

Errata and Clarifications from *Hornet Leader: Carrier Air Operations*

Version 1.0 (Dec 2023)

Errata

1. **Independent** (p.4). There is an error in the example with the F/A-18C dropping a Mk.82 from High Altitude. As a Mk.82 cannot be dropped from High Altitude, the example should read that the F/A-18C is at Low Altitude.
2. **Unfit** (p.5). When a Pilot becomes Unfit, in addition to being unable to Attack and Suppress, as well as losing all Weapon counters, any Aircraft with special abilities (E-2C, EA-6B, EA-18G, F-35 B/C, AV-6B, OV-10) also lose these abilities:

E-2C Hawkeye: No longer able to ignore a Special Event, gain a bonus to AtA/AtG rolls, or expend SA counters for other Aircraft if it is not the Flight Leader. However, it may still expend SA counters for other Aircraft if it is the Flight Leader.

EA-6B Prowler / EA-18G Growler: No longer able to modify enemy Attack die rolls or Special Event rolls for itself or other Aircraft in the same Area.

F-35 B/C Lightning II: No longer able to make a Stealth roll to cancel an enemy or Special Event Attack. It still retains its ability to be ignored by enemy Bandits and Sites at Range 1+.

AV-8B Harrier: No longer has the “Nap of the Earth” ability at Low Altitude, thus any Damage suffered is no longer treated as a Stress result.

OV-10 Bronco: No longer gains the additional Turn Over Target if it is in the Center Area at the end of the 4th Turn.

3. **Hardened** (p.5). Subtract 1 Hit from the Hits inflicted by each AtG counter or Gun against the Target. This effectively means that Guns inflict no damage against a Hardened target.
4. **Aircraft Quality F-35B/C** (p.8). Incorrect value of F-35B/C given as 6, 12, 18. The value on the card 3,6,9 and on page 19 is correct.
5. **Aircraft Quality F-18F** (p.8). Incorrect value of F-18F given as 4, 8, 12. The value on the card 3,6,9 and on page 18 is correct.

6. **Attack Resolution** (p.13). When an Aircraft has been Damaged from a Site or Bandit Attack (the modified Attack roll is equal to the second number but less than the third number), the target Aircraft is Damaged. A Damaged Aircraft can no longer Attack or Suppress, including with its internal Gun, if any. Remove all weapon, pod, and Situational Awareness counters and give the Pilot 2 Stress Points.
7. **Priority R&R** (p.15). The rule stating that you may spend 9 SO Points after every mission to purchase Priority R&R is incorrect. It should state that you may spend 9 SO Points after all the missions, whether Primary or both Primary and Secondary missions, have been completed for the day.
8. **EA-6B Prowler** (p.18). The card example of the EA-6B Prowler "Moon" is an older version and shows incorrect ordnance (ECM Pod). The EA-6B should only carry 4 AGM-88s.
9. **Aerial Refueling Event Card**. The card text for the Home-Bound phase allows the player to select the "Priority Refueling" option on the next mission at no cost. This is incorrect and should refer to "Tanker Priority" (p.9) instead.

Clarifications

1. **Anti-Radar** (p.4). The AGM-88 can only attack Sites with an “R” (Radar) notation. In addition to this, Target #20 (Radar Installation) has a card-specific text which states that AGM-88s can inflict up to 3 Hits on the target, as an exception to the rule.
2. **Independent** (p.4). Although Independent weapons can be fired at different targets within the same Attack, they can only be used in the same AtG or AtA modes. That is, any of the weapon counters expended in the same Attack must be in AtG or AtA modes. The Pilot may not expend AtG and AtA weapon counters in the same Attack.
3. **Stress** (p.4-5). When a Pilot accumulates Stress, including while on a mission, it is accrued immediately, along with any change to modifiers in the Pilot’s Stress category from Okay to Shaken, or Shaken to Unfit.

For example, a Pilot who is Okay suffers a near-miss from an enemy SAM and suffers additional Stress points, which puts the Pilot into Shaken. The Pilot immediately begins using the Shaken stats on the card. Later, the Pilot suffers more Stress and ends up in the Unfit range. The Pilot immediately uses the Unfit stats, and in addition, can no longer make Attacks orSuppressions (although Evade is still possible), and all weapon counters are removed from the Aircraft.

4. **Situational Awareness** (p.4) and **Speed** (p.5). Some Pilots who are promoted up a level may go from Slow to Fast, or they may gain Situational Awareness, but at the same time, some of their other stats e.g. AtA or AtG, may decrease. This is not a mistake with the card, as going from Slow to Fast or gaining SA is a major tactical advantage, which is sometimes balanced out by the Pilot’s other stats decreasing slightly.
5. **Event Cards** (p.5). Event card attacks may be evaded or averted with ECM Pods and expended Weapon counters. The sequence for resolving these is:
 - a. When an Event Card with an Attack effect is drawn, randomly decide which Aircraft are affected. An Aircraft may be randomly selected more than once.
 - b. If the Aircraft has an ECM Pod, you may attempt to cancel the attack using the ECM Pod (roll 6+).
 - c. If the ECM Pod is unsuccessful, you may expend weapon munitions to cancel the attack. Any Aircraft may expend one or more counters to cancel the attacks.
 - d. If you do not have weapon munitions, you may try to Evade the attack. Roll 2 dice and take the lower result. Also, if the Aircraft has an ECM Pod, it only suffers 1 Stress from the Evasion, otherwise it will suffer 2 Stress.
 - e. If the Event has 1 XP, all Aircraft present during the Event gain 1 XP, including any Aircraft which were lost (as they may be rescued later).

If you draw an Event which awards 1 XP, your Aircraft always gains the XP even though the effect may not affect them. For example, you are on the Fighter Sweep (#57) which has 0 Sites and you draw the Political Limitations card, which affects attacks on Sites and awards 1 XP. Your Aircraft would still gain the XP even though there were no Sites for this Target.

You may also expend the AGM-88, normally usable only against "R" (Radar) targets, as an AtG counter discard to cancel out an Event effect (p.20).

6. **Secondary Missions** (p.6). When the Primary Mission has been completed, any expended weapon counters from the Primary Mission are reset, and the full complement of weapon counters is available for the Secondary Mission.
7. **Tanker Priority** (p.6). When paying for the Tanker Priority option, you have to pay for the total of all the Aircraft on the Mission, and not just for selected Aircraft. This includes the E-2C Hawkeye, even though the early model of Hawkeye was not aerial refuelable. The E-2D Advanced Hawkeye which entered US Navy service in 2019 has aerial refueling capability.
8. **Infra** (p.7). The Infra track represents infrastructural damage inflicted on the enemy, shown as a modification in the number of Hits required to Destroy the Target. For example, a Target with 7 Hits and Overkill 10+ modified by Infra -2 would require 5 Hits to be Destroyed, and 8 Hits to gain the Overkill bonus.
9. **Select Flight Leader** (p.9). When selecting the highest-ranking Aircraft to be Flight Leader, this includes the Hawkeye if its Pilot is the highest ranked, even though the Hawkeye is not normally counted as part of the mission quota.
10. **Intel Air Defense Adjustment** (p.10). When removing a Site or Hostile counter from the tactical display from an Intel adjustment, you may choose which counter to be removed. However, you cannot remove any Objective counters. These have to be Destroyed in the usual manner.
11. **Phoenix Missile Attacks** (p.10). Whilst the rule and example given do not explicitly state whether Objective Bombers may be targeted by Phoenix missiles in this step, it does state on p.3 under "Enemy Bomber"s that *"Attack the Bombers as you would a Bandit. Treat each Bomber as an individual Target that must be Destroyed like a Bandit."* Thus, it is possible to attack Objective Bombers in this step.
12. **Aircraft Attack Sequence** (p.10). A Fast Pilot acts before Sites and Bandits Attack. During the Sites and Bandits Attack step, the Pilot may become Shaken or Unfit as the result of enemy Attacks, which may reduce the Pilot's Speed to Slow. However, the Pilot would not get to act again in the Slow step as the Pilot has already acted in the Fast step, unless the Pilot spends Situation Awareness which would allow acting in both Fast and Slow steps.

13. **Situational Awareness** (p.10-11). A Flight Leader or Hawkeye can give one or more SAs to any pilot on the tactical display, and they do not have to be in the same Area.
14. **Suppression** (p.13). The Aircraft being Attacked may perform Suppression against the Site or Bandit attacking it. When performing a Suppression, the Aircraft may use a Gun, or expend one or more weapon counters to increase their chances of a successful Suppression attempt.
15. **Aircraft Movement** (p.13). During the Aircraft Movement step, players may choose to exit the Tactical Display and end the Over-Target phase of the mission before the five Turns are completed. All the Aircraft have to remain on the Tactical Display until either the Over-Target phase is ended early, or when five Turns are completed. It is not permitted for some Aircraft to remain in play while other Aircraft are removed from the Tactical Display early.
16. **Search and Rescue** (p.14). You may also expend the AGM-88, normally usable only against "R" (Radar) targets, as an AtG counter to modify the SAR roll.
17. **Flying 1 Less, or 1 More Aircraft** (p.16). When using this optional rule in combination with the Damaging Targets optional rule (p.17), each mission must be flown with one less Aircraft in order to gain the +1 VP bonus for Destroying the Target. Similarly, if you are taking one more Aircraft than the Target card specifies, you pay the 1 VP penalty for each mission, if it takes more than one attempt to Destroy the target.
18. **High Stress Attacks/Suppressions** (p.16). When the Pilot makes a High Stress Attack/Suppression, the Pilot accrues the Stress point before making the Attack/Suppression roll.
19. **Damaging Targets** (p.17). Some Targets have the Objective trait which comprise Sites and Bandit counters, as well as a mix of Hits and Sites and Bandit counters. For such Targets, to score at least one-half of the required Hits to Damage the Target, you will have to destroy at least half of the stipulated counters, as well as Hits to the Target, if any. For example, a Target with 6 Hits and 5 Objective Site counters would require at least 3 Hits inflicted and 3 Site counters destroyed to count as Damaged.
20. **E-2C Hawkeye** (p.18). Players can assign more than 1 Hawkeye to a mission, and each Hawkeye can make a roll against an adverse Event card. Hawkeyes do not count against the Target card Aircraft mission limit, and their counters can be targeted on the tactical display like any other Aircraft.
21. **EA-6B Prowler** (p.18). If players have more than 1 Prowler in the same area, their enemy die roll "jamming" modifiers are cumulative. Thus, an enemy attacking any friendly Aircraft in an area with 2 Prowlers would suffer a -2 Attack roll penalty, and this increases to a -3 Attack roll penalty if they are attacking either Prowler.

22. **F-35B/C Lightning II** (p.19). The Lightning's Stealth ability has the effect of making any enemy Sites or Bandits ignore it (i.e. do not attack or move toward) at a Range of 1+. At Range 0, the Lightning may be targeted as normal, but if it makes a successful Stealth roll, the Attack is canceled and the enemy's Attack is used up.

If an F-35B/C draws the "Long Range Threat" Event, the Event will not affect the F-35B/C as they are ignored at Range 1+. If there is an XP award, the Aircraft gains the XP even if they are automatically exempt from the card effect.

23. **GBU-31/GBU-32/GBU-38 JDAMs** (p.20). JDAM munitions may be fired only at Fixed Targets and Sites of Fixed Targets from 1999 to 2008. From 2009 onward, JDAM munitions were fitted with laser guidance devices allowing them to strike mobile targets, thus they may be fired at both Fixed and non-Fixed Targets and Sites.