

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.

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].

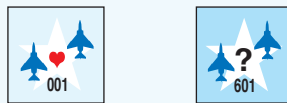
Morale. Each flight makes a morale check [13.1]. (Only defender checks if BVR missile shot.) If bombing flights involved, check for MiG Panic [13.12].

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].

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

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

BVR Missile Shots

Dice	Number of Aircraft				Dice
	1	2	3	4	
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).