

## 3.2 During the Raid

During a raid, resolve each game turn as follows:

- ⊗ **Random Events Phase**
  - ▲ Check for Random Events [21]. (Not 1<sup>st</sup> 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].

GAME DESIGN

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