

MUSTANG LEADER



"All that I am ... I owe to the Air Force."

Col. Chuck Yeager

INTRODUCTION

As the Commander of a group of American Aircraft and Pilots, you have information about Targets that need to be Attacked, and the positions of potential enemy air defenses. You also have resources to manage and allocate accordingly to achieve your objectives.

As your Pilots fly the Missions, they will suffer from Stress and Wounds, which will have an impact on their Skills. Do you rest a Pilot, or do you send him out on yet another Mission? It is up to you to deploy your Pilots, balance their Skills, Stress, and get the job done.

Gather your courage, fulfill your duty to the US of A, stay true to your honor and lead your Pilots to victory in World War II. Become a legend!!

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FOREWORD

By Kevin Rigby, son of Alden Rigby, P-51 Pilot and Ace

Historical Action games such as “Mustang Leader,” that make every attempt at presenting an accurate representation of the men, machines, and events of WW2, allow the participants the closest equivalent of “time travel” possible.

Looking back, my father, Lt. Alden Rigby, was one of the “Greatest Generation” of ordinary men and women who answered the call to face the task of defeating self-proclaimed “supermen.” All that they were asked to do was save the world, and they did exactly that.

After over a Year of training and instructing, Lt. Rigby joined the 487th Fighter Squadron, 352nd Fighter Group, 8th Army Air Force and began flying Missions in August 1944. He flew as wingman to some of the greatest Mustang Pilots of the war; Preddy, Meyer, Moran and Whisner.

Like so many of the ordinary heroes who defeated the Enemy without fanfare, Lt. Rigby’s highest priority was to do his duty to the best of his ability and as quickly as possible, return home to his family.

Each participant in this conflict had their own individual defining moment or moments. This game captures the feeling of how it was to be challenged, allows you to respond and simulate what it was actually like to be a participant in that great conflict. My father would be honored to represent the ordinary heroes who flew and fought in the P-51.



COMPONENTS

"The first time I ever saw a jet, I shot it down."

— Col. Chuck Yeager

GAME COMPONENTS – SHEETS



Campaign Sheets

Campaign Sheets show the information used for each Campaign. The numbers on and below the maps are Target numbers that correspond to the numbers on the Target cards.



Tactical Display

Use the Tactical Display Sheet to resolve the Over-Target step of each Mission. This Sheet shows the Sequence of Play and has Areas to

organize your cards.



Player Help Sheet

The Player Help Sheet has helpful reference charts and general information you will need to play the game.



Keyword Sheet

The Keyword Sheet lists the Keyword and Definitions found throughout the game.



Dogfight Sheet

The Dogfight Sheet contains all the information needed to resolve your Dogfights.



Pilot Skills Sheet

The Pilot Skills Sheet lists all the Pilot Skills presented in the game.



Player Log

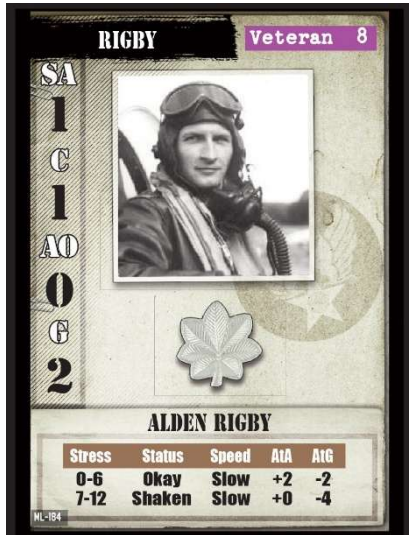
Record your Campaign and Pilot information on the Player Log. The information recorded on the Player Log is used to track and determine Pilot Promotion, Special Option point expenditures, Target Status, and the Campaign outcome. This Sheet may be copied or downloaded from www.DVG.com



Hit Definition Chart

Explains what the various counters mean when you suffer a Major or Minor Hit.

GAME COMPONENTS – CARDS



Pilot Cards

These cards represent your Pilots. Each Pilot has 6 different Skill levels on three double-sided cards.



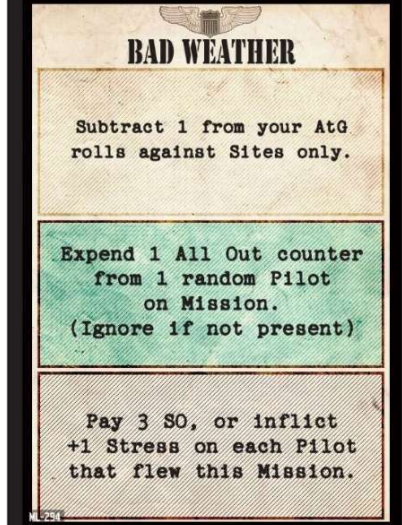
Target Card

Target cards detail your Mission Objectives and those objective's defenses.



Aircraft Cards

This card represents a Pilot's Aircraft. The Pilot will always fly this Aircraft type in any given Campaign.



Event Card

Event cards create situations that happen during your Mission.



Combination Cards

These cards represent large Aircraft and Pilots that are available for use.

GAME COMPONENTS - COUNTERS



Aircraft:

Each counter has a Low-Altitude side (L) and a High-Altitude

side (H). These counters have yellow stripes as a visual reminder that they can only be Attacked by Guns.



Air-to-Ground Weapons (AtG):

These weapons are used against Sites and Targets.



All Out:

Used to record the All Out points each Pilot has during a Mission.



Bandits:

These are Enemy Fighters that you Attack and that Attack your Aircraft.



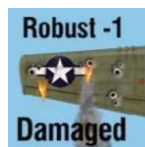
Bogey:

Draw this counter for each Bogey specified on the Target card.



Bombers:

Enemy Aircraft that appear on some Target cards. It is your job to shoot them down.



Damage:

When an Aircraft is damaged, immediately place a Damage counter on that Aircraft card.



Flight Surgeon:

Used to relieve Stress and heal Wounds.



Friendly Site:

Allied anti-aircraft capable of hitting your airplane.



Generic Bomber:

To be used in escort Missions.



Grit:

Used to record the amount of Grit a Pilot has available.



Major Hit:

Draw when you receive a Major Hit. The Aircraft is automatically Damaged.



Minor Hit:

Draw when you receive a Minor Hit.



No Bogey:

Count as a Bogey draw but are removed after all Bogeys are drawn.



No Site:

Count as a Site draw but are removed after all Sites have been drawn.



Objective Target:

Each counter represents one Target when you draw an "Objective" Target.



Parachute:

Use this counter to represent Pilots who have successfully Bailed Out.



Pilot Skills:

Pilot Skills can be purchased with Special Option points at the start of a Campaign. Number of Skills available are not limited by the Counter mix.



Sites:

These counters are double-sided. They have a Site on one side and a Bandit on the other. Sites with a red background are ground based Enemy guns. Sites with a green background are ground based Friendly guns. (These are the same Site on both sides.)



Situational Awareness:

Used to record the Situational Awareness points each Pilot has during a Mission. Flip and swap counters as needed.



SO Points:

Used to record the number of SO (Special Option) points available.



Special Weapons:

Each counter represents one Special Weapon. Place the counter on the Aircraft card.



Stress:

Used to record the amount of Stress suffered by each of your Pilots. When a Pilot suffers Stress, immediately place a Stress counter on that Pilot's Aircraft card.



Target:

Place the "Target" counter on the Campaign Sheet pointing at the Target you are flying against as a reminder of the Location of your current Target.



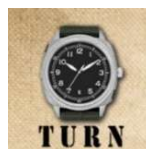
Target Damage:

Used to note the Hits you have inflicted on the Target.



Track Counters:

Place both the recon and Intel counters on their respective words located on the Campaign Sheet. When referencing the Campaign Sheet tracks, use the information on the space to the right of each counter.



Turn:

Place the "Turn" counter on the Tactical Display Turn Track to keep track of Mission Turns.



Whiskey:

Expendable item that allows you to remove two Stress points from every Pilot in your Squadron.



+X AtG:

Bonus for gaining Ace status. May be used to note temporary status.



+X AtA:

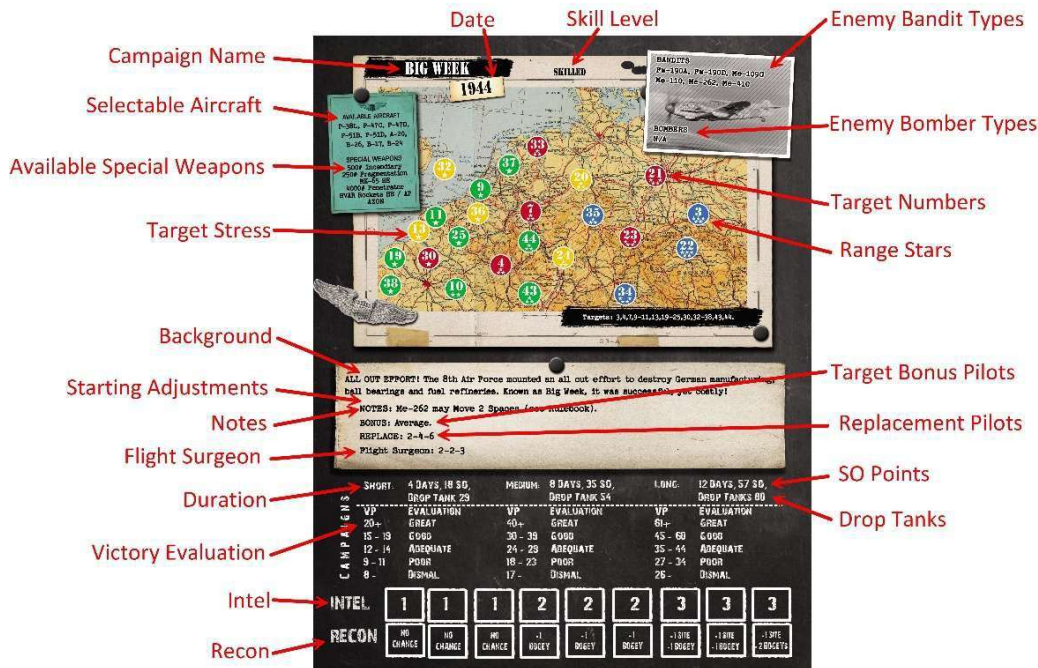
Bonus for gaining Ace status. May be used to note temporary status.



X Days Wound

Used to mark Pilots who have suffered 1 or 2 Day Wounds

CAMPAIGN SHEETS



Campaign Title:

Name of the Campaign.

Date:

The Year during which the Campaign takes place. The Year limits which Aircraft you can fly. This also specifies which Bandits will be present. You may only select from the Aircraft types listed on the Campaign Sheet which have a Service Year range that includes the Year of the Campaign.

Skill Level:

There are four Levels of Campaign difficulty. From easiest to hardest, they are: Introductory, Standard, Skilled, and Expert.

Target Stress:

Mission Stress: All Targets in Mustang Leader are color coded on the Campaign sheet to indicate the stress applied to each.

Green = 0 Stress

Yellow = 1 Stress

Red = 2 Stress

Blue = 3 Stress

Selectable Aircraft:

Use the Aircraft specified in this list for the Campaign. Expansion Aircraft may be used if they match the Year of the Campaign.

Target Numbers:

Lists the Target cards that are part of the Campaign.

Background:

A summary describing the historical background of the Campaign.

Starting Adjustments:

Campaign-specific changes to be made to normal starting conditions.

Flight Surgeon:

Specifies the number of Flight Surgeons you have available at the start of the Campaign.

Notes:

Where Notes in a Campaign conflict with the Rulebook, the Campaign's Notes take precedence over the Rulebook.

Target Bonus Pilots:

This notes the Skill Level of Pilots you receive as a Target bonus. You may freely choose which Pilots you wish to add.

Recon:

Your Recon counter points to the number of Target cards you may draw during the "Draw Target Cards" step of that Day. This is in addition to any Target cards you may already have in play.

Intel:

Your Intel counter points to adjustments made to Enemy Air Defenses, by adjusting starting Bandits and Sites.

Enemy Bandit Types:

Shows the types of Bandits present in this Campaign.

Enemy Bomber Types:

Shows the types of Bombers present in this Campaign.

Available Special Weapons:

Lists the Special Weapons available for this Campaign.

Duration:

Most Campaigns have three Lengths: Short, Medium, or Long. Each Length specifies how many Days you will fly, the number of Special Option points and Drop Tanks available. Choose whichever Length you wish.

Victory Evaluation:

Campaign result you achieve (Great, Good, Adequate, Poor or Dismal), based on the number of Victory Points earned.

SO Points:

Specifies the number of Special Option points you start with.

Drop Tanks:

Specifies the number of Drop Tanks you start with. These are used to increase the range of your Aircraft.

Replacement Pilots:

Specifies the number of replacement Pilots available. The Skill Level of a replacement Pilot is one level lower than the Skill level of the lost Pilot you are replacing.

Range Stars:**1 Star = Range 1 – 5 Star = Range 5**

The Range Stars shown in the Target dot on the Campaign Sheet represent the distance an Aircraft must travel to reach the Target.

Each Aircraft has a Range (RA) value printed on its card and may not exceed that number of Range Stars.

Carrying a Drop Tank increases an Aircraft's Range by +1.

Example: A Spitfire V has a Range of 1. If it carries a Drop Tank, it may Attack Targets at Range 2 or less.

SPECIAL CAMPAIGNS:

There are 3 "Special Campaigns" in the game. These Campaigns are multiyear Campaigns that require a few notes.

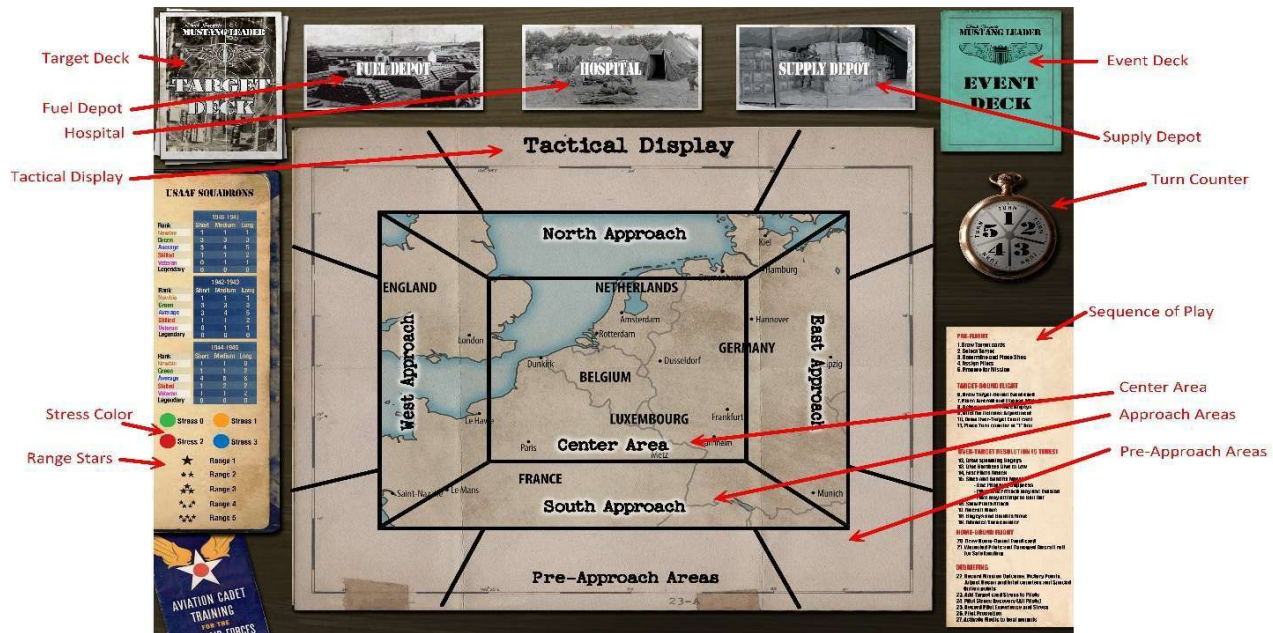
Every 4 Mission Days a new year begins. Check for new Aircraft, Special Weapons, etc.

Pilots may switch types at the beginning of every new year for no cost other than Aircraft cost.

Pilots Promote throughout Campaign. Legendary Pilots either leave (are traded in) or are kept.

Some Targets may be drawn in these Campaigns that do not make a lot of sense, such as Invasion Support in 1942. Just use your common sense and choose whether to Attack or not. If you choose to stay historical, just return the Target to the deck. If you just want to Attack the Target do so!

TACTICAL DISPLAY



Target Deck:

Each Campaign will use different Targets. Shuffle the required Targets, then Place them here, face down in a deck.

Fuel Depot:

The Area to keep all your Drop Tank counters.

Hospital:

The area to keep all your Flight Surgeon counters.

Supply Depot:

The Area to keep all your SO counters.

Event Deck:

Shuffle the Event cards and place them here, face down in a deck.

Turn Counter:

You have five Turns to Destroy the Target.

Sequence of Play:

This highlights each step in the game.

Stress Color:

The color of each Target Dot will indicate the Stress on the Target.

Range Stars:

The number of Stars in a Target Dot indicates the range to the Target.

The Tactical Display:

The Tactical Display is divided into one Center Area, four

Approach Areas, and eight Pre-Approach Areas. Always use the shortest path when calculating the Range for an Attack or Movement.

Center Area:

When you fly a Mission, place your chosen Target card in this Area.

The Areas adjacent to the Center Area are the four Approach Areas.

Approach Areas:

The Areas adjacent to the Approach Areas are:

- The Center Area
- The two Approach Areas that touch the current Approach Area, and
- The three Pre-Approach Areas that touch the current Approach Area.

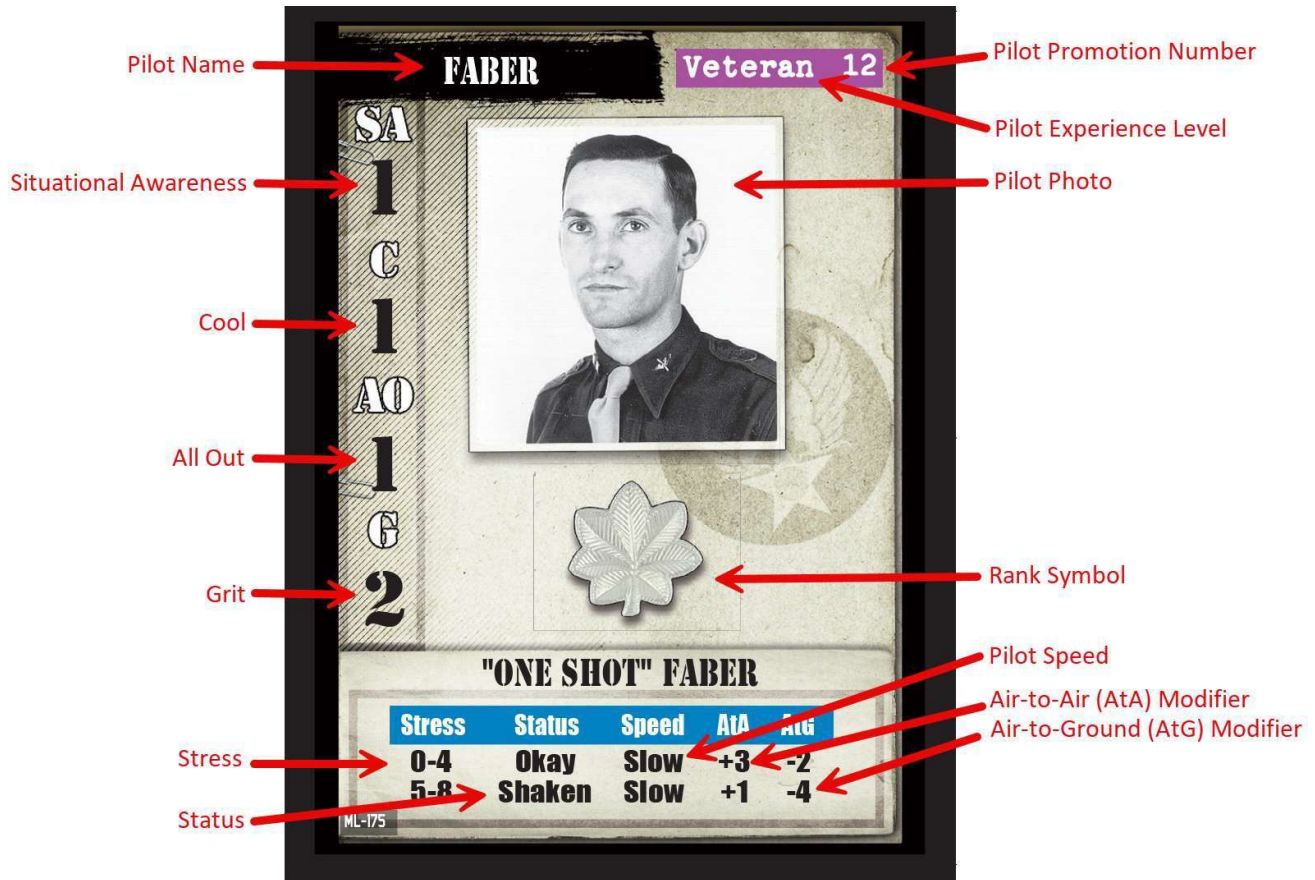
Pre-Approach Areas:

The Areas adjacent to them are:

- The two Pre-Approach Areas that touch the current Pre-Approach Area, and
- The Approach Areas that touch the current Pre-Approach Area.

An Area may be occupied by any number of Aircraft, and any Aircraft may occupy any Area

PILOT CARDS



Each Pilot card represents an individual Pilot. Each card has two sides that show different Experience Levels for the Pilot. The six Experience Levels for a Pilot span three cards. You assign each Pilot to an Aircraft at the start of a Campaign. He must stay in that Aircraft type for the duration of the Campaign. Pilots can switch types between Campaigns.

Pilot Name:

Pilot names are for reference purposes only.

Pilot Experience Level (Interchangeable with Rank):

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

Pilot Promotion Number:

The number of Experience points the Pilot must earn to be Promoted to the next higher Level.

Pilot Photo:

Pilot photos are for reference purposes only.

SA – Situational Awareness:

The Pilot's Situational Awareness value.

C – Cool:

Pilots with Cool recover from Stress faster.

AO - All Out:

Place All Out counters on the Pilot cards that have All Out points.

You can expend an All Out counter to do any one of the following:

- Treat an Unfit or Shaken Pilot as being Okay for the current Mission.
- After suffering a Minor Hit, Major Hit, or Destroyed result, treat it as a No Effect.
- After rolling for an Attack, re-roll with a +2 modifier.

G - Grit:

Place Grit counters on the Pilot cards that have Grit points. You may expend a Grit counter to instantly remove 1-2 Stress.

Expended Grit counters are replenished when a Target with the Grit Keyword is Destroyed for all Pilots.

Rank Symbol:

Rank symbols are for reference purposes only.

Stress:

Pilots suffer Stress when they fly Missions.

Status:

A Pilot's current Stress Level may be one of Okay, Shaken, or Unfit. A Shaken Pilot's AtA and AtG stats are reduced

Okay: If a Pilot's Stress value is in the "Okay" range, use the stats in the Okay row on the card.

Shaken: If a Pilot's Stress value falls into the "Shaken" range, use the stats in the Shaken row on the card.

Unfit: A Pilot becomes Unfit when the Pilot's Stress value exceeds the highest value listed in the Shaken range. A Pilot who is Unfit cannot perform Maneuvering, Attacks or Suppression, although he may still attempt to Evade.

Pilot Speed:

Pilots are either Fast or Slow. This is used to determine their order of performing Actions during each turn in the Over the Target Step.

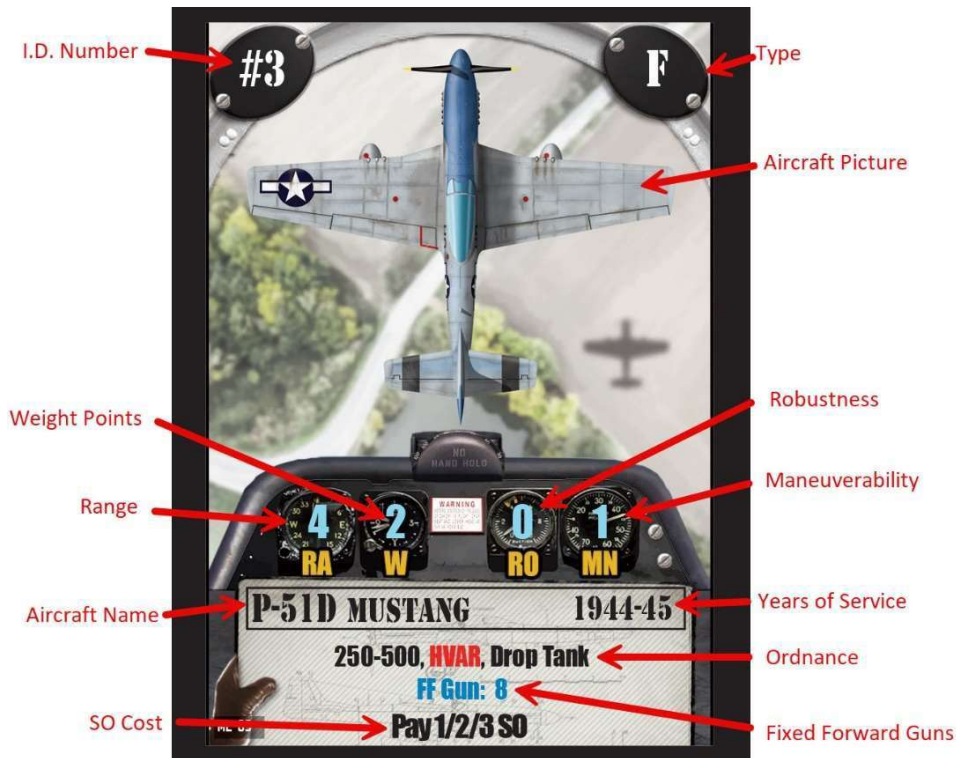
Air-to-Air (AtA) Modifier:

The Pilot's Air-to-Air values.

Air-to-Ground (AtG) Modifier:

The Pilot's Air-to-Ground values.

FIGHTER AIRCRAFT CARDS



Each Aircraft card represents an individual Aircraft.

I.D. Number:

Aircraft identification number for counter matches an Aircraft counter. The counter lets you know where your Pilot and Aircraft is on the Tactical Display.

Type:

(F) Fighter or (B) Bomber

Aircraft Picture:

Physical representation of the Aircraft for reference purposes only

SO Cost:

Some Aircraft are of better quality. The SO points you must pay for selecting these Aircraft are noted on their cards. Record the SO point adjustment on the Player Log in the Aircraft Purchase SO Points +/- (column). Any SO point adjustments are noted on the Aircraft cards.

Example: If I select two P-51Ds at a cost of 3 SO each, I will have to pay 6 SO points at the start of my Long Campaign.

Aircraft Name:

The military designation for the Aircraft.

Years of Service:

The period that the Aircraft was in service. You may only use an Aircraft whose years of service match the Campaign.

Range:

Distance an Aircraft may fly without Drop Tanks.

W – Weight points:

The maximum number of Weapon Weight points the Aircraft can carry.

MN – Maneuverability:

A modifier to the Maneuver Success chart based on Aircraft ability.

RO – Robustness:

A Defensive modifier to the Bandit / Site Hit numbers based on the strength and durability of your Aircraft.

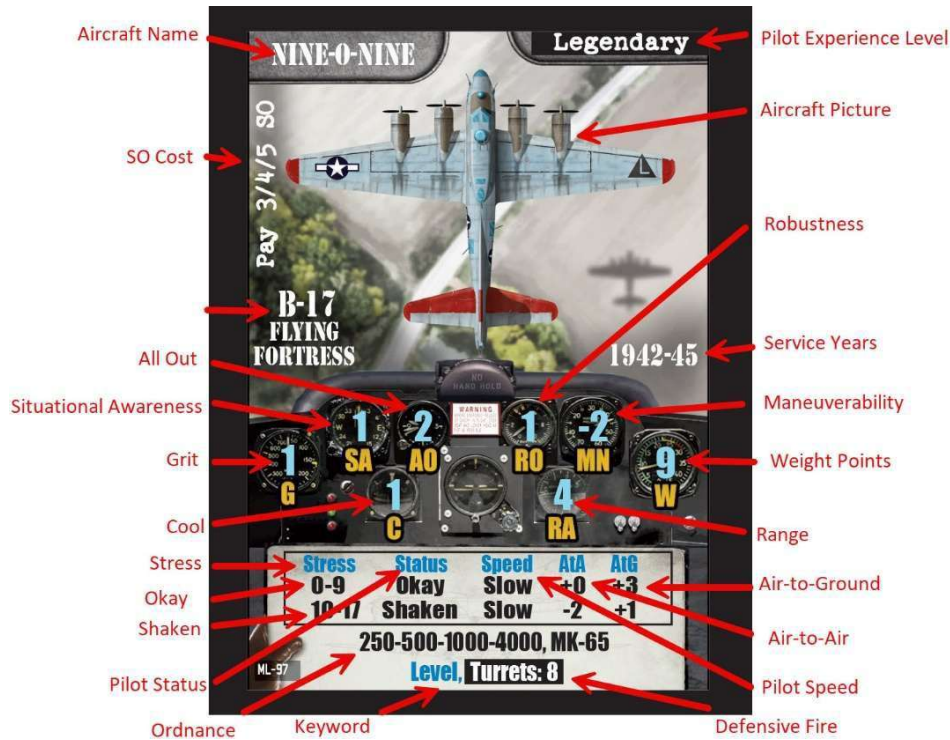
Ordnance:

A list of the types of Ordnance counters you may load on the Aircraft.

FF – Fixed Forward Guns:

Is the value you must roll on a D10 to hit with a FF gun.

COMBINATION CARDS



Each Combination (Combo) card represents a larger Aircraft and its Pilot. These Aircraft can join your squadron if the name is found on the Campaign Sheet in the selectable Aircraft list.

Bomber Crew Name:

Aircraft names are for reference purposes only.

Pilot Experience Level (Interchangeable with Rank):

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

Aircraft Picture:

Physical representation of the Aircraft for reference purposes only

SO Cost:

Some Aircraft are of better quality. The SO points you must pay for selecting these Aircraft are noted on their cards. Record the SO point adjustment on the Player Log in the Aircraft Purchase SO Points +/- (column). Any SO point adjustments are noted on the Aircraft cards.

Example: If I select two B-17s at a cost of 5 SO each, I will have to pay 10 SO points at the start of my Long Campaign.

Aircraft Name:

The military designation for the Aircraft.

Service Years:

The period that the Aircraft was in service.

RO – Robustness:

A modifier to the Bandit / Site Hit numbers based on the durability of your Aircraft.

MN – Maneuverability:

A modifier to the Maneuver Success chart based on Aircraft ability.

W – Weight points:

The maximum number of Weapon Weight points the Aircraft can carry.

RA - Range:

Distance an Aircraft may fly without Drop Tanks.

G - Grit:

The amount of Grit this Pilot has. (See Pilot card)

SA – Situational Awareness:

The Pilot's Situational Awareness value. (See Pilot card)

AO - All Out:

The number of All Out uses that a Pilot has. (See Pilot card)

C – Cool:

Pilots with Cool recover from Stress faster. (See Pilot card)

Stress:

Pilots suffer Stress when they fly Missions. (See Pilot card)

Bomber Crew Status:

A Pilot’s current Stress Level may be one of Okay, Shaken, or Unfit. A Shaken Pilot’s AtA and AtG stats are reduced.

Okay:

If a Bomber Crew’s Stress value is in the “Okay” range, use the stats in the Okay row on the card.

Shaken:

If a Bomber Crew’s Stress value falls into the “Shaken” range, use the stats in the Shaken row on the card.

Unfit:

A Bomber Crew becomes Unfit when the Bomber Crew’s Stress value exceeds the highest value listed in the Shaken range. A Bomber Crew that is Unfit cannot perform Maneuvering, Attacks or Suppression, although he may still attempt to Evade.

Ordnance:

A list of the types of Ordnance counters you may load on the Aircraft.

Keyword:

Some Aircraft have Keywords noting their Special Abilities. You can find a description of each Key Term on the Keyword Sheet.

Defensive Fire:

Type of Weapons and To Hit Number.

Bomber Crew’s Speed:

Pilots are either Fast or Slow. This is used to determine their order of performing Actions during each turn in the Over the Target Step.

Air-to-Air (AtA) modifier:

The Bomber Crew’s Air-to-Air values.

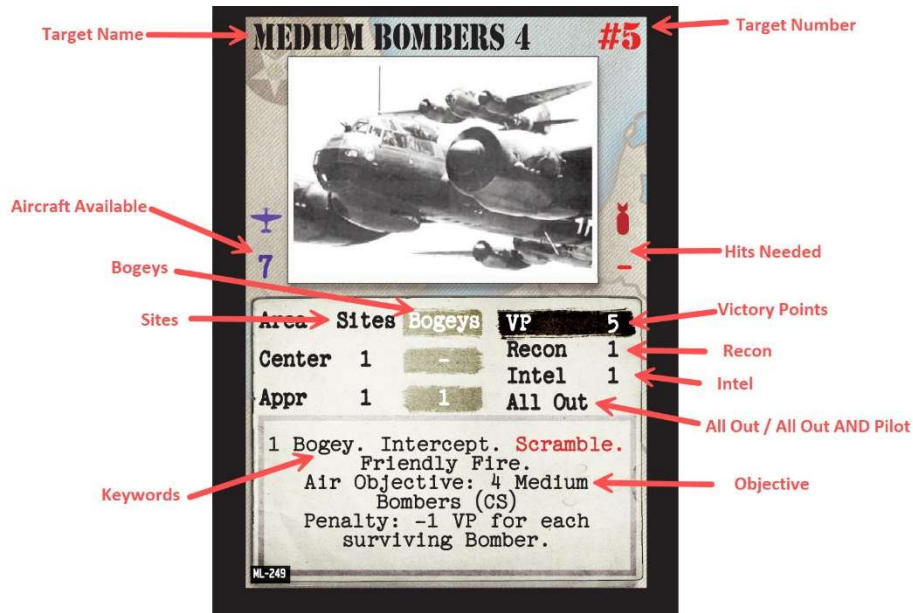
Air-to-Ground (AtG) modifier:

The Bomber Crew’s Air-to-Ground values.

Suggested Card Placement:



TARGET CARDS



Target Name:

A brief description of the Target.

Target Number:

Each Campaign uses a series of different Targets. The unique reference number of each Target in a Campaign is shown on the Campaign Sheet.

Aircraft Available:

This number designates the maximum number of Aircraft you can send on this Mission. You can choose to send fewer Aircraft, but not more.

Hits Needed:

The number of Hits needed to Destroy the Target.

Sites:

This shows the number of Site counters drawn for each of the Approach Areas, and the Center Area.

Bogeys:

This shows the number of Bogey counters drawn for each of the Approach Areas, and the Center Area.

Keywords:

Some Targets have Keywords that affect your Mission. The rules and effects for each Keyword are found on the Keyword Sheet.

VP – Victory Points:

The number of Victory Points you gain if you Destroy the Target.

Recon:

The number of steps you move your Recon counter to the right on the Campaign Sheet if you Destroy the Target. If you are Attacking two Targets on the same Day, do not move your Recon counter until both Missions are completed.

Intel:

The number of steps you move your Intel counter to the right on the Campaign Sheet if you Destroy the Target. If you are Attacking two Targets on the same Day, do not move your Intel counter until both Missions are completed.

All Out:

Some Targets have the **All Out** indicator. Pilots with used All Out counters replenish their expended All Out uses if you Destroy this Target, even if they did not participate in the Mission.

All Out AND Pilot:

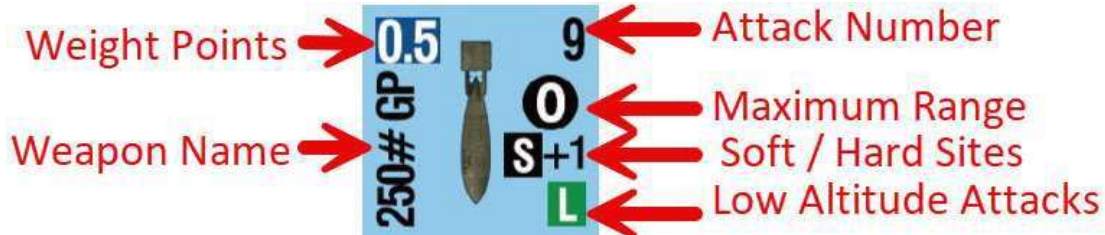
Some Targets have the **All Out AND Pilot** indicator. Pilots with used All Out counters replenish their expended All Out uses if you Destroy this Target, even if they did not participate in the Mission, **AND** you may choose to add a Pilot to your Squadron with the Skill Level noted on the Campaign Sheet.

This Pilot comes with an Aircraft of the proper type and Year per the Campaign. (Player must pay any required SO cost for the Aircraft).

Objectives:

Some Targets have a noted Objective. When Attacking a Target with Bomber, Site, or Bandit Objectives, place the specified number of Bomber, Site or Bogey counters per the Target card. Bogeys and Bombers move per the Special Target rules on page 29

WEAPON COUNTERS



These counters represent Air-to-Ground weapons. They can Attack Sites and Targets, but not Bandits or Bombers.

Weight Points:

The Weight points of the Weapon. This is used to determine the number of Weapons carried on an Aircraft.

Weapon Name:

Aircraft with the Bomb weight listed, can carry any Bomb with that weight listed.

Example: If an Aircraft can carry a 250# it can also carry a 250# Fragmentation Bomb or a 250# GP.

Attack Number:

Each counter can have up to four Attack Numbers, indicating how many Hits can be inflicted on the Target per Attack. The smallest Attack Number is the minimum that the modified D10 Attack roll must reach to score a Hit. The Attack roll may have modifiers such as Pilot Skills or Event cards.

1 Hit:

If the modified die roll is equal to or greater than the first number but less than the second number, one Hit is scored. Some Weapons, as well as an Aircraft's Gun, only have one number, thus they either inflict zero Hits or one Hit per Attack.

2 Hits:

If the modified die roll is equal to or greater than the second number but less than the third number, two Hits are scored.

3 Hits:

If the modified die roll is equal to or greater than the third

number but less than the fourth number, three Hits are scored

4 Hits:

If the modified die roll is equal to or greater than the fourth number, four Hits are scored.

Note that not all weapon counters have multiple Attack Numbers, such as the 250# bomb.



Maximum Range:

The maximum range is indicated in the black circle. Weapons with Range 0 can only Attack a Target in the same Area that the Aircraft is in. An Aircraft's Gun has a Range of 0.

Range 1 Weapons can Attack a Target in an adjacent Area. If a Weapon has a "-" for an Attack Number, it cannot score that number of Hits.



Example:

When using a Torpedo, it cannot score 1 Hit. If your modified Attack roll is 1-4, you Miss. A modified roll of 5-6 scores 2 Hits. A modified roll of 7-8 scores 3 Hits. 9+ scores 4 hits.

Example: When using a 250lb bomb, if your modified Attack roll is 1-8, you Miss. A modified roll of 9+ scores 1 Hit.

Low Altitude Attacks Allowed:

Unless the Aircraft has the "Level" Keyword, its Weapons can only be used at Low Altitude.

Soft/Hard:

All Sites, and some Targets, have a notation of “Soft” or “Hard”. Weapons gain a bonus to their Attack rolls when these Targets are present. The specific bonus is noted on the Weapon counter next to the “S” or “H” in the black square.

Drop Tank:

Used to add 1 Range to an Aircraft. Can be dropped at any time. (See Optional Rule “Range Rule in Linked Campaign” for exceptions)

Discarding Weapon or Drop Tank counters:

The Pilot can Discard any Weapon or Drop Tank counters at any time during their Turn.

Remove used counters:

Remove each expended Weapon counter from the Aircraft when it is used for an Attack, whether it Hits or not. Remove all unused Weapon counters after the Mission.



Sites are anti-Aircraft artillery that Attack your Aircraft. A Site which suffers at least 1 Hit from a Gun or Weapon Attack is Destroyed.

Soft:

All Sites are Soft. Some Weapons gain a bonus when Attacking a Soft Target.

Site Name:

The weapon type or caliber of the Site.

Attack Numbers:

What the Site must roll to respectively inflict a Minor, Major, or Destroyed result on your Aircraft.

Low Altitude Indicator:

The Site can Attack Aircraft at Low Altitude.

High Altitude Indicator:

The Site can Attack Aircraft at High Altitude.

Maximum Range:

Sites with a Range greater than 0 have a notation of their Range

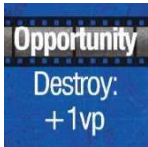
SPECIAL SITES

Some Site counters give a special effect instead of an Attack number. Rather than being Enemy gun emplacements, they are tactical opportunities you can use to your advantage during the Mission.



Special Site Counters:

Each Special Site counter represents a condition that must be met to gain its benefit. Special Sites are Soft.



Target of Opportunity:

If you Destroy this Site, gain 1 VP.



Photo Recon:

If you have an Aircraft in the same Area as this Special Site at the end of any Turn at Low Altitude, shift the Recon counter by 1 to the right at the end of the Mission.



Fire Director:

If you Destroy this Site, all Sites suffer -1 on their Attack rolls during the Over-Target step.



Diversiónary Attack:

If this Site is Destroyed, during the next Bogey/Bandit Move step, move all Bogeys/Bandits one (1) step toward, or into, the Area where the Site was destroyed. This movement replaces the normal Bogey/Bandit movement rules for that step only.



Radio Call:

At the end of any Turn, If you have a Friendly Aircraft in the same Area as this Special Site at the end of any Turn at High Altitude, gain +2 on all AtG Attack rolls for all Aircraft until the end of the Mission.



Example:

When drawing Sites for the Target, I draw the "Special SITE Indicator" counter. After placing the rest of the Sites, I draw a

Special SITE at random and replace the "Special SITE Indicator" counter with a Special SITE counter



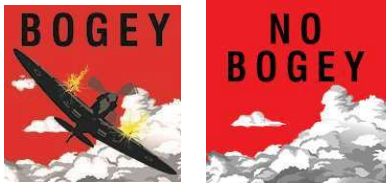
Modifier Counter:

Used to keep track of Modifiers for Maneuvering and Attacks.



BOGEYS, BANDITS AND BOMBERS

BOGEYS



Bogeys are Enemy Fighters that have not been identified. Bogeys become BANDITS when engaged by or Attacking Friendly Fighters or when Attacking Friendly Bombers.

BANDITS

Bandits are Enemy Fighters that Attack your Aircraft. These counters have yellow stripes as a visual reminder that they can only be Attacked by Guns. A Hit from a Gun Attack will Destroy a Bandit.



To Hit Numbers:

The numbers the Bandit must roll respectively to inflict a Minor/Major/Destroyed result on your Aircraft.

AtA Modifier:

Use this modifier when the Bandit is performing a Dogfight Maneuver, Attacking one of your Aircraft, or when being Maneuvered on or Attacked by one of your Aircraft.

Bandit Name:

The military designation for the Aircraft. Used for reference only.

Year:

The Year the Bandit is active.

Bandit Picture:

Physical representation of the Aircraft for reference purposes only.

Skill Level:

If the Bandit is a Veteran or Legendary, once it is Destroyed, remove the counter from the Campaign. **Legendary Bandits count as two Kills toward becoming an Ace.**



[*] Gunner:

Some Bandits have FF Guns AND a rear Gunner. If a Bandit has this notation, the rear Gunner is modified by -1 to the Attack die roll but uses same FF (Fixed Forward) To Hit numbers.

Example: The Me-110 has FF guns of 6/7/9. It also has a rear gunner [*]. That gunner needs 7/8/10 to Hit because of the -1.

ENEMY BOMBERS



Bombers are Enemy Aircraft that only appear as Air Objectives for certain Targets.

Bomber Name:

The military designation for the Aircraft.

To Hit Numbers:

The numbers the Bomber must roll respectively to inflict a Minor/Major/Destroyed on your Aircraft when it is doing Defensive Fire.

MN Modifier:

Use this modifier when you are Maneuvering against this Bomber.

Gunnars:

Bombers with numbers in [] brackets may only make a Gun Attack at Aircraft that are Advantaged or Tailing the Bomber.

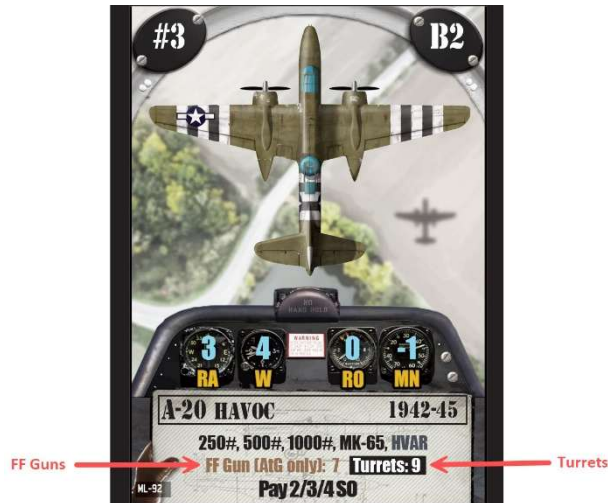
Bomber Picture:

Physical representation of the Aircraft for reference purposes only

Bombers Defensive Fire:

Bombers can perform Defensive Fire AFTER the Attacking Fighter Maneuvers, but before the Attacking Aircraft fires. The only Modifier is Friendly Robustness.

FRIENDLY BOMBERS



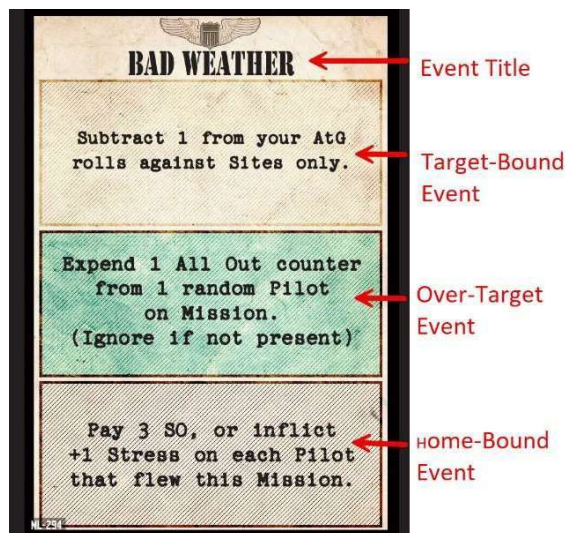
Turrets:

Bombers with numbers in **[]** brackets and black background on their card, may make a Gun Attack on any Aircraft Attacking the Bomber from any direction.

FF Guns:

Some Bombers also have FF Guns. These are for AtG use only.

EVENT CARDS



You will draw Event cards three times during each Mission.

Title:

A brief description of the Event.

Target-Bound Event:

Draw an Event card and look at the top section of the card during the Target-Bound step.

Over-Target Event:

Draw an Event card and look at the middle section of the card during the Over-Target step.

Home-Bound Event:

Draw an Event card and look at the bottom section of the card during the Home-Bound step.

Apply the effects on the respective section of the Event card for that step. All effects occur immediately, unless stated otherwise on the card.

CAMPAIGN SETUP

“The hunters are the ones who go out and kill. Maybe one out of ten good Fighter Pilots will be one of the hunters.”

— Jack Ilfrey, USAAF

To begin a Campaign, select the Campaign Sheet you would like to play. Introductory Campaigns are the easiest to perform, and Expert Campaigns are the hardest.

Campaign Duration:

Next, choose the Duration (number of Days) of the Campaign you wish to play.

Most Campaigns have a Short, Medium, and Long duration.

MEDIUM:	4 DAYS, 39 SO, DROP TANK 15
VP	EVALUATION
19+	GREAT
14 - 18	GOOD
10 - 13	ADEQUATE
8 - 9	POOR
7 -	DISMAL

Example:

If you fly the “First Strikes 1942” Campaign with a Medium Duration, you will fly four Days, receive 39 initial SO points, 15 Drop Tanks, and need 19+ Victory Points to achieve a “Great” Campaign Evaluation.

Campaign XX/XX/XX Notation:

Throughout the game, you will see this notation for various SO point and VP costs:

This refers to the costs that must be paid for a Short / Medium / Long Campaign, respectively.

Example: The Promotion SO point cost of a Newbie Pilot is 2/4/6 SO points. This means it would cost 2 SO points in a Short Campaign to Promote a Newbie Pilot to Green Level, 4 SO points in a Medium Campaign, and 6 SO points in a Long Campaign to Promote the Pilot.

Campaign Availability Notation:

Throughout the game, you might also see this notation for the availability of various items for a Short/Medium/Long Campaign, respectively.

XX-XX-XX:

This refers to the availability of various items for a Short - Medium - Long Campaign, respectively.

REPLACE:	2-3-5
Flight Surgeon:	1-1-2

Example:

The availability of Flight Surgeons is 1-1-2. There are 2 Flight Surgeons available to Activate each

Mission for a Long Campaign.

CAMPAIGN TRACKS

Campaign Tracks record damage inflicted on the Enemy’s strategic resources by your Squadron. Place the Recon and Intel counters on the corresponding Campaign Tracks.

Place counters in the farthest left space.

When referencing the tracks, read the result to the immediate right of the counter.



Recon (Reconnaissance):

This track represents your knowledge of Enemy operations. As you find out more of the Enemy’s plans, you can draw more Targets each Day. Draw each card one at a time. Any

Target cards already in play (such as Improvement Targets) do not count against the daily Recon quota.



Intel (Intelligence):

This track represents the Enemy’s ability to anticipate which Targets you might Attack, and to Position their defenses in the vicinity.

As the Enemy’s intelligence abilities are degraded, the number of Sites and Bandits placed to defend a Target is reduced.

SO POINTS

Each Campaign Sheet specifies the number of Special Option points available.

This is the total number of SO points available throughout the entire Campaign.

SO points are difficult to replenish during a Campaign, so you will need to spend them carefully.

You can purchase Skills, Drop Tank, Whiskey counters, Special Weapons and Priority Options with your Special Option points.

The costs are found on the Player Help Sheet. Non-Special Weapons do not cost SO points.



Example:

HVAR weighs 0.5 WP. You must pay 1 Special Option point for 2 HVAR counters per Mission. Any HVAR not used is removed from the Aircraft at the end of the Mission like any other Weapon.

OUT OF SPECIAL OPTION POINTS OR DROP TANKS

Some Event cards and Target cards will force you to pay Special Option points or Drop Tanks. If you are required to spend Special Option points or Drop Tanks and you cannot, you immediately end the Campaign with a **Dismal** Evaluation. Some Event cards give you an option to suffer a penalty rather than pay SO points or Drop Tanks. If you choose not to (or cannot) pay the SO, you either suffer the penalty or end the Campaign with a Dismal Evaluation.

MULTI-YEAR CAMPAIGNS

There are some unique Campaigns in Mustang Leader. These Campaigns span multiple Years instead of days / weeks.

These require a few special rules.

Every Year consists of 4 Missions.

Any new Technology or Aircraft available in the “New” Year are available to the players.

Players may replace their present Aircraft with the new model / type if they have a Pilot to fly it.

Players must pay any new SO points for the new Aircraft.

Example: I want to upgrade my P-51B to a P-51D. I must pay the 3 SO cost for the P-51D)

Pilots may transfer to a new TYPE of Aircraft at the start of every Year.

Example: Pilot Adams wants to transfer from a P-47 to a P-51. He can do that at no cost at the start of a new Year. Must still pay “X” SO costs for Aircraft.

Pilots transferring to a new TYPE of Aircraft mid-Year lose one Skill level.

Example: Veteran Pilot Dudas wants to transfer from a P-47 to a P-51 after 2 Missions. He drops from Veteran to Skilled. (If you are swapping out at the end of the Year, the training and familiarization have all taken place. In the middle of the Year, it is more of a learn on the job type of thing because your P-47 got shot out from underneath you and you can only swap to a P-51....)

EXAMPLE OF CAMPAIGN SET-UP

TACTICAL DISPLAY SETUP

Place the Tactical Display and your chosen Campaign Sheet in front of you.

SELECTING SQUADRON PILOTS

At the start of the Campaign, I selected my Pilot cards based on the duration of my chosen Campaign.
The Squadron shall consist of 8/10/12 Pilots.

1942-1943			
Rank	Short	Medium	Long
Newbie	1	1	1
Green	3	3	3
Average	3	4	5
Skilled	1	1	2
Veteran	0	1	1
Legendary	0	0	0

1944-1945			
Rank	Short	Medium	Long

Example:

I have chosen to play the First Strikes Campaign with a Medium Duration which means I select 10 Pilots.

For a well-rounded Squadron, I make sure that some of my Pilots are especially good at AtA, and others are good at AtG, and a few can handle both equally well.



I record the Pilot Names, Ranks, XPs needed for Promotion, Cool and Grit on the Player Log.

TARGET AND EVENT DECKS

Look through the Target cards and find the Targets with the same Target numbers as those listed on the Campaign Sheet. These cards will form your Target deck for this Campaign. You will not need the other Target cards in this Campaign. Shuffle the Target deck (using the Target cards shown on the Campaign Sheet) and place them face down in the appropriate Area of the Tactical Display.

Shuffle the Event card deck and place it face down in the appropriate Area of the Tactical Display. During the game, when you need to draw a card and no cards remain in the deck, shuffle the discards to form a new deck.

MINOR / MAJOR HIT

Place all the Minor / Major Hit counters in a cup. Draw these if your Aircraft suffers a Minor or Major Hit.

BOGEY / NO BOGEY

Place all Bogey / No Bogey counters in a cup. You will draw from these to determine the exact number of possible Bogeys on this Mission.

BANDIT / SITE

Each Bandit counter has a Year printed on it. Each Campaign lists the Year and Bandit types present in the Campaign.

Place all the Site / Bandit counters that are of the same Campaign Year in a second cup. You will draw Bandits and Sites from this cup during Missions.



Example:

The First Strikes 1942 Campaign lists Me-109E, Fw-190A and Me-110 as the Bandit types. When drawing Bandits, only count these types of Bandits as draws, however, put **ALL 1942 Bandit** counters in the cup.

DROP TANKS

Place the stipulated number of Drop Tanks in the Fuel Depot on the Tactical Display.

These represent the number of Drop Tanks that are available for this Campaign.

Before you start your Campaign, you may purchase 3 additional Drop Tanks for 2 SO.

SO POINTS

Place the stipulated number of SO Points in the Supply Dump on the Tactical Display.

These represent the number of supplies available for this Campaign.

FLIGHT SURGEONS

Place the stipulated amount of Flight Surgeons in the Hospital Area on the Tactical Display. Unless you purchase additional Flight Surgeons at the start of the Campaign, these are all you have available.

SQUADRON MAKEUP

The makeup for your Squadron is typically:

	1939-1941			1942-1943			1944-1945		
Rank	Short	Medium	Long	Short	Medium	Long	Short	Medium	Long
Newbie	1	1	1	1	1	1	1	1	0
Green	3	3	3	3	3	3	1	1	2
Average	3	4	5	3	4	5	4	5	6
Skilled	1	1	2	1	1	2	1	2	2
Veteran	0	1	1	0	1	1	1	1	2
Legendary	0	0	0	0	0	0	0	0	0

Example:

When choosing the First Strikes 1942 Medium Campaign, I choose 10 Pilots. I choose the following Pilots:

Newbie – Konczal

Green – Rawlings

Green – Grimmond

Green – DeRuyter

Average – Dudas

Average – Memphis Bell (B-17)

Average – Pretsch

Average – Faber

Skilled – Seegert

Veteran – Rigby

Record the Pilot Names, Skill Levels, XPs needed for Promotion, Cool and Grit on the Player Log.

Legendary:

When a Pilot accumulates enough XP to Promote to Legendary, after the Mission, decide whether to keep him or “trade” him for a Newbie and gain +3 VP.



Situational Awareness:

Place Situational Awareness counters on the Pilot cards that have Situational Awareness points. A Slow Pilot can spend one Situational Awareness counter to perform an extra Attack in the Fast Pilot Attack step. The Pilot can still Attack in the Slow Pilot Attack step, as normal.

A Fast Pilot can spend one Situational Awareness counter to perform an extra Attack in the Slow Pilot Attack step, even if the Pilot has already performed an Attack in the Fast Pilot Attack step.

Spending a Situational Awareness counter only affects the Pilot's Attack for the current Turn.

The Pilot can only use his own Situational Awareness to gain the extra Attacks.

Situational Awareness cannot be transferred to other Pilots.

Remove the counter when an extra Attack occurs.

Situational Awareness is renewed after each Mission.



Grit:

Place Grit counters on the Pilot cards that have Grit points.

You may expend a Grit counter to instantly remove 1-2 Stress.

Expended Grit counters are replenished when a Target with the Grit Keyword is Destroyed, even if a Pilot was not on the Mission.



All Out:

Place All Out counters on the Pilot cards that have All Out points.

You can expend an All Out counter to do any one of the following:

- Treat an Unfit or Shaken Pilot as being Okay for the current Mission.
- After suffering a Minor Hit, Major Hit, or Destroyed result, treat it as a No Effect.
- After rolling for an Attack, re-roll with a +2 modifier.

Pilots do not recover expended All Out points until a Target with the **All Out** or **All Out and Pilot** notation is destroyed. Once this occurs, all Pilots in the Squadron with All Out points may regain their expended All Out points, including those who did not participate in the Mission.

When a Target with the **All Out and Pilot** notation is

destroyed, all Pilots regain their expended All Out counters and a Pilot of the noted Skill Level is added.



Pilot Skills:

Each Pilot can have up to two unique Skills, costing 1/2/3 SO points based on Campaign duration. Skill availability is unlimited by counters or the number of Pilots per Skill. Record SO point costs and Skills on the Player Log Sheet under each Pilot's name. Skills are non-transferable during the Campaign. Ace Pilots can receive up to two extra Skills, with a maximum of three total.

Pilot Promotion Priority:

After selecting your Campaign length and Pilots, you can utilize the Pilot Promotion Priority option. This permits you to promote one or more of your Pilots to a higher Rank Level by spending SO points. You can purchase multiple promotions for a single Pilot are possible. This is the only opportunity to purchase the Pilot Promotion option for Pilots.

Pilot Promotion Costs:

Based on Skill and Campaign Length:

Newbie to Green = 2/4/6

Green to Average = 3/6/9

Average to Skilled = 4/8/12

Skilled to Veteran = 5/10/15

Veteran to Legendary = 6/12/18.

Example: In a Medium Length Campaign, I promoted an Average Pilot to Skilled for 8 SO points. To promote him to Veteran, I pay 10 more SO points.

Priority Pilot Demotion:

After selecting your Campaign length and Pilots, you can

immediately demote one or more Pilots to a lower Rank Level to gain SO points. You may demote a Pilot multiple times, but this is the only chance to use the Pilot Demotion option.

Pilot Demotion Gains based on Skill and Campaign Length:

Legendary to Veteran = 6/12/18

Veteran to Skilled = 5/10/15

Skilled to Average = 4/8/12

Average to Green = 3/6/9

Green to Newbie = 2/4/6

Example: I selected my Veteran in a P-47 while participating in a Medium Campaign. I opted to demote him, resulting in a gain of 10 SO. Another example involves a linked Campaign where I can demote my Legendary status to Veteran and thereby acquire 18 SO.

When you Priority Demote a Pilot after choosing him for a particular Skill Level, he counts as a draw for that Skill Level.

Example: The Campaign I am playing allows me 1 Veteran. After I choose my Veteran, I wish to Demote him. When I do that, he still counts as a Veteran in the Starting Squadron matrix. You cannot exceed the number of allowed Skill Levels before Demotion.

Flight Surgeon:

After selecting your Campaign, place the Flight Surgeons in the Hospital box. Activating a Flight Surgeon costs 2 SO each.

Drop Tanks:

Upon selecting your Campaign, you have the option to acquire additional Drop Tanks. The cost for Drop Tanks is two SO for three units.

PLAYER LOG

MUSTANG LEADER

Player Log

Campaign: _____

Initial Special Option Points: _____

Aircraft Purchase SO Points +/-: _____

Skills Purchased (-1/-2/-3): _____

Optional Rule Points +/-: _____

Final Adjusted SO Points: _____

Pilot/Skills			XP to next Promotion	Level	XP's Gained/Ace	Mission											
						#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
						Target											
Pilot Name:					○○○○○○○○○○												
Skill 1:					○○○○○○○○○○												
Skill 2:					☆☆☆☆☆ ☆☆☆☆												
Pilot Name:					○○○○○○○○○○												
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Skill 1:					○○○○○○○○○○												
Skill 2:					☆☆☆☆☆ ☆☆☆☆												

Campaign Notes:

Starting SO Points: _____

SO Points Used _____

SO Points Remaining _____

Target Status _____

(X - Destroyed, D - Damaged, U - Undamaged)

Victory Points Earned _____

Total Victory Points _____

Please record your Campaign and Pilot information on the Player Log Sheet.

The data entered on the Player Log is essential for determining Experience, Kills, Promotions, Special Option Point expenditures, Target Status, Victory Points, and the overall outcome of the Campaign.

Any Optional Rules purchased should be noted in the Campaign Notes Area.

This Player Log is provided in black and white to facilitate printing, photocopying, or downloading from www.DVG.com for personal use.

SEQUENCE OF PLAY

PRE-FLIGHT

- 1.) Draw Target cards.
- 2.) Select Target.
- 3.) Determine and Place Sites.
- 4.) Assign Pilots.
- 5.) Prepare for Mission.

TARGET-BOUND FLIGHT

- 6.) Draw Target-Bound Event card.
- 7.) Place Aircraft and choose Altitude.
- 8.) Determine and Place Bogeys.
- 9.) Intel Air Defense Adjustment.
- 10.) Draw Over-Target Event card.
- 11.) Place Turn counter in "1" Box.

OVER-TARGET FLIGHT (5 Turns)

- 12.) Draw Spawned Bogeys.
- 13.) Dive Bombers Dive to Low.
- 14.) Fast Pilots Attack.
 - One Pilot may attempt to Suppress.
 - Pilot under Attack may use Evasion.
 - Pilot may attempt to Bail Out.
- 15.) Sites and Bandits Attack.
- 16.) Slow Pilots Attack.
- 17.) Aircraft Move.
- 18.) Bogeys / Bandits / Bombers Move.
- 19.) Advance Turn counter.

HOME-BOUND FLIGHT

- 20.) Draw Home-Bound Event card.
- 21.) Wounded Pilots and Damaged Aircraft roll for Safe Landing.

DEBRIEFING

- 22.) Record Mission Outcome, Victory Points, Adjust Recon and Intel counters, and Special Option points.
- 23.) Add Target card Stress to Pilots.
- 24.) Pilot Stress Recovery (All Pilots).
- 25.) Record Pilot Experience and Stress.
- 26.) Pilot Promotion.
- 27.) Activate Flight Surgeon(s) to heal Pilots.

PRE-FLIGHT

1.) DRAW TARGET CARDS

Check the Campaign Sheet's Recon track to see how many Target cards you can draw each day. Draw and evaluate one card at a time before deciding to Attack or draw another. Continue until you reach the limit on the Recon track. Refer to the Key Term player aid sheet for important terms while evaluating each Target card.

Scramble:

When you draw a card labeled "Scramble", cease drawing Target cards and proceed to address this as your Primary Mission.

Secondary:

If a Secondary Target Card is drawn, it may be engaged as the primary Target or as a Second Mission for the day.

Improvement:

Targets with this Keyword activate when drawn and stay active until destroyed, even across days. They are usually harmful effects that persist throughout.

During this step, you may draw one or several cards. Before selecting your Target or Scrambling for a Target to Attack, it is necessary to note that you may only Attack a primary Target or both a primary and a secondary Target. At the end of the day, all Target cards not chosen are reshuffled into the deck, unless they contain the key term "Improvement".

Recon Priority:

After drawing the maximum Target cards allowed each day, you have the option to purchase Recon Priority using Special Option points.

Recon Priority permits you to spend 1/2/3 SO points to draw an additional Target card. Add this card to those already drawn and select your Mission for the Day.

Example: A player draws up to 3 cards as indicated on the Recon Track. If no card says Scramble and one says Secondary, the player can spend SOs to draw a fourth card. If this card says Improvement, the player may Attack any Target or a Primary and a Secondary Target. Undestroyed Improvement Targets stay active until they are destroyed, while other cards are reshuffled into the Target deck. Destroyed Targets are discarded. The next day starts with the Improvement Target in play, and its effects persist until it is destroyed.

SPECIAL TARGETS

ESCORT MISSION:

Some Targets are Escort Targets requiring slightly different rules.

- Place the designated generic Bomber/Transport counters in the West Pre-Approach Area. These represent generic Bomber/Transport units, not specific units from your group.
- Position the Aircraft selected as Fighters within any of the West Pre-Approach Areas (i.e., the Northwest, West, and Southwest Pre-Approach Areas).
- Draw and place the Bogeys according to the instructions on the Target card.
- Spawned Bogeys should be placed in the same Area as the Bombers, not in the Center Area.
- The primary objective is to safeguard the Bombers/Transports.
- Move the Bombers/Transports one space towards the East Pre-Approach during each turn.
- Each Bomber/Transport that exits the East Pre-Approach of the Tactical Display awards +1 VP.
- When a Bandit Attacks a Bomber, the Bomber has a -2 Maneuver and has a Turret value of [9].
- When a Bandit Attacks a Transport, the Transport has a -1 Maneuver and has no defensive capabilities.
- If a Bandit achieves a Minor result on a Bomber/Transport, it is treated as having No Effect.
- If a Bandit achieves a Major result, do NOT draw a counter. The affected Bomber/Transport immediately exits the Tactical Display and does not count towards VP.
- If a Bandit achieves a Destroyed result, the Bomber/Transport is destroyed, resulting in a penalty of -1 VP for the player.
- Generic Bombers/Transports are not subject to Wound or Stress results.

INTERCEPT MISSION:

Some Targets are intercept Targets, which require different rules.

- Interceptors begin in any of the Western Pre-Approach Areas (i.e., Northwest, West, and Southwest Pre-Approach Areas).
- Enemy Bombers to be intercepted start in randomly selected Pre-Approach Areas. Roll 1d10: 1-2-3 = North Pre-Approach heading South; 4-5-6-7 = East Pre-Approach heading West; 8-9-10 = South Pre-Approach heading North.
- Bogeys providing escort are drawn and placed as indicated on the Target card.
- Spawned Bogeys appear in the same area as the Bombers.
- Enemy Bombers move one area per turn.
- Enemy Bombers must exit the Tactical Display through the Pre-Approach directly opposite their starting point.
- Follow normal rules for Movement and Dogfighting.

DOGFIGHT MISSION:

Certain Targets require slightly different rules for Dogfight Missions.

- Friendly aircraft are positioned in any of the Western Pre-Approach Areas (i.e., Northwest, West, and Southwest Pre-Approach Areas).
- Bogeys will start in a random Approach or Center Area.
- Roll for each Bogey to determine its starting position. Roll 1d10: 1-2 = East Approach Area; 3-4 = North Approach Area; 5-6 = South Approach Area; 7 = West Approach Area; 8-10 = Center Area.
- Spawned Bogeys will appear in the Center Area.
- Unlike the previous Leader series Dogfight Missions, the Bogeys move according to the rules towards unengaged Friendly Aircraft.
- All other rules of movement and dogfighting remain.

2.) SELECT TARGET

Primary Mission:

Designate one Target card as the Primary Mission for the day. (Scrambles are always considered Primary.) Position this card in the Center Area of the Tactical Display Sheet.

Range Stars:

The **Range Stars** on the Campaign Sheet indicate the

distance that Aircraft must travel to reach the Target. Each Aircraft has a maximum range specified on its card. If no Aircraft can reach a Target, you cannot choose that Target. If it is a "Scramble Target", the Target Fails. Utilizing a Drop Tank will extend the Range by 1.

Example: A Spitfire has a Range of 1. By carrying a Drop Tank, it can engage Targets at a Range of 2 or less.

Secondary Mission:

In addition to conducting the Primary Mission each day, you may select one available Target card with the "Secondary" Key Term and undertake a second Mission during the day. When choosing the Primary Mission for the day, decide whether to also conduct a Secondary Mission. A Pilot can participate in either the Primary or Secondary Mission, but not both. A Target with the "Secondary" Key Term can be used as your Primary Mission.

Carry out the Mission steps including placing Sites, selecting Pilots and Aircraft, equipping Weapons, performing the Target-Bound Flight, Over-Target operations, Home-Bound Flight, and Debriefing for the Primary Mission. Complete the Primary Mission but only move Intel or Recon counters after the Secondary Mission is performed. Repeat the same steps for the Secondary Mission and complete it.

Replace any unselected Target cards in the Target deck and reshuffle, except for Target cards with the "Improvement" Key Term. Target cards with the "Improvement" Key Term remain in play and available for Mission selection until they are Attacked and Destroyed.

Down Time:

You may opt not to fly a Mission for the current day. A "No Mission" day still counts against the total number of days allocated for that Campaign. If this option is selected, move the Intel and Recon counters one space to the left. Then proceed to the Mission Debriefing and complete those steps.

3.) DETERMINE AND PLACE SITES

Each Target card specifies the number of Sites to be drawn for each Approach Area (Appr), as well as a second number indicating the number of Sites to be drawn for the Center Area.

Unless otherwise indicated, it is not necessary to destroy the Sites and Bandits to destroy the Target.

Randomly draw the specified number of Site counters from the cup.

Place the counters, with their Site side up, in the Approach

Areas and Center Area on the Tactical Display.
After the Sites have been placed, if any counter reads “No Site”, remove it from the Tactical Display and return it to the cup. The remaining counters represent the Enemy Sites defending the Target.



Example:
For this Target, draw one Site in each of the four Approach Areas and one Site in the Center Area.



Example:
When drawing Sites for the Target, if the "Special SITE Indicator" counter is drawn, after placing the remaining Sites, randomly draw a Special SITE and replace the "Special SITE Indicator" counter with a Special SITE counter.

4.) ASSIGN PILOTS



You must now decide which Pilots to send on the Mission.

Each Target card indicates the maximum number of Pilots that can participate in the Mission.

You may send fewer Pilots on a Mission, but you may not exceed the listed number of Pilots.

Select the Pilots from your Squadron who will fly this Mission.

Pilots that are Unfit may not be assigned to a Mission.

Remember to choose the proper Pilots for the Target.

Sending a Bomber on an Intercept Mission is not wise!

If you are performing a Secondary Mission, repeat the above steps to assign the Pilots for the Mission. You must select these Pilots **BEFORE** performing the Primary Mission.

You may not select a Pilot who has already been selected to fly in one Mission (whether Primary or Secondary) to fly in another Mission on the same Day, even if the original Mission was aborted.

5.) PREPARE FOR MISSION

Allocate Weapons and Drop Tanks to each of the Aircraft selected for this Mission.

Place each Weapon counter and Drop Tank on or next to the Aircraft card you wish to assign it to. The specific ordnance you choose will depend on the combat role you expect each Aircraft to perform during the Mission.

The number and types of Weapons your Aircraft can carry is limited in several ways: Weight points per Aircraft, the Weapon list on the Aircraft card, the Weapon list on the Campaign Sheet, and any Special Option points required to be spent on Special Weapons.

Only Special Weapons cost SO points.

Example:

In the Core Game, Special Weapons are: 250# FR, 500# INC, 4000# Penetrator, Azon and HVAR Rockets.

When planning which Weapons to equip your Aircraft with, it is worth thinking ahead to where the Aircraft will begin on the Tactical Display in the Over-Target step, as well as the locations and capability of the Enemy Sites.

Once your Aircraft are equipped, record the number of SO points you have spent on the Player Log.

TARGET-BOUND FLIGHT

This step represents the duration from when your aircraft take off until they reach the Target.

6.) DRAW TARGET-BOUND EVENT CARD

Draw an Event card and resolve the Event in the top section. Unless otherwise stated on the Event card, these events only apply to this Mission, and the Pilots participating in this Mission.

Aborting a Mission:

After resolving the Target-Bound Event, you have the option to Abort any or all the Aircraft on the Mission. Aircraft that are Aborted do not receive Experience points but will still incur Target Stress as usual. If all Aircraft are Aborted, proceed directly to the Home-Bound step. Aircraft that are not Aborted must continue with the Mission and participate in both the Over-Target and Home-Bound steps. Any Drop Tanks or Special Weapons on Aborted Aircraft will be forfeited.

7.) PLACE AIRCRAFT AND CHOOSE ALTITUDE

Place each of your Aircraft counters in one of the Pre-Approach Areas.

Multiple Aircraft may begin in a single Area.

Select the initial Altitude for each Aircraft counter.

Note that unlike some other Air Leader games, you cannot change the Altitude of your Aircraft during the Over-Target steps, except when performing a Dive Attack.

8.) DETERMINE AND PLACE BOGEYS

The Target card indicates the number of Enemy Fighters in the Center and Approach Areas.

The exact number of Bogeys is determined after placing your Aircraft. The specific type and skill level of a Bogey is identified upon engagement.

Draw the required number of Bogey / No Bogey counters from the Bogey cup at random. Place the counters in the Approach Areas and Center Area as shown on the Target Card.

If the counter indicates "No Bogey," remove it from the Tactical Display and return it to the cup. The remaining counters represent the Enemy Fighters defending the Target.



Example:

For this Target, draw 2 Bogey counters for the Center Area and 1 Bogey counter for each Approach Area.

When a Bogey Counter is engaged by a Player's Fighter, or Maneuvers against a Friendly Fighter or Bomber, draw a Bandit from the Bandit/Site cup.

Replace the Bogey Counter with a Bandit and return the Bogey Counter to its cup.

Note that Bandits do not revert to Bogeys.

Every Bandit has a Year noted on its counter, and only Bandits with the same Year as the Campaign should be used. Bandits also have different Skill Levels, ranging from Newbie, Green, Average, Veteran, to Legendary.

9.) INTEL AIR DEFENSE ADJUSTMENT

Refer to the Intel track to assess if any Site or Bogey counters need to be added or removed. If removal is indicated, select the appropriate counters and return them to the cup. If addition is required, draw the necessary counters and place them in the Center Area. If the Intel track indicates "No Change", no adjustments to Bogey or Site counters are needed.

10.) DRAW OVER-TARGET EVENT CARD

Draw an Event card and resolve the Event shown in the middle section.

11.) PLACE TURN COUNTER IN "1" BOX

Place the Turn counter in the "1" box on the Tactical Display. You have five (or less) Turns to complete your Mission.

OVER-TARGET FLIGHT

The Over-Target step consists of 5 identical Turns. During each Turn, combat and movement are resolved. Use the Turn counter to keep track of the current Turn.

12.) DRAW SPAWNED BOGEYS

If the Target card has the keyword # BOGEY, draw and place the number of # Bogeys according to the rules for that Target type.

13.) DIVE BOMBERS DIVE TO LOW

To execute a Dive Attack with an Aircraft that has the "Dive" Key Term, change the Aircraft's counter from High to Low. The Aircraft will then conduct the Dive Attack during its Attack step later in the Turn.

14.) FAST PILOTS ATTACK

Perform dogfight Maneuvering and resolve any Attacks for your fast pilots during this step.
Pilots are permitted to expend weapons to Attack Targets or Sites.
Bandits and Bombers may only be engaged using guns.
Each pilot Attacks individually and is allowed to Target only one enemy unit per Attack.
Declare and resolve the Attack for one pilot before declaring an Attack for another pilot.
The ability of a pilot to engage specific enemy units is determined by their current position, altitude, and weapon load.

Each turn, a pilot may declare one enemy (Target, Site, or Bandit) to Attack:

Attacking the Target:

Attack the Target with one or more Air-to-Ground Weapon counters, provided they are in range of the Target and the Aircraft is at the proper Altitude.

Attack the Target with a Gun Attack if the Aircraft is at Low Altitude, has FF Guns, and is in the same Area as the Target. The number of Hits needed to Destroy a Target is listed on the Target card.



Example:

You must inflict 3 Hits to Destroy this Target.

Attacking a Site:

Attack one Site with one or more Air-to-Ground Weapon counters, provided the Site is in the range of the weapon and the Aircraft is at the proper Altitude as indicated on the weapon counter.

Attack one Site with a Gun Attack if the Aircraft is at Low Altitude, has FF Guns, and is in the same Area as the Site.

Attacking a Bandit:

Attack any one Bandit with a Gun Attack if the Aircraft is in the same Area as the Bandit.

Bandits are always at the same Altitude as your Aircraft. When ready to Attack, a pilot declares the Target and chooses between using expendable weapon counters or guns.

Discarding Weapon or Drop Tank counters: The Pilot can Discard any Weapon or Drop Tank counters at any time during their Turn.

DOGFIGHTING

Dogfighting happens when Friendly and Enemy Aircraft are in the same Area, trying to shoot each other down. Place both counters in a Neutral Position (Facing each other) when they first engage.

Positioning:

An Aircraft or Bandit is always in one of the following Positions when Engaged in a Dogfight:



Tailing:

Your Aircraft's nose is pointed at the Bandit's tail. Your Aircraft has a very superior Position.



Advantaged:

Your Aircraft's nose is pointed at the Bandit's side. Your Aircraft has a

superior Position.



Neutral:

Your Aircraft's nose is pointed at the Bandit's nose. Neither Aircraft has a superior Position.



Disadvantaged:

The Bandit's nose is pointed at your Aircraft's side. Your Aircraft is in an inferior Position.



Tailed:

The Bandit's nose is pointed at your Aircraft's tail. Your Aircraft is in a very

inferior Position.

Friendly Fighters:

A Fighter is a Friendly Aircraft that has the F Type notation on the card.

Friendly Bombers:

A Bomber is a Friendly Aircraft that has the B Type notation on the card, or a "[]" or "[]" AtA on a Combined card.

Enemy Bomber:

Aircraft counters that have their Attack numbers in brackets "[]" or "[]".

Engagement:

If there are unengaged Friendly Fighters and Bogeys in the same Area **at any time**, determine which of the Bogeys your Friendly Aircraft will engage causing it to immediately

become a Bandit. This strategy prevents the Bogey from Attacking your Bombers or a preferred Fighter that you do not wish to get engaged.

Determine the engagement for unengaged Bogeys in the following order:

- 1.) If a Bogey is not engaged by a fighter, it can Maneuver and Attack a friendly bomber without engagement.
- 2.) If there are no bombers present, the Bogey may Attack an engaged fighter from a neutral position.
- 3.) If all player aircraft are engaged, do not engage the Bogey.
- 4.) If all the Bogeys are engaged, you may Maneuver and Attack any bomber without engagement. If all Bogeys are engaged, do not engage any remaining player aircraft.

A friendly aircraft or Bandit cannot be engaged against more than one Bandit or friendly aircraft at a time.

When a Bogey is Engaged, Attacks or is Attacked replace it immediately with a randomly drawn Bandit counter.

Fast Pilots Maneuver and Attack:

Execute Maneuvering and Attack procedures for your Engaged Fast Pilots.

Consult the Maneuver section at the top of the Dogfight Sheet and select an appropriate Maneuver for your Pilot. (You may opt out of performing a Maneuver if you are content with your current Position.)

Aircraft and Pilots who are Damaged or Unfit (if engaged by a Bandit) are restricted to selecting Tight Turn as their Maneuver. Such Pilots are also prohibited from initiating Attacks.

The Maneuvers **In My Sights** and **Out of the Sun** are only viable if your Aircraft is in a Neutral, Advantaged, or Tailing position.

To execute the Maneuver, roll a D10 and add your Pilot's AtA stat, the Aircraft Maneuver value, subtract the WP Penalty, and the Bandit's AtA Skill to determine the outcome.

Weapon Point Penalty:

An aircraft incurs a penalty of -1 for each Weapon Point (WP)

of Air-to-Ground (AtG) weapons, rockets, or drop tanks it carries.

Maneuverability (MN):

This is the modifier added to the die roll for Offense during the Maneuver Success roll.

Subtract this modifier from the die roll for Defense during the Bandit Maneuver Choice and Success roll.



Maneuver Result:

Each Maneuver shows 4 possible results, based on a modified D10 die roll.

(D10 + Pilot AtA + MN – WP penalty - Enemy AtA)

The die roll result ranges are: **2 or less, 3 to 5, 6 to 8, and 9 or higher.**

Using the selected Maneuver roll, refer to the Dogfight Sheet for one of the following results:

NE - No effect. The Maneuver did not change the Aircraft's Position.

+1 Pos - Adjust the Aircraft Position by 1 Toward Tailing.

+2 Pos - Adjust the Aircraft Position by 2 Toward Tailing.

+4 Pos - Adjust the Aircraft Position by 4 Toward Tailing.

+1 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 1 to its Attack roll.

+2 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 2 to its Attack roll.

+4 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 4 to its Attack roll.

-1 Pos - Adjust the Aircraft Position by 1 Toward Tailed.

-2 Pos - Adjust the Aircraft Position by 2 Toward Tailed.

-1 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, subtract 1 from its Attack roll.

Td/D -> N - If the Aircraft is Tailed or Disadvantaged, change its Position to Neutral.

D -> A - If the Aircraft is Disadvantaged, change its Position to Advantaged.



Example:

When DeRuyter (as a Newbie Pilot) has 0 to 2 Stress, he uses his Okay stats. He is Slow and has +0 Air-to-Air Combat and -2 Air-to-Ground Attack modifiers.

When he has 3 to 4 Stress, he becomes Shaken. He remains Slow, and his modifiers decrease to -2 Air-to-Air Combat and -4 Air-to-Ground Attack. When he has 5 or more Stress, he is Unfit and can no longer initiate any Attack.

Example: You are Neutral to the Bandit. You get a "+4 Pos" result. Adjust your Aircraft to Tailing the Bandit and ignore the third and fourth Position adjustments.

Rotate the two counters to show the new Positions of the Aircraft and Bandit.

Next, perform an Attack for the Aircraft if it completes the Maneuver in a Neutral, Advantaged, or Tailing Position.

If the Aircraft is Disadvantaged or Tailed after performing their Maneuvering, they cannot perform an Attack.

In air combat, Gun Attacks are used to Attack Bandits and/or Bombers in the same Area as the Aircraft.

Attacking:

Roll a D10 for the Gun Attack, adjusting for any applicable modifiers. You Destroy the Bandit or Bomber if the modified die roll is equal to or greater than the Attacker's Gun rating.

Modifiers:

To perform an Attack, roll a D10.

add your Pilot's AtA stat and subtract the Bandit's AtA skill.

Add +1 to the roll if your Aircraft is Advantaged.

Add +3 to the roll if your Aircraft is Tailing.

Add the Action Results achieved.

Gun Attacks may also be used to Attack Enemy Bombers after the Bomber performs Defensive Fire, if possible.

To Attack a Bomber, the Aircraft must be at the same Altitude as the Enemy Bomber.

If a Hit is achieved, the Targeted Bandit or Bomber is Destroyed and removed from the Tactical Display. Place the Bandit counter back in the cup, unless it is a Veteran or Legendary Pilot, which is removed from the Campaign.

ME-262 JET BANDIT

If a Slow Pilot attempts to engage, the Bogey is revealed as a Jet, but the Pilot may not Attack.

A Fast Pilot or Pilot with SA may Engage, Maneuver and Attack the Jet.

The Jet Attacks during Bandit Attacks step.

After Attack, the Jet moves one Area away.

Slow Pilots may **NOT** Attack Jets except for Jets Landing Target #7.

Veteran / Legendary Bandits:

When a Veteran or Legendary Bandit is Destroyed, remove that counter from the Campaign and place it in the "Enemy Bandit Veteran/Legendary Kills" Area of the Dogfight Sheet. These counters will not appear again during the Campaign.

Destroying a Legendary Bandit counts as 2 victories.

Ace:

Each time a Pilot Destroys a total of five Enemy counters, whether Sites, Targets, Bandits or Bombers, the Pilot becomes an Ace.

A Pilot can earn Ace status up to 2 times throughout a Campaign for every five Sites, Targets, Bandits or Bombers Destroyed.

Make a note of each counter Destroyed by marking the star in the "Experience" Area for each Pilot.

When a Pilot becomes an Ace (5 victories), the Pilot receives their choice of a +1 AtA or a +1 AtG counter at the end of the Mission. Place this counter on their Pilot card during the Debriefing stage as a reminder of their Ace status.

If a Pilot becomes an Ace and survives the Campaign, gain +1 VP. A Double Ace (10 Victories) scores +2 VP.

A Pilot scores one victory every time an Enemy counter is destroyed.

Destroying a Legendary Bandit or scoring the final Hits that Destroy a Target counts as 2 victories.

Example: Wolf Destroys five Enemy counters during the Campaign. Wolf earns +1 AtA or +1 AtG. At the end of the Campaign, gain +1VP if Wolf survives.

Pilots from the Aces Expansion DO NOT gain Ace status for five more victories.

AIR-TO-GROUND ATTACKS

Guns:

In addition to the Weapon counters you load on the Aircraft, some Aircraft are also equipped with Fixed - Forward (FF) Guns.

In Air-to-Ground combat, FF Guns may be used to Attack the Target or a Site in the same Area as the Aircraft.

The Aircraft must be at Low Altitude. (Only Dive Bombers may change Altitude)

Use the Pilot's Air-to- Ground modifiers when making the Attack roll.

Weapon Counters:

When you expend Air-to-Ground Weapons to Attack the Target or a Site, you may score one or more Hits.

Roll a D10 for each Weapon expended and look at the Attack Number(s) on the weapon.

If one or more Hits are inflicted on a Site, the Site is Destroyed and removed from the Tactical Display.

Place the Site counter back in the cup.

Record the Site as a victory on the Player Log.

Rockets:

AtG Rockets have a range of 1 and may only be used in ground Attacks.

Target Damage:

Use the Target Damage counters to record the Hits inflicted on the Target.

Example: I dropped a 250lb Bomb on the Target and rolled a d10. The Target suffers one Hit. I place a "1 Hit" Damage counter on the Target card.

A Target is Destroyed if it suffers the number of Hits equal to or greater than the number listed on the Target card.

You do not have to Destroy the Sites and Bandits to Destroy the Target.

Whichever Pilot scores the final Hit that Destroys a Target receives credit for 2 victories on the Player Log.

You do not have to inflict Hits against a Target that does not have a Hit rating, such as Enemy Objective Bombers.

Example: Target #5 “Medium Bombers” does not have a Hit rating. Regardless of Event cards or Intel modifiers, you only need to shoot down all the Objective Bomber counters.

Spill Over Damage:

Damage never spills over to another Target. Extra Hits inflicted on a Site do not carry over to another Site or the Target. Likewise, extra Hits scored against the Target do not affect Sites in the same Area.

Remove Weapon Counter:

Remove each expended Weapon Counter when it is used for an attack, whether it Hits or not.

15.) SITES AND BANDITS ATTACK

After your Fast Aircraft Attack, all surviving Sites and Bandits Attack.

A Site is limited to which Aircraft it can Attack based on its Range to the player’s Aircraft and the Aircraft Altitude.

A Bandit may only Attack an Aircraft in the same Area.

Each Site or Bandit Attacks individually and may only Attack one Aircraft.

Resolve the Attack for each Site or Bandit before starting an Attack for another Site or Bandit.

You may choose to resolve these Attacks in any order.

A Site or Bandit automatically Targets the closest Aircraft.

If there are two or more Aircraft at the same distance from the Site or Bandit, randomly determine which one the Site or Bandit Attacks.

BANDITS

Engaged Bandits may attempt to maneuver and Attack.

Bandits Maneuver:

Bandits Maneuver using the same rules as your Fast Pilots.

The Bandit will attempt a Maneuver based on its Position.

On the Dogfight Sheet, there are four columns for Bandit Maneuvers:

“Tg” is for Tailing

“A / N” is for Advantaged or Neutral

“D” is for Disadvantaged

“Td” is for Tailed.

Roll a D10 Add the Bandit's AtA Skill and subtract the Friendly Aircraft’s MN to the roll and refer to the appropriate row to determine which Maneuver the Bandit will attempt.

Maneuver Success:

Once you determine which Maneuver the Bandit is attempting, roll a second D10 to determine the level of success.

Add the Bandit’s AtA Skill and any Friendly WP penalty. Subtract your Pilot’s AtA stat and your Aircraft’s MN stat.

Use the modified roll to determine the result of the Maneuver.

Adjust the counter Positions and perform an Attack if possible.

Bandits Attack:

Roll a D10 for the Bandit to resolve the Attack. Add the Bandit’s AtA Skill, and subtract your Pilot’s AtA stat, and your Aircraft’s RO stat.

The **ROBUSTNESS (RO)** rating of your Aircraft may be a positive or negative modifier.

Example: A B-26 has a Robustness rating of -1. If a Site or Bandit is Attacking a B-26 it adds +1 to their Attack rolls.

Missed:

If the modified die roll is less than the first number, there is no effect on the Targeted Aircraft.

Minor:

If the modified die roll is equal to or greater than the first number but less than the second number, draw a **YELLOW MINOR HIT** counter and apply the effect.

Major:

If the modified die roll is equal to or greater than the second number but less than the third number, the Target Aircraft is **Damaged**.

Damaged Aircraft receive a -1 to their Robustness rating.

The player then pulls a **RED MAJOR HIT** counter and applies the effect.

If an Aircraft receives a second Damaged result, it is Destroyed.

Damaged Aircraft are automatically repaired overnight.

Destroyed:

If the modified die roll is equal to or greater than the third number, the Target Aircraft is Destroyed.

The Pilot may attempt to **Bail Out**.

Bombers Defensive Fire:

Bombers perform their Defensive Fire Attacks AFTER a Fighter (Friendly or Bandit) maneuver, but before the Fighter Attacks.

The only Modifier to **Friendly** Defensive Fire is **Enemy** AtA.

The only modifier to **Enemy** Defensive Fire is **Robustness**.

After an Attack on a Bomber or Large Aircraft, return any Aircraft or Bandits to Unengaged.

Gunner Attacks:

Gunners (Hit numbers in []) may only fire at Attacking Aircraft that are Advantaged or Tailing.

SITES



Range:

The Site's Range (if any) is in a black circle. If a counter does not have a Range number, it can only Attack Aircraft in its same Area.

Range 0 Sites:

These Sites can only fire at an Aircraft in their same Area.

Example: Both the 20mm Site and Pilot Pretsch are in the West Approach Area. Pretsch is at Low Altitude, so the Site can Attack Pretsch during its Attack Step.

Range 1 Sites:

These Sites can fire at an Aircraft that is at both Range 0 and 1.

Example: The 88mm has a Range of 1 and can Attack at only High Altitude. It is in the Center Area, and one of your Aircraft is at High Altitude in the West Approach Area which is a Range of 1. Your Aircraft is in range of the 88mm and can be Attacked.

Site Altitude Notations:

The H or L indicates its ability to Attack Aircraft at High or Low Altitudes respectively. It is possible for a Site to have both Altitude indicators.

Example: Faber is flying at High Altitude in the same Area as a Lt MG. The Lt MG can only target Low Altitude Aircraft. Faber cannot be targeted.



All Sites have an "S" in the top-left corner to indicate they are Soft Targets. Some Weapons get a bonus to Attack Soft Targets. The bonus modifier is shown on their Weapon counters.



Friendly Fire:

Whenever Aircraft from both sides are in the same Area as, and in the range of a Site, the Site has the possibility to Hit either side's Aircraft.

To determine which Aircraft the Site Attacks, assign every Aircraft in Range an equal chance to be Hit.

Roll a die. If the roll indicates an "Enemy" (of the Site) Aircraft, Attack as normal.

If the roll indicates a "Friendly" (Of the Site) Aircraft, re-roll. Whatever Aircraft is indicated by this second roll is Attacked. Friendly or Enemy.

All effects on Friendly Aircraft apply as normal.

Only Destroyed results count against Escorted Aircraft, Bogey / Bandits and Axis Bombers.

Example: A 20mm (Enemy Site) is in range of 2 Friendly Aircraft and 2 Bandits. I roll a die that indicates it will Target one of the Bandits, I re-roll and this time it again indicates a Bandit. The Site will Attack that Bandit.

Example: A 20mm (Enemy Site) is in range of 2 Friendly Aircraft and 2 Bandits. I roll a die that indicates it will Target one of the Friendly Aircraft. The Site Attacks that Aircraft.

Sites Attack:

Roll a D10 for the Site to resolve the Attack and Subtract your Aircraft's RO stat.

The **ROBUSTNESS (RO)** rating of your Aircraft may be a positive or negative modifier.

Example: A B-26 has a Robustness rating of -1. If a Site or Bandit is Attacking a B-26 it adds +1 to their Attack rolls.

Missed:

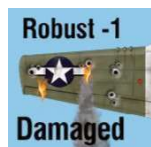
If the modified die roll is less than the first number, there is no effect on the Targeted Aircraft.

Minor:

If the modified die roll is equal to or greater than the first number but less than the second number, draw a **YELLOW MINOR HIT** counter and apply the effect.

Major:

If the modified die roll is equal to or greater than the second number but less than the third number, the Target Aircraft is



Damaged.

Damaged Aircraft receive a -1 to their Robustness rating.

The player then pulls a **RED MAJOR HIT** counter and applies the effect.

If an Aircraft receives a second Damaged result, it is Destroyed.

Damaged Aircraft are automatically repaired overnight.

Destroyed:

If the modified die roll is equal to or greater than the third number, the Target Aircraft is Destroyed.

The Pilot may attempt to **Bail Out**.

Friendly Bomber Rules:

Bombers cannot initiate a Dogfight with Enemy Bogeys, Bandits or Bombers.

If a Bandit does not Attack them, they do not participate in Dogfighting or initiate an AtA Attack for the Turn. Aircraft with "[]" or "[]" AtA may only perform AtA Suppression Attacks against Bandits Attacking other Aircraft with "[]" or "[]".

Bombers may perform AtG Suppression against Sites by dropping ordnance.



Enemy Bombers:

Enemy Bombers have an Altitude designated on their counters. Bombers begin the Mission at the noted Altitude and remain at that Altitude throughout the Mission.

To Attack them, Friendly Aircraft must be at the Bomber's Altitude.

Site, Bandit, and Bomber counters have their Attack Numbers across the top of their counters.

A Bomber has their Attack values in "[]" or "[]". This means they can only Attack Enemy Aircraft when they are Engaged as Defensive Fire. They cannot initiate an Attack.

Example: A Ju-88 is being Attacked by a P-47. After the P-47 performs its Maneuver but before it Attacks, the Ju-88 may fire at the P-47 if the P-47 is Advantaged or Trailing the Ju-88. After the Ju-88 fires, the P-47 may Attack. (Assuming it is not Destroyed.)



Gunners:

(Hit numbers in "[]") may only fire at Attacking Aircraft that are Advantaged on or Tailing them.



Turrets:

(Hit numbers in "[]" with black background) may fire at any Attacking Aircraft.

Treat each Bomber as an individual Target that must be Destroyed like a Bandit.



Example: Target #5 specifies the Objective: four medium Bombers. To Destroy the Target, you must Destroy the four medium Bombers.

Aircraft Reactions:

After the Target of a Site or Bandit's Attack is determined, you may have your Aircraft react to the Attack. You can first attempt to Suppress the Attack. If you choose not to Suppress, or it fails, you can attempt to Evade.

Suppression:

Any **ONE** Unengaged Aircraft may perform a Suppression Attack against the Site or Bandit.

Specify it will make a Gun Attack or which Weapon counter(s) to be expended.

Apply all Attack modifiers to the Suppression rolls as normal. If the Suppression die result indicates that a Hit is inflicted, the Site or Bandit Attack is cancelled out.

Bombers can only perform AtA Suppression Attacks against Bandits Attacking other Bombers. Bombers may perform AtG Suppression against Sites by expending Weapons counters.

When a Pilot attempts a Suppression Attack, place a +1 Stress counter on his card, whether the Suppression was successful or not.

The Site or Bandit does not suffer damage from the Suppression Attack. If the Suppression attempt fails, the Aircraft cannot try again for that Attack, but it can try to Suppress future Attacks in other Turns.

Example: An A-20 has been targeted by a Light Machinegun Site. Another A-20, also in the same Area, drops a 250lb Bomb in a Suppression Attack, hitting the Light Machinegun. The Light Machinegun Attack against the first A-20 is cancelled, but the Site is not Destroyed.

Evasion:

The Pilot which is the Target of an Attack may choose to go Evasive to reduce the chances of being Hit.

When a Pilot goes Evasive, place a +1 Stress counter on the Pilot.

When rolling for the Site or Bandit Attack, roll 2 dice, and use the lower result of the two Attack rolls.

Example: Konczal has been targeted by a 20mm Site. He chooses to go Evasive and rolls two dice for the 20mm Site's Attack. The rolls are 9 and 4. Using the 4 results, Konczal suffers a Minor Hit from the Site, in addition to +1 Stress from performing the Evasion maneuver.

Evasion can be used for Site and Bandit Attacks while an Aircraft is in the Over-Target Step.

An Unfit Pilot can perform an Evade maneuver, at the cost of gaining another +1 Stress.

BAIL OUT

A Pilot may Bail Out of their Aircraft at any time.

When a Pilot attempts to Bail Out, whether they are successful or not, the Aircraft is Destroyed.

If a Pilot is unsuccessful on their Bail Out attempt, they are **KIA** and removed from the Campaign.

To attempt a Bail Out, roll 1D10.

A modified roll of 2- is **UNSUCCESSFUL**.

A modified roll of 3+ is **SUCCESSFUL**.

Modifiers:

Mod

Pilot with Miss One Day Wounds	-1
Pilot with Miss Two Days Wounds	-2
Aircraft Damaged	-1
Aircraft Destroyed	-2
Any Pilot that performs a Successful Bail Out returns to the Squadron with +2 Stress and a new Aircraft.	

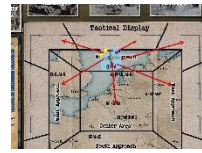
16.) SLOW PILOTS ATTACK

Slow Pilots act during this step and use the same Maneuvering and Attack rules as Fast Pilots.

17.) AIRCRAFT MOVE

In this phase, you have the option to relocate your Aircraft from their current Area to an adjacent Area or maintain their position in the current Area (Escorted Bombers are required to move).

EXCEPTION: Enemy Jets are permitted to move across two adjacent Areas.



Example: A P-51D is located at high altitude in the North Approach Area. It can move to the Center Area, the West or East Approach Areas, or any of the three Northern Pre-Approach Areas.

Contrary to some other Air Leader games, altering the Altitude of your Aircraft is not allowed, except as previously stated for Dive Attacks.

MOVEMENT WHEN YOU ARE ENGAGED:

If your Aircraft is Neutral, Advantaged To, or Tailing a Bandit, break the Engagement and Move. The Bandit does not follow.

If your Aircraft is Disadvantaged or Tailed by a Bandit, Move as normal. The Bandit follows and keeps its Position.

If your Aircraft is Neutral, Advantaged, or Tailing, break the Engagement and stay in the same Area. You can then create a new Engagement.

EXCEPTION: Jets can break Engagement anytime, from any Position, and move without being followed.

18.) BOGEYS / BANDITS / BOMBERS MOVE

After your Aircraft move, Bogeys, Bandits, and Enemy Bombers move. Each may move one Area per Turn but is not required, except Enemy Bombers, which must move every turn.

Bogeys and Bandits do not use Altitude. Follow these rules for their movement:

Engaged Bandits do not move unless the Fighter they are Engaged with does.

If any Unengaged Player Aircraft are within a Bogey's or Bandit's Attack range, they do not move.

If no Unengaged Player Aircraft are within range, move them one Area closer to the nearest Unengaged Player Aircraft.

If multiple Unengaged Player Aircraft are at the same distance, outside of the Bogey/Bandits Range, randomly choose the Aircraft to move toward.

Example: During the Bandits Move step, a Bogey is in the Center Area, and Pretsch is in the South Pre-Approach Area. The Bogey then moves into the South Approach Area.

In a different scenario, if Pretsch is in the South Pre-Approach Area and Faber is in the West Pre-Approach Area, there is an equal likelihood that the Bogey will move into either the South or West Pre-Approach Area.

Unengaged Fighters, Bogeys/Bandits Attack:

Perform an Attack for each Unengaged Fighter or Bandit.

Do not roll for Maneuvering when Attacking an Engaged Aircraft. They Attack from the Neutral Position.

Example: You have four Fighters and there are three Bandits. Your extra Fighter may Attack any remaining Engaged Bandits from a Neutral Position after your Aircraft Attack.

You may choose any Enemy Bandit for your Fighter to Attack. You may also choose to Maneuver against and Attack an Enemy Bomber.

When selecting a Target for an unengaged Bogey, they will first Maneuver against and Attack a random Bomber.

After this Attack they return to Unengaged.

If there are no Bombers, they will Attack a random Fighter. This Attack is an exception to the Engagement rule about only Engaging one Aircraft at a time.

This Attack is not considered an Engagement for the purposes of that rule.

Example: You have two Fighters and two Bombers facing five Bandits. After assigning your two Fighters to the Bandits the 3 Unengaged Bandits will randomly Maneuver against and Attack Bombers.

19.) ADVANCE TURN COUNTER

Move the Turn counter to the next box on the track and begin a new Over Target Turn. If the counter is already in the "Turn 5" box, conclude the Over-Target step of the Mission and proceed to the Home-Bound step.

Mission End:

A Mission ends when either Turn 5 ends, or when all Friendly Aircraft are in Pre-Approach Areas.

Friendly Aircraft that fail to enter a Pre-Approach Area or exit before the end of Turn 5 must roll a D10 to determine if the Aircraft runs out of Fuel.

Roll Result

3- Out of Fuel. Aircraft crashes and is lost. Pilot may attempt a Bail Out.

4+ Aircraft has sufficient fuel remaining. Proceed to the Home-Bound step.

Modifier:

Pilot AtA

HOME-BOUND FLIGHT

20.) DRAW HOME-BOUND EVENT CARD

Draw an Event card and resolve the Event shown in the bottom section.

21.) WOUNDED PILOTS AND DAMAGED AIRCRAFT ROLL FOR SAFE LANDING

Pilots suffering miss **X-** or **XX**-Day Wounds and Damaged Aircraft must roll D10 for Safe Landing.

Roll Result

3- Crash. Aircraft is Destroyed and Pilot is killed.

4+ Safe Landing.

Remove used counters:

Remove all unused Weapon counters after the Mission.



Example:

If I Destroy this Target, I do not move the Recon counter or my Intel counter.

DAMAGED TARGETS:

Except for Objective Targets, (which can only be Destroyed) if you inflict at least one-half of the Hits needed to Destroy a Target (rounded down), but less than the total number of Hits needed to Destroy the Target, you have Damaged the Target.

Note on your Player Log the number of Hits you score on the Target. You score one-half of the Target's VPs, rounding down, and shuffle the Target back into the deck.

If you draw the Target again, it retains the Hits you previously inflicted on it.

If you Destroy the Target on the second attempt, gain one-half the Target's VPs, rounding up, and apply its normal Intel and Recon track adjustments.

AO Target:

If the Target was Destroyed and had the "**AO**" notation, all Pilots in your Squadron regain any All Out uses that have been expended.

AO AND Pilot:

If the Target was Destroyed and had the "**AO AND Pilot**" notation, all Pilots in your Squadron regain any All Out uses that have been expended, AND you may add a Pilot of the specified Skill to your Squadron.

Replacement Aircraft:

Lost Aircraft are replaced by a new Aircraft of the same type. Damaged Aircraft are automatically repaired overnight.

23.) ADD TARGET CARD STRESS TO PILOTS

After the Mission is over, each Pilot that flew the Mission also suffers Stress based on the Target's Dot color on the Campaign Sheet or the Target card.

DEBRIEFING

22.) RECORD MISSION OUTCOME

Record: Mission Outcome, Victory Points and Adjust Recon and Intel counters. Adjust Special Option points.

Any Pilot that is **KIA** removes 1VP from your Mission score.

If the Target was Destroyed during the Mission, set the Target card aside until the Campaign is over. If the Target was not Destroyed, shuffle it back into the Target Deck.

If the Target was Destroyed, refer to the Target card to determine which Intel and Recon tracks are adjusted, and by how many steps.

Move the Intel and Recon counters to the right along their tracks, by the number of spaces equal to the number found on the Target card. A counter is never moved to cover the last space on the track.

If the Target was not Destroyed, do not adjust the Campaign tracks.



Example:
My Target (21) had a **RED DOT**. That means 2 Stress added to every Pilot on this Mission.

If the Target was Destroyed and no Friendly Pilots were KIA during the Mission, each Pilot that flew the Mission gains +1 additional Experience point.

You can also gain additional Experience from Target cards or Event cards.

Ace Status:

When a Pilot becomes an Ace (5 victories) they receive their choice of a +1 AtA counter or a +1 AtG counter during Debriefing. The player gains +1 VP at end of Campaign if the Ace is still alive. (Pilots from the Aces expansion do NOT gain the Ace status.)

Victories:

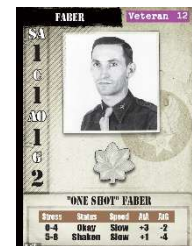
A Pilot scores one Victory every time he Destroys an Enemy counter. Objective counters count. Destroying a Legendary Bandit or scoring the final Hit to Destroy a Target scores as two victories.

26.) PILOT PROMOTION

Check for Pilot Promotion after resolving all Mission Stress. If the Experience point total for a Pilot is equal to or greater than the Promotion number for the Pilot, the Pilot is Promoted.

Promotion consists of switching the Pilot card for the next higher Skill Level and noting this on the Player Log.

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



Example: A Pilot has just completed a successful Mission. This has earned the Pilot two more Experience points, bringing the new Experience total to 10. The Pilot is Promoted from Skilled to Veteran.

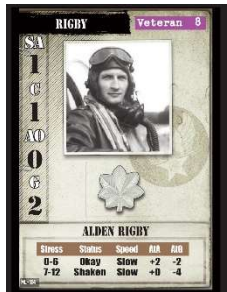
Check to see what stats have changed and record the new stats on the Player Log as required.

A newly Promoted Pilot reduces their Experience point total by the amount needed to Promote. If there are any leftover Experience points, they are kept toward the next Promotion. Also, record the Promotion number for the next level, which is the number of Experience points needed to be Promoted.

Example: A Newbie Pilot with 4 Experience points has just returned from a Mission, earning 2 Experience points, giving a total of 6 Experience points. To be Promoted to Green

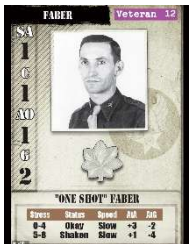
24.) PILOT STRESS RECOVERY (ALL PILOTS)

After the Target Stress points are applied to each Pilot, reduce the total Stress points for a Pilot by the Cool number shown on the Pilot card.



Example:
Rigby had 3 Stress going into the Mission. Rigby suffers +1 Stress from an Enemy Site, and later, suffers +1 more Stress from the Target Stress points, before removing 1 Stress due to Rigby's Cool Rating of 1. Rigby's Stress total at the end of the Day is 4.

When a Pilot does not fly during a Day, the Pilot recovers Stress equal to the Cool Rating + 2 and removes one day of Wounds.



Example: A Pilot suffered 7 Stress during the last two Missions. The Pilot is Shaken and will not be flying a Mission today. At the end of the Day, the Pilot will recover 1 Stress due to his Cool, and 2 more Stress because the Pilot rested during the Day instead of participating in a Mission. At the beginning of the next Day, the Pilot will have 4 Stress.

Priority R&R:

Once after every Mission you may spend 5/8/11 SO points to remove Stress equal to 2 plus each Pilot's respective Cool rating, from every Pilot in your Squadron.

Whiskey Counter:

Purchase each counter for 3/6/9 SO prior to beginning the Campaign.

Discard after any Mission to remove 2 Stress from every Pilot in the Squadron.

25.) RECORD PILOT EXPERIENCE AND STRESS

Give each Pilot that flew the Mission +1 Experience point in the XP's Gained column on the Player Log.

requires 5 Experience points, so the Pilot is Promoted to the Green level, with 1 Experience point carrying over toward Promotion to the next level, Average.

When a Pilot is Promoted, usually one or more of the Pilot's stats may increase. In some instances, a Pilot may also go from Slow to Fast, with a decrease in one or more stats. This is not an error, but rather to reflect that gaining Fast is a significant tactical advantage, balanced out by a temporary Stat decrease.

27.) USE FLIGHT SURGEON TO HEAL PILOTS

Flight Surgeon:

You may choose to spend two SO to activate a Flight Surgeon. Use the Flight Surgeon to treat a Wounded Pilot.

A Flight Surgeon can do one of the following when activated:

- Remove two Stress from one Pilot.
- Remove a Miss One Day Wound counter from one Pilot.
- Replace a Miss Two Day Wound counter with a Miss One Day Wound counter.

CAMPAIGN OUTCOME

If this Mission was the last Mission on the last day of the Campaign, find your Campaign result on the Campaign Sheet.

Compare your total Victory Points to the numbers listed in your Campaign's duration.



Example: If you were playing a Short, First Strikes 1942 Campaign and earned 14 or more Victory Points over the 3 Days, you have earned a Great Campaign Victory outcome.

ACES EXPANSION RULES

These ACEs cards are not included in the Mustang Leader core set, but they are found in the “Mustang Leader ACEs Expansion Pack” (available at DVG.com.)

After choosing Pilots for a Campaign, you may replace any Average Skill Rank Pilot with an “ACE” Pilot.

Cost:

Upon replacing an Average Pilot, you must pay the SO cost listed depending on the Length of your Campaign.

Example: I am playing a First Strikes 1942 Medium Campaign. I replace an Average Pilot with “ACE” Robin Olds and pay 12 SO points. I now use Robin as normal.

Skill(s):

Some ACE Pilots have Skills. The cost of the Skills are included in the Pilot’s cost.

When you pay the cost of the ACE, place their Skill counters on their card and record the Skills on the Player Log.

Some ACEs have no Skills, some have one Skill, while others have two or more.

Leadership:

ACEs do not use Experience. All Experience earned by an ACE is instead given to any other Pilot who flew on the same Mission.

Example: ACE Yaeger finished a Mission with 2 other Pilots. They Destroyed the Target and no one was KIA, so every Pilot earns 2 XP. Yaeger’s 2 XP is distributed to the other Pilots. He can either give the two other Pilots 1 XP each, or one Pilot his 2 XP.

Example: ACE Beyer has the Honorable Skill. He gains 1 XP for every point of Stress he suffers from a Bandit or Site Attack. He suffered 4 Stress during the Mission, so he gained 4 XP to give to the other Pilots who flew on the Mission with him.

ACEs Event Cards:

The Event cards for the ACEs Expansion should be shuffled into the Event card deck. These cards only affect Pilots from the ACEs Expansion, so ignore if no ACEs are present.

OPTIONAL RULES

At the start of a Campaign, decide which Optional Rules you want to use, pay or collect the SO costs, and record them in the Campaign Notes section of the Player Log.

FLYING 1 FEWER OR 1 MORE AIRCRAFT

You can take 1 more Aircraft than the Target card specifies, but you lose 1 VP from the Mission. If you take 1 fewer Aircraft than the Target card specifies, and still Destroy the Target, you gain 1 extra VP from the Mission. If you select this option, pay 3/6/9 SO.

You can take 1 more Aircraft than the Target card specifies, but you lose 1 VP from the Mission. If you take 1 fewer Aircraft than the Target card specifies, and still Destroy the Target, you gain 1 extra VP from the Mission. If you select this option, pay 3/6/9 SO.

RANDOM SQUADRON SELECTION

Instead of selecting your Pilots, randomly determine your Squadron composition. Place one card from every Pilot in a deck (Skill level does not matter at this point). Draw the required number of Pilots for each Skill Level, before you draw for the next Level.

Choose the Aircraft for each Pilot to fly.

If you use this option, gain 6/12/18 SO.

Example:

I am preparing my Squadron for the First Strikes 1942 Campaign.

I place my Pilot cards in a stack and randomly choose my first selection to be a "Newbie". I selected one card and added him to my Squadron roster. I then draw three more cards for my Green Pilots, and so on, until I have selected the required number of Pilots at each Skill Level.

RANDOM SKILL SELECTION

Instead of "buying" Skills for your Pilots, every Pilot gets one "FREE" Skill chosen at random. This represents Pilots that have good Skills and others that don't.

Example:

After choosing a Pilot, I randomly select one (1) FREE Skill for him. You may still purchase an additional Skill, but the randomly chosen one stays with the Pilot.

Example:

I draw Pilot Seegert as a Newbie. I chose to use Random Skill Selection, so I pull a Skill counter out of a cup. I pull 1 Cool and assign it to Seegert. I then replace the counter and draw the next Pilot and Skill counter.

HIGH STRESS ATTACKS/SUPPRESSION

Before any Pilot performs an Attack or Suppression for the Turn, you can choose to add +1 to all his Attack and Suppression rolls for the Turn.

The Pilot suffers +1 additional Stress each Turn this is used.

A Pilot may only do this once per Turn.

If you select this option, pay 3/6/9 SO.

USING EXPANSION AIRCRAFT / BANDITS / BOMBERS WITH CORE GAME / OTHER EXPANSIONS

If you wish to use Expansion Aircraft in either the core game or other Expansions, that is allowed. Only use the correct Year Aircraft.

Example: P-51 from core is not allowed in Pacific 1 Expansion, but a P-38J would be.

LINKED CAMPAIGN

SETUP

Pick a Campaign to start, looking at chronological path forward to the next later Campaign. The starting Campaign may be any length but once you decide the short/medium/long you stay with this length as you link with later Campaigns. Tip: playing Short Linked Campaigns will allow you to experience more of what Mustang Leader has to offer, faster.

With Random squadron selection add 6/12/18 SO's, but **ONLY** to the first Campaign. Then, continue to use Random draws when you add new Pilots to your Squadron.

STARTING AIRCRAFT SELECTION

Select the number of Pilots starting your first Campaign as defined by the Rulebook (page 25) or the Player Aid sheet, 8/10/12 also honoring the Pilot Skill Level. As you select your Pilots, add Pilot Skill counters. randomly draw one free Skill, applying the Skill to the Pilot you added to your squadron.

After you pick each Pilot and the Skill level of each you then select the aircraft from those available on the Campaign Sheet (CS). Note, some Heavy Bombers have one card for Bomber and Crew and these are named by the Aircrafts Name.

Example: B-17 Memphis Belle.

THE YOU RULE

Pick a Newbie in your first Campaign to represent YOU.

Give the YOU Pilot **A FREE SKILL - CHOSEN**, which gives you one free lifesaving "draw a minor Hit instead of a Destroyed Result" per Campaign.

See how long YOU can survive and if you can make it and become Legendary! **Good Luck!!!**

ACE EXPANSION

Players who are using the Ace Expansion may opt to replace one Average Skilled Pilot in a Campaign for an Ace. An Ace must be bought with SOs at a cost of the Pay x/y/z SOs listed on the card. In each following Campaign this Ace or any other Ace card can be used but the SO cost must be paid for each Campaign, and the Ace uses an Average Pilot Skill level position in the Squadron.

TRANSITION TO YOUR NEXT CAMPAIGN

When one Campaign ends, all **excess x-x-x** and Flight Surgeons are lost. These are assigned with the next Campaign as per the Campaign sheet. Whiskey, however, can be carried forward to the next Campaign, because why waste good booze —right?

All 'Grit' and 'All Out' counters are reset at the start of a new Campaign.

Skills bought or drawn in the previous Campaign can be transitioned forward to the next Campaign and Skills with the Keyword Expend are Reset.

Example: Your Newbie Pilot with Skill **CHOSEN**, used this Skill in the last Campaign. It is reset and he can use it again in this Campaign, too.

Pilots in your squadron can only transition to the next Campaign if they fall within the Skill levels guideline for suggested squadron makeup in the rulebook. These Guidelines **MUST** be honored at the start of each Campaign.

For Aircraft that transition to the next Campaign, ignore the cost. You have already paid this SO cost. If a newer Model is available, say a P-51D is available and you have a P-51B, you must pay the aircraft SO cost to acquire the new Model for the next Campaign. Of course, you can keep flying the older one if you wish.

Pilots may change Aircraft during the transition at no cost. If a Pilot changes Aircraft mid Campaign, they must lose 1 Skill level.

Pilot accumulated kills toward the Ace status, as well as any Experience points, are carried forward to each new Campaign.

As a suggestion, to slow the Skill level growth of your Pilots, it is suggested you do NOT grant the extra +1 experience point for successfully destroying the Target without losing any Pilots. It's up to you ... you can apply the extra +1 experience rule as written if you wish, but your Pilots will advance faster and risk reaching Legendary Skill and be lost sooner if you do so.

The goal is to give you a chance to get familiar with the Pilots in your squadron as you grow their experience and graduate them out to be leaders in less experienced Squadrons in the Army Airforce.

Bonus Pilots and Aircraft added to your squadron because of Targets destroyed bearing the **All Out and Pilot** may continue to the next Campaign but not as an extra bonus aircraft. **You must start the Campaign with 8/10/12 aircraft** of the prescribed Skill levels.

Pilots at Skill levels more than the squadron makeup are deemed to be lost to other squadrons elsewhere in the other fighter groups or may be Demoted or Promoted to an available level.

Example: I have two Pilots at the Veteran level. The Squadron makeup for my next Campaign only allows one. My choices are to Demote one to Skilled, (If available) or lose that Pilot.

PRIORITY PILOT DEMOTION

After you choose your Campaign length, as you choose your Pilots, you can use the Priority Pilot Demotion option. This allows you to immediately Demote one or more of your Pilots to the next lower Rank Level and gain SO points. You can Demote a Pilot more than once. This is the only time you can use the Pilot Demotion option for Pilots.

Based on Skill and Campaign Length:

Green to Newbie = 2/4/6

Average to Green = 3/6/9

Skilled to Average = 4/8/12

Veteran to Skilled = 5/10/15

Legendary to Veteran = 6/12/18

Example: I chose my Veteran in a P-38. I am playing a Medium Campaign. I choose to immediately Demote him to Skilled, which gains me 10 SO.

ADDING NEW PILOTS AND AIRCRAFT

If you are starting a new Campaign in your Linked game, and due to combat losses or higher Skilled Pilots being reassigned, you determine how many open slots you have at each level for the next Campaign. Using the Random selection, draw new Pilots.

RANGE RULES

You may choose to “travel” through each Range Stars to and from the Target.

Each Range Star has been assigned an “Intercept number” that will indicate if Bogeys are present in that Star.

This number may be adjusted by Event cards, weather, and other modifiers.

Gain 10-14-18 SO

1942

Range 1 = 5-

Range 2 = 5-

Range 3 = 4-

Range 4 = 3-

1943

Range 1 = 7-

Range 2 = 5-

Range 3 = 5-

Range 4 = 4-

1944

Range 1 = 3-

Range 2 = 4-

Range 3 = 5-

Range 4 = 6-

1945

Range 1 = 1-

Range 2 = 2-

Range 3 = 4-

Range 4 = 6-

As you enter each Range, roll 1d10.

If the modified die roll is equal to or less than the Intercept Number, Draw and place the Bogey / No Bogey counters stipulated on the original Target card.

Play this battle as an Escort or Dogfight Mission (Depending upon Bombers being present or not).

All assigned Aircraft will take part in this battle and any Counter Destroyed is 1 Victory toward Ace status.

After this battle is complete, move to the next Range and repeat these steps.

When you reach the Target Range, play the Mission per the Target Card.

Example: I choose to Attack a Target that is at a Range of 4 in 1944. When I enter Range 1, I roll a D10 and get a 4. I Find that result on the 1944 Range 1 table. A 4 means no Intercept, so I move on to Zone 2. I continue this until I reach Zone 4, where I Attack the Target as per the Target card.

If you are using Drop Tanks to extend the Range of some Aircraft by 1 Zone, and you drop the Tanks due to being Intercepted before your complete movement through Range 1, that Aircraft has lost the value of the Drop Tank and that Aircraft must return to base, or be Destroyed after the Mission (Pilot may Bail Out).

Example: A P-47D has a Range of 3. You choose to send it on a Range 4 Mission, with a Drop Tank. You are Intercepted in Zone 1 and the P-47D drops his Tank. At the end of that Over Target phase, he must return home or be Destroyed before returning home. Pilot may Bail Out

Example #2: A P-47D has a Range of 3. You choose to send it on a Range 4 Mission, with a Drop Tank. You are Intercepted in Zone 3 and the P-47D drops his Tank. Because he has exceeded range 1, there is no penalty for dropping the Tank.

APPENDIX A

This is a biography of what might be called an “ordinary” Fighter Pilot in World War II. This is written by his son, Kevin Rigby after conversations with his dad and using his dad’s diary. I hope you enjoy this as much as I did!!

Major Alden P. Rigby, USAF

Alden was born the 5th of 9 Rigby children, on January 4, 1923, in Oak Creek, Utah. Oak Creek consisted of a half dozen farmsteads located about 3 miles north of the small community of Fairview, Utah. Descended from stout English and Scandinavian pioneers, the Rigbys operated a small dairy farm. Alden worked shoulder to shoulder with his family working the farm while attending schools in Sanpete County. He was an excellent student and was active in extra-curricular activities including the marching Stars. He earned his varsity letter in Football, Basketball and Baseball, all four Years at North Sanpete High School. He won the Sanpete County Pentathlon two Years running.

Like many of his generation, Alden dreamed of leaving the farm and finding a place in a more urban environment. To that end, he attended Brigham Young University in the Fall of 1941 where all plans were put on indefinite hold with the events of December 7. Alden turned 19 just 28 days later and knew that his future would now include an indefinite period of military service.

Alden married his high school sweetheart, 18-Year-old Eleen Barker, in June of '43. He worked making ammunition at the Remington Arms factory in Salt Lake City until receiving his draft notice on his 20th birthday.

At Fort Douglas, Alden was given the opportunity to test for the Army Air Corp and was sent to “Classification” at Nashville, Tenn. He was assigned to Pilot training in the class of 43K and finished at or near the top of each training stage. He advanced to Fighter Training at Bartow, Florida, flying the new P-51 Mustang. He trained in the P-51A and again finished at the top of his class and held the base record for aerial gunnery. He was retained as an instructor for the next two classes and accrued substantial hours of additional time in the Mustang.

Lt. Rigby was assigned to the 8th AAF in July of '44 and due to his hours in the P-51 and his status as instructor, was allowed to select his Fighter group. He chose the high scoring 352nd Fighter Group and was assigned to the 487th Fighter Squadron. Lt. Rigby flew wing to Maj. George Preddy, Capt. “Bill” Whisner, and Col. John C. Meyer.

Rigby Destroyed his first German Aircraft, a Ju-52, while strafing an airfield in Western Germany. His Missions were primarily escort for the heavies that often included strafing Targets of opportunity on the way home. On November 27th, after strafing a train, he spotted an Me 109, (throughout the war the Bf 109 was always referred to as the “Me 109.”) and after a brief pursuit downed it with a short burst. The Pilot bailed out.

Just before Christmas, 1944, the 352nd moved to Belgium to fly cover for Fighter-Bombers of the 9th AAF, who were being harassed by the Luftwaffe as they Attacked ground Targets during the Ardennes Offensive. On Christmas Day, Rigby lost his dear friend, George Preddy, to “Friendly” ground fire.

Air Action during this period was frequent and intense. Lt. Rigby was often selected to fly as wingman to Col. J.C. Meyer, who downed several Enemy Aircraft over the battle Area.

The defining moment for Lt. Rigby came as he awaited takeoff for a patrol on 1-1-45 in his new P-51D-15 which he christened, ELEEN AND JERRY, named for his wife and infant daughter. At 9:20am, a force of 50 Fw 190s and Me 109s Attacked his field. The 12 Pilots of the 487th FS took off into the face of the Attack and for the next 40 minutes fought in defense of Y-29, their airfield. All 12 American Pilots survived the battle and together downed 24 Enemy Aircraft. Lt. Rigby downed 2 Fw 190’s and 2 Me-109’s with 3 of the 4 being downed after Rigby’s gunsight failed and with his ammunition depleted to only 300 rounds. For his Actions that day, Lt. Rigby was awarded the Silver Star.

Strangely, after that day, Lt. Rigby never saw another Luftwaffe Aircraft in the air. He finished his tour in March of 1945 after being awarded the DFC for saving the life of a Squadron mate. His beloved Mustang, “ELEEN AND JERRY” was shot down with Lt. Joe Vickery KIA on the very next Mission flown by the 352nd.

After the war, now “Captain” Rigby served as the Operations Officer of the 133rd Radar Control Squadron of the Utah National Guard. Deployed to Olathe Kansas during the Korean War, the 133rd was tasked with training USAF and USN controllers. Captain Rigby was given authority to fly Navy Aircraft from the base while training the controllers. He flew the F4U-4 Corsair, F8F Bearcat, TBM Avenger, and his first jet, the FJ-1 Fury.

Returning to Utah, Rigby remained in the Guard while helping develop the Civilian Aviation Agency which later became the Federal Aviation Agency. He retired in the late ‘70s from both the Guard and FAA with the rank of Major. Major Alden P. Rigby passed away on May 4, 2015, with his funeral on May 8, the 70th anniversary of VE Day. He and Eleen were married for 73 Years.



APPENDIX B

MUSTANG LEADER ALLIED AIRCRAFT

"American Pilots and aircraft played a crucial role in the air war over Europe during World War II. They joined the conflict in significant numbers, flying Missions to Attack enemy Targets and defend against air threats. Their efforts were instrumental in achieving air superiority and supporting ground operations, ultimately contributing to the Allied victory."

.... The 1st Fighter Group moved to Europe in June/July 1942 ...

FIGHTER AIRCRAFT

Lockheed P-38 Lightning

Master of the air in many war theaters combining speed, and long range with a concentrated firepower from 4 machine guns and a 20mm cannon housed in the center of a Pilot and Weapons nacelle. The P-38 had a distinct twin boom design. It was the primary long-range Fighter of the USAAF and the first Fighter to Escort American Bomber Missions in Europe. Deliveries began in June 1942. It began to be phased out from its role as a Fighter with introduction of the P-51 Mustang. A total of 1082 G-models were built. Can carry up to 2 bombs loaded.

Bell P-39 Airacobra

One of the principle American Fighter Aircraft at the start of the war, the P-39 was never considered a great Aircraft by the western Allies. It was oddly configured with the engine behind the cockpit and sat on a tricycle undercarriage. The P-39 was a rugged Aircraft and performed well at lower altitudes. It was relegated to a ground support role in the early war in the Pacific, as there were other Aircraft better suited to dogfighting Enemy Fighters. The P-39 really shone in service with the Russians on the East Front where it was their preferred low altitude Fighter Aircraft. A total of 1573 D models built having entered service in February 1941. It could carry one bomb loaded.

Curtiss P-40 Warhawk

The best American Fighter available in large numbers at the start of the war. It was the third most produced American Fighter of the war. This was the Aircraft made famous by the American volunteer force in China known as "The Flying Tigers". Though slower and less Maneuverable than its adversaries it was a rugged Aircraft that made it suitable for ground support Missions particularly in North Africa and Tunisia. It was rarely used in operations in northwest Europe. Operational in June 1941, numbers built is 13,738 built. It could only carry one bomb loaded as it lacked wing racks.

Republic P-47 Thunderbolt

Nicknamed the 'Jug', the Thunderbolt was a fast, tough Fighter Aircraft, with a dive like its name. It mounted eight wing mounted 50cal machine guns. It was a very effective short to medium range very robust Fighter Aircraft with a roomy armored cockpit. P-47s were well known for their ability to survive heavy battle damage. It was a huge, snub nosed and heavy plane, weighing twice the weight of its contemporaries. It is often claimed the expression 'the whole nine yards' was in reference to the 27 feet or 9 yards of belted ammo it carried. Operational in June 1941. A total of 1193 Model C's were built. There were 12,602 total D-models built being introduced in Fall 1943. Many, but not all of these Model D's were fitted with bubble canopy. The Model D also added wing racks that could carry additional Bombs, Rockets or wing mounted fuel tanks to extend the range.

North American P-51 Mustang

Longest ranged Fighter in the world, with speed, fast climb, quick dive and tight turn – a Fighter Pilots' dream. The Model B replaced the original Allison Engine with a much better performing Rolls-Royce Merlin and armed with four 50cal machine guns. The P-51D was even more powerful with a Packard V-1650-7 engine, up gunned with six 50cals. A distinctive bubble canopy and cut-down rear fuselage were not part of the original specification. The Mustang was the most glamorous allied Aircraft of the war. Operational December 1943. 3,738 B and C series were built. They could carry up to 2 bombs loaded. The Model D entered operations in Spring 1944. 9,157 D and K series Fighters were built. They could carry up to 2 bombs, or 6 AtG rockets loaded.

EAGLE SQUADRONS

The Eagle Squadrons were three formations made up of American volunteers who joined the fight against the Germans before the US entered the war. They started being formed in 1940 but only became operational in early 1941. The first two Squadrons began flying Hurricanes but by July

and November respectively these two Squadrons had converted to Spitfires. The third Squadron did not form until mid-1941 and was quickly switched to Spitfires. The Eagle Squadrons remained in the RAF service until late September 1942 when they were all transferred to the USAAF and they were commissioned as American Officers.

Hawker Hurricane

A mainstay Fighter in the RAF during the early days of the war. Hurricanes are credited with 60% of the kills during the Battle of Britain yet it was overshadowed in the public consciousness by the Spitfire. Earlier model Hurricanes were prone to cockpit fires.

Supermarine Spitfire

After becoming operational, the Eagle Squadrons were quickly converted to Spitfire V's with some seeing limited use of Spitfire II's. The Mk V was produced in greater numbers than any other single model of Spitfire. This Fighter could Maneuver with a German Aircraft in a dogfight but did not dive as well as the Me109 due to the surface Area of the large moth wings and non-fuel injected engine.

BOMBER AIRCRAFT

Douglas A-20 Havoc

An American light Bomber built by Douglas Aircraft Corporation that was largely used by allied air forces with the Soviet Union received a full one third of the production. The USAAF was indifferent to the early models but briefly adopted the A-20A for service in Algeria and Tunisia. The USAAF used the British name Havoc for the A-20A, while the RAAF referred them as Boston's. Although not the fastest or longest-ranged in its class, the A-20 Douglas Havoc distinguished itself as a tough, dependable combat Aircraft.

Douglas A-24 Banshee

The Douglas A-24 was the US Army version of the Navy SBD Dauntless, less the arresting hooks and changing to solid rubber tail wheel. Like the Dauntless, the Aircraft featured perforated air brakes to slow the dive. The Aircraft served exclusively in the Pacific. The Banshee could carry a 1000lb bomb in the centerline and had hard points for smaller bombs under the wings. As an interesting aside, the US Army tested a 'shrieking' system like the Stuka, but it was never implemented.

North American A-36 Apache

This was a ground Attack dive Bomber version the famous P-51. In fact, it was often referred to as a Mustang because it was a redesigned P-51 up gunned to carry six .50cal machine guns and included dive brakes, and racks enabling it to carry

two 500lb bombs. Production of the A-36 was discontinued in 1944.

Martin B-26 Mauder

The Martin B-26 Marauder was an American twin-engine medium Bomber that was designed and built by the Glenn L. Martin Company. The B-26 saw extensive service during World War II. First used in the Pacific Theater in early 1942, it was also used in the Mediterranean Theater and in Western Europe.

A total of 5,288 Marauders were built between 1941 and 1945.

Known as the "Widow Maker" due to its wing configuration which required a very fast landing speed.

In early combat the Aircraft suffered heavy losses but was still one of the most successful medium-range Bombers used by the USAAF. By the end of the war, the B-26 had the lowest loss rate of any American Bomber used during the war.

North American B-25 Mitchell

The B-25 was a twin-engine medium Bomber named in honor military aviation pioneer General Billy Mitchell. It saw duty in every combat Area being flown by the Dutch, British, Chinese, Russians and Australians in addition to U.S. forces. Although the B-25 was originally intended for level bombing from medium altitudes, it was used extensively in the Pacific Area for bombing Japanese airfields from treetop level and for strafing and skip bombing of Enemy shipping. There were 9,890 B-25s built during WWII.

Boeing B-17 Flying Fortress

B-17s served in every World War II combat zone. The Aircraft is best known for daylight strategic bombing of German industrial Targets. The B-17 flew mostly out of England, equipping 26 of the 40 bombardment groups of the 8th Air Force.

Production started in May 1942. A total of 3,405 F series was built. Can carry up to 9,000lbs. of bombs

Model G Production started in July 1943. A total of 8,680 G series were built. Can carry up to 17,600lbs. of bombs.

Consolidated B-24 Liberator

The Consolidated B-24 Liberator was a 4-engine, twin-tail heavy Bomber designed by Consolidated Aircraft of San Diego. Its first flight was on December 29, 1939, and it began service in 1941.

The B-24 was a more modern design than the Boeing B-17 Flying Fortress, with a higher top speed, greater range, higher ceiling, and a heavier bomb load. But the B-24 was more difficult to fly, with heavy control forces and poor formation-flying characteristics. The Positioning of the fuel

tanks also made the plane prone to fire. The high fuselage-mounted wings made it more difficult to survive crash landings on land or water.

A total of 18,493 Liberators were built, more than any other Aircraft in World War II.

Deliveries began in Spring 1941. A total of 2,738 series D built which could carry up to 8,800lbs. of bombs. Has sights for use as a level Bomber.

The B-24 "Liberator" was produced in greater numbers than any other Aircraft during the war. It was used primarily in the Far East against Japan and saw Action in Europe and North Africa. The twin-tail, four engine Aircraft is best known for its bombing raids on the Ploesti oil fields in August 1943.

Boeing B-29 Superfortress

The B-29 featured the first ever fully pressurized nose and cockpit in a Bomber; an aft Area for the crew was also pressurized. Since the bomb bays were not pressurized, a pressurized tunnel was devised to connect the fore and aft crew Areas. A retractable tail bumper was provided for tail protection during nose-high takeoffs and landings.

In wartime, the B-29 was capable of flight up to 31,850 feet at speeds of 350 mph. Designed as a high-altitude daytime Bomber, the B-29 flew more low altitude nighttime incendiary bombing Missions.

The B-29 is most often remembered by many for two Missions that occurred in August of 1945, over the Japanese cities of Hiroshima and Nagasaki that lead to a quick end of World War II.

Bristol Beaufighter TF MK-X The Bristol Beaufighter was a British multi-role aircraft developed by the Bristol Aeroplane Company. The Beau as it was called was used in many roles, including as a torpedo bomber against Axis shipping. Japanese vessels were under the impression that the danger posed by the Beaufighter was from torpedo Attacks, sometimes made the tactical error of turning their ships towards the aircraft to avoid presenting their sides to Attack. This allowed the Beaufighters to rake the ship fore and aft with their four 20 mm nose cannons used for Air to Ground combat only inflicting severe damage on the ships' bridges and crews

APPENDIX C

AIRCRAFT USED IN MUSTANG LEADER BY CAMPAIGN

Mustang Leader American Aircraft																						
Campaign	Year	Level	P-39	P-40	Hurricane	Spitfire	P-38J	P-38L	P-47C	P-47D	P-47N	P-51B	P-51D	A-20	Beaufighter	A-24	A-36	B-17	B-24	B-25	B-26	B-29
First Strikes	1942	Intro				X	X								X			X	X		X	
Sub Pens	1942	Standard				X	X								X			X	X		X	
Oil Production	1943	Standard					X	X	X			X			X			X	X		X	
Transportation	1944	Standard						X	X	X		X	X		X			X	X		X	
Op Steinbock	1945	Skilled						X	X	X		X	X		X			X	X		X	
Big Week	1944	Skilled						X	X	X		X	X		X			X	X		X	
Invasion Preps	1944	Skilled						X	X	X		X	X		X			X	X		X	
Normandy Invasion	1944	Skilled						X	X	X		X	X		X			X	X		X	
Market Garden	1944	Skilled						X	X			X	X		X			X	X		X	
Advance to the Rhine	1945	Skilled						X	X	X		X	X		X			X	X		X	
Final Gasps	1945	Standard						X	X	X		X	X		X			X	X		X	
Fighter Squadron	1942-45	Expert				X	X	X	X	X		X	X									
Destroy Luftwaffe	1943-45	Skilled				X	X	X	X	X		X	X		X			X	X		X	
Bombing Offensive	1943-45	Expert						X	X	X	X	X	X					X	X			
Eagle 40	1940	Standard			X	X																
Eagle 41	1941	Expert			X	X																
Tuskegee 43	1943	Standard	X																			
Tuskegee 44	1944	Skilled											X									
Pearl Harbor	1941	Expert		X																		
New Guinea	1942	Standard	X	X			X									X		X	X	X		
Netherlands East Indies	1943	Skilled	X	X			X	X	X										X	X		
NA Torch	1942	Standard	X	X	X		X								X			X	X	X		X
NA Sicily	1943	Skilled	X		X		X	X	X			X					X	X	X	X	X	X
NA Italy	1944	Standard					X	X	X			X	X		X			X	X	X	X	X
Bombing Japan	1944	Skilled									X	X			X				X			)
Final Toll	1945	Expert									X	X			X				X			

Mustang Leader Axis Aircraft																					
Campaign	Year	Level	Me-109E	Me-109F	Me-109G	Fw-190A	Fw-190D	Me-110	Me-410	Me-262	Re-2001	A6M2 Zero	Ki-61 Tony	N1KU George	Ki-84 Frank		Ju-88	He-111	Sa-79	Val	Kate
First Strikes	1942	Intro	X	X		X		X									X	X			
Sub Pens	1942	Standard	X	X		X		X									X	X			
Oil Production	1943	Standard		X	X	X		X	X									X			
Transportation	1944	Standard			X	X	X	X	X												
Op Steinbock	1945	Skilled			X	X	X	X	X								X	X			
Big Week	1944	Skilled			X	X	X	X	X		X										
Invasion Preps	1944	Skilled			X	X	X	X	X								X				
Normandy Invasion	1944	Skilled			X	X	X	X	X								X				
Market Garden	1944	Skilled			X	X	X	X	X									X	X		
Advance to the Rhine	1945	Skilled			X		X	X	X		X						X				
Final Gasps	1945	Standard			X		X	X	X		X										
Fighter Squadron	1942-45	Expert	o	o	o	o	o	o	o		o						X	X			
Destroy Luftwaffe	1943-45	Skilled	o	o	o	o	o	o	o		o							X			
Bombing Offensive	1943-45	Expert	o	o	o	o	o	o	o		o							X			
o = aircraft by year																					
Eagle 40	1940	Standard	X					X													
Eagle 41	1941	Expert	X			X		X													
Tuskegee 43	1943	Standard	X		X	X		X													
Tuskegee 44	1944	Skilled	X		X	X		X									X				
Pearl Harbor	1941	Expert										X								X	X
New Guinea	1942	Standard										X	X						X	X	
Netherlands East Indies	1943	Skilled										X	X							X	X
NA Torch	1942	Standard	X	X		X		X		X	X							X	X		
NA Sicily	1943	Skilled	X	X	X	X		X	X	X	X							X	X		
NA Italy	1944	Standard	X	X	X	X		X	X	X	X										
Bombing Japan	1944	Skilled												X	X						
Final Toll	1945	Expert												X	X						

Core game campaign
Eagle 40-41/Tuskegee 43-44 Exp
Pacific Exp #1
North Africa/Tunisia Exp
Pacific Exp #2

Core game fighter
Core game bombers
Expansion Aircraft
Expansion Aircraft only Pacific

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