

Errata and Clarifications from *Israeli Air Force Leader*

Version 1.0 (Dec 2023)

Errata

1. **Unfit** (p.8). 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 (B-17, F-35) also lose these abilities:

B-17 Flying Fortress: No longer able to use its Gun Turret for defensive Attacks.

F-35 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+.

2. **Draw Escalation Card** (p.23). When you Attack a Target with the Escalation Key Term, check whether the topmost Escalation card's Remaining Days is equal or more than the number of days left in the Campaign. If it is, apply the effects of the card; otherwise, draw the next Escalation card until you draw one which has Remaining Days equal or more than the number of days left in the Campaign. Once the Escalation card's effect has been resolved, turn the topmost Escalation card faceup.
3. **Destroyed Aircraft** (p.24). If you have lost an Aircraft and the Campaign's Pilot Loss Penalty is Nominal, you may replace that Aircraft with a similar Aircraft at the Green level at this step. You do not get replacement Aircraft at the Moderate or Severe level, in addition to the stated penalties (loss of SO or VP)
4. **Aircraft and Ordnance** (p.26-28). There are a number of discrepancies, mostly in the munition lists, in the Aircraft card images in the rulebook against the respective published card of the same Aircraft. With the 2019 Update Kit, the correct version of the Aircraft is the printed card version.
5. **SA-9 counter in 1973/1981 Campaigns.** The SA-9 / MiG-17 counter in the 1973 Yom Kippur War Campaign has Attack values of 1/7/9, which is incorrect. The correct value of the SA-9 should be 5/7/9, similar to the SA-9 / MiG-21 counter used in the 1981 Operation Babylon Campaign.
6. **Target #49 Osiris Reactor.** The Key Term "Hardened" should be "Hard".

Clarifications

1. **Infra** (p.5). 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.
2. **Invasion** (p.5). One of the effects of the Invasion track is +1 Stress each Mission. This additional penalty is inflicted at the start of the Day (as per the Invasion section on p.4).
3. **Situational Awareness** and **Speed** (p.8). 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.
4. **Stress** (p.8). When a Pilot accumulates Stress, including whilst 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.

5. **Independent** (p.10). The example included here has an F-16 using Independent weapons in AtA and AtG modes, which is an error. 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 AtG or AtA modes. The Pilot may not expend AtG and AtA weapon counters in the same Attack.
6. **Damage** (pp.12, 21). 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. **Angle of Attack Limitations** (p.13). The example given contains an Angle of Attack counter which was not published in the final version of the game. It is not a missing counter.
8. **Event Cards** (p.15). 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).

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.29).

9. **Arm Aircraft** (p.18). IAFL is not limited by counter availability.
10. **Intel Air Defense Adjustment** (p.18). 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. **Aircraft Attack Sequence** (p.19). 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.
12. **Exit the Tactical Display** (p.22). 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.
13. **Search and Rescue** (p.22). You may also expend the AGM-45 and AGM-88, normally usable only against "R" (Radar) targets, as an AtG counter to modify the SAR roll.
14. **Adding Target Stress** (p.23). If the "+1 Stress Each Mission" penalty is in effect on the Invasion track, the added penalty to Stress is calculated during the **Adding Target Stress** step in the **Debriefing** phase when Stress is given to each Pilot who flew the Mission.
15. **Priority R&R** (p.24). The rule stating that you may spend 6/9/12 SO Points after every mission to purchase Priority R&R is incorrect. It should state that you may spend the SO Points after all the missions, whether Primary or both Primary and Secondary missions, have been completed for the day.

16. **Flying 1 Less, or 1 More Aircraft** (p.25). When using this optional rule in combination with the Damaging Targets optional rule (p.25), 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.
17. **High Stress Attacks/Suppressions** (p.25). When the Pilot makes a High Stress Attack/Suppression, the Pilot accrues the Stress point before making the Attack/Suppression roll.
18. **Damaging Targets** (p.25). Some Targets have the Objective key term which comprise Sites and Bandit counters. For such Targets, you will have to destroy at least half of the stipulated counters to Damage the Target. For example, a Target with 4 Objective Site counters would require at least 2 Site counters destroyed to count as Damaged. Bandits drawn for Targets with the Bandit key term do not count as Objective targets.
19. **B-17 Flying Fortress Gun Turret** (p.26). The sequence of defensive actions when the Aircraft is being attacked by a Bandit is:
- The player may attempt to Suppress the Bandit's attack
 - If the Suppression fails or the player chooses not to, the B-17 Gun Turret can make a defensive Attack against the Bandit
 - If the Bandit survives, it will make its Attack. At this point, the player may choose to Evade (and pay the Stress cost.)
20. **# Bandit** (Key Terms). Bandits drawn for a Target do not count as Objective Targets. If a "No Bandit" is drawn, the counter does not need to be redrawn.
21. **Hard** (Key Terms). Subtract 1 Hit from the Hits inflicted by each AtG counter or Cannon Attack against the Target. This means that Cannons cannot inflict any damage on a Hard target.
22. **Overkill #+** (Key Terms). The number of required Hits on the Target to achieve Overkill is modified by the Infra track. For example, 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.
23. **1991: Desert Storm** (Campaign Sheet). The Campaign Sheet lists the Python as a Special Weapon, even though it is similar to the AIM-9 Sidewinder. This was an intentional inclusion by the designer to reflect that although both weapons were similar, the Python's availability was limited. There is a Limited Ordnance constraint in the campaign, where the player cannot Arm more than 10 AIM-7/9s per day. Thus, if the player wishes to acquire more missiles, it would cost additional SOs to purchase the Python as a Special Weapon.