this Objective. The Objective is successfully Completed if the value of Enemy Units remaining on the Battlefield is reduced to the second number or lower.



The Point value of each Enemy Unit counter is in its top-left corner.

Example: This Cmdr. counter is worth 2 Points.



Example: If, at the end of the Objective, there are 3 Points of Enemy Unit counters remaining on the Battlefield, the Objective is successfully Completed and you gain 1 VP. If there are 2 or fewer Points remaining, the Objective is successfully Completed and you gain 2 VP.

Objective Cards

Close Air Support



Objective Cards detail your Objective objectives and the Enemy Units present. In Close Air Support Objectives, your Primary Objective is to Eliminate Hostiles.

The parts of a Objective Card are as follows:

1 - Days until Fade

During the End of Day "Objective Fades" step, each Objective advances 1 Day closer

to Fading. When a Objective moves off the Fade Board, reshuffle them back into the Objective Deck.

Rescue



Rescue Objectives are different from Close Air Support Objectives in a few ways, all other ways play the same. In Rescue Objectives, your Primary Mission is to Rescue Friendly Infantry. If you do not Successfully complete a Rescue Objective, its Fade text Triggers.

1 - Friendly Infantry

When drawing a Rescue Objective, place this number of Infantry

counters on this card. For each Infantry counter Rescued, earn 1 VP. If you Rescue **any** Infantry, the Objective is successfully Completed. If you Rescue **no** Infantry, the Objective is NOT successfully Completed. You do not need to Eliminate any Hostiles to successfully Complete a Rescue Objective, but it is recommended.

Example: I choose to Fly against Rescue Objective 1R, throughout the Objective, I do not Rescue any Infantry by the time my last Aircraft leaves the Display, this triggers the Fade text reducing my VPs by 2.

To Rescue an Infantry your Helicopter must be In a Hover in the Hex the Infantry is in. They can then Pick-Up or Drop-Off as many Infantry as they have Weight Points available for.

Example: I have a UH-1 with 5 WP. It is carrying 3 WP of Munitions. There is a 3 WP Infantry, so I drop 1 WP of Munitions to make room, then go into a Hover to Pick-Up the Infantry.

Base Defense



Base Defense Objectives are different from Close Air Support Objectives in a few ways, all other ways play the same. In Base Defense Objectives, your Primary Mission is to keep your Base Hex alive while Eliminating Hostiles attacking it.

1 - Base Health

For each Hostile Attack Targeting the Base Hex that draws an * Hit counter, the Base



suffers 1 Hit. You must also reduce the Hostile value left on the battlefield to this number or less, to successfully Complete the Objective. The Base Hex is always Targetable regardless of how much Damage it has suffered. For each Damage suffered above the Base's Printed Health, lose 1 VP.



*Example: 3 Hostiles roll to Attack the Base and draw these 3 counters one after the other. The 3 Stress is ignored. The *Display*

inflicts 1 Damage, the No Strike is ignored.

2 - VP

If the Base suffers Hits equal to or less than it's Health, you earn the Printed VPs. For each additional Hit it suffers, you lose 1 VP.

Example: I reduce the Hostile value in this Objective to 3 and the Base has suffered 1 Hit, I earn 2 VP and the Objective is successfully Completed.

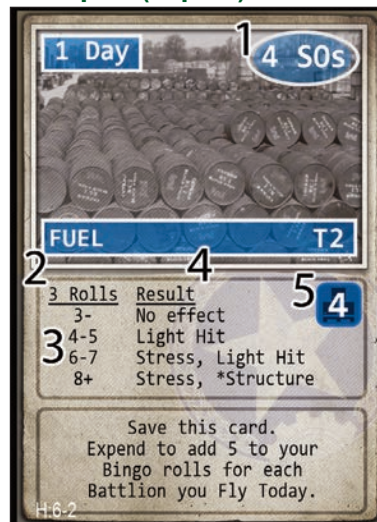
Example: I reduce the Hostile value in this Objective to 3 and the Base has suffered 4 Hits, I only gain 1 VP and the Objective is NOT successfully Completed.

Example: I run out of Turns and only reduced the Hostile value in this Objective to 5 and the Base has suffered 7 Hits, I lose 2 VP and the Objective is NOT successfully Completed.

Successful Completion

If a Objective is successfully Completed, it is set off to the side. If a Objective is not successfully Completed, it is shuffled back into the Objective Deck.

Transport (Exp #6)



Transport Objectives work very differently than the other Objectives. Separate all the Transport objectives to form their own deck and draw 1 at the start of each day. They are a non-critical secondary objective that gives you SO instead of VP and special abilities. You do not set up the tactical display and there are no hostiles.



Transport Weight Counter

Use these counters to represent the WP needed to carry on Transport Objectives.

1 - SO Gained

You do not earn VP for Transport Objectives. Instead you earn the SO's shown in the upper right corner.

2 - Number of Rolls

The number of rolls the Objective performs to Damage/Destroy your Aircraft.

3 - Roll Ranges

The roll ranges that show how deadly the Objective is.

4 - Objective Attack

Transport Objectives include a set of "Objective Attack Rolls." Each roll is considered 1 Turn. 1 Aircraft of your choice participating in the Objective suffers the result from each roll before rolling another Objective Attack.

Structure or Pylon results cause * (Permanent) Hits. Draw these from the Heavy or Light hit cup as needed. Temporary Hits are removed at the end of the Objective. Treat "No Strike" and "No Stand-Off" as no effect.

*Example: I suffer 2 *Pylon Hits, so I look through the Hits cup until I find 2 *Pylon results, one happens to be a Light Hit side and the other is a Heavy Hit sided counter.*

5 - Transport WP (Weight Points)

When you draw a Transport Objective, it will list the WPs of Cargo that must be Delivered. If you successfully Deliver the required WP of Cargo, the Objective is successfully Completed and does not return to the deck.

If you fail to Deliver the required WP, the Objective is not Completed, and you Gain no bonuses and discard the Objective back into the Objective deck.

For every additional WP of Cargo Delivered beyond the requirement, gain +1 XP to divide among the Pilots who flew this Objective.

Example: A Objective requires 4 WP of Cargo. A Chinook carries 6 WP. If you deliver 4 you complete the Objective, if you deliver 6 Cargo, you earn +2 bonus XP to split between the Pilots who participated.

Transport Objective Sequencing

- 1) Perform a Objective Attack roll
- 2) Select an Aircraft to suffer the roll
- 3) Roll to see result
- 4) Apply Aircraft's Be Hit Modifier
- 5) Defensive Actions
- 6) Apply result
- 7) Repeat if necessary

Defensive Actions

Defensive Actions (Munitions)

- 1) If an Aircraft does not perform a Guns Attack, an Aircraft may Expend Munitions.
- 2) Choose how many of which Munitions you want to Expend for this Defensive roll.
- 3) Roll a die for each Muniton and add your Pilot's Strike + Standoff modifier.
- 4) For each you Hit, reduce the Attack roll by 1 Row.

Example: The Fuel Transport Objective rolled a 7 inflicting a Stress and Light Hit. I have an Aircraft with a Mk.82 and a Pilot with a

Strike of +2 and Stand-Off of -1, meaning I have a total of +1 to Hit. I expend the Mk.82 and roll a 10, as I succeed, I reduce the Result by 1 row to just a Light Hit. Had I expended 2 Mk.82s and succeeded with both, I would have reduce the Result by 2 rows to a No effect.

Defensive Actions (Guns)

- 1) If an Aircraft does not Expend any Munitions, an Aircraft may make a Guns Attack.
- 2) Roll the total dice and add any Modifiers plus your Pilot's Strike and Stand-Off modifier.
- 3) If you Hit, reduce the Attack roll by 1 Row.

Example: The Fuel Transport Objective rolled a 7 inflicting a Stress and Light Hit. My Pilot chooses not to Expend any Munitions and instead make a Guns Attack. My Guns hits on a 8, my Strike is -1 and Stand-Off modifier is +1 so I'm rolling at +0. I roll a 4 missing and then suffering the original Stress and Light Hit result.

Defensive Actions (Flares)

- 1) Roll for your Flares.
- 2) If it succeeds, reduce the Attack roll by 1 Row.

Example: The Fuel Transport Objective rolls a 10, I expend a Mk.82 and Hit lowering the Result to the 3rd row. I then roll for my Flares and succeed lowering the Result by an additional row to just a Light Hit.

Example



Example: In this Transport Objective I need to transport 10 WP of Cargo. I chose to bring 11 WP as if I Transport all 11 I will gain 1 extra XP I can assign to either Pilot. I choose to have the first roll go to the Chinook, the Objective rolls a 6, the 6 increases up to 7 because of the Chinook's +1 Be Hit. The Chinook chooses to expend both of their MA-2As, they add 2 to both rolls as Ronin's Stand-Off modifier is +2. They roll a 4 and 9, succeeding with 1 MA-2A, this reduces the "Light Hit, Heavy Hit" result to a "Structure" result. The Chinook then decides to use its "Ignore 1 Hit Counter per Objective" ability so they do not suffer the "Structure" result. That is the first of 7 rolls needed.

Additional Transport Objective Rules

Pilots gain XP as normal, 1 for Flying it, 1 for successfully Completing it. Pilots suffer 2 Stress at the end of the Objective as normal.

Your Aircraft are considered to be at High throughout the entire Objective.

Ignore Altitude Limitations on Munitions.

You can assign any Aircraft type to Transport Objectives.

You cannot assign Infantry to Transport Objectives.

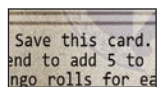
The Objective is not considered at any Range, use the Gun/Strike and Stand-Off modifiers on your Pilot card. Your Aircraft are not considered in a Hex. There is no Fast or Slow step, just a Objective Attack roll. Each Objective Attack/your response is considered 1 Turn. No Hostile counters or Pop-Ups can be added to these Objectives.

Any Aircraft can use a Munition to reduce another Aircraft's Objective Attack roll. You cannot use Flares or Gun Attacks for another Aircraft.

Pilots may Expend an SA counter to roll a Objective Attack before selecting an Aircraft to suffer the roll.

Objective Trait Words

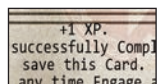
Many Objective Cards have trait words in their Special Notes area.



Save this card - After successfully Completing the Objective, gain the regular VP, XP, and any other immediate effects.

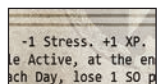
Then, save this card to discard at a future time to gain the noted future effect.

Example: 11C states "At any time Engage all Hostiles, then Discard."



XP - When you successfully Complete this Objective Card, give one Participating Pilot the bonus number of Experience Points,

even if Killed during the Objective. Record the Experience Points on the Player Log.



Stress - When you successfully Complete this Objective Card, adjust one Participating Pilot's Stress by the number

noted.

Some Objectives have both XP and Stress adjustments. You may choose the same Pilot or two different Participating Pilots to receive the bonus(es).

Buy Aircraft



Check the Aircraft Descriptions at the end of this rulebook for more explanation on Aircraft Cards and clarifications on their notes.

Select Aircraft

Select the Aircraft Cards you would like to have in your Squadron. You can only select Aircraft that have a Service Year that is the same or earlier than the Year of your Campaign. The SO cost for each Aircraft is noted on the top-left corner on its card.

Example: The AH-1 Cobra costs 8 SO.

Buy Resource Counters



You should save some of your SO Points for purchasing other resources, such as AC-47s, OV-10s, Gear, and Repairing Aircraft. These can be Purchased during the Start of Day. When used, they are Discarded and can be repurchased during the Start of another Day.

The parts of an Aircraft Card are as follows:



1 - Aircraft Number

This number ties the card to the Aircraft counter with the same number.

2 - SO cost to Purchase

Expend this number of SO when you purchase this Aircraft.

3 - Aircraft Type



There are 3 Aircraft types: Red (Gunship),

Blue (Fixed-Wing), and White (Recon). Any Pilot of the same type can Pilot the Aircraft.

Example: I have 2 Gunship Pilots and 1 Recon Pilot. Either Gunship Pilot can fly the UH-1, but the Recon Pilot cannot Fly the UH-1.



4 - Name of Aircraft

5 - Years of Service

The Years the Aircraft served, some Aircraft may be excluded from some Campaigns.

6 - Structural Hits to Crash

The number of Structural Hits the Aircraft can suffer before Crashing.

Example: The UH-1 above can suffer 2 Structural Hits without a problem. It Crashes when it suffers a 3rd Structural Hit.

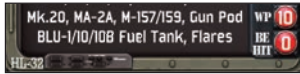
7 - Gear and Special Notes

The types of Gear this Aircraft can carry. Only counter types shown on the Aircraft Card may be loaded onto the Aircraft.

Example: The UH-1 can Equip a Fuel Tank but not an AGM-62 as AGM-62 is not listed on the Aircraft card.

Any Special Notes pertaining to this Aircraft are also noted in this area.

Example: The OH-6 Cayuse adds 2 to the Pilot's Scout rolls.



8 - Cargo Weight Points

The maximum number of Weight Points of Cargo the Aircraft can carry in Infantry and Cargo Weight for Transport Objectives. Aircraft can only Pick-Up or Drop-Off Infantry while in a Hover in the middle of a Hex, they can Pick-Up and Drop-Off once at any time while the Pilot is Acting.

Example: My UH-1 performs an Attack, then Moves from a Hex to a Hover, the UH-1 then Picks-Up an Infantry counter.

9 - Gun Attack roll

You must roll this number or higher to Eliminate the Hostile counter with a Gun Attack. This number is also present on the counter.

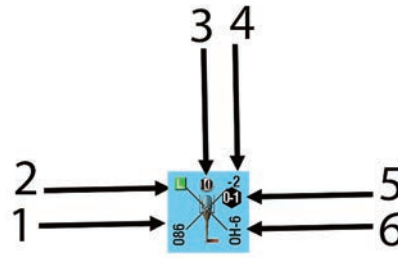
10 - Weight Points

The maximum number of Weight Points the Aircraft can carry in Gear. You may arm your Aircraft with fewer Weight Points.

11 - Be Hit

Each time your Aircraft is Attacked, modify the Attack roll by this number.

The parts of an Aircraft counter are as follows:



1 - Aircraft Number

This number ties the counter to the Aircraft card with the same number.

2 - Altitude

One side of the counter shows a green box with "L"

showing the Aircraft is at Low altitude. The other side of the counter shows a red box with "H" showing the Aircraft is at High altitude.

3 - Gun Attack roll

This Aircraft's Printed Guns number. This number is also present on the card.

4 - Be Hit modifier

Adjust all Attack rolls against this Aircraft by this number. *Example: A Hostile rolls an Attack against this OH-6 and rolls a 4, the 4 reduces to a 2 because of the Be Hit modifier.*

5 - Movement Range

The minimum and maximum number of Hexes this Aircraft can Move each time they Act. Aircraft with 0-1 may Hover where they are or can Move once each time they Act. Aircraft with 1-2 must Move at least once and can Move up to two times each time they Act.

6 - Name of Aircraft

The name of the Aircraft associated with the counter.

| | | |
|---------------|--------|----|
| Aircraft / #: | 002 | Al |
| Damage: | *Pylon | De |
| Aircraft / #: | 085 | Al |
| Damage: | | De |

Record each Aircraft and its Aircraft Number in the lower area of the Player Log. This area is also where you will note any damage the Aircraft suffers.



Select Pilots



| Pilots |
|---------|
| Buckeye |
| Bever |

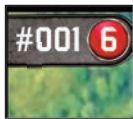
Select the Pilot Cards you would like to have in your Squadron.

Each Pilot Card has two sides that show different Experience Rank for the Pilot.

Each Pilot Name has 3 cards with a total of 6 Skill Ranks.

Pilots start at the Ranks shown on the Campaign card.

Example: I chose 3 Gunship Aircraft, 1 Recon Aircraft, and 2 Fixed-Wing Aircraft at the start of the Campaign. I now get 3 Gunship Pilots, 1 Recon Pilot, and 2 Fixed-Wing Pilots.



Find the counters that have the same Aircraft number as the Aircraft Cards you selected. Place the counters near the

Tactical Display Sheet.

The parts of a Pilot Card are as follows:

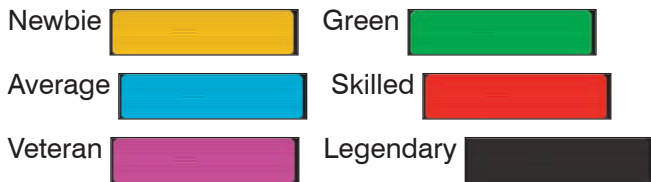


1 - Pilot Name

Each Pilot Card has a corresponding Aircraft counter. Use these counters on the Battlefield during Objectives.

2 - Skill Rating

From lowest to highest, the Pilot Skills are: Newbie, Green, Average, Skilled, Veteran, and Legendary.



3 - Aircraft Training

Pilots are trained to fly 1 of the 3 types of Aircraft:: Red (Gunship), White (Recon), and Blue (Fixed-Wing). Any Pilot of the same type can Pilot the Aircraft.

Example: I have 2 Recon Pilots and 1 Fixed Wing Pilot. Either Recon Pilot can fly the OH-6 Cayuse, but the Fixed Wing Pilot cannot Fly the OH-6 Cayuse.

4 - XP (Experience Points)

The number of Experience Points the Pilot must earn to be Promoted to the next higher Rank.

5 - Speed

Fast or Slow. A Fast Pilot Attacks before the Hostile Attacks each Turn. A Slow Pilot Attacks after the Hostile Attacks each Turn. Fast Pilots can choose to Act during the Fast or Slow step each Turn, Slow Pilots can only Act during the Slow step.

6 - Gun/Strike

Use this number to modify Munition and Gun Attacks targeting Hostiles in the same Terrain Hex as the Aircraft.

7 - Stand-Off

Use this number to modify Munition Attacks targeting Hostiles that are not in the Aircraft's Terrain Hex.

8 - SA (Situational Awareness)

The number of SA counters you start each Objective with. Expend one counter to Act during the step not Printed on your Pilot card. When using SA, you Act as normal during the step.

Example: My Pilot's Speed is Slow. I expend an SA counter to Act during the Fast and Slow step this Turn.

Example: My Recon Pilot's Speed is Fast. I Move, Scout, and Attack during the Fast step. After the Hostiles take their Turn, I then Act during the Slow step and Attack, Move, then Scout.

9 - Ridge Stress

The number of Stress the Pilot suffers when flying over a Ridgeline at Low Altitude.

10 - Cool

Cool removes Stress from the Pilot during the "Record Pilot Stress" or "No Fly Stress Recovery" step. You also add the Pilot's Cool to Stress reduction when using "Priority R&R".

11 - Status and Stress

Okay, Shaken, or Unfit. This is based on the Pilot's current Stress Points. Pilots suffer Stress when they fly Objectives. Pilots also suffer Stress when suffering Enemy Attacks.

Okay: 0-4 **Shaken: 5-7** If a Pilot's Stress falls into the "Okay" range, they use their normal Gun/Strike and Stand-Off stat values. The Okay range on the sample card is 0 to 4. Pilots exceeding the Okay range become Shaken. The Shaken range on the sample card is 5 to 7. Pilots exceeding the Shaken Range become Unfit. When Unfit, the Pilot can only Move and pickup Infantry while Participating in a Objective. They also suffer a -2 to their Gun/Strike and Stand-Off stats. You cannot assign Unfit Pilots to a Objective.

12 - Scouting

Okay: 0-4 **Shaken: 5-8** **Scout R0: 4+** **R1: 6+** Recon Aircraft and Infantry can Scout Hostiles flipping them from their Unengaged side to their Engaged side. Recon Pilots can Scout in addition to Moving and Attacking once at any point during the Pilot's Turn. Every Recon Pilot has a R0 (Range 0) and a R1 (Range 1) Scout stat. To successfully Scout, the Pilot must roll their Scout stat or higher. Modify the die roll by...

- Pilot's Gun/Strike stat if Scouting at Range 0
- Pilot's Stand-Off stat if Scout at Range 1
- Hostile's Be Hit modifier.
- Terrain Modifier
- Any other modifiers in place



Example: The Pilot to the left is attempting to Scout the Cmdr. Hostile. The Cmdr. is in the Pilot's same Hex, so the Pilot's base

Scout roll is a 4+, brought down to a 3+ because of the Pilot's Gun/Strike stat. 3+ is brought up to a 5+ because of the Cmdr.'s Be Hit modifier, then raised up to a 6+ because of the Terrain's -1 to Be Hit modifier. The Pilot rolls a 9 flipping the Cmdr. Hostile to it's Engaged side.



Infantry can Scout without rolling. If they have the Range and Line of Sight to the Hostile, instead of Attacking that Turn, they can Engage the Hostile.

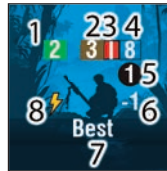
Example: There is a Hostile 1 Hex away from Bolvo with no Ridgelines blocking LOS. Bolvo can either roll an Attack against that Hostile or Scout the Hostile. Bolvo chooses to Scout the Hostile flipping them to their Engaged side.

Some Infantry and Recon Pilots have []. When they Scout, they Scout every Hostile in the Hex, apply modifiers for each roll.



Example: Latimore not in an Aircraft and decides to Scout, Latimore selects his Hex and Scouts every Hostile in his Hex.

Infantry



Infantry counters represent a Squad of Soldiers with their name being the name of the Sergeant leading the Squad.

1 - Rank and SO cost

Infantry have 3 Ranks: Green, Skilled, and Legendary. When an Infantry Participates in a Objective, they Promote to their next Rank at the end of the Day. The number in the Box also shows how many SOs this Infantry costs to Purchase.

2 - Weight Point

The Weight of the Infantry to carry in and out of Objectives.

3 - Special Abilities

Best is a Mortar Team with the Indirect ability, so their Attacks and Scouting ignore Line of Sight (LOS).

4 - Hit Number

Roll this number or higher to successfully Eliminate a Hostile. Hostile Be Hit/Terrain/etc. modifiers still apply. Some Infantry perform specialty Attacks.



Example: Eandi rolls 3 d10s for their Attack, if any Hit, Eliminate the Hostile. Latimore has a [] Attack meaning they Attack every Hostile in the Hex they are Attacking.

5 - Range

The maximum Range this Infantry can Attack/Scout.

6 - Be Hit modifier

Each time a Hostile Attacks this Infantry, modify the Hostile's Attack roll by this modifier. Some Infantry have a positive Be Hit modifier, making them easier to Hit.

7 - Name

The name of the Sergeant leading this Squad.

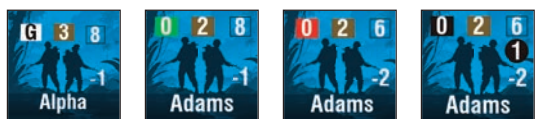
8 - Fast

Fast Infantry have a Bolt, Slow Infantry do not have a Bolt. They Act during the Fast step or can Act during the Slow step like Fast Pilots.

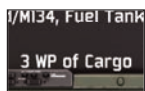


There are 2 types of Infantry, "Generic" and "Named". Generic have a white square with a black G. You start with only the Generic Infantry. Each you Rescue gets replaced with a Named Infantry at Green Rank at the end of the Day. When a Generic Infantry is Killed or replaced with a Named Infantry, put them back to be drawn in future Objectives. When drawing Infantry for Rescue Objectives, you may choose which are placed on the Objective.

Example: I draw a Rescue Objective that calls for 3 Infantry, I choose to place a Skilled Adams, and two Generic Infantry. These are unavailable for any other Objectives until Rescued. If the Rescue Objective Fades, I discard Skilled Adams and return the two Generic Infantry.



Example: After completing a Rescue Objective, I Rescued 4 Infantry, I now gain 4 Named Infantry at Green Rank. If you choose to have better Infantry, you can pay their SO cost in the top-left corner. You only pay this cost when Purchasing the Squad.



You can Equip Infantry on Aircraft with Cargo and take them into Objectives. Infantry can only Attack/Scout when on the ground and cannot perform either while in a Helicopter. Helicopters must be in a Hover to Pick up or Dropoff Infantry.

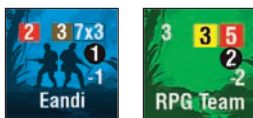
Example: I Rescue a Generic Infantry during a Rescue Objective, gaining a Named Infantry Bryant. On the next Day I choose to bring Bryant into a Base Defense Objective so they can Participate.



When a Hostile rolls an Attack against an Infantry, and Hits, draw a Damage counter, if the Damage counter is a Permanent counter (it has an *) that Squad is Wounded and flipped over. When Wounded the Infantry can no longer Attack or Scout. Their Be Hit and Weight improves however. If the Infantry suffers another Permanent Hit, they are Killed and removed from the Display.



*Example: Three Hostiles are targeting Skilled Bryant. The first Hostile rolls and inflicts a Light Hit of a *Puncture Wounding the Infantry. The second Hostile inflicts a Heavy Hit and draws a 1 Stress counter, as it is not a Permanent counter, it is Discarded and has no effect. The third Hostile inflicts a Heavy Hit and draws a *Pylon, as it is a Permanent counter, it Wounds the Infantry again, Killing them.*



When Activating an Infantry, they can perform an Attack or Scout a Hostile within their Range and Line of Sight without rolling.

Example: Eandi is in the same Hex as the RPG Team. During the Slow Phase I activate Eandi and can either make 3 Attacks hitting on a 7+, or can Scout the RPG Team Hostile, not both.

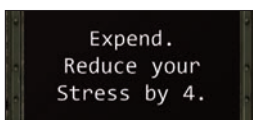
Aircraft cannot use [] Weapons in a Hex with Infantry.

Skills

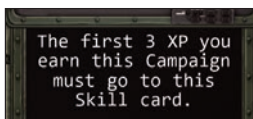
After choosing Pilots at the start of the Campaign, you may purchase Skills for them at the cost in the upper-right hand corner. Each pilot may have up to 2 Skills. A pilot may not have more than one copy of the same skill.



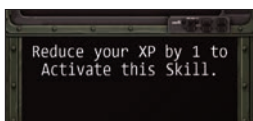
Skills are permanent on your Pilot unless otherwise stated.



Some Skills are Expended. This Skill card is Discarded from the Pilot after you have used it's effect.



Some Skills are Delayed. This skill is locked until you activate it by spending XP. Once activated, it remains active for the rest of the campaign. XP must be spent from the pilot's personal XP pool. You may not "un-activate" a skill once it's activated.



Some Skills are Activated. These skills require XP to use each time or may be expended (used up) after activation. The skill card will specify which applies.



Operational Orders (Exp #7)



At the start of the Campaign you may select 1 or 2 Operational Orders. Once selected they are permanently a part of your Campaign. Each Operational Order offers a Bonus and a Negative.

Pilot Promotion Priority

During Set-Up, you may spend SO Points to immediately Promote one or more of your Pilots to their next higher Rank.

Pay 2 SO Points for each Rank improvement. You can Promote a Pilot more than once.

Example: I choose to use Pilot Promotion Priority to increase a Pilot from Average to Skilled to Veteran and another Pilot from Green to Average. I pay 6 SO.

| | |
|--------------------------------|----|
| Initial SO Points: | 58 |
| Starting Unit SO Purchases: - | 40 |
| Starting Other SO Purchases: - | 12 |

If you purchase Priorities, note the expenditure of SO Points on the Player Log in the SO Points (other) area.

| Pilots | Type | Rank | XP's Gained |
|---------|------------|-----------------|--------------------------|
| Buckeye | GFR ●○○ | NGASVL ○○●○○ | ○○○○○○○○○○ ○○○○○○○○○○ |
| Bever | GFR ●○○ | NGASVL ○○●○○ | ○○○○○○○○○○ ○○○○○○○○○○ |
| Chance | GFR ●○○ | NGASVL ○○●○○ | ○○○○○○○○○○ ○○○○○○○○○○ |
| Bait | GFR ○○● | NGASVL ○○●○○ | ○○○○○○○○○○ ○○○○○○○○○○ |

Record the Pilot Names, Ranks, XP's needed for Promotion, and Cool Points on the Player Log.

Place SO and Day counters



Total up the SO counters you have for the rest of the Campaign.

Example: Between my Campaign and Scenario, I started with 67 SO, I spent 60 of that on Aircraft, so I place a total of 7 SO counters in front of me.



Place the Day counter for the current Day in front of you.

Set-Up Complete

This completes the Set-Up portion of the rules. You are now ready to start flying Objectives!

Start of Day

Perform the following steps each Day of the Campaign.

Special Condition



Draw a Special Condition Card from the deck on the Tactical Display Sheet and follow the Card's directions.

Unless the card text says otherwise, the Special Condition applies to all of the Objectives flown during the Day.

Draw Objectives



Tactical Situation
- Start with 4 CAS Battalions.
- Draw 3 Battalions each day.

If it is the first Day of the Campaign, look through the Objective

Deck for that number of CAS Objectives and place them on the Fade sheet. Shuffle the Objective Deck then draw the stated number of Objectives on the Situation card.

Example: It is the first Day of the Campaign, I look through the Objective Deck and place the first 4 CAS Objectives I see on the Fade sheet. I shuffle the Objective Deck then Draw 3 Objectives and get 1 Rescue, 1 Base Defense, and 1 CAS, I place all 3 of those also on the Fade sheet then continue with the Sequence of Play.

Draw Daily Objectives

Draw the number of Objectives stated on the Situation card.

Gain Special Option Points

Consult your Situation Card to see how many Daily SO you gain. Some Campaigns modify your Daily SO gain.

Priority R&R

Once each Day, you may spend 6 SO to remove Stress plus the Pilot's Cool from every Pilot in your Squadron.

Okay Pilots remove 1 Stress.
Shaken Pilots remove 2 Stress.
Unfit Pilots remove 4 Stress.

Example: You pay 6 SO for Priority R&R. My Unfit Pilot with a Cool of 1 removes 5 Stress (4 for Unfit + 1 for Cool). My Shaken Pilot with a Cool of 0 removes 2 Stress. My Okay Pilot with a Cool of 2 removes 3 Stress, etc.

Record your remaining SO in the next Start of Objective SO box on the Player Log.

Replacements

Aircraft

This is useful when an Aircraft has suffered more Damage than you want to Fix. You can pay 2 VPs to replace the Aircraft with a new Aircraft of the same model. If needed, you may use the same physical Aircraft Card to represent the new Aircraft. You may replace multiple Aircraft during this step.

*Example: I have a UH-1 with 7 * Damage counters on it, I replace it with a new UH-1 Aircraft and reduce my VPs by 2. I can only replace an Aircraft with the same exact Aircraft model.*

If you choose to buy additional Aircraft, gain a Pilot of the same type at the Rank stated by the * on the Campaign card.

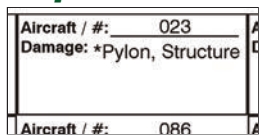
You may not Replace an Aircraft if you have 0 or fewer VPs.

Pilots

If a Pilot is killed, replace the Pilot with a new Pilot of the Rank specified by the * on the Campaign card, who is able to fly the same type of Aircraft. The card mix limits Pilot replacement. You cannot replace a Pilot with a Pilot of the same name of someone who has ever been in your Squadron.

*Example: Pilot Caveman was Shot Down and during his SAR Roll got a "Killed" result. The Campaign card has an * on the Green Rank. I choose to replace him with Green Ranked Hawkeye.*

Repair Aircraft



You may use SO Points to Repair Aircraft. One SO Point removes one Damage counter from an Aircraft. An Aircraft that has not Crashed may fly a Objective,

regardless of its Damage.

Purchase

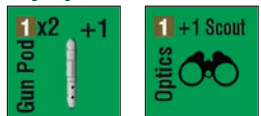
Munitions/Equipment/Resources

Munitions



Munitions are light blue Expended counters.

Equipment



Equipment is dark green and do not get Expended upon use. Once you purchase Equipment for an Aircraft, it stays with that Aircraft

for the remainder of the Objective then is placed back in the Armory.

Munitions and Equipment are both considered Gear.

Resources



Resources are purchased for the cost in the top-left counter.

Allocate Pilots and Aircraft

Choose which Objectives you will Attack during this Campaign Day. Then, select the Pilots and Aircraft from your Squadron that will Attack each Objective and place their cards together for later use. Each Pilot assigned to a Objective must be paired-up with an Aircraft Card they are allowed to Fly. Each Aircraft assigned to a Objective must have an appropriate Pilot.



Place a Shaken -2 counter on each Pilot that begins the Objective with a Shaken Status.

You may not assign Unfit Pilots to a Objective.

Example: On Day 1, I choose to fly 2 Objectives. I choose to send Blade and Chance in two AH-1s, Hawkeye in an OH-6 and Frosty in an F-4 to Objective Target 4C. I also want Dingo and Cave Man and their Aircraft to Attack 2R. I place each Objective Card with its assigned Pilots and Aircraft near the Tactical Display Sheet.

| | | | |
|-----|----|----|---|
| ool | 1C | 4R | 2 |
| 1 2 | 2 | | |
| 1 2 | 3 | | |
| 1 2 | | 1 | 3 |

Select the Objective you would like to fly first for the Day. Write the Objective Designation of the first Objective you have chosen to Attack on the Player Log in the Objective Target box. Place the Objective Card you have chosen to attack in the Target Card box on the Tactical Display Sheet. Each Pilot and each Aircraft can only Fly 1 Objective each Day.

Allocate Resources

Place your Resource counters on any of the Objectives you have chosen to Attack.

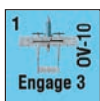
Each Resource may only be used once, then it is Expended. You may assign multiple Resource counters of same and different types to each Objective. These are not Targetable by Hostiles and you do not Draw Pop-Ups for these, they have an effect and then are Discarded.



Each AC-47 counter costs 3 SO. When assigned to a Objective, the Pilots gain a total of 2 SA counters above their Printed value.

Example: I assign 4 Pilots to a Objective, I choose 2 of them to gain 1 SA counter each.

Example: I assign 1 Pilot with a Printed SA stat of 1 to Objective 1C with an AC-47. At the start of the 1st Turn, that Pilot gains 2 more SA counters for a total of 3.



Each OV-10 Bronco counter costs 1 SO. When assigned to a Objective place Aircraft after placing Hostiles AND Engage 3 Hostile counters of your choice.

Objective Resolution

Perform all of the following steps for a Objective before moving on to the next Objective. Repeat these steps for each Objective.

• Target-Bound

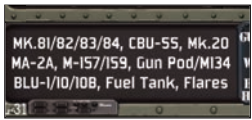
This represents the time when the Aircraft are preparing for the Objective until they reach the Battlefield.

Abort Objective Option

You may decide to abort a Objective and not fly it. If you do so, the Aircraft and Pilots cannot be reassigned to a different Objective, and do not gain the No Fly Stress Recovery bonus.

Arm Aircraft

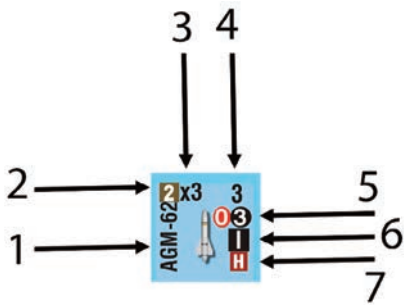
Allocate Gear to each of the Aircraft you've selected for this Objective. The number and types of Gear your Aircraft can carry is limited by the Aircraft type, the Weight Points your Aircraft can carry and the SO you are able to spend on Gear.



Each Aircraft is limited by the Gear it is allowed to carry. The list of allowed Munitions are printed on each Aircraft's Card.

The counter mix limits the Munitions that you can choose for a Objective. All Munitions are available for selection each Objective. The counters used for one Objective do not prevent them from being used during the next Objective.

Munition Characteristics



Each Munition counter in the game has the following characteristics:

1 - Munition Name
Aircraft that can carry this counter have its name at the bottom of the card.

2 - Weight Points: Each Gear has a Weight Point cost. An Aircraft can only carry as many Weight Points of counters as are stated on its Aircraft Card.

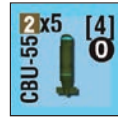


Example: The Mk.82 has a Weight Point cost of 1.



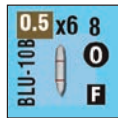
Example: The F-4 Phantom II can hold up to 10 WPs of Gear counters.

3 - SO Cost: Some counters have an SO cost to Purchase them. When you pay 1 SO you gain the number of counters specified by "x#".



Example: The Mk.83 costs 0 SO to place in my Armory. The CBU-55 costs 1 SO to place 5 of them in my Armory.

4 - Attack Number: Roll this number or higher to successfully Hit an Enemy Unit.



Example: The BLU-10B has an Attack Number of 8.

5 - Maximum Attack Range (black): The maximum distance the Munition can travel to Attack an Enemy Unit.



Example: The MA-2A can Attack at Range 0 (in the same Hex as your Aircraft) and 1 (in an adjoining Hex).

Cannot Attack Range (red): If the Munition counter cannot Attack at a specific range, it will be shown in red next to the black range information.



Example: The AGM-62 cannot Attack at Range 0, but it can Attack at ranges 1, 2, and 3. It cannot Attack at Ranges beyond 3.

7 - Altitude limited Attack: If there is an Altitude notation on the Munition you can only use that Munitions at that Altitude.



Example: The Mk.83 can only be used by an Aircraft at High Altitude.

Any Altitude: The Munition can be used by an Aircraft at High or Low Altitude if it does not have an Altitude letter Printed on it.



Example: The M-3 can be used by an Aircraft at High or Low Altitude.



6 - Independent (I): The munition can attack a Unit outside the one Hex being attacked by your Aircraft, provided that Unit is in the Aircraft's Attack Angle.



Example: You declare that your A-4 will Attack Units in the Hex directly in front of the A-4. AGM-62s can Attack Units in that Hex, or Units in other Hexes.

Hex Attack [x]: [] Attacks Hit every counter in the Hex on the opposing side.



Example: Example: a Hostile AAMG Attacking a Hex with a US Helicopter, US Infantry, a Hostile Farmer, and Hostile RPG Team only roll against the US Helicopter and US Infantry.

Example: A Fixed-Wing performs a [] Attack in a hex with a US Infantry, a Hostile Farmer, and Hostile RPG Team, only roll against the Hostile Farmer and Hostile RPG Team.

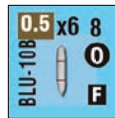


Expend (Retain) x(x): This Munition has a chance of being retained when resolving its attack. Roll a die for its Attack and modify the die roll as normal. If the modified result is less than the first number, the Attack fails and the munition is expended. If the modified result is equal to the first number, but less than the second number, the Unit is Destroyed and the munition is expended. If the modified roll is equal to, or greater than, the second number, the Unit is Destroyed and the munition is retained for use by a future Attack.

Example: I have a M-159 loaded onto my UH-1 and I need to destroy a AAA Site. My Pilot has a +1 Stand-Off. I roll a 2 and add 1 for my Stand-Off stat. My modified roll is a 3. I expend the rocket and do not Destroy the AAA Site.

Example: I have an M-159 loaded onto my UH-1 and I need to destroy a RPG Team. My Pilot has a +1 Stand-Off and the RPG Team has a modifier of -2. I roll a 6 and add 1 for my Stand-Off stat but subtract 2 for the RPG Team's modifier. My modified roll is a 5. I expend the rocket and Eliminate the RPG Team.

Example: I have a M-159 loaded onto my UH-1 and I need to destroy a MG Team. My Pilot has a +1 Stand-Off. I roll a 7 and add 1 for my Stand-Off stat. My modified roll is an 8. I keep the rocket to use again during another Attack, and Destroy the MG Team.

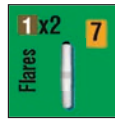


5 - Fire: Weapons with a black square with a white F are Fire Weapons. Fire munitions ignore the negative Be Hit modifiers from Terrain, Hostiles, and any other sources, while keeping any positive modifiers to Hit.

Example: There is an Unengaged AAA Site with a Be Hit -3 in a Terrain Hex with a -2 Be Hit notation, both of these are ignored. My Pilot has a Gun/Strike modifier of +1 and a Skill that adds 1 to Gun/Strike rolls. The BLU-10B hits on a 6+.

Equipment

When Purchased, they are available for the rest of the Campaign and are not Expended on use.



Flares: They remain with the Aircraft throughout the Objective and are always in effect. Each time the Aircraft is Attacked by a Hostile, roll a die for the Flares before drawing Hit counters. Negate each Attack on a roll of 7 or higher. Each Aircraft can only carry 1 Flares counter.

When reacting to an Attack due to an Event, you can also use your Flares. Roll for each incoming Attack. On a roll of 7 or Higher, reduce the Attacks by 1.

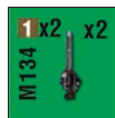
Example: An AH-1 carrying Flares is Attacked by a AAA Site. The AAA Site rolls a 10 inflicting 1 Heavy Hit on my AH-1. I roll an 8 for my Flares and negate the 1 Heavy Hit.



Fuel Tank: Each Aircraft can carry 1 Fuel Tank counter. In doing so, the Pilot suffers 1 less Stress during the Objective 2 Stress step.

Example: After Participating in a Objective, my Pilot has 4 Stress on them. I suffer 2 more Stress during the Objective 2 Stress step, then remove 1 of those Stress because I Equipped a Fuel Tank.

Example: After Participating in a Objective, my Pilot has 4 Stress on them. They have a Cool stat of 2. I suffer 2 Stress during the Objective 2 Stress step, then remove 2 of those Stress because of Cool and then 1 more because I Equipped a Fuel Tank. Bringing my Stress to 3.

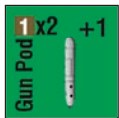


M134: For each M134 Equipped, the Aircraft rolls 1 extra Gun die per Hostile. If any Gun roll is successful, Eliminate the Hostile.

Example: My UH-1 has 2 M134s Equipped. I am Attacking a Hostile with Guns and roll 3 d10s. I succeed with 2 of my roll and Eliminate the Hostile. The other Hostiles in the Hex are unaffected.

Example: My UH-1 has 2 M134s Equipped and I am in a Hover. While in a Hover, Guns gain [] meaning the roll against every Hostile in that Hex. There are 5 Hostiles in the Hex, so I roll 3 Guns Attack rolls against each Hostile in the Hex.

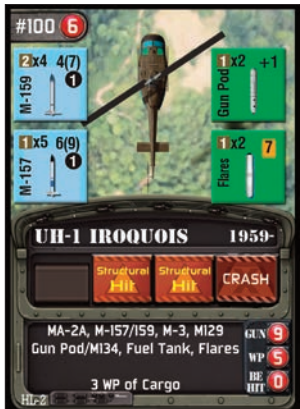




Gun Pod: For each Gun Pod Equipped, add 1 to every Guns roll.

Example: My UH-1 has 1 M134 and 1 Gun Pod Equipped. With each Guns Attack, I roll 1 extra die and add 1 to each roll on top of my Gun/Strike stat.

Once you purchase a Munition counter, place it on an Aircraft. The SOs used to purchase Munitions are spent, even if the Munitions are not expended during the Objective. Munitions (Weapons and Equipment) not Expended are returned to the Armory on the Airbase Sheet.



Example: This loaded UH-1 is currently holding 5 WPs of Gear.

Gun



In addition to the Munition counters you load on the Aircraft. Aircraft are also equipped with Guns.

Guns may be used to Attack a Unit in the same Hex as the Aircraft. The Aircraft can be at High or Low Altitude. A successful Attack will Destroy the Hostile. Use the Pilot's Gun/Strike stat to modify the Attack.

Target-Bound Event



Draw an Event card, and apply the effects of the top section.



Target-Bound Event

Home-Bound Event

Unless an Event card states otherwise, Events only apply to the Aircraft/Pilots Participating in the Objective. Unless an Event states otherwise, immediately apply its effect.

Place Terrain Hexes

Terrain Hexes are used as placement areas for the Enemy Units.



Each Terrain type has its own Base Hex, for Base Defense Objectives place these in the indicated Area show on the Tactical Display.

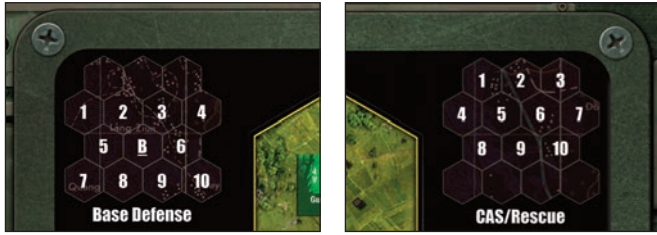


Each Objective, shuffle your Terrain Hexes and place them face up on the 14 Hex spaces on the Tactical Display sheet. Each Hex has an arrow. Place the Hexes on the Display Sheet with all arrows pointing to the top of the Sheet.

The 14 Hexes form your Battlefield each Objective.



Place Friendly Units



Place your Aircraft counters that are participating in this Objective. For Base Defense Objectives, place all Aircraft in the Hex Center or Hex Edge of the **B** (Base) Hex in the middle. For CAS/Rescue Objectives, place your Aircraft in the bottom row of Hexes, and Friendly Infantry in the "2" Hex. There is no limit to the number of Aircraft/Infantry/Hostiles that can be in a Hex.



Select the initial Altitude for each Aircraft counter by flipping their counters to the desired High or Low sides.



The Speed of each type of Aircraft is shown on their counter inside the Hex. Aircraft with a minimum Speed of 0 can Hover. Aircraft with a minimum Speed of 1 or higher cannot Hover and must Move at least 1 Hex each Turn.

Example: An A-7 must move at least 1 Hex each Turn, and can move up to 2 Hexes.

Example: An AH-1 can move 0 (Hover), or move up to 1 Hex each Turn.

Moving Aircraft

This applies to Aircraft that either must move, or to an Aircraft you want to move, even if it can Hover. Place the Aircraft on one of its starting Hex edges, facing the Hex you want it to move into during its first Turn.

Aircraft whose counter shows a 1-2 must move from 1 Hex edge to another Hexes' edge each time they Act.

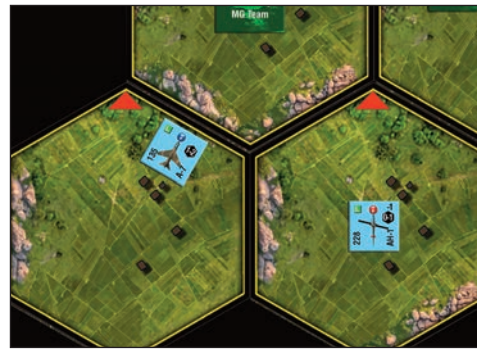
Aircraft whose counter shows a 0-1 may move from 1 Hex edge to another Hexes' edge each time they Act.

If you have a Move of 0-1 and are on a Hex Edge you do not have to Move into the adjacent Hex the next time you Act.

Hovering Aircraft

This applies to Aircraft that can Hover, and that you want to Hover during their first Turn. Designate an Aircraft as Hovering by placing it in the middle of its Hex.

Aircraft whose counter shows a 0-1 can move from 1 Hex edge to another Hexes' edge each time they Act.



Example: The AH-1 is Hovering, the next time it moves it may Enter into the Hex Edge of its Hex or not Move. The A-7 has a minimum Move of 1 and must Enter the Hex of the Edge it is facing.

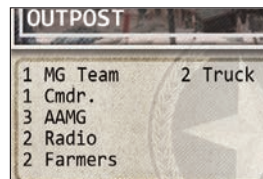
Ridges



The sides of some Hexes contain Ridges. A Ridge is an area of high ground that interferes with a Low Altitude Aircraft's flight path.

Place Enemy Units

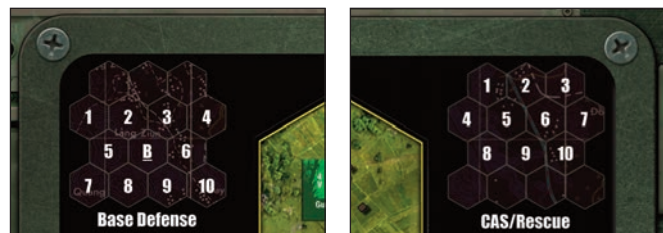
The quantity and type of Hostiles present are known, however their Hex locations on the Battlefield are not known until you reach the Target.



Each Objective Card shows the number and type of Hostiles you will draw for the Objective.

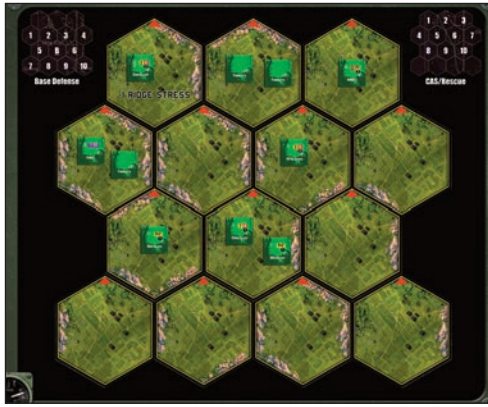


Enemy Units have two sides, an Unengaged side and an Engaged side. Hostiles start the Objective as Unengaged and can be flipped to their Engaged side with Scouting from Recon Pilots and from Friendly Infantry Forces.



Roll a die for each Enemy Unit to determine its Hex placement. For Close Air Support and Rescue Objectives, use the Hostile Placement graphic on the top-right of the Display for Hostile placement. For Base-Defense Objectives, use the Hostile Placement graphic on the top-left of the Display.

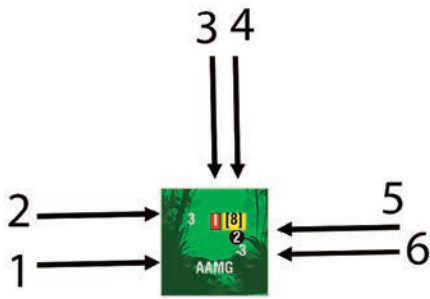




Place each Hostile counter on the Battlefield showing their Unengaged side (side without a central image).

Enemy Units

Each Enemy Unit counter represents one vehicle, structure, or group of soldiers.



1 - Unit Name:

The name of the Unit that corresponds to the name on the Objective card.

2 - Point Value:

The counter's value toward the successful Completion of the Objective.

3 - Indirect:

This Hostile's Attacks ignore Ridge Lines LOS limitations.

4 - Attack Type / Attack Number:

The number indicates the number of Hit counters the Hostile inflicts when Attacking an Aircraft. Hostiles with a yellow background inflict Light Hits. Hostiles with a red background inflict Heavy Hits. Some Hostiles can inflict a Light or Heavy Hit based on their roll.



Example: When this RPG Team Attacks one of your Aircraft, if they roll a 2 or less, their Attack misses and has no effect. If they roll a 3 or 4, they inflict 1 Light Hit, if they roll a 5+ they instead inflict 1 Heavy Hit.

Hostiles only apply 1 Hit with their roll, they DO NOT inflict Light AND Heavy Hits.

5 - Attack Range:

The maximum number of Hexes the Hostile can Attack Aircraft.

6 - Be Hit modifier:

Every Attack and Scout roll made against this Hostile is modified by this number.

Example: When your Aircraft Attacks the AAMG reduce your Roll by 3.



AAA Site:

An Anti-Aircraft Artillery gun emplacement specializing in shooting down Aircraft. It has

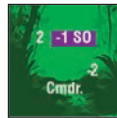
Indirect Fire (red i next to it's Hit number), so it ignores Ridge Lines Blocking Line of Sight while Attacking. It also has [] around it's Hit number meaning it Attacks every Aircraft and Infantry in the Hex it is Targeting.



AAMG:

This Anti-Aircraft Machine Gun is similar to the AAA Site where it has both Indirect Fire and [] for

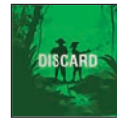
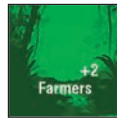
it's Attacks, however when Engaged, it is slightly easier to Hit.



Cmdr. (Commander):

This Hostile does not perform any Attacks, however if it is alive when the last Aircraft leaves the Display,

you lose 1 SO during the Commander Hostile SO loss step.



Farmers:

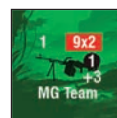
Civilians living their life in the middle of a Warzone. Engaging them Discards them from the

Display. Farmers do not count as Hostiles. If a Pilot performs an Attack and Eliminates a Farmer they suffer 2 Stress. If a Pilot performs an attack Against another Hostile in the hex and Misses, 1 Farmer in the Hex is Eliminated and the Pilot suffers 1 Stress. If making a multi-roll Attack and any die in the roll is successful, do not Eliminate a Farmer.



Gun Truck:

A deadly Truck with a mounted gun.



MG Team:

The MG Team rolls 2 d10s when Attacking. Suffer the higher of the 2 rolls and ignore the other roll.



Radio:

This Hostile does not perform any Attacks, however if there is an Aircraft in Range and Line of Sight,

draw the indicated number of Pop-Up counters.



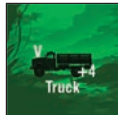
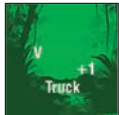
Rifle Team:
Numerous and easy to Eliminate once Engaged.



RPG Team:
A deadly team of Hostiles, however their Range is shorter than most Hostiles.

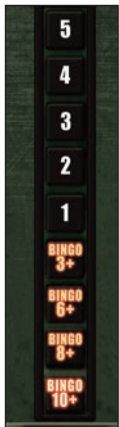


Sniper:
A lone, long range Hostile, who is incredibly hard to Hit until Engaged.



Truck:
A general transport Vehicle. Objectives with Trucks offer a bonus for Eliminating them. Trucks do not count as Hostiles.

Place Loiter counter



Each Objective begins with 5 Loiter Turns. Place the Loiter counter on the 5 Box

on the Tactical Display Sheet's Loiter Time Track. After the 5th Turn, you are at risk of not having enough Fuel to return to Base. When advancing the Loiter counter, to a Bingo square, place that Bingo square's number on each Aircraft still on the Display. If you move the Loiter counter again, replace the Bingo counter with the new number.

Example: I started a Objective with 5 Aircraft. When moving the Loiter counter to the "Bingo 3+" space, 3 are left, a UH-1, A-7, and F-100, I place a Bingo 3+ counter on each of these 3 Aircraft. At the end of the next Turn I move the Loiter counter to Bingo 6+, the UH-1 and A-7 are still on the Display so they both swap their Bingo 3+ with Bingo 6+ counters. During the "Bingo Fuel Checks" step, I roll for each Aircraft with a Bingo counter. If the F-100 rolls a 1 or 2 higher, they will crash. If the UH-1 or A-7 rolls a 5 or lower they will crash.

Battlefield Resolution

During each Loiter Turn, resolve the following steps. Use the Loiter Turn counter to keep track of the current Turn.

Draw Pop-Up counters

Pop-Ups are Enemy targets that are not part of the Objective card. Place all "No Enemy" and "Red Hostile Pop-Up" counters into an opaque cup.



For each Aircraft at High Altitude during this step, draw one Pop-Up counter. Counters are double-sided, If the counter reads "NO POP-UP" it has no effect. Return it to the cup. If the counter has an Enemy Unit, place the counter in the Battlefield Hex of the Aircraft that drew it.

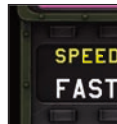
Example: I have a UH-1 at High Altitude, during this Step I draw a Pop-Up counter. If it shows a Hostile, I place the Hostile in the same Hex as the UH-1.



Pop-Up counters look like Hostiles but are Red to distinguish them from Enemy Units belonging to the Objective Card. Pop-Up counters have no Victory Point value toward successfully Completing the Objective. Pop-Up counters Attack like Enemy counters during the "Hostile Attacks" step. They remain part of the Objective until Eliminated.

As you Eliminate each Pop-Up counter, return it to the cup.

Fast - Altitude, Move/Attack/Scout



Pilots with a Speed rating of Fast, Move and Attack before the Enemy Attacks each Turn. Pilots with a Speed rating of Slow, Move and Attack after the Enemy Attacks each Turn.

Resolve the Turn for each Fast Aircraft before moving on to the next Fast Aircraft. Once all Fast Aircraft have acted, move on to the Enemy Attack step.

Altitude

Each Aircraft can change their Altitude once each time they Act. Flip the Aircraft counter to its High or Low side.

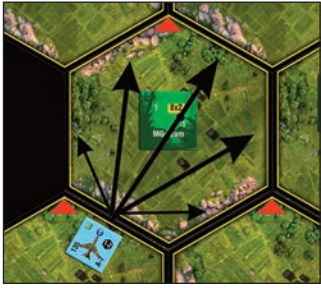
Example: I have a Slow Acting Pilot, during the Slow step they Move, adjust Altitude, and Attack in any order.

Example: I have a Slow Acting Pilot with 1 Situational Awareness counter. I use the counter at the start of the Turn so the Pilot can Act during the Fast and Slow step. During the Fast step they Attack, Move, then Adjust Altitude to High. During the Slow step, they Move, Attack, then Adjust Altitude back to Low.



Aircraft Movement

You may decide on your Aircraft's Movement one Hex at a time. You do not need to declare its Movement ahead of time.

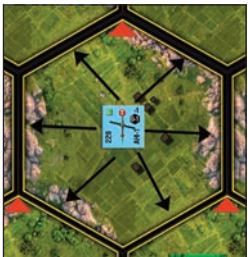


If an Aircraft is on a Hex edge, it must Move into the Hex it is facing. When the Aircraft enters the new Hex, Move it to any Hex edge except the edge it just entered through. Moving into a Hex counts as 1 Movement of an Aircraft's Speed.



Example: The A-7 uses 1 Movement to Move to the edge of the adjacent Hex, then a second Movement to Move to the edge of a second Hex, ending on the edge facing the Hex it will enter on its next Turn.

If the Aircraft can Move at Speed 0, it can Hover. If an Aircraft goes into a Hover, place it in the middle of the new Hex instead of a Hex edge.



If an Aircraft started its Turn in the middle of a Hex (Hovering), it can remain Hovering, or it can Move to any edge of its Hex as its Movement. Moving from a Hover to a Hex edge counts as 1 Movement of an Aircraft's Speed.



If an Aircraft Moves to a Hex edge that does not lead to another Hex, you can choose to have it immediately leave the Battlefield or it can leave the Battlefield on its next Movement. If an Aircraft exits a Hex edge and leaves the Battlefield, remove it from the Battlefield portion of the Objective. It

will rejoin the other Aircraft flying the Objective during the Home-Bound step.

Moving and Ridges

Aircraft at High Altitude enter and cross over Ridges without danger.



Example: The A-7 would not suffer Ridge Stress because it is at High Altitude.

Aircraft at Low Altitude suffer Ridge Stress each time they enter a Hex edge with a Ridge during their Movement. As soon as an Aircraft touches a Ridgeline,

they suffer the Stress.



Example: This Pilot Moves and travels across 3 Ridge Lines at Low Altitude. Each Ridge Line they travel through, they immediately suffer 1 Stress so by the end of their Movement they suffer a total of 3 Stress.



Example: This Pilot Moves and travels across 3 Ridge Lines at Low Altitude. Each Ridge Line they travel through, they immediately suffer 0 Stress so by the end of their Movement they suffer a total of 0 Stress.

Aircraft Attacks

An Aircraft can Attack at any one time during the step it is Acting. An Aircraft can Attack before it Moves, or the Aircraft can Attack after Moving into any Hex during its Movement.

Example: An Aircraft Attacks before it Moves, and then conducts its Movement.

Example: An Aircraft Moves, Attacks, and then Moves again.

Example: An Aircraft performs all its Movement, and then Attacks.

You must declare the target of all Attacks before rolling for any of them.

When you expend Munitions or Attack a Hostile with Guns, roll a die for each Attack and look at the Attack number on the Munition counter. Gun Attack numbers are found on the Aircraft Cards as well as their counters. If the modified die roll is equal to or greater than the Attack number, a Hit is scored on the Enemy. Remove each fired Munition counter from the Aircraft.



Example: The AH-1's Printed Gun Attack number is a 7. Pilot stats, Gun Pods, and other effects may modify this Hit number.

One Hit Eliminates a Hostile counter. When you Eliminate a Hostile, remove the counter from the Display.



Modifiers



If a Pilot is Attacking with their Gun, use their Gun stat to modify the die roll.

If a Pilot is Attacking with Munition counters against Hostiles in their same Hex, use the Strike stat to modify each die roll.

If a Pilot is Attacking with Munition counters against Hostiles in a different Hex, use their Stand-Off stat to modify each die roll.



Some Hostiles also have an Attack modifier on their counter.

Example: When Beowulf makes a Stand-Off Attack with a MA-2A he needs to roll the Attack Number of 9 or higher. His +2 Stand-Off stat lets him add 2 to his die roll. If he were Attacking a RPG Team, he would get to add 1 more to his die roll. He would Hit the RPG Team on a roll of 6 or higher.

Attack Restrictions

An Aircraft is limited to which Enemy Units it may Attack based on its current position, Altitude, and Munitions. Each Turn a Pilot may declare only one Terrain Hex to be the targeted of their Attack (unless they are using Independent munitions). Then declare the Hostile counter(s) they are Attacking or Attack every Hostile counter if it is with a [] Weapon.

Moving Aircraft Attack Angle



Moving Aircraft can only Attack an Enemy Unit counter if it is within the Aircraft's Attack Angle. The Attack Angle diagram is on the Tactical Display Sheet.

Only the lighted areas are within an Aircraft's Attack Angle.

Hovering Aircraft Attack Angle

A Hovering Aircraft can Attack into its own Hex or into any other one Hex in any direction.

Attack Choices

When an Aircraft is ready to Attack, declare the Enemy Units in the Terrain Hex targeted for Attack and the Munition counters to be expended, or declare if the Attack will be made with Guns.

Attack the Enemy Units in your same Hex with any and all Munition counters, provided the Enemy Units are in range of the Munition and your Aircraft is at the proper Altitude.

Example: There are 2 Rifle Teams and a AAA Site in your Hex. You drop 2 Mk.82s on one 1 Rifle Team, a Mk.83 on the other Rifle Team, and fire an LAU-61 at the AAA Site.

OR

Attack the Enemy Units in a different Terrain Hex with any and all Munition counters, provided the Enemy Units are in the same Hex, in range of the Munitions, your Aircraft is at the proper Altitude, and the Unit is in the Aircraft's Attack Angle.

Example: There are 2 Snipers and a Cmdr. in an adjacent Hex. You fire 1 MA-2A at a Sniper, 1 M-157 at another Sniper, and a M-159 at the Cmdr.

OR

Attack one Enemy Unit with Guns, if it is in your same Terrain Hex.

Example: There is a MG Team in your Hex. You fire your Gun at it.

OR

Attack all the Enemy Units with your Gun if your Aircraft is in the same Terrain Hex as the Enemy Unit counters, and your Aircraft is Hovering.

Example: Your AH-1 is Hovering in a Hex with 1 Rifle Team, 1 Sniper, and 1 AAA Site. You roll a Gun Attack against each.

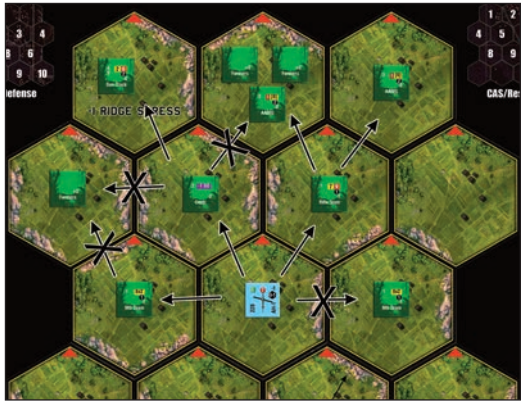
Line of Sight

Ridges on Hex edges block Line of Sight for Aircraft at Low Altitude and for Enemy Units. An Aircraft at Low Altitude cannot Attack an Enemy Unit through a Ridge. An Enemy Unit cannot Attack an Aircraft flying at Low Altitude through a Ridge.

Ridges do not affect the Line of Sight of Aircraft at High Altitude. Ridges do not affect the Line of Sight of Enemy Units Attacking Aircraft at High Altitude.

Trace the shortest path through the Hexes connecting the Attacker's Hex to the target. If there is more than one equally direct path, the Attacker chooses the path that will give it a Line of Sight to the target.

If all equally direct paths are blocked by Ridges, the Attacker's Line of Sight is blocked.

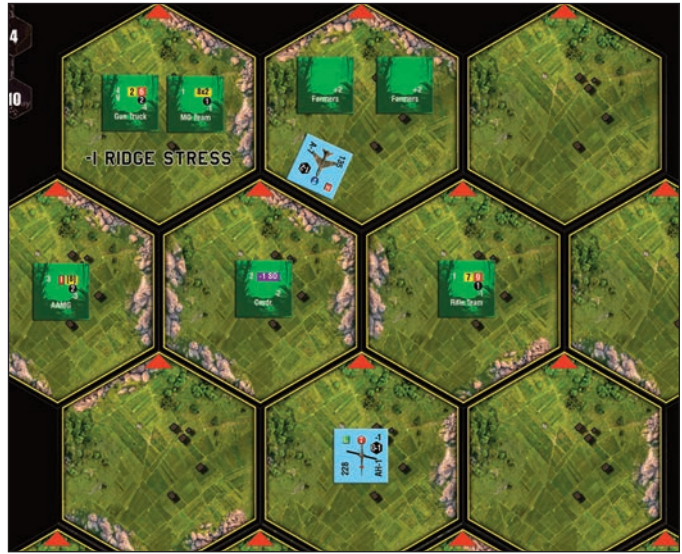


Example: The AH-1 can trace 2 legal paths to the AAMG on the top Row. One is blocked, the other is clear. The AH-1 can Attack the AAMG.

Example: The Cobra cannot Attack the MG Team to the

right of it.

Example: The Cobra has 2 possible paths to the Farmers on the left, but both are blocked.



Example: The A-7 is at High Altitude, so any Hostile in Range can Attack it since no Ridgeline will block the LOS. The AH-1 is at Low Altitude so Ridgelines effect LOS. The Gun Truck has a Range of 2 so it can Attack either, however, it will Attack the A-7 as it is closer.

The MG Team will also Attack the A-7 as it's the only Aircraft in Range. The AAMG has an Indirect Attack so it can Attack either the A-7 or AH-1. Since both are the same distance away, it will Attack the Aircraft or Friendly Infantry easiest to Hit. Since the AH-1 has a -1 to be Hit, the AAMG will Attack the A-7.

The Cmdr. (Commander) does not Attack.

The Rifle Team will also Attack the A-7 because the AH-1 has a -1 to be Hit.

The Gun Truck rolls a 7, inflicting a Heavy Hit on the A-7. The MG Team rolls a 3 and a 5. Both Miss. The Rifle Team rolls a 9 which is a Heavy Hit. The AAMG rolls a 4 which is a Light Hit.

I Draw each Hit counter as the Hostile inflicts it. So I draw 2 counters from the Damage cup and look on their Red (Heavy Hit) side. Then I draw 1 counter and look on its Yellow (Light Hit) side as the Hostile inflicts these.

Hostile Attacks

Hostile Attacks

After Fast Aircraft Attack, all surviving Hostiles Attack. The Altitude and range to the player's Aircraft limits which Aircraft each Hostile can Attack.

Hostiles can only Attack once per Turn and they will Target the Closest Friendly Unit between Aircraft, Infantry, and Base Hex. Of the Closest, they will prioritize the Base Hex, then any Infantry, then the easiest to Hit. If multiple Units fall into the Easiest to Hit category, you choose who is Targeted.

Closest

-> Base Hex

—> Infantry

——> Easiest to Hit

If the Closest Friendly Unit is impossible to Hit (needing a roll of 11+) the Hostile will Retarget to another Friendly Unit that is further away. If there are no Friendly Units in Range the Hostile that are possible to Hit, the Hostile will not Attack.



Example: The OH-6 is in the same Hex as the Hostile MG Team and the AH-1 is one Hex away. The MG Team Targets Closest,

but would need an 11+ to Hit the OH-6, so the MG Team Targets the AH-1 as the MG Team needs a 10+ and can Hit the AH-1. If the AH-1 was not in Range, the MG Team would not Attack this Turn.



Example: Both the A-7 and Alpha are the same distance from a Hostile. The A-7 is easier to Hit, but the Hostile prioritize Targeting the Infantry Alpha.

Attack Resolution



Enemy Units inflict Hits on Aircraft with either Light Hits (the yellow side of the Hit counter)

or Heavy Hits (the red side of the Hit counter). The color and number on the Hostile counter state what the Hostile needs to roll to inflict either.

Example: If the RPG Team rolls a 2 or less, their Attack has no effect. If they roll between a 3 and 4 they inflict a Light Hit. If they roll a 5 or higher, they inflict a Heavy Hit.

If a Hit counter has an asterisk (*), it means the Aircraft has suffered a Lasting Damage that will remain with the Aircraft until Repaired.



Place all the Hit counters into an opaque cup.

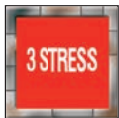
Draw the Hit counters against a Friendly Unit one at a time. Resolve their effects before drawing the counters for the next Friendly Unit.

Instant Hits

Apply the effects of these Hit counters, and then immediately return them to the cup.



No Effect: The counter has no effect.



Stress: Use Stress counters to record the amount of Stress suffered by your Pilots. When a Pilot suffers Stress, immediately place a Stress counter on his Pilot card showing the amount of Stress they suffered, then return the Stress counter to the opaque cup.

place a Stress counter on his Pilot card showing the amount of Stress they suffered, then return the Stress counter to the opaque cup.



If a Pilot's Stress falls into the "Shaken" range, he suffers -2 on all the Attacks he makes. When a Pilot's Stress exceeds the Shaken range, he becomes Unfit.



When a Pilot becomes Unfit, remove all Munitions (not Equipment) from the Aircraft, and the Pilot can no longer Attack.

Temporary Hits

Place these Hit counters next to the affected Aircraft's counter. Return them to the cup after the Pilot has Acted once.



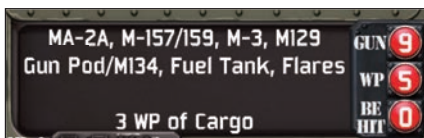
No X: The next time this Pilot Acts, they cannot Attack with Munitions in the Strike Range or use Guns depending on the counter.



Attack -2: If the Aircraft performs a Stand-Off Attack during its next Turn, subtract 2 from its rolls.



-2 WP: Reduce the Aircraft's Printed WP stat by 2. This may mean you need to drop Munitions and/or Friendly Infantry.



Example: This UH-1 is carrying 2 WP of Munitions and 3 WP of Friendly Infantry. I suffer a -2 WP Hit reducing my WP to 3 for the rest of

the Turn. I must immediately drop 2 WP of Munitions or Friendly Infantry.

Example: The UH-1 is carrying 1 WP of Equipment. I get a -2 WP Damage counter. I do not need to drop anything as this reduces my WP to 3, and I'm only carrying 1 WP.

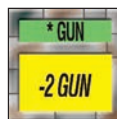
Hits Resulting in Lasting Aircraft Damage

When an Aircraft suffers Lasting Damage, keep the Damage counter on the Aircraft until it is Repaired. An Aircraft can suffer from the same type of Damage more than once. All Damage effects are cumulative. If you run out of counters, use some other counter to note the Lasting Damage.

Hit counters have an asterisk (*) after the Damage type to designate they are Lasting Damage.



***Puncture:** This Pilot suffers 1 Stress during the Home-Bound step.



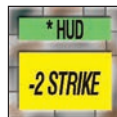
***Gun:** Subtract 2 from the Aircraft's Gun rolls.



***Controls:** This Pilot suffers 2 Stress each time they Adjust their Altitude.



***Display:** Subtract 2 from the Aircraft's Stand-Off rolls.



***HUD:** Subtract 2 from the Aircraft's Strike (not Gun) rolls.

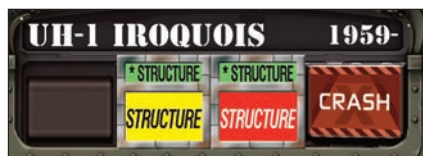


***Pylon:** Reduce the maximum Weight Points of Munitions and Friendly Infantry the Aircraft can carry by 2.



***Structure:** The Aircraft is one step closer to Crashing. Place these Hit counters from left to right on the Aircraft card. When the Aircraft places a Structure Hit on the "Crashed"

Square, the Aircraft Crashes, during the "Crashed Pilot SAR" check, you will roll to see if the Pilot survived.





*Example: An Aircraft has suffered a *Controls and 2 *Punctures Hits. The Pilot suffers +2 Stress each time it flies over a Ridgeline at Low and the Pilot suffers 2 Stress at the end of each Objective during the Home-Bound step.*

Slow - Adjust Altitude, Move/Attack



After Fast Aircraft Move/Attack/Scout, and Hostiles Attack, Slow Aircraft Move/Attack/Scout.

Use the same procedure as for the Fast Aircraft.

Advance Loiter counter



Move the Loiter counter down the Track by 1 space.

Place Bingo Fuel counters



If an Aircraft is still in a Hex when the Loiter counter is moved into the "Bingo 3+" square, place a Bingo 3+ counter on the Aircraft Card.

Move the Loiter counter down the Track through the Bingo Spaces.

Aircraft with a Bingo counter will make a Bingo Fuel Check during the Home-Bound Flight.

If an Aircraft is still on the Display when the Loiter counter is moved past the "Bingo 10+" square, the Aircraft immediately Crashes.

Repeat Battlefield Resolution Steps

Return to the start of the Battlefield Resolution Rules.

Repeat the Battlefield Resolution steps for the next Loiter Turn. Continue to conduct Turns until there are no Aircraft on the Display.

• Home-Bound

Objective Status

If the Objective was Successfully Completed, remove the Objective card from the Fade Sheet and set the Objective Card aside until the Campaign is over. If it was not Successfully completed, shuffle it back into the Objective Draw deck.

Commander SO Loss

Lose 1 SO for each Commander Hostile present at the end of any Objective whether successfully completed or not.

| | |
|--|---|
| Start of Battalion SO Points | 6 |
| +/- SO Points | 0 |
| Battalion Status: X = Successfully Completed | X |
| VPs Gained / Lost | 2 |

Record the final Status of the Objective. If the Objective was Destroyed during the Objective, record an "X" in the Target Status. Write the number of

Victory Points (VPs) Gained or Lost for the Objective Card on the VPs Gained / Lost line.

If you do not Successfully complete the Objective, place an "F" in the Objective Status and record a 0 (zero) on the VPs Gained line.

Home-Bound Event



Draw an Event Card and resolve the Home-Bound Event in the bottom section.

Bingo Fuel Checks



Roll a die for each Aircraft with a Bingo Fuel counter.

If the roll is equal to, or higher than, the Bingo number, the Pilot suffers no additional Stress.

If the roll is less than the Bingo number, the Pilot suffers 1 Stress for each point he failed the roll by.



Example: The Aircraft has a Bingo 10+ counter. The roll is a 3. The Pilot suffers 7 Stress.



Crashed Pilot SAR Check

After resolving the Home-Bound Event, check the Crashed Pilot Search And Rescue, or SAR (pronounced “sar”) results, for any Aircraft that Crashed during the Objective. This is done by rolling a die, modifying the result, and comparing it to the table below. Roll one die for each Crashed Aircraft.

Roll Result:

- 6- Killed. Pilot cannot be used again during the Campaign.
- 7-9 Dangerous Recovery. The Pilot rejoins the Squadron after suffering normal Objective Stress, plus 6.
- 10-11 Recovered. The Pilot rejoins the Squadron after suffering normal Objective Stress, plus 4.
- 12+ Fast Recovery. The Pilot rejoins the Squadron after suffering normal Objective Stress, plus 2.

Modify the SAR check die roll as follows:

- Add 1 to the roll for each Weight Point of Munition and Equipment counters expended. These counters may be expended for this roll by any Aircraft Participating in the Objective. This modifier only applies to the current SAR die roll, not for all SAR die rolls.
- Add 1 to the roll for each Printed SA your Pilot has.
- Add 1 if the Pilot is Average, 2 if Skilled, 3 if Veteran, and 4 if Legendary.

Example: During the Objective, 2 of my 3 Pilots were shot down, Average Rank Cave Man and Green Rank Ronin. Beowulf remains unharmed and still carries a Mk.83 Munition counter.

I choose to expend the Mk. 83 (2 Weight Points) from Beowulf for Cave Man’s SAR roll. I roll a die and get a 5. I add +2 to the roll for the expended Mk. 83 and +1 more because Cave Man is Average Rank. Cave Man’s Search and Rescue result is a 9. He has a Dangerous Recovery. I place 6 more Stress Points on his Pilot Card and return him to the Squadron.

Beowulf does not have any more Munition counters to use for Ronin. I roll a 4 for Ronin’s Search And Rescue result. Ronin is Killed and his Aircraft Shot Down, I gain an Aircraft Credit counter. I remove his Pilot and Aircraft Card from the Squadron for the rest of the Campaign.

Aircraft Credit counter



When an Aircraft is Shot Down, gain a Credit counter of the same type. The next Aircraft of the same type you purchase costs 1/2 (rounded up) then the counter is expended.

Example: My F-4E Phantom is Shot Down so I gain a Blue Credit counter. At the start of the next Day I choose to Purchase an A-1 Skyraider normally costing 7 SO but with the Credit counter, only 4 SO.

Objective 2 Stress

| Cool | 1C | 4R | 2B | 4C | 7C | 2R | 1B |
|----------------|----|----|----|----|----|----|----|
| 0 1 2 ○ ● ○ | 2 | | | | 2 | | 6 |
| 0 1 2 ● ○ ○ | 3 | | | | 6 | | 8 |
| 0 1 2 ○ ● ○ | | 1 | 3 | | | 6 | |
| 0 1 2 ● ○ ○ | 3 | | | | 3 | 9 | |

Record the current number of Stress Points for each Pilot on the Player Log, in the column for the current Objective.

Each Pilot that flew the Objective suffers 2 Stress.

Puncture Stress

Each Pilot who flew an Aircraft with Puncture counters today suffer that number of Stress now.



Reduce a Pilot’s Stress Points by their Cool stat. This number was also written on the Player Log at the start of the Campaign.

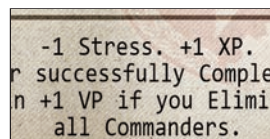
Example: A Pilot started a Objective with 3 Stress. He suffered 1 Stress during the Objective, 2 more during the “Objective 2 Stress step” and he has a Cool of 2. He ends the Day with 4 Stress.

Record Pilot Experience Points (XPs)

XPs are given to all Pilots assigned to a Objective. Give each Pilot who flew the Objective 1 Experience Point in the XP’s Gained column on the Player Log, even if they Crashed or the Objective Failed.

If the Objective was Successfully completed, each Participating Pilot gains 1 additional Experience Point.

If every Hostile in the Objective was Eliminated (excluding Pop-Ups, Trucks, and Farmers), each Pilot assigned to the Objective gains 1 additional Experience Point.



You can also gain Experience due to Objective Cards, or Event Cards.

Damaged Aircraft

| | |
|---------------------------|--------|
| Aircraft / #: 023 | Air Da |
| Damage: *Pylon, Structure | |
| Aircraft / #: 086 | Air Da |
| Damage: | |

Record the Lasting Damage suffered by each Aircraft on the Player Log for that Aircraft, then remove the Damage counters from each Aircraft Card.

Destroyed Aircraft and Lost Pilots

Lose 1 Victory Point for each of your Aircraft that Crashed during the Campaign.

Lose an additional 1VP for each of your Pilots that suffered a Killed result.



Example: My Pilot was killed when his Aircraft Crashed. A second Aircraft also crashed, but the Pilot survived. I would lose 1 VP for each of the two crashed Aircraft, and 1 more for the Killed Pilot.

Promote if Needed



Check for Pilot Promotions after recording all Objective Experience Points.

Promote a Pilot if their Experience Point total is equal to or greater than

the Experience Point number shown on their card. If a Pilot is Promoted, exchange their card for the next higher Pilot rank card and note their new Experience Rank on the Player Log.

Pilots Promote from: Newbie to Green, Green to Average, Average to Skilled, Skilled to Veteran, and Veteran to Legendary.

Example: Newbie ranked Buckeye just Successfully completed a Objective, gaining 2 XPs. He previously earned 2 XPs. This brings his new total to 4. He Promotes from Newbie to Green with 1 XP retained and counted towards Buckeye's next Promotion to Average.

If a Pilot is Promoted, recheck their Stress total to determine if they are Okay, Shaken, or Unfit. Also check to see if their Cool rating changed, and record their new Cool on the Player Log.

Once a Pilot is Promoted, they lose the Experience Points that gained them the Promotion. Record the new number of Experience Points they must earn to reach the next rank on the Player Log.

When a Pilot reaches Legendary Rank, you must choose to keep them or Retire them at the end of that Day to gain VP. You gain 1 VP for each remaining Day of the Scenario.

Example: My Scenario has 5 Days. On Day 3 a Pilot reaches Legendary Rank. I choose to Retire them gaining 2 VP (1 for Day 4, and 1 for Day 5).

Record Pilot Stress

Record each Pilot in your Squadron's Stress on the Pilot Log sheet.

Record Objective Victory Points

Record the Victory Points earned from the Objective on the Player Log Sheet.

If there are more Objectives scheduled for the Day, return to the Objective Resolution Step.

• End of Day

No Fly Stress Recovery

Any Pilot that does not Participate in a Objective during an entire Day removes the following Stress plus their Cool stat:

- Okay Pilots remove 1 Stress.
- Shaken Pilots remove 2 Stress.
- Unfit Pilots remove 4 Stress.

Example: A Pilot has suffered 8 Stress from previous Objectives. On Day 3 this Pilot does not Participate in any Objectives. This Shaken Pilot recovers 2 Stress, plus he recovers 1 more Stress because of their Cool rating. They begin Day 4 with 5 Stress.

Record the new SO Points on the Player Log in the +Daily SO Points box and on the Track.

Objective Fades



Move each Objective 1 space up the sheet. If a Objective Moves from the "1 Day" space up again, they are Discarded and reshuffled into the Objective Draw Deck. Some Objectives will inflict a negative effect when they Fade.

If you are unable to pay an SO cost, the Campaign ends with a Dismal result.

Advance Day counter

Flip/replace the Day counter with a new one.

Example: It is the end of Day 3, I flip the counter to the other side to show Day 4.

If there are more days in your Campaign, return to the Start of Day section of the Sequence of Play.

• End of Campaign

Campaign Outcome



After resolving the last Objective for the Campaign's last Day, find your Campaign result on the Situation Card. Compare your total Victory Points to the numbers listed on the Situation Card you were playing.

Example: You are playing a "They're in the Hills" Situation, and earned 30 Victory Points. You earn a Good Victory outcome.

• Optional Rules

At the start of a Campaign, decide which Optional Rules you want to use and note them on the Player Log.

If you purchase Optional Rules, note the expenditure of SOs on the Player Log in the + / - SO Points (other) area.

Random Squadron Selection

Instead of selecting your Pilots, randomly determine them. Form all the selectable Aircraft Cards (based on Year of Service) into a deck. Shuffle the deck and randomly draw an Aircraft Card and pay the SO cost for the Aircraft. Draw another Aircraft and decide if you want to pay for it. Continue to draw Aircraft Cards until you decide you do not want to purchase any more Aircraft.

Adjust your Pilots or use the Pilot Promotion Priority as normal.

If you select this option, gain 1 extra SO for each Day in your Situation.

In the Zone

Before any Pilot performs an Attack for the Turn, you can decide to gain +1 on all their rolls for the Turn. The Pilot suffers 1 Stress Point each Turn this is used. If you select this option, pay 1 SO for each Day in your Situation.

Random Skill Selection

After selecting your Pilots at the start of the Campaign, shuffle every Skill card and Draw one for each Pilot in your Squadron, then assign one Skill to each Pilot. If you select this option, pay 1 SO for each Pilot in your Squadron.

Example: There are 7 Pilots in my Squadron. I Draw 7 Skills and assign 1 Skill to each Pilot. I then pay 7 SO even though the total cost of the Skills was 11 SO.

• Credits

| | |
|------------------|--------------------------|
| Game Design | Kevin Verssen |
| Game Development | Ben Smith, Holly Verssen |
| | Kevin Cave |
| Graphic Design: | Vladimír Dudáš |
| Rulebook Edits: | Holly Verssen |
| | Ben Smith |
| | Lee Smith |
| | Tim Reece |
| | David Makin |
| | Glenn Saunders |
| | Tom Konczal |



Aircraft and Ordnance

Aircraft



A-1 Skyraider: Core

The A-1 Skyraider was a piston-engine aircraft in the jet age—but what it lacked in speed, it made up for in toughness and firepower. It could stay over the battlefield for hours, carrying more ordnance than a B-17. Skyraiders provided close air support, search-and-rescue cover, and even anti-ship roles. Pilots loved its durability—many came home with damage

that would have downed a lesser plane. Its slow speed actually made it perfect for supporting troops in the jungle.



A-4 Skyhawk: Exp 7

The A-4 Skyhawk was a nimble, lightweight attack jet flown by both the Navy and Marine Corps. Nicknamed “Heinemann’s Hot Rod” after its designer, the A-4 was small enough to operate from older, smaller carriers without needing folding wings. It carried a wide range of bombs and missiles, making it a workhorse for ground attack missions. The Blue Angels

even flew it for over a decade due to its agility and reliability. In Vietnam, it was a favorite for close support.



A-6 Intruder: Exp 3

The A-6 Intruder was a two-seat, subsonic jet designed for low-level night and all-weather bombing. With advanced navigation and radar systems, it could strike targets in heavy rain, fog, or complete darkness—ideal for Vietnam’s unpredictable skies. Flying from Navy carriers, A-6s slipped through enemy defenses under the radar and delivered

precision strikes. It wasn’t pretty, but it was incredibly effective. Crews of the Intruder flew some of the most dangerous missions of the war.

Special Rules:

The A-6’s Be Hit modifier is +1 at Low Altitude and -1 at High Altitude.



A-7 Corsair II: Exp 1

The A-7 Corsair II was a carrier-based attack jet designed to replace the Skyhawk. It was one of the first jets with a modern heads-up display (HUD) and integrated navigation and targeting systems. Though not as fast as fighters, its accuracy and heavy payload made it ideal for deep strikes and close support. Its wide air intake and stubby profile gave it a boxy look,

but the A-7 proved deadly effective in the skies over Vietnam. Navy and Air Force pilots relied on it heavily in the war’s later years.



AH-1 Cobra: Core

The AH-1 Cobra was the first dedicated attack helicopter, developed to escort transport helicopters like the Huey through hostile territory. With its narrow profile, tandem seating, and nose-mounted cannon, the Cobra brought serious firepower to the battlefield. It could hover low through jungle terrain, unleashing rockets and minigun fire on enemy

positions. Its deadly appearance and performance earned it the nickname “Snake,” and it laid the groundwork for modern attack helicopters.



AH-56 Cheyenne: Exp 3

The AH-56 Cheyenne was an ambitious prototype designed to outclass all other attack helicopters. It featured a compound design with a rigid rotor system, a pusher propeller for speed, and stub wings for stability. Capable of flying faster than 240 mph, it was supposed to be a scout and gunship in one.

Although its technology was ahead of its time, the program was ultimately canceled due to complexity and shifting military priorities. Still, its innovations helped shape future designs like the Apache.





CH-47 Chinook: Core
 The CH-47 Chinook is a twin-rotor heavy-lift helicopter that transformed how the U.S. Army moved troops and equipment. Its ability to carry artillery pieces, vehicles, and dozens of soldiers at once made it invaluable in the mountainous terrain of Vietnam. Despite its size, the Chinook could land in tight jungle clearings. It was often used for combat resupply

and medevac missions under fire. Its distinctive tandem rotors gave it unmatched lift for its time—and it's still in service today.

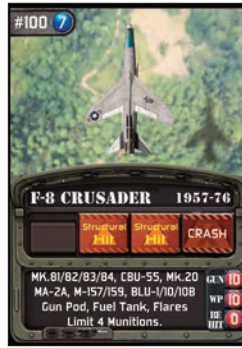
Special Rules:

The CH-47 can ignore 1 Hit counter it suffers each Objective. When drawing the Hit counter, decide if the CH-47 suffers it or ignores it before drawing the next counter.

The CH-47 can only carry up to 3 Weight Points of Non-Cargo (Munitions/Equipment).



F-4 Phantom II: Core
 The F-4 Phantom II was a twin-engine, all-weather fighter-bomber used by the Navy, Air Force, and Marines. It had no built-in gun in early versions—just missiles—but it made up for that with sheer speed, altitude, and payload. The Phantom became the dominant U.S. jet of the war, flying in every major role: air superiority, ground attack, and reconnaissance. Its versatility, power, and intimidating roar made it a legend of the jet age. Later versions reintroduced a gun after pilots pushed for it.



F-8 Crusader: Exp 7
 Known as “The Last of the Gunfighters,” the F-8 Crusader was a Navy carrier-based fighter armed with four 20mm cannons. While early jets relied more on missiles, the Crusader kept its guns and used them to great effect in dogfights over Vietnam. Its variable-incidence wing gave it better landing performance on carriers, and its speed made it a dangerous opponent. F-8 pilots scored a strong kill ratio in Vietnam, proving that guns still had a place in air combat.

Special Rules:

The F-8 can only Equip 4 Munition counters. This does not extend to Equipment counters.



F-100 Super Sabre: Exp 4
 The F-100 Super Sabre was the first U.S. jet capable of sustained supersonic flight in level flight. Though originally a fighter, it saw most of its service in Vietnam as a fighter-bomber. Nicknamed the “Hun” (short for Hundred), it flew close air support and strike missions, especially in the early years of the war. It was eventually phased out by more advanced

aircraft, but not before flying tens of thousands of sorties. F-100 pilots helped pave the way for later fast jet tactics.



F-104 Starfighter: Exp 5
 The F-104 Starfighter was a sleek, rocket-like interceptor known for its blistering speed and razor-thin wings. Nicknamed the “Missile with a Man in It,” it set several speed and altitude records in the 1950s. Though designed for high-altitude air combat, its role in Vietnam was limited mostly to ground attack and escort missions. Its short range and tricky handling made it less

than ideal for jungle warfare, but it saw combat under the South Vietnamese and Taiwanese air forces. Fun fact: the F-104 had the highest thrust-to-weight ratio of any jet of its time.



F-105 Thunderchief: Exp 5
 The F-105 “Thud” was designed as a supersonic nuclear strike fighter but was quickly adapted for conventional bombing runs over North Vietnam. It carried more bombs than a World War II B-17, making it the primary aircraft for the dangerous “Rolling Thunder” campaign. Despite its speed, it was often exposed to heavy anti-aircraft fire. Over half the Thuds sent to

Vietnam were lost, but their crews pushed on with bravery. The F-105 became a symbol of the Air Force’s persistence.



HH-3 “Jolly Green Giant”: Exp 2
 The HH-3, nicknamed the “Jolly Green Giant,” was a long-range rescue helicopter used by the U.S. Air Force to extract downed pilots deep in enemy territory. With armor plating, self-sealing fuel tanks, and door-mounted guns, it could take a beating while hovering over hostile zones. It also featured a retractable refueling probe, allowing it to stay airborne longer with tanker

support. Crews of the Jolly Green Giant performed some of the most daring and decorated missions of the war.

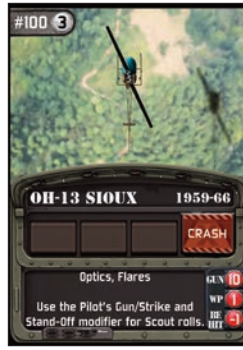


OH-6 Cayuse: Core
 The OH-6 Cayuse, also known as the “Loach,” was a small, nimble scout helicopter used for reconnaissance and insertion of special forces. Its bubble canopy gave pilots unparalleled visibility, and its speed and agility made it difficult to hit—even when flying just above the treetops. These “hunter-killer” teams paired the OH-6 with Cobras: the Cayuse

would draw fire, and the Cobra would strike back. Despite its small size, the Loach had a huge impact in the field.

Special Rules:

The OH-6 Pilot adds 2 to their Scout rolls.



OH-13 Sioux: Exp 4
 The OH-13 Sioux is recognizable by its exposed steel-tube frame and distinctive “bubble” cockpit. Though lightly armed or unarmed, it served vital roles early in the Vietnam War—mainly observation, and training. Its compact size allowed it to land just about anywhere. The OH-13 became a symbol of battlefield rescue in the 1950s and early ’60s, often seen airlifting wounded soldiers in TV and film.

Special Rules:

The OH-13’s Pilot uses BOTH their Gun/Strike and Stand-Off modifier for their Scout rolls regardless of Range.

Example: A Recon Pilot has a +2 Gun/Strike stat and a -1 Stand-Off stat. The Pilot adds 1 to their Scout roll for ALL Ranges.



OH-58 Kiowa: Exp 2
 The OH-58 Kiowa replaced the OH-6 in many missions as a light observation and scout helicopter. Armed with machine guns and rockets in later variants, the Kiowa offered commanders a real-time look at the battlefield. It was quiet, reliable, and adaptable, often performing artillery spotting, forward air control, and limited attack roles. The Kiowa would eventually serve in U.S. operations for decades, but it cut its teeth flying dangerous recon missions in the jungles of Vietnam.



UH-1 Iroquois: Core
 Nicknamed the “Huey,” the UH-1 Iroquois became one of the most iconic helicopters of the Vietnam War. Originally developed as a medical evacuation and utility transport, it quickly adapted to nearly every role imaginable: troop insertion, resupply, gunship, and even command platform. Its distinctive “whomp-whomp” rotor sound signaled to troops that help was on the way—or that trouble was coming. Over 7,000 Hueys served in Vietnam, making it the backbone of the U.S. air mobility strategy.



UH-1C Iroquois: Exp 1

The UH-1C was a specialized gunship variant of the Huey, modified to carry rockets, grenade launchers, and machine guns. While it kept the same basic frame as the troop transport version, it had an upgraded engine and tail rotor for better control under heavy combat loads. “Charlie-model” Hueys flew low and fast in fire support teams, covering insertions

or pounding suspected enemy positions. Their presence made a big difference in tipping ambushes in favor of U.S. troops.

Resource counters



AC-47 Spooky

Nicknamed “Puff the Magic Dragon,” the AC-47 was a modified C-47 cargo plane converted into one of the first U.S. gunships.

Armed with three side-mounted 7.62mm miniguns, the Spooky could unleash devastating firepower in a tight circle over enemy positions. Its role was to protect outposts and troops under siege at night—lighting up the jungle with tracer rounds and flares. One aircraft could lay down 18,000 rounds per minute, turning the night sky into a storm of lead.

Special Rules:

The AC-47 costs 3 SO to Purchase. Assign to a Objective to give Pilots a total of 2 SA counters.

Example: I assign an AC-47 to a Objective and give 2 different Pilots 1 SA counter each.

Example: I assign 2 AC-47s to a Objective and give 1 Pilot 3 SA counters and 1 Pilot 1 SA counter.



OV-10 Bronco

The OV-10 Bronco was a twin-boom, twin-turboprop aircraft designed specifically for counter-insurgency and forward air control. It

could loiter low and slow over dense jungle terrain, marking targets for airstrikes, providing light attack support, and coordinating rescue missions. With excellent visibility, rugged construction, and the ability to operate from short, unimproved runways, the Bronco was a perfect fit for Vietnam’s unique challenges. It also had an internal cargo bay—just big enough to carry a wounded soldier or a few crates of supplies.

Special Rules:

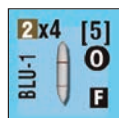
The OV-10 costs 1 SO to Purchase. Assign to a Objective to Engage 3 Hostile counters at the start of the 1st Turn. Assigning the OV-10 to a Objective also allows you to place your Aircraft after placing Hostile counters.

Example: I assign an OV-10 to a Objective. I place the Hostile counters and choose to Engage a Sniper, Cmdr. and MG Team, then I place my Aircraft.

Munition/Equipment counters

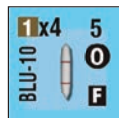
Munitions

Fire Bombs



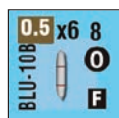
BLU-1 Napalm Canister:

A 750-pound bomb filled with thickened gasoline. The BLU-1 was used in firebombing runs to clear foliage, destroy dug-in enemy troops, or flush out ambushes. The terrifying firestorm it created became infamous during the war.



BLU-10 Napalm Canister:

A smaller napalm bomb, typically carried in greater numbers by aircraft like the A-4 or A-1. The BLU-10 was ideal for area saturation against enemy concentrations and jungle encampments.



BLU-10B Canister (Improved):

An improved version of the BLU-10, with better ignition and dispersal mechanisms to ensure more consistent burn patterns. Still just as devastating as the original but more reliable on target.

Special Rules:

All Fire munitions ignore the negative Be Hit modifiers from Terrain, Hostiles, and any other sources, while keeping any positive modifiers to Hit.

Example: There is an Unengaged AAA Site with a Be Hit -3 in a Terrain Hex with a -2 Be Hit notation, both of these are ignored. My Pilot has a Gun/Strike modifier of +1 and a Skill that adds 1 to Gun/Strike rolls. The BLU-10 hits on a 3+.

Rockets



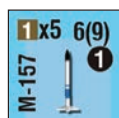
MA-2A Rocket Pod:

A Vietnam-era dispenser pod used to release a variety of submunitions, often anti-personnel or anti-materiel bomblets. Used experimentally or in limited quantities, it paved the way for more advanced cluster bombs in later conflicts.



M-3 Rocket Pod:

A reusable 2.75-inch rocket pod used early in the war. It held 19 unguided rockets. Aircraft like the A-1 Skyraider and UH-1 gunships used it for saturating enemy positions with explosive firepower in rapid succession.



M-157 Rocket Pod (LAU-68):

A smaller version of the M-159, holding 7 rockets. It offered lighter aircraft more flexibility without overloading them. Perfect for scout helicopters and fast movers needing a lighter ordnance loadout.



M-159 Rocket Pod (LAU-61):

An updated pod holding 19 Hydra 70-style rockets. These unguided weapons were used to engage enemy troops, light vehicles, and supply caches. Commonly carried by helicopters like the AH-1 Cobra.



Mk. 20 Rockeye:

This cluster bomb scattered hundreds of tiny anti-armor bomblets over a wide area. It was deadly against trucks, light vehicles, and troops in the open. First introduced near the end of the war, the Mk. 20 became a precursor to modern cluster munitions.

Iron Bombs



Mk.81 Iron Bomb:

A lightweight 250-pound general-purpose bomb. The Mk. 81 was used in close air support roles where blast radius had to be more controlled. Its smaller size made it a favorite for lighter jets and operations near friendly forces.



Mk.82 Iron Bomb:

This 500-pound unguided bomb was the workhorse of U.S. aircraft in Vietnam. Pilots dropped thousands of them on enemy bunkers, jungle trails, and supply lines. Rugged and reliable, the Mk. 82 could be fitted with various fuses for different effects.



Mk.83 Iron Bomb:

A larger, 1,000-pound version of the Mk. 82. These bombs were used for more destructive strikes against hardened targets, supply depots, and bridges. Though unguided, the Mk. 83 could punch through concrete and jungle cover alike.



Mk.84 Iron Bomb:

The 2,000-pound Mk. 84 was one of the heaviest conventional bombs used in Vietnam. It delivered massive destructive force and was often used against deep bunkers or critical infrastructure. A single hit could flatten a target zone.

Guided Bomb



AGM-62 Walleye:

The Walleye was one of the first precision-guided “smart bombs” used in combat. It had a TV guidance system that allowed the pilot to lock onto a target before release. Once launched, the bomb guided itself using contrast-lock imaging. It was especially effective against bridges and fortified structures.

Cluster Bombs



CBU-55:

A fuel-air explosive bomb that used a cloud of vaporized fuel ignited in mid-air. The resulting blast caused immense overpressure, especially effective against dug-in positions. The shockwave could destroy bunkers without direct hits.

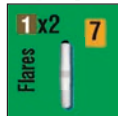
Grenade Launcher



M129 Grenade Launcher:

A 40mm automatic grenade launcher mounted on helicopters like the UH-1 and OH-6. It lobbed explosive rounds in rapid bursts, showering enemy positions with fragmentation grenades. Perfect for clearing jungle cover and suppressing ambush sites.

Equipment



Flares:

Flares are defensive countermeasures released by aircraft to confuse incoming attacks. When deployed, they burn at extremely high temperatures, drawing the attention of attackers away from the aircraft. In-game, flares provide a last-ditch chance to dodge enemy fire.



Fuel Tank:

External fuel tanks gave aircraft extended range for deep strikes or long patrols over the dense jungles of Southeast Asia. These tanks could be jettisoned before combat to allow for better maneuverability.



Gun Pod:

Aircraft could carry externally mounted gun pods to increase their firepower. These pods typically housed .50 caliber machine guns or 20mm cannons and were used by fast movers like the F-4 or slower aircraft like the A-1 to strafe enemy ground targets.



M134 Minigun:

A 6-barrel Gatling gun capable of firing up to 6,000 rounds per minute. Used on helicopters and fixed-wing aircraft, the M134 could mow down enemy troops and chew through light vehicles in seconds. Its terrifying rate of fire made it a feared presence in the jungle.



Optics:

While not as advanced as modern targeting pods, Vietnam-era aircraft were equipped with telescopic sights, gunsights, and rudimentary night vision or infrared gear in some cases. Forward Air Controllers also used binoculars and simple spotting tools to help guide airstrikes.

• Designer Notes

At a suggestion from David Makin, I'm writing these Designer Notes to give some insights behind the decisions of the game's mechanics and themes!

Difficulty

As playtesting was finalizing, conversation was had around difficulty for different players... Some playtesters said, "The game should be hard!" others were saying, "Well... we want newer players to have a easy time playing the game, if it's too hard, they'll be turned off from a game they may have liked." So, the idea of double sided Campaigns and Scenarios was born! I personally liked the idea as it exponentializes the number of games you can play, of an easy Campaign with a Hard Scenario feeling different than the same Hard Campaign with an Easy Scenario.

Armory

This idea came during the "Open Sky" phase of pre-production where the team and I looked at all of the mechanics and themes of prior Leader games and wrote down everything we wanted/liked/didn't feel fit the theme. One of those was losing Munitions at the end of a Objective, a "use it or lose it" mindset. I wanted the player to have a risk vs. reward decision towards the end of an Objective, "I have 3 Munitions, I *could* drop all 3 on this Rifle Team, but I could probably get them with 1 Munition saving me the SOs and letting me bring these to future Objectives..." As this scenario happened a dozen times throughout playtesting, the player felt the elation of dropping one bomb and succeeding, and the disappointment of only dropping one bomb and missing.

Farmers

Adding Farmers to the Hostile mix was a... contentious decision. As they are non-combatants they cannot legally be Targeted. Historically, the line between a Farmer and a Rifleman was how close they were to an AK-47... I wanted them added as realistically these Farmers were living their life while a war raged around them and they act as minor inconveniences for your Pilots. However, they are easily removed by Recon Pilots calling them out to your Gunship and Fixed-Wing Aircraft.

Support Hostiles

I've always liked adding in Support Units to the Hostile mix as I like giving the player the decision between attacking something shooting at them or attacking something boosting the shooters/will effect the player on

a strategic layer. Commanders for instance don't shoot at you and just sit there but cost you SO if they live to the end of the Objective. Radio Teams are another Support Hostile that if you don't deal with may not effect you or will summon in powerful Pop-Ups turning your Day bad quickly.

Freedom of Equipping

The game is designed for the player to play both in a historical sense and how the player wants. If you want to equip your Aircraft and Helicopters with their historical loadout, go for it! If you want to equip a Helicopter with M60s to get as many bonuses as you want on your Guns rolls, go for it! Huey Leader has been balanced around many play styles and I encourage you to have fun by stretching the system as far as you can!

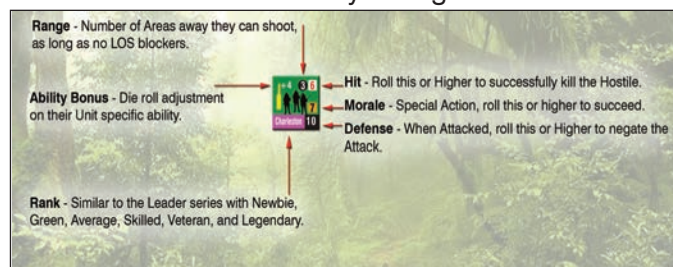
Operational Orders

Part of the fun of keeping everything in the Design Doc is ideas get a new life later in the game's development. Many ideas were thrown around part way through development where I wanted a "campaign shifting decision" something that would effect the way how the Player plays through that Campaign but none of them felt right. This led to a list of concepts with no home. Fast forward to Lead Developer Ben Smith bringing that list back up at the 11th hour and saying we could give players a pro/con decision that would effect their whole Campaign on a card giving yet more ways to experience each Campaign/Objective!

Idea Graveyard

Original Infantry

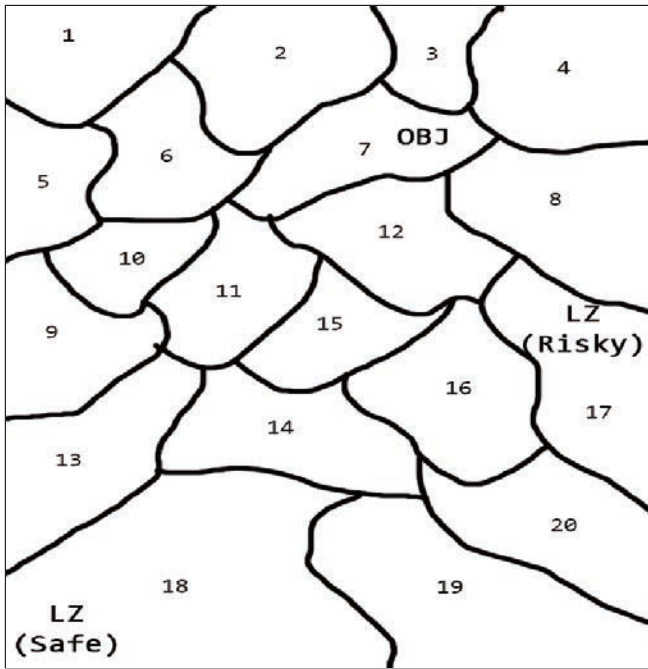
One of the original concepts I wanted was for Infantry to have a near equal importance to Pilots in the game, this was one of the original graphics I made back a few years ago, as you can see some things have stayed the same while others have drastically changed:



Originally we had wanted Infantry and Hostiles to be able to move between Hexes, however I ran into an issue of how a Helicopter moving at 110+ miles an hour was moving at the same speed as an Infantry... So, to simplify, only aerial Units can move between Hexes.

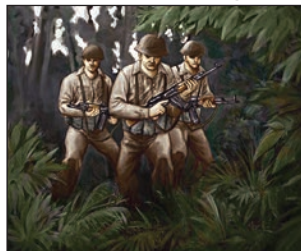
My Art

As part of the “original infantry” concept, I had the idea of having a Map where you have a choice of which Landing Zone you dropped your infantry, then move them between areas, where the Safe LZ would have your Helicopters attacked less but the Risky LZ would get you to the Objective sooner meaning your Infantry would have more time to Eliminate Hostile safely. As this Design took shape I had a realization... the last few game projects I had worked on or Designed were all Warfighter. I was making Warfighter Vietnam with Air Support. That led me to sit for an hour and realized I needed to focus back on the namesake of the game, the Huey Helicopters!



Drawn Art

We also had ideas for hand drawn art at the start, but after finalizing Warfighter Vietnam, I had A LOT of Vietnam photos in storage so I wanted to use those to give a similar theme between both of these games.



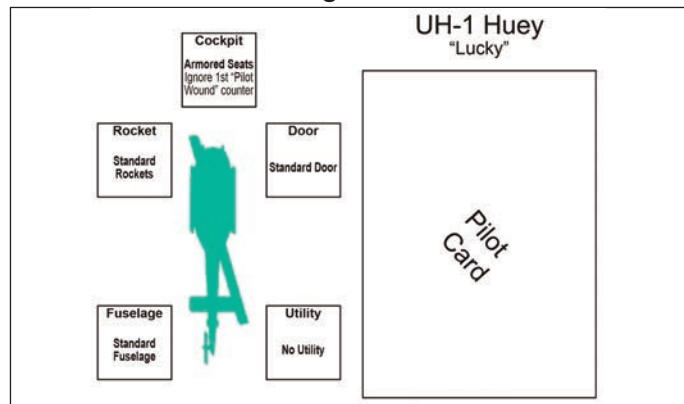
3D Art

Dan created this art for the Hostile counters/Objective cards back in the early 2000s, I like it but I liked the real photographs more, fun to see the direction the game could have gone and I’m glad we could find so many photos of the Vietnam Air War.



1/4 Page Sheet

This graphic was first created around 2021 when I was tinkering with the idea of an upgradable Helicopter. The Heli would start with Standard levels but with SO you could upgrade different aspects of it giving more utility or abilities it could activate during Objectives. Eventually I realized this wasn’t going to work as customizing each Heli was taking too much focus away from the munition/objective/infantry gameplay loops, plus a lot of the ideas were repackaged as Skill cards, giving players customization on a Pilot level giving more of an emotional connection to the Pilots which I consider to be the heart and soul of the game.



Acquire

I had wanted two kinds of Recon Pilots, those that “Scout” and those that “Acquire” to give more decisions to the Player when choosing Pilots. A successful Scout flips a Hostile counter to their much easier side, whereas you would Acquire a whole Hex then place an “acquired” counter on that Hex for the rest of the Objective. When you Acquired a Hex, you removed all negative Modifiers on that Hex, between Hostile Be Hits and the text on the Hex. The problem arose when Acquiring every Hostile on a Hex was far more powerful than Scouting, meaning we had to balance it on Pilots leading to weird values on Pilots and Aircraft. Plus, I didn’t like putting extra counters on the Display, so the idea was scrapped and turned into the Skill “Acquired” that does the same thing but was recycled into something new,

