

Morale Check [13.1] ●●

<i>Air-to-Air Combat</i>	<i>SAM/AAA Combat</i>	<i>Aggression Value</i>	<i>Result</i>
–	6 or more	+0	No effect
17 or more	5	+0	Jettison
15-16	4	–1	Jettison
9-14	3	–1	Disordered
6-8	2	–2	Disordered
5 or less	1 or less	–3	Abort

Explanation of Results

Jettison. Flights with ordnance immediately jettison. The flight loses close formation. Modify Aggression Value as indicated.

Disordered. Effect as for Jettison. Also the flight is disordered. Flights in a defensive wheel break formation. Remove the defensive wheel counter and scatter the flight.

Abort. Effect as for Disordered. Also the flight immediately aborts.

Modifiers

- +? Flight's Aggression Value
- +1 Flight had surprise
- 1 Flight was disadvantaged
- 1 Per friendly aircraft damaged, crippled or shot down
- 2 Flight disengaged

Disorder Recovery [13.11] ●●

Roll two dice. Add Aggression Value. Add +8 if at a Rally point. Recover on a result of 20+.

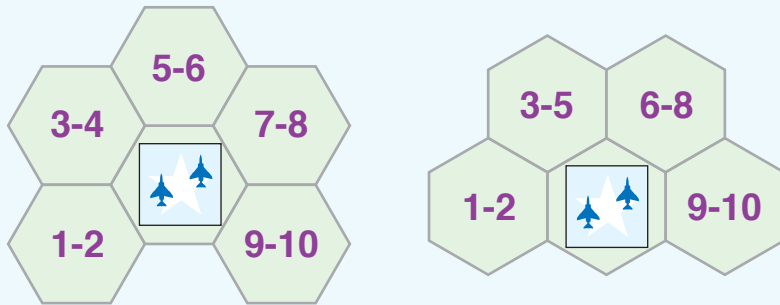
MiG Panic [13.12] ●

Roll one die for each bombing flight in the mission. On a 1 or less it jettisons its bombs. Apply –1 modifier if in close formation.

Scatter [13.2] ●

Following air-to-air attacks, roll one die for scatter. Turn then move flights into the indicated hex. Flights in Defensive Wheels do not scatter.

If the roll is odd, the flight descends an altitude band. If the roll is even there is no further effect.



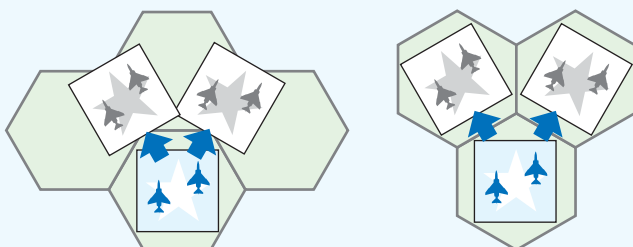
Damage Allocation [12.1] ●

<i>Die</i>	<i>Number of Aircraft</i>			
	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
1	1	1	1	1
2	1	1	C1	C1
3	1	C1	2	2
4	1	C1	C2	C2
5	1	2	C2	3
6	1	2	3	C3
7	1	2	3	C3
8	1	C2	3	4
9	1	C2	C3	4
10	1	C2	C3	C4

The result is the # of the affected aircraft. If the result is C, allocate the damage to a crippled aircraft instead (attacker's choice if more than one crippled available).

SAM Avoidance [15.43]

Turn and move into either indicated position, descend an altitude band and jettison all non-ARM ordnance. Aircraft with Poor SAM Defense do not perform SAM Avoidance Maneuvers.



v2.0

ARM Morale Check [17.53] ●

Roll for each ARM launched at a radar. If the roll is equal to or less than 5, the radar shuts down. Modify by +3 if the launching flight is undetected.

In the Admin Phase, shut down radars may switch on if they roll an 8 or more on one die [17.53].

Raid Sequence of Play [3.2]

Random Events Phase. One player rolls dice and checks for Random Events [21]. (Not in the first game turn.)

Jamming Phase. The US player places or moves standoff jamming markers [19.32, 19.33] and spot jamming markers [19.34].

Detection Phase. Roll to detect undetected flights [10.2].

Movement Phase. Flights enter/exit defensive wheels [7.11, 7.13]. Draw initiative chits [5.2]. Flights move in initiative order. During movement, flights may attempt to engage enemy air units [11.2]. AAA (including *Fire Can*) and SAMs may fire on moving flights [14.3, 14.43, 15.4]. Bombing attacks may take place [17.1]. Photo recon runs take place [24.1].

Fuel Phase. All flights that used dash throttle and/or engaged in air-to-air combat note fuel point usage on their flight logs [20.1]. Roll to recover aircraft that have landed or left the map [20.2].

SAM Location Phase. The US player rolls to locate SAM battalions [15.13].

Track Phase. Some detected flights automatically become undetected. Both players roll on the Track Table to determine which detected enemy units become undetected [10.3].

SAM Acquisition Phase. Switch on SAM radars attempting quick acquisition [15.2]. SAM battalions attempt to acquire or maintain acquisition on enemy flights [15.3]. Resolve pre-emptive ARM attacks [17.58].

Admin Phase. Roll to recover from disorder [13.11]. Remove spot jamming markers [19.34]. Split flights [4.14]. Switch *Fire Can* radars on or off [14.44]. Switch SAM radars on or off and place SAM Warning Counters [15.12, 15.2]. Remove SAM Launch counters [15.42]. Generate dummy counters [4.13]. Make DRV flights ready or move them into revetments [9.42]. Roll for loss of AAA suppression [18.21]. Activate AAA [14.2]. Parachuting crew land [26.1]. Roll for crew capture [26.2, 26.3]. Roll for crew rescue [26.2, 26.44]. Roll for USAF or USN CSAR mission entry [26.3]. Remove suppression on NVA units [26.31]. The US player sets up his flights that will enter the map next game turn [27.64].

AAA Table [14.31] ●●

Altitude	Small Arms	SAM/Light	Medium	Heavy	Fire Can
Deck	17 (-1)	15 (-2)	14 (-3)	13 (-3)	–
Low	–	16 (-1)	15 (-2)	14 (-3)	11
Med	–	18 (-1)	17 (-1)	16 (-2)	12
High	–	–	19 (-1)	18 (-1)	14

Roll equal or greater than the number listed to hit. If the flight is hit, roll on the **Flak Damage Table** below.

Flak Modifiers. The value in parenthesis is the flak modifier applied to air-to-ground attacks and rescue rolls [14.32, 17.42, 26.44]. It is reduced by 1 (towards 0) for each level of suppression on the concentration [18.21].

AAA Suppression. AAA suppression may be removed in the Admin Phase on a roll of 8 or more [18.21].

Flak Damage Table [14.31] ●●

Dice	Barrage	Fire Can	Barrage Flak Modifiers		Fire Can Modifiers	
10 or less	NE	NE	+1	Target on bombing run	-?	Target defensive jamming strength
11	NE	D	+1	Target speed 2 or less	-?	Standoff jamming strength
12	NE	C	-1	Target speed 4	-3	Target in chaff corridor
13	D	K	-2	Target speed 5 or more	-1	Target speed 4
14	C	D, D	-2	Per AAA suppression level	-2	Target speed 5 or more
15	K	K	-4	No LOS to target, or attack is at night		
16	D	K				
17	K	C, D				
18	D, D	K, D				
19	C, D	K, C				
20	K	K, C, D				
21	K, D	–				
22 or more	K, C	–				

Flak Damage Results	
NE	No Effect
D	Damaged one aircraft
C	Crippled one aircraft
K	Shot down one aircraft

Detection Table [10.2] ●●

Dice	Detection Level						Vis	F-4
	A	B	C	D	E	F		
8 or less	–	–	–	–	–	–	–	–
9	D	–	–	–	–	–	–	–
10	D	D	–	–	–	–	–	–
11	D	D	–	–	–	–	–	–
12	D	D	D	–	–	–	–	D
13	D	D	D	D	–	–	D	D
14	D	D	D	D	D	–	D	D
15 or more	D	D	D	D	D	D	D	D

D = Target flight detected

Modifiers vs. DRV flights

- 3 Target at Low
- 5 Target on Deck (–7 if in rough hex)

Modifiers vs. US flights

- 2 Target on deck (–4 if in rough hex)
- 2 Night

Visual sighting modifiers (US player, Day only)

- 2 Target 3-4 hexes away
- 1 Target in different altitude band

F-4 radar search modifiers

- 2 Target 7-12 hexes away
- 5 Target on deck (–7 if in rough hex; ignore if flight has IFF capability)

Track Table [10.3] ●●

Dice	Detection Level					
	A	B	C	D	E	F
2	♥♦♠	♥♦♠	♥♦♠	♥♦♠	♥♦♠	♥♦♠
3	♠	♠	♠	♠	♠	♠
4	♥	♥	♥	♥	♥	♥
5	♦	♦	♦	♦	♦	♦
6	{♦}	{♦}	{♦}	{♦}	{♦}	{♦}
7	{♥}	{♥}	{♥}	{♥}	{♥}	{♥}
8	{♠}	{♠}	{♠}	{♠}	{♠}	{♠}
9	{♠}	{♠}	{♠}	{♠}	{♠}	♠
10	{♥}	{♥}	{♥}	{♥}	{♥}	♥
11	{♦}	{♦}	{♦}	{♦}	{♦}	♦
12	–	–	–	♠	♠	♠
13	–	–	–	♥	♥	♥
14	–	–	♠	♦	♦	♦
15	–	–	♥	–	♦	♦
16	–	♠	♦	–	♥	♥
17	–	♥	–	–	♠	♠
18	♠	♦	–	–	–	–
19	♥	–	–	–	–	–
20	♦	–	–	–	–	–

Flip all detected aircraft of the rolled suit(s) to their undetected side. Results in {curled brackets} apply only to US flights on the deck and DRV flights at Low altitude that are more than 10 hexes from an all-sea hex.

Engagement [11.22] ●●



Engagement Value	Detected	Undetected
Day	9	15
Night/No Line of Sight	14	17

Roll equal to or greater than the engagement value to engage the target

Modifiers

- +? Aggression Value
- 1 Flight is disordered, laying chaff or in close formation
- 1 Target at different altitude band
- 1 Target is making a slash attack
- 1 Target in rear hemisphere
- 1 Target in haze
- 2 Target in mist
- 2 Night, no moon

Air-to-Air Combat Sequence [11]

Engagement. Attacker and defender each roll for engagement [11.22]. (NA for BVR missile shots)

Maneuver. Each side rolls on Maneuver Table to determine number of shots [11.31].

Shot Resolution. Resolve each shot on Shot Resolution Table [11.32].

Depletion. Check for weapon depletion, referring to depletion numbers on the ADC. Modify roll by –1 per shot taken after the first. If modified roll is 1 or less, two weapons deplete [11.33].

Damage Allocation. Roll on the Damage Allocation Table to apply damage to aircraft in the flight [12.1].

Morale. Each flight makes a morale check [13.1]. (Only defender checks if BVR missile shot.) If bombing flights involved, check for MiG Panic [13.12].

Scatter. Roll for scatter [13.2]. (NA to slash attackers, BVR shots and defensive wheels.)

Markers. Place maneuver markers [13.2]. (Maneuver markers NA to slash attackers and BVR missile shots.) Note disorder/abort status. Flip flight counters to undetected side [13.3].

Bailout. US player rolls for bailouts [26.1].

Maneuver Table [11.31] ●●

Roll on the table using the column for the number of aircraft in the flight. Use the 1 column if:

The unit is flying *Fluid Four* doctrine. (All USAF units fly *Fluid Four*.)

The unit is in a Defensive Wheel [7.1, 11.43].

The unit is disordered [13.11].

The unit is making multiple attacks [11.51].

Air-to-Air Combat	Number of Aircraft				BVR Missile Shots
	Dice	1	2	3	
9 or less	0	0	0	0	9 or less
10	0	0	1	1	–
11	0	1	1	1	10
12	1	1	1	2	–
13-14	1	2	2	2	11-16
15-16	2	2	2	3	–
17	2	3	3	3	17 or more
18-19	2	3	3	4	–
20-21	2	3	4	5	–
22	2	4	5	6	–
23 or more	2	4	6	8	–

Result is the number of shot opportunities. (Subtract 1 if the attack is a slash attack that does not achieve surprise.)

BVR Missile Shots [11.53]

F-4s with RHM weapons engage enemy flights 2-5 hexes away. Use the BVR column of the Maneuver Table and apply only the following additional modifiers:

Modifiers

- 1 Per altitude band difference between attacker and defender.
- 4 Defender at Low altitude or on the deck. (EXC: No modifier if attacker is below the defender.)

Modifiers

- +? Maneuver differential (subtract enemy maneuver rating from flight's maneuver rating). NA at night. Modify maneuver rating by -1 if flight climbed, -2 if it zoom climbed and -2 if marked with a Maneuver marker.
- +? Aggression differential (subtract enemy Aggression Value from flight's Aggression Value to find the difference between both flights).
- +? Geometry (see Geometry Modifiers below)
- +1 Enemy is disordered
- +1 Enemy in close formation
- +3 Flight has surprise
- 1 Flight is disadvantaged
- 2 Enemy is disengaging
- 3 Combat takes place at night

Geometry Modifiers



If the attacking flight is in the defender's forward or forward beam arcs, geometry modifiers are: **Attacker 0, Defender 0**

If the attacker is in the defender's rear or rear beam arcs, the geometry modifiers are: **Attacker +1, Defender -1**

If the flights are in the same hex, the arc used is the one that would have applied in the hex occupied by the last flight to enter the hex.

If the defender is in a Defensive Wheel the geometry modifier is: **Attacker 0, Defender 0**

- 2 Defender attacked from the beam arc or the defender is in a Defensive Wheel.
- +2 Defender attacked from forward arc.
- +? Attacking flight's Aggression Value.

Shot Resolution [11.32] ●●

Select an undepleted weapon to shoot with then roll two dice, apply modifiers and consult the table at the right.

Attacker shots are resolved first then defender. A shot may be refused based on the results of an earlier shot.

Dice	Effect
13 or less	No effect
14	One aircraft damaged
15	One aircraft crippled
16-19	One aircraft shot down
20-21	One aircraft damaged
22 or more	No effect

Modifiers

- +? Combat value of the selected weapon (EXC: Combat value is 0 for BVR missile attacks and IRM/RHM shots on the Deck).
- +1 Flight has an additional undepleted weapon (EXC: Not applicable for BVR Missile attack).