### 3.2 During the Raid

During a raid, resolve each game turn as follows:

- **Random Events Phase**
  - Check for Random Events [21]. (Not 1st turn.)

- **Jamming Phase**
  - The US places or moves standoff jamming and spot jamming markers [19.32, 19.33, 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:
    - Flights may 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**
  - Flights that used dash throttle and/or engaged in air-to-air combat note the fuel usage [20.1]
  - Recover aircraft (landed or left the map) [20.2]

- **SAM Location Phase**
  - The US player locates SAM battalions [15.13]

- **Track Phase**
  - 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 preemptive ARM attacks [17.58]

- **Admin Phase**
  - Flights roll for disorder recovery [13.11]
  - Remove all spot jamming markers [19.34]
  - Split flights [4.14]
  - Switch Fire Can radars on or off [14.44]
  - Switch SAM radars on or off (roll to switch on if radar was shut down [17.53])
  - 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 at airfields [9.42]
  - Roll for loss of AAA suppression [18.21]
  - Activate AAA [14.2]
  - Parachuting crewmen 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 offmap near their entry hex [27.64]

### 3.1 Prior to the Raid

- **DRV Planning Phase [27.33]**
  - Select map locations for SAM battalions
  - Select map locations for dummy SAMs
  - Select map locations for dummy radars
  - Select map locations for AAA concentrations
  - Select map locations for Fire Can units

- **DRV Ground Deployment Phase [27.61, 27.62]**
  - Set up non-hidden AAA
  - Set up located SAMs on-map

- **US Planning Phase (Not in Campaigns) [27.32]**
  - Select the target
  - Plots the flight path(s) for the raid

- **Early Warning Phase**
  - Roll for weather [22.2]
  - Roll for the raid’s early warning level [27.5]
  - The US player provides raid information to the DRV player based on the result.

- **DRV Air Deployment Phase**
  - The DRV player purchases flights [27.21]
  - Set up DRV flights at readiness at airfields, in unready/revetted states, or in the air [27.63]

- **US Deployment Phase**
  - US flights entering on the first game turn set up off-map near their ingress hex [27.64]
  - Detection states of flights are set according to the early warning level. Optionally, pre-raid forces may be set-up on the map [27.66]. If using the detailed CSAR rules, set up a USN helicopter [26.41]

- **DRV Radar Phase**
  - The DRV player may switch on any Fire Can or SAM radars. AAA may be activated [27.65]

### 3.3 After the Raid

The raid finishes when the last US flight in the raid has left the map or is destroyed, or when both players agree to quit [27.7]. After the raid, conduct the following phases:

- **Recovery Phase**
  - Roll for recovery of any remaining on-map flights [20.2]

- **Bomb Damage Assessment Phase (Not in Campaign scenarios)**
  - Roll for all non-assessed air-to-ground damage [18.1, 24]

- **Victory Phase (Not in Campaign scenarios)**
  - Players check for victory in the raid [27.8]