

## Morale Check [13.1] ●●

Air-to-Air Combat	SAM/AAA Combat	Aggression Value	Result
–	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] ●●

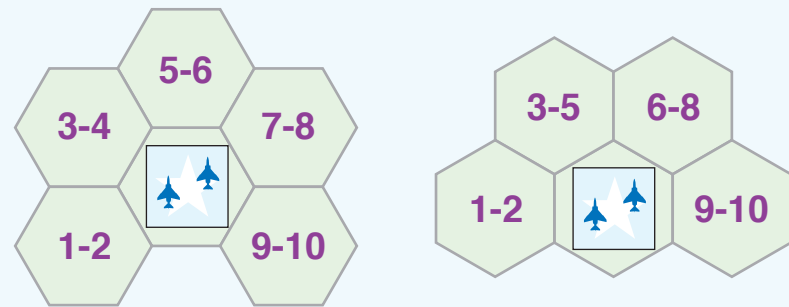
Roll two dice. Add Aggression Value. Add +8 if at a Rally point. Recover on a result of 20+.

### 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] ●

Die	Number of Aircraft			
	1	2	3	4
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 cripple available).

## 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 retentions [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] ●●

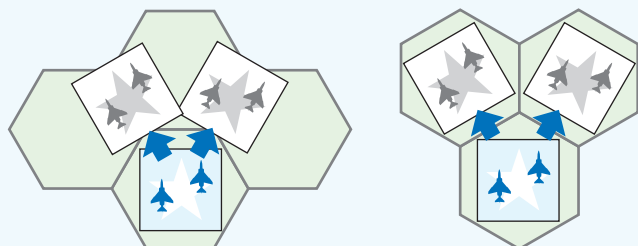
Dice	Barrage	Fire Can	Barrage Flak Modifiers		Fire Can Modifiers	
			Modifier	Target	Modifier	Target
10 or less	NE	NE	+1	Target on bombing run	–?	Target defensive jamming strength
11	NE	D	+1	Target speed 2 or less	–?	Standoff jamming strength
12	NE	C	–1	Target speed 4	–3	Target in chaff corridor
13	D	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

## 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.



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## 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].