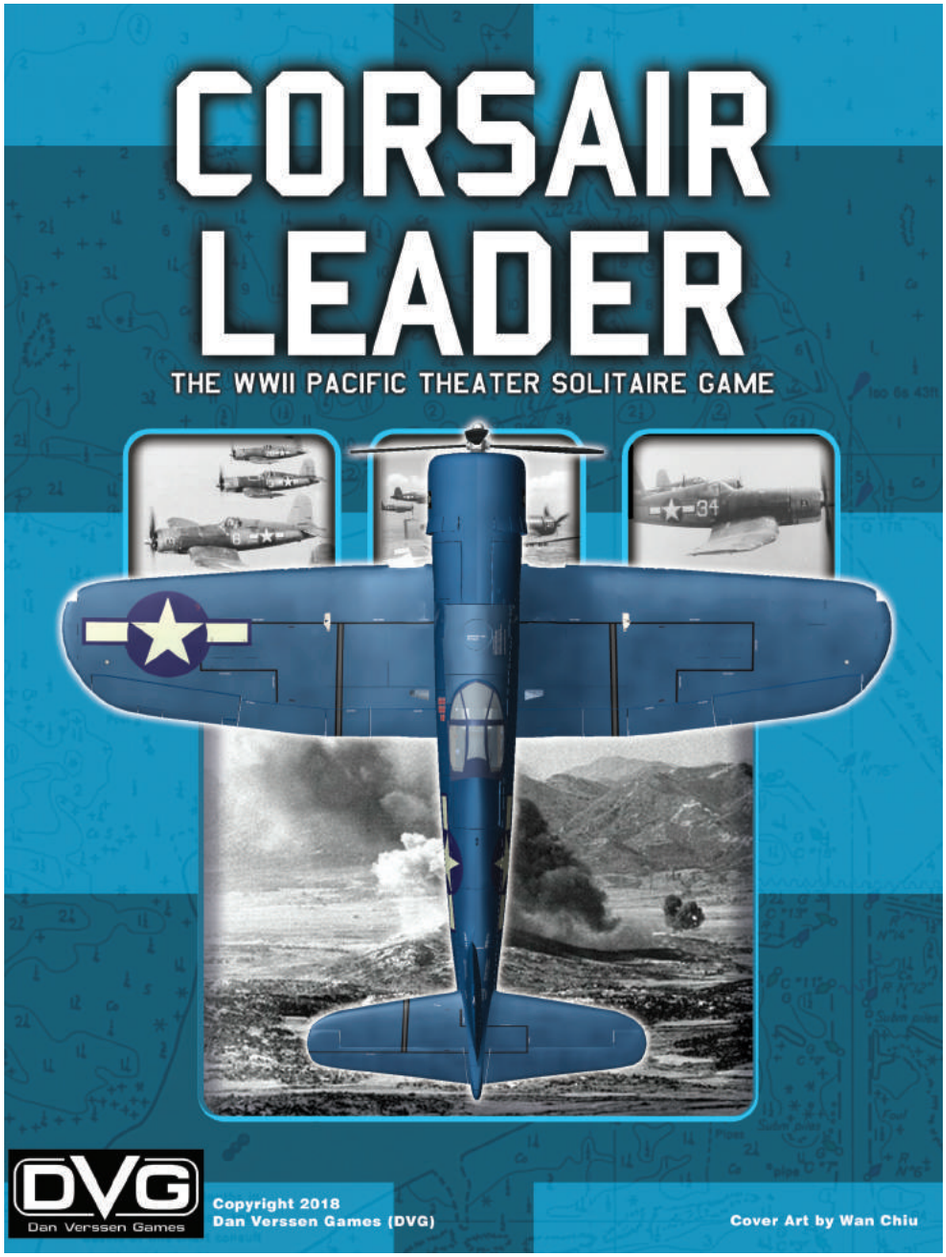
corsair rulebook 2nd edition_Layout 1 10/29/2019 6:41 PM Page 1



2nd Edition

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Introduction

As the squadron commander of a US Navy or Marine Corps squadron, you have information about Targets that need to be attacked, and the positions of potential enemy air defenses. It is up to you to choose your pilots, arm your aircraft, and destroy your target!

As your pilots fly the missions, they will suffer from Stress, which will have an impact on their Skills. Do you rest a Pilot, or do you send him out on yet another mission? It is up to you to use your Pilots, balance their Skills and Stress, and get the job done.

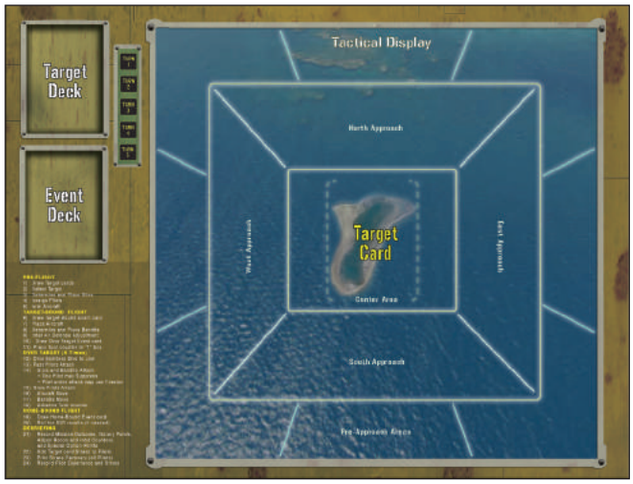
Lead your pilots to victory and win the war in the Pacific!

Game Components - Sheets

Campaign Sheets

Campaign Sheets show the information used for each Campaign. The numbers on the maps are Target numbers that correspond to the numbers on the Target cards.

Tactical Display



Use the Tactical Display Sheet to resolve the Over-Target phase of each Mission. This sheet shows the Sequence of Play and has areas to organize your cards.

Player Help Sheet

The Player Help Sheet has helpful reference charts and general information you will need to play the game.

Key Terms Sheet

The Key Terms Sheet lists the Key Terms and Definitions found throughout the game.

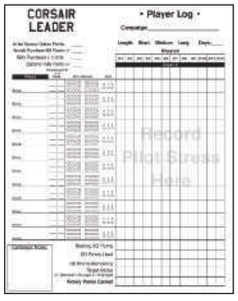
Dogfight Sheet

The Dogfight Sheet contains all the information needed to resolve your Dogfights.

Pilot Skills Sheet

The Pilot Skills Sheet lists all the Pilot Skills presented in the game.

Player Log



Record your Campaign and Pilot information on the Player Log. The information recorded on the Player Log is used to determine Pilot Promotion, Special Option point expenditures, Target Status, and the Campaign outcome. This sheet can be downloaded from www.dvg.com.

Game Components - Cards and Dice

Pilot Cards

These cards represent your Pilots and Aircraft. Each Pilot has 6 different Skill levels on three different cards.

Target Deck

Target cards detail your Mission Objectives and their defenses.

Event Deck

When you are asked to draw an Event card, draw a card from this deck. These cards represent the events happening during a mission.

The Die

Whenever a die roll is called for in the game, roll a 10-sided die (d10). This will generate random numbers from 1 to 10. Some dice have numbers ranging from 1 to 10, others range from 0 to 9. Treat the die's "0" face as being a "10".

Game Components - Counters

Aircraft: Each counter has a Low Altitude side (L) and a High Altitude side (H). The names on the counters correspond to the names on the Pilot cards.

Air To Ground Weapons (AtG): These weapons are used against Sites and Targets.

Sites: These counters are double-sided. They have a Site on one side and a Bandit on the other.

Sites with a red background are ground-based enemy guns that Attack your Aircraft.

Use the Sites with gray backgrounds for Naval Target cards. These counters have the same Site information on both sides.

Bandits: These are enemy fighters that Attack your Aircraft.

No Bandit / No Site counters count as a Site or Bandit draw, but are removed after all Sites or Bandits have been drawn.

Bombers are enemy aircraft that appear on some Target cards. It is your job to shoot them down.

Stress: Used to record the amount of Stress suffered by each of your Pilots.

When a Pilot suffers Stress, immediately place a Stress counter on that Pilot's Aircraft card.

Situational Awareness: Used to record the Situational Awareness points each Pilot has during a Mission. Flip and swap counters as needed.

Gung Ho: Used to record the Gung Ho points each Pilot has during a Mission.

Damage: When an Aircraft is damaged, immediately place a Damage counter on that Aircraft card.

Minor Damage: Used with the Carrier and Airfield Operations Sheets.

Target Damage: Used to note the Hits you have inflicted on the Target.

Track counters: Place the Intel counter on the Intel word of the Campaign Sheet. Do the same with the Recon counter.

When referencing the Campaign Sheet tracks, use the information on the space to the right of each counter.

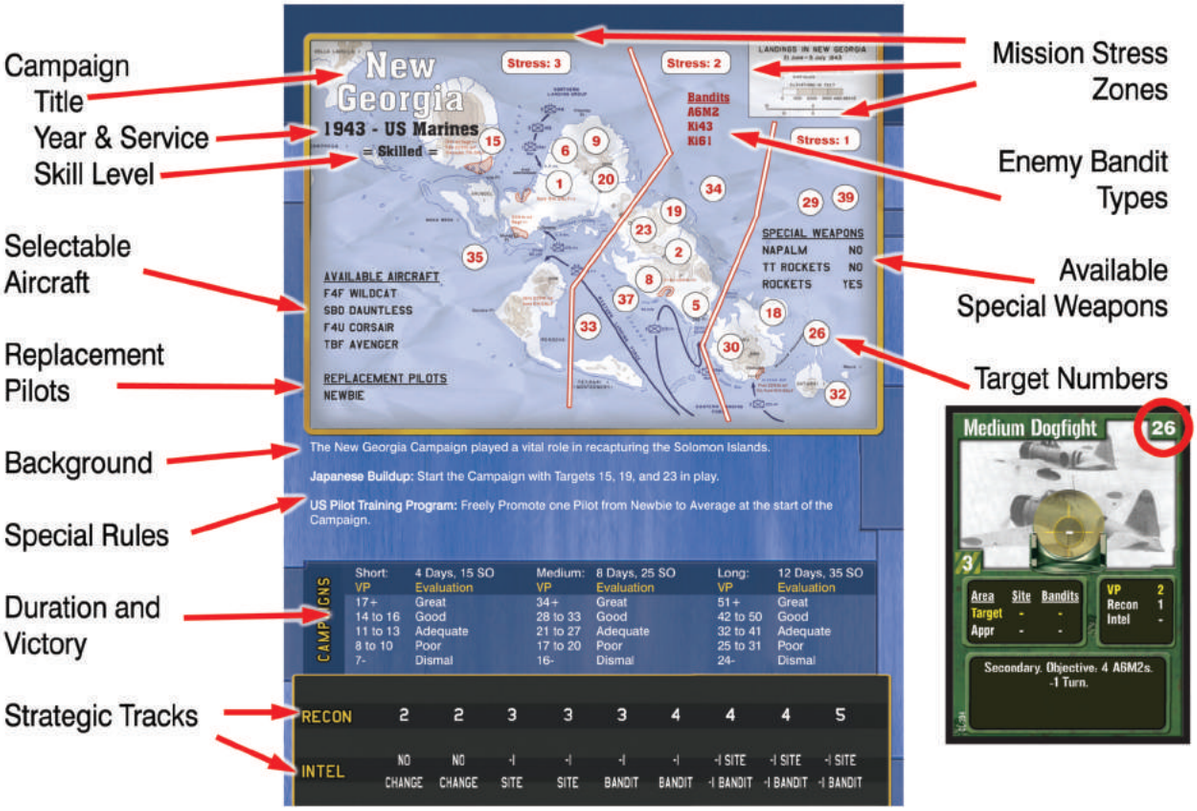
Target: Place the "Target" counter on the Campaign Sheet pointing at the Target you are flying against as a reminder of the Range Location of your current Target.

Flight Leader: The "Flight Leader" counter is placed on the Pilot card with the highest Skill Level on your current Mission.

Turn: Place the "Turn" counter on the Tactical Display Turn Track to keep track of Mission Turns.

Pilot Skills: Pilot Skills can be purchased with Special Option points at the start of a Campaign.

Campaign Sheets



Campaign Title - Name of the Campaign.

Year & Service - The year in which the Campaign takes place, and whether it is flown by the US Navy or US Marine Corps. The Year and Service limits which Aircraft you can fly. This also specifies which Bandits will be present.

Skill Level - There are 4 Levels of Campaign difficulty. From easiest to hardest, they are: Introductory, Standard, Skilled, and Expert.

Selectable Aircraft - Only use the Aircraft specifed in this list for the Campaign.

Replacement Pilots - Notes the Skill Level of Pilots joining your Squadron mid-Campaign.

Background - A short summary describing the historical situation of the Campaign.

Special Rules - Where Special Rules in a Campaign conflict with the Rulebook, the Campaign's Special Rules take precedence over the Rulebook.

Duration and Victory - Most Campaigns have 3 Lengths: Short, Medium, and Long. Each Length specifies how many Days you will fly, the number of Special Option points you start with, and the number of Victory Points you must earn to achieve a Great, Good, Adequate, Poor, or Dismal result.

Strategic Track: Recon - Your Recon counter points to the number of Target cards you may draw during the “Draw Target cards” step of that Day.

Strategic Track: Intel - Your Intel counter points to adjustments made to enemy Air Defenses, reducing Bandits and Sites.

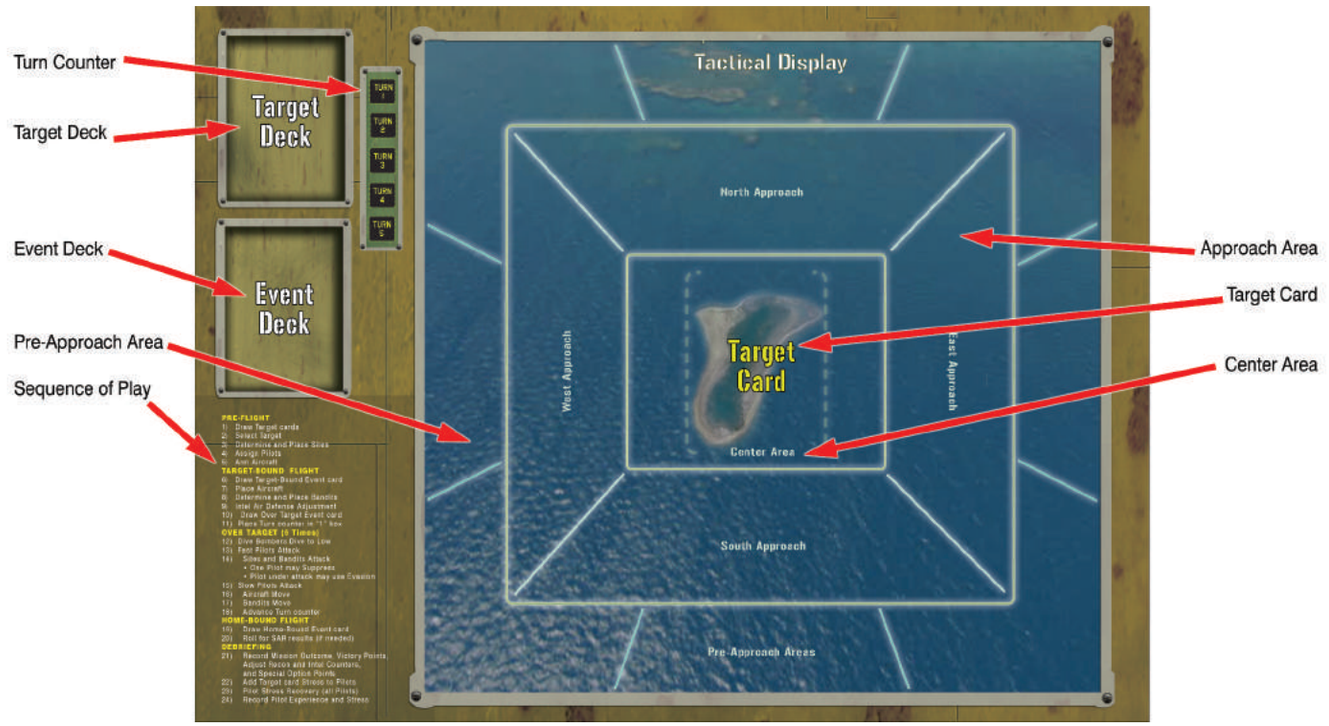
Mission Stress Zones - Shows the Stress suffered by Pilots when flying Missions in the respective Zones.

Enemy Bandit Types - Shows the types of Bandits present in this Campaign.

Available Special Weapons - Lists the Special Weapons available for this Campaign.

Target Numbers - Lists the Target cards that are part of the Campaign.

Tactical Display



Turn Counter - You have 5 Turns to Destroy the Target.

Target Deck - Every Campaign will use different Targets. Place them here, facedown in a deck.

Event Deck - Shuffle the Event cards and place them facedown.

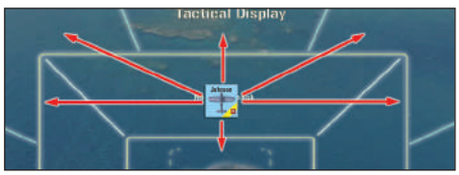
Target Card - When you fly a Mission, place your chosen Target card in this area.

The Tactical Display is divided into: 1 Center Area, 4 Approach Areas, and 8 Pre-Approach Areas. Always use the shortest path when calculating range for an Attack or Movement.

Sequence of Play - This highlights each step in the Game.

Center Area - The Areas adjacent to the Center Area are: the four Approach Areas.

The Areas adjacent to the **Approach Areas** are:



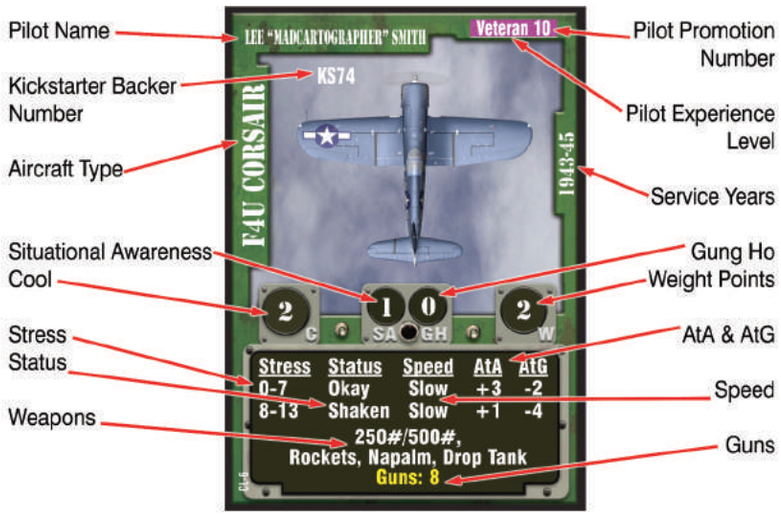
Example: These are the Areas Johnson can travel to.

- The Center Area
- The two Approach Areas that touch the current Approach Area, and
- The three Pre-Approach Areas that touch the current Approach Area.

The Areas adjacent to the **Pre-Approach Areas** are:

- The two Pre-Approach Areas that touch the current Pre-Approach Area, and
- The Approach Areas that touch the current Pre-Approach Area.
- An Area may be occupied by any number of Aircraft, and an Aircraft may occupy any Area. However, Mission Objective Aircraft, including Bombers and Bandits, will always remain in the Center Area.

Pilot Cards



Each Pilot card represents an Aircraft and its crew. Each card has two sides that show different Experience Levels for the Pilot. The six Experience Levels for a Pilot span across 3 cards.

Pilot Name - Pilot names and call signs, if any, are for reference purposes only.

Kickstarter Backer Number - A special call-out to the fans who brought this game to life during the Kickstarter campaign.

Aircraft Type - The military designation for the Aircraft.

SA - Situational Awareness - The Pilot's Situational Awareness value.

C - Cool - Pilots with Cool recover from Stress faster.

Stress - Pilots suffer Stress when they fly Missions.

Status - Okay, Shaken, or Unfit. This is based on the Pilot's current Stress points. A Shaken Pilot's AtA and AtG stats are reduced.

Okay - If a Pilot's Stress points are in the "Okay" range, he uses the stats in the Okay row on his card.

Shaken - If a Pilot's Stress points fall into the "Shaken" range, he uses the stats in the Shaken row on his card.

Unfit - A Pilot becomes Unfit when his Stress points exceed those listed in his Shaken range.

Weapons - A list of the types of Weapon counters you may load on the Aircraft.

Pilot Promotion Number - The number of Experience points the Pilot must earn to be promoted to his next higher Experience Level.

Pilot Experience Level - From lowest to highest, Pilot levels are: Newbie, Green, Average, Skilled, Veteran, and Legendary.

Service Years - The period that the Aircraft was in service.

GH - Gung Ho - The number of Gung Ho uses the Pilot has.

W - **Weight points -** The maximum number of Weapon Weight points the Aircraft can carry.

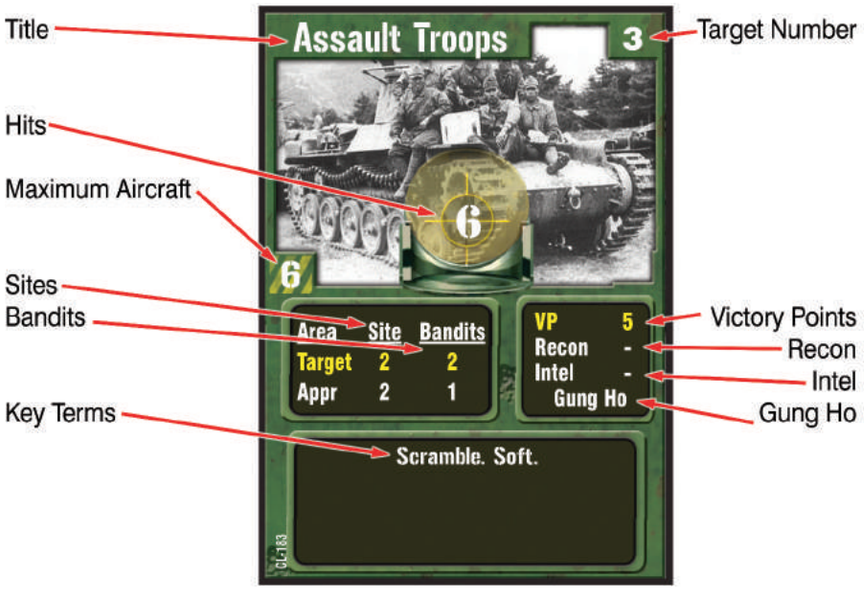
AtA and AtG - The Pilot's Air-to-Air and Air-to-Ground stats.

Speed - Pilots are either Fast or Slow.

Guns - Gun Attack information is found in this Area, along with any special ability information.

Key Terms - Some Aircraft have Key Terms noting their special abilities. You can find a description of each Key Term on the Key Terms Sheet.

Target Cards



Title - The Target.

Hits - The number of Hits needed to Destroy the Target.

Maximum Aircraft - This number designates the maximum number of aircraft you can send on this Mission. You can send fewer Aircraft, but not more.

Sites - This shows the number of Site counters drawn for each of the Approach Areas, and the Center Area.

Bandits - This shows the number of Bandit counters drawn for each of the Approach Areas, and the Center Area.

Key Terms - Some Targets have Key Terms that affect your Mission. The rules for each Key Term are found on the Key Terms Sheet.

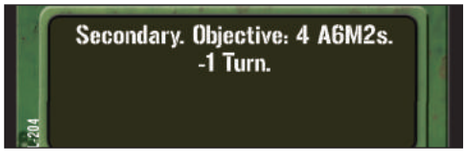
Target Number - Each Campaign uses different Targets. The number of each Target in a Campaign is shown on the Campaign Sheet.

VP - **Victory Points** - The number of Victory Points you gain if you Destroy the Target.

Recon - The number of times you move your Recon counter to the right on the Campaign Sheet, if you destroy the Target. If you are attacking two Targets that day, do not move your Recon counter until both Missions are complete.

Intel - The number of times you move your Intel counter to the right on the Campaign Sheet, if you destroy the Target. If you are attacking two Targets that day, do not move your Intel counter until both Missions are complete.

Gung Ho - Some Targets have the Gung Ho indicator. All your Pilots with Gung Ho replenish all of their expended Gung Ho uses if you Destroy this Target, even if they did not participate in the mission.



Objectives - Some Targets have a noted Objective. When Attacking a Bomber, Site, or Bandit Objective Target, place the designated number of Bomber, Site or Bandit counters in the Center Area. Destroy this Target, even if they did not participate in the mission.

The Target is Destroyed when you Destroy all the Objective counters.

Weapon Counters

These weapons are Air-to-Ground weapons. They can Attack Sites and Targets, but not Bandits.

Weight Points - The Weight of the Weapon.

Weapon Name - Aircraft can only be equipped with certain weapons. If the Aircraft does not have a Weapon listed on its card, it cannot be Armed with that Weapon.

Attack Number - Each counter can have up to four Attack Numbers, indicating how many Hits can be inflicted on the Target. The smallest Attack Number is the minimum that the modified d10 roll must reach to score a Hit.

1 Hit

If the modified die roll is equal to or greater than the first number but less than the second number, one Hit is scored. Some weapons only have one number, they either do zero Hits, or one Hit.

2 Hits

If the modified die roll is equal to or greater than the second number but less than the third number, two Hits are scored.

3 Hits

If the modified die roll is equal to or greater than the third number but less than the fourth number, three Hits are scored.

4 Hits

If the modified d10 roll is equal to or greater than the fourth number, four Hits are scored.

Maximum Range - Weapons with Range 0 can only Attack a Target in the same Area that the Aircraft is in. Range 1 Weapons can Attack a Target in an adjacent Area.

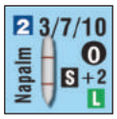
Low Altitude Attacks Allowed: Unless the Aircraft has the "Level" Key Term, all munitions can only be used at Low Altitude.

Remove each expended weapon counter from the Aircraft, even if they were not used on the Tactical Display. Note: Not all weapon counters have multiple Attack Numbers.

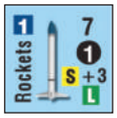
Example: When using a 500#, if you roll 1-6 you miss. A roll of 7-9 scores 1 Hit. A roll of 10+ scores 2 Hits.

If a weapon has a "-" for an Attack number, it cannot score that number of Hits.

Example: When using a TT Rocket, it cannot score 1 Hit. If you roll 1-6, you miss. A roll of 7 scores 2 Hits. A roll of 8+ scores 3 Hits.



Soft: All Sites, and some Targets, have an "S" notation for "Soft". Some Weapons gain a bonus to their Attack rolls when Attacking Soft Targets. The specific bonus is noted on their weapon counters next to the "S" in the black square.

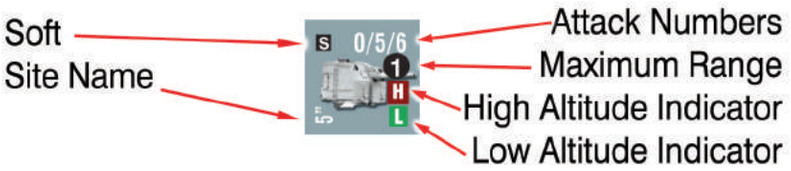


Suppression: Some weapons gain a bonus to their Attack rolls when Suppressing an enemy Site's Attack against your Aircraft. The specific bonus is noted on their weapon counters next to the "S" in the yellow square.

Drop Tank: If the Pilot carries a Drop Tank through the entire Mission, he suffers 1 less Stress.

Naval Only Weapons: The "N" notation on Torpedoes indicates they can only be used against Naval Targets and their Sites. Naval Targets have the "Naval" Key Term on their Target cards.

Site Counters



Special Sites

Opportunity	Div. Attack	Fire Director	Photo	Radio Call
Destroy: +1vp	Destroy: Move Bandits	Destroy: No Pop-Ups	Same & Low: 1 Intel	Same & High: +2 Target AtG

Sites

Sites are enemy guns on the ground that Attack your Aircraft. A Site which suffers at least 1 Hit from a Guns or Weapon attack is Destroyed.

Soft - All Sites are Soft. Some Weapons gain a bonus when attacking a Soft Target.

Site Name - The type or caliber of the Site.

Attack Numbers - The numbers the Site must roll to respectively inflict a Shaken, Damaged, or Destroyed result on your Aircraft.

Low Altitude Indicator - The Site can Attack Aircraft at Low Altitude.

Maximum Range - Sites with a Range greater than 0 have a notation of their Range.

High Altitude Indicator - The Site can Attack Aircraft at High Altitude.

Naval Sites

If the Target card has a “Naval” Key Term, it is a ship. Draw the gray Naval counters for the Mission. These counters have the same Site information on both sides of the counter.

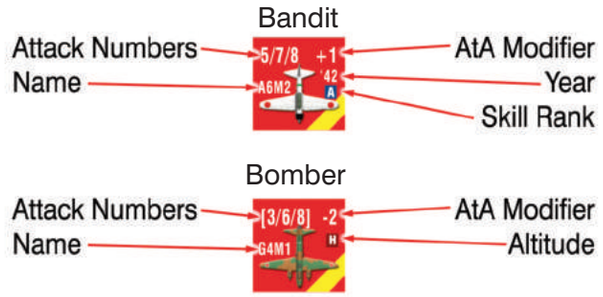
Treat these Sites as having the Naval Key Term.

Special Sites

Some Sites are special. Instead of being enemy gun emplacements, they are instead tactical opportunities you can use to your advantage during the Mission.

Example: When drawing Sites for the Target, I draw the “Special SITE Indicator” counter. After placing the rest of the Sites, I replace the “Special SITE Indicator” counter with a “Special Site” counter.

Bandits and Bombers



Bandits

Bandits are enemy fighters that Attack your Aircraft. These counters have yellow stripes as a visual reminder that they can only be Attacked by Guns. A Hit from a Guns Attack will Destroy a Bandit.

Name - The military designation for the Aircraft.

AtA Modifier - Apply this modifier when the Bandit is performing a Dogfight Maneuver, Attacking one of your Aircraft, or when being Maneuvered on or Attacked by one of your Aircraft.

Attack Numbers - The numbers the Bandit must roll respectively to inflict a Shaken, Damaged, or Destroyed result on your Aircraft.

Skill Rank - If the Bandit is a Veteran or Legendary Rank, once Destroyed, remove the counter from the Campaign.

Bombers

Bombers are enemy aircraft that only appear as Air Objectives for certain Targets. These counters have yellow stripes as a visual reminder that they can only be Attacked by Guns.

Name - The military designation for the Aircraft.

Attack Numbers - The numbers the Bomber must roll respectively to inflict a Shaken, Damaged, or Destroyed result on your Aircraft when it is under Attack.

High Altitude Indicator - The Bomber flies at High Altitude.

Low Altitude Indicator - The Bomber flies at Low Altitude.

Event Cards

You will draw Event cards three times during each Mission.

Draw Target-Bound Event - Look at the top section of the card during the Target-Bound phase.

Draw Over-Target Event - Look at the middle section of the card during the Over-Target phase.

Home-Bound Event - Look at the bottom section of the card during the Home-Bound phase.

Only read the section of the Event card used for that phase.

Campaign Set-Up

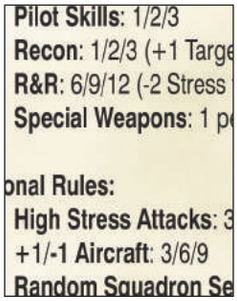
To begin a Campaign, select the Campaign Sheet you would like to fly. Introductory Campaigns are the easiest to win, and Expert Campaigns are the hardest.

Campaign Duration

Next, choose the duration of the Campaign you wish to play. Most Campaigns have a Short, Medium, and Long Duration.

Example: If you fly the "New Georgia" Campaign with a Medium Duration, you will fly 8 Days, receive 25 initial SO points, and need 34+ Victory Points to achieve a "Great" Campaign Evaluation.

Campaign xx/xx/xx Notation

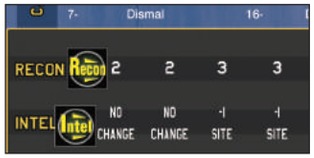


Throughout the game you will see this notation for various SO point and VP costs: xx/xx/xx

This refers to the cost that must be paid based on a Short / Medium / Long Campaign respectively.

Example: The Promotion SO point cost of a Newbie Pilot is 2/4/6 SO points. This means 2 SO points in a Short Campaign, 4 SO points in a Medium Campaign, and 6 SO points in a Long Campaign.

Campaign Tracks



Campaign Tracks record damage inflicted on the enemy's strategic resources by your squadron. Place the Recon and Intel counters on the corresponding Campaign Tracks.

When referencing the tracks, read the result to the immediate right of the counter.

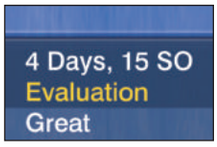
Recon (Reconnaissance)

This track represents your knowledge of enemy Operations. As you find out more of the enemy's plans, you draw more Targets per day. Draw each card one at a time.

Intel (Intelligence)

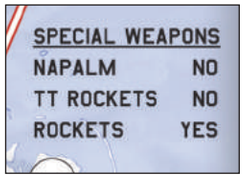
This track represents the enemy's ability to determine which Targets you might attack, and to position their defenses in their vicinity. As the enemy's intelligence abilities are damaged, the number of Sites and Bandits placed to defend a Target is reduced.

SO Points



Each Campaign Sheet specifies the number of Special Option points available. This is the total number of SO points available throughout the entire Campaign.

You can purchase Special Weapons, Aircraft, or Priority Options with your Special Option points. The Special Weapons are found on the Campaign Sheet. The Priority costs are found on the Player Help Sheet. Non-Special Weapons do not cost SO points.



Each Campaign has its own list of available Special Weapons. The three types of Special Weapons are: Napalm, TT (Tiny Tim) Rockets, and Rockets. Campaigns will specify which weapons are available.

To use a Special Weapon, you must have Aircraft in your Squadron that can be equipped with that type of Weapon.

Once you purchase a Special Weapon, place it on an Aircraft. The Special Option points used to purchase Special Weapons are spent, even if the Special Weapon is not expended during the Mission. You pay for each Special Weapon counter purchased.

Example: The Rockets weighs 1 WP. You must pay 1 Special Option point for every Rockets counter you equip per Mission. Any Rockets not used are removed from the Aircraft at the end of the Mission like any other Weapon.

Out of Special Option Points

Some Event cards will force you to pay Special

Option points. If you are required to spend a Special Option point and you cannot, you immediately end the Campaign with a Dismal Evaluation.

Place the Tactical Display and your chosen Campaign Sheet in front of you.

Target and Event Decks

Look through the Target cards and find the Targets with the same Target numbers as those listed on the Campaign Sheet. These cards form your Target deck.

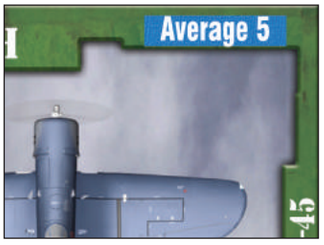
Shuffle the Target deck (using the Target cards shown on the Campaign Sheet) and the Event deck, and place them face-down in the appropriate areas of the Tactical Display Sheet. During the game, when you need to draw a card and no cards remain in the deck, shuffle the discards to form a new deck.

Each Bandit has a Year printed on its counter. Each Campaign also lists the Bandit types present in the Campaign. Place all the Bandit types listed on the Campaign sheet that are of the same year in a cup. You will draw Bandits and Sites from this cup during Missions.

Example: The 1942 Midway Campaign lists A6M2 as the Bandit type. Take all the 1942 A6M2 Bandit counters and place them in a cup.

Place all the gray Naval Site counters in a second cup.

Selecting Squadron Pilots



Select Pilot cards based on the duration of your Campaign. You may only select from the Aircraft types listed on the Campaign sheet. You can only select Aircraft that have a Service Year range that includes the Year of the Campaign.

Experience Levels for a Short Campaign:
1 Newbie, 2 Green, 4 Average, and 1 Skilled.

Experience Levels for a Medium Campaign:
1 Newbie, 2 Green, 5 Average, 1 Skilled, and 1 Veteran.

Experience Levels for a Long Campaign:
1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran.

Record the Pilot Names, Skill Levels, XPs needed for Promotion, and Cool on the Player Log.

Pilot Skills

You can purchase up to two unique Skills for each Pilot. Each Pilot Skill costs 1/2/3 SO points depending on your Campaign duration.

Record the Skill's SO point cost on the Player Log Sheet and record the Skill under the Pilot's name. This is the only time you can purchase Skills for Pilots. Skills cannot be transfered between Pilots during the Campaign.

Aircraft Quality

Some Aircraft are of inferior quality. The SO points you receive for selecting these Aircraft are noted on their cards. Record the SO point adjustment on the Player Log in the Aircraft Purchase SO Points +/- (column).

Pilot Promotion Priority

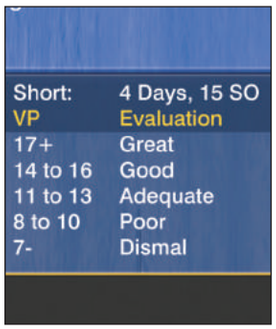
After you choose your Campaign length, you can use the Pilot Promotion Priority option. This allows you to immediately Promote one or more of your Pilots to his next higher Level. You can Promote a Pilot more than once. This is the only time you can purchase the Pilot Promotion option for Pilots.

Pilot Promotions	**Campaign Length**		
Skill	**S**	**M**	**L**
Newbie	2	4	6
Green	3	6	9
Average	4	8	12
Skilled	5	10	15
Veteran	6	12	18

Example: I am playing a Medium Length Campaign. I want to Promote one Average Pilot to Skilled. I pay 8 SO points. I want to Promote him a second time, so I pay 10 more SO points to make him Veteran.

Example of Campaign Set-Up

At the start of the Campaign, I select Pilot cards based on the duration of my chosen Campaign.



I have chosen to play the 1943 New Georgia Campaign with a Medium Duration.

I can only select Aircraft with a Service Year range that includes the Year of the Campaign.

For this Campaign, I can only choose Aircraft that were in service in 1943. I choose the following Aircraft:

Newbie - Figueroa in a Corsair
Green - Walker in a Dauntless
Green - "Jericho" in an Avenger
Average - "Sticks" in a Corsair
Average - Aguila in an Corsair
Average - "Pepe" in an Wildcat
Average - Lewis in a Dauntless
Average - Gardner in a Avenger
Skilled - "Crougar" in an Avenger
Veteran - Regalo in a Wildcat

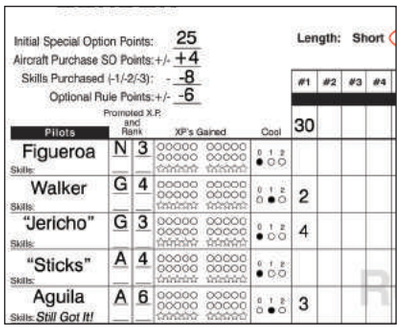
For a well-rounded Squadron, I make sure that some of my Pilots are especially good at AtA, and some are good at AtG, and a few can handle both.

By taking certain Aircraft types, I can gain SO points. Any SO point adjustments are noted on the Aircraft cards.

By selecting 2 Wildcats, I start my Medium Campaign with +4 SO points.

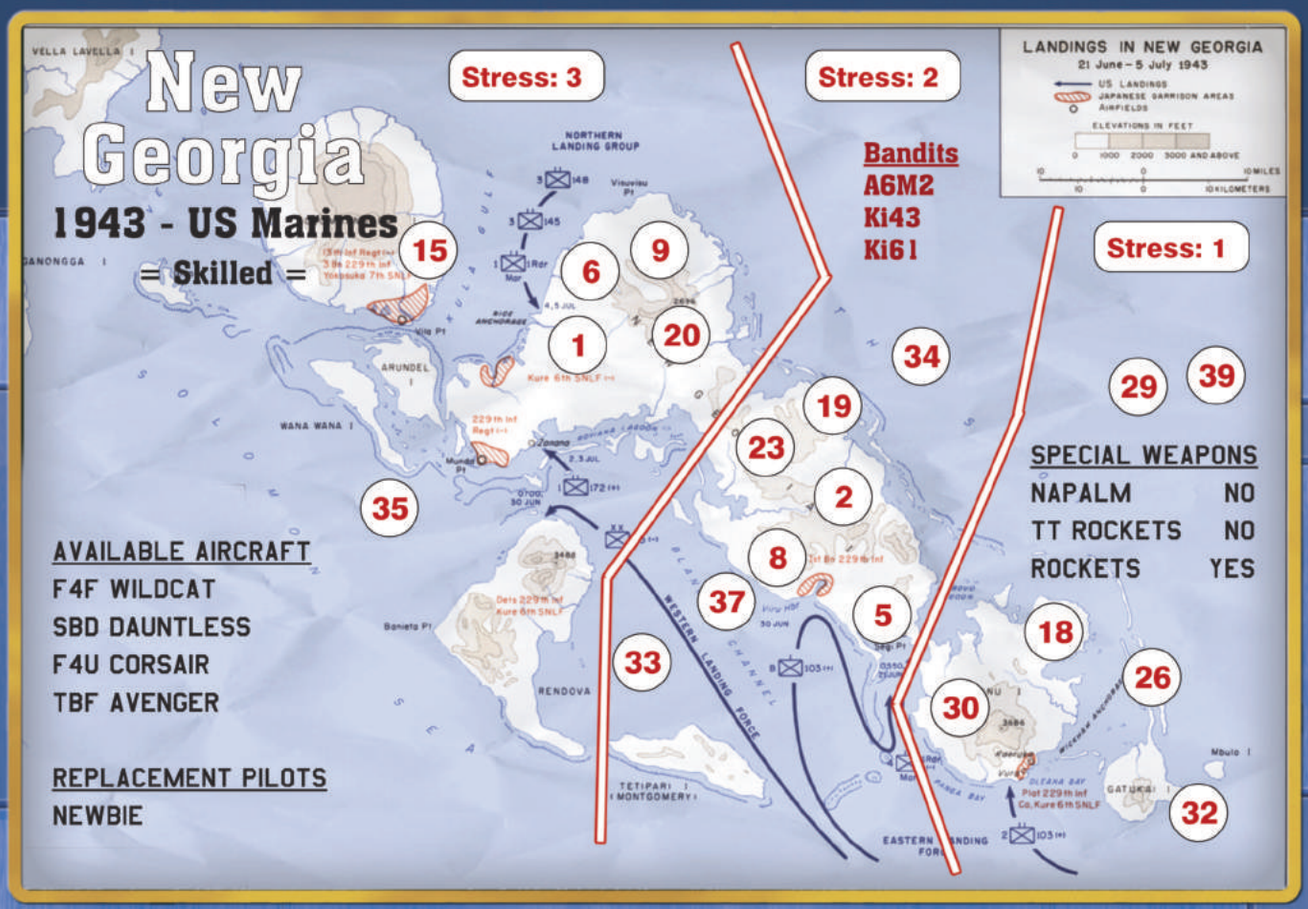
I record the Pilot Names, Skill Levels, XPs needed for Promotion, and Cool on the Player Log.

I also log my Aircraft SO point adjustments.



I am now ready to play!

Now I can choose to promote any Pilots using the Pilot Promotion Priority, or give Skills to any of my Pilots at a cost of 2/4/6.



The New Georgia Campaign played a vital role in recapturing the Solomon Islands.

Japanese Buildup: Start the Campaign with Targets 15, 19, and 23 in play.

US Pilot Training Program: Freely Promote one Pilot from Newbie to Average at the start of the Campaign.

CAMPAIGNS	Short:	4 Days, 15 SO	Medium:	8 Days, 25 SO	Long:	12 Days, 35 SO
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	17+	Great	34+	Great	51+	Great
	14 to 16	Good	28 to 33	Good	42 to 50	Good
	11 to 13	Adequate	21 to 27	Adequate	32 to 41	Adequate
	8 to 10	Poor	17 to 20	Poor	25 to 31	Poor
	7-	Dismal	16-	Dismal	24-	Dismal

RECON	2	2	3	3	3	4	4	4	5
INTEL	NO CHANGE	NO CHANGE	-1 SITE	-1 SITE	-1 BANDIT	-1 BANDIT	-1 SITE -1 BANDIT	-1 SITE -1 BANDIT	-1 SITE -1 BANDIT

Player Log

Record your Campaign and Pilot information on the Player Log.

The information recorded on the Player Log is used to determine Pilot Promotion, Special Option points expenditures, Target status, and Campaign outcome. Record any Optional Rules purchased in the Campaign Notes area. This Player Log can be photocopied or downloaded from www.dvg.com.

CORSAIR LEADER

Camp

Initial Special Option Points: 25
Aircraft Purchase SO Points: +/- +4
Skills Purchased (-1/-2/-3): - -8
Optional Rule Points: +/- -6

Length:

Pilots	Promoted X.P. and Rank		XP's Gained		Cool	#1	#2
Figueroa	N	3	○○○○○ ○○○○○ ○○○○○ ○○○○○ ☆☆☆☆☆ ☆☆☆☆☆		0 1 2 ● ○ ○	30	
Skills:							
Walker	G	4	○○○○○ ○○○○○ ○○○○○ ○○○○○		0 1 2	2	

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Sequence of Play

Pre-Flight

1) Draw Target cards
2) Select Target
3) Determine and Place Sites
4) Assign Pilots
5) Prepare for Mission

Target-Bound Flight

6) Draw Target-Bound Event card
7) Place Aircraft and Choose Altitude
8) Determine and Place Bandits
9) Intel Air Defense Adjustment
10) Draw Over-Target Event card
11) Place Turn counter in “1” Box

Over-Target Resolution (5 Times)

12) Dive Bombers Dive to Low
13) Fast Pilots Attack
14) Sites and Bandits Attack
    One Pilot may Suppress
    Pilot under Attack may use Evasion
15) Slow Pilots Attack
16) Aircraft Move
17) Bandits Move
18) Advance Turn counter

Home-Bound Flight

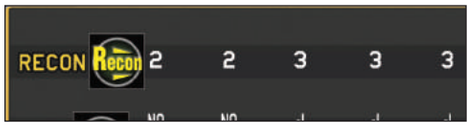
19) Draw Home-Bound Event card
20) Roll for SAR results (if needed)

Debriefing

21) Record Mission Outcome, Victory Points, Adjust Recon, and Intel Counters, and Special Option Points
22) Add Target card Stress to Pilots
23) Pilot Stress Recovery (All Pilots)
24) Record Pilot Experience and Stress

Pre-Flight

Draw Target Cards



Refer to the Campaign Sheet's Recon Track for the maximum number of Target cards you may draw for the Day. "Draw one Target card at a time, until you reach the maximum number indicated on the Recon track. If you draw a Target with the Key Note "Scramble", stop drawing Target cards and immediately carry out this mission as your Primary Mission.

If there are Target cards with the Key Note "Secondary" available, you can select one of them as Secondary Target."

Recon Priority

After looking at the Targets available to you, you can choose to purchase the Recon Priority option with your Special Option points.

Recon priority allows you to spend 1/2/3 SO points to draw one more Target card. Place the Target card in front of you. You can repeat Recon Priority as many times as you like, unless you draw a Target with the Key Note "Scramble", which will immediately be your Primary Mission.

Select Target

Primary Mission

Select one Target card as the Primary Mission for this Day. Place it in the Center Area of the Tactical Display Sheet.

Secondary Mission

In addition to flying the Primary Mission each Day, you can select one available Target card with the Secondary trait and fly a second Mission during the Day.

When you select the Primary Mission for the Day, you must decide if you also want to fly a Secondary Mission. A pilot can fly in either a Primary or Secondary Mission, but not both.

Resolve the Pre-Flight steps for both Primary and Secondary Missions at the same time. Resolve the Target-Bound Flight, Over-Target, Home-Bound Flight, and Debriefing for the Primary Mission, then resolve those same steps for the Secondary Mission.

You can use a Target with the Secondary Mission Key Term as your Primary Mission.

Target cards with the Improvement Key Term remain available for selection for future Missions. Discard all other Target cards.

Down Time

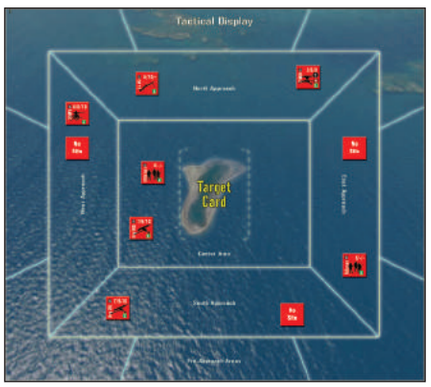
You can choose not to fly a Mission for the current Day.

If you are not flying a Mission this Campaign Day, move the Intel and Recon counters 1 space to the left. Then go to the Mission Debriefing and carry out those steps.

Determine and Place Sites

Each Target card shows the number of Sites drawn for each Approach Area (Appr), and a second number showing the number of Sites drawn for the Center Area (Target).

Example: For this Target, place 2 Sites in each of the four Approach Areas and 2 Sites in the Center Area.



Randomly draw the appropriate number of Sites counters from the cup. Place the counters, with their Site side up, in the Approach Areas and Center Area on the Tactical Display.

If the counter reads "No Site" remove it from the Tactical Display and return it to the cup. The remaining counters represent the enemy Sites defending the Target.

Assign Pilots

You must now decide which Pilots to send on the Mission.

Each Target card indicates the maximum number of Aircraft that can participate in the Mission. You may send fewer Aircraft on a Mission, but you may not exceed the listed number of Aircraft.

Select the Pilots from your Squadron that will fly this Mission. Place their cards in front of you, so their Aircraft can be armed. Pilots that are Unfit may not be assigned to a Mission.

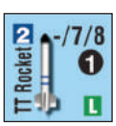
If you are performing a Secondary Mission, repeat the above steps to assign the Pilots for the mission.

If you are performing a Secondary Mission, you may not select a Pilot who has already flown in the Primary Mission for the day.

Prepare for Mission

Allocate weapons and Drop Tanks to each of the Aircraft selected for this Mission. The specific ordnance you choose will depend on the combat role you expect each Aircraft to perform during the Mission. The number and types of weapons your Aircraft can carry is limited in several ways: Weight points per Aircraft, the weapon list shown on the Aircraft card, the weapon list shown on the Campaign Sheet, and the Special Option points you are able to spend on Special Weapons. Non-Special Weapons do not cost SO points.

Once your Aircraft are armed, record the number of SO points you have spent on the Player Log.



TT (Tiny Tim) Rockets - TT Rockets can only be carried by Aircraft that can carry "Rockets".

Situational Awareness

Place Situational Awareness counters on the Pilot cards that have Situational Awareness points.

A Slow Pilot can spend one Situational Awareness counter to perform an extra Attack in the Fast Pilot Attack Phase. The Pilot can still Attack in the Slow Pilot Attack Phase, as normal.

A Fast Pilot can spend one Situational Awareness counter to perform an extra Attack in the Slow Pilot Attack Phase, even if he has already performed an Attack in the Fast Pilot Attack Phase.

Spending a Situational Awareness counter only affects the Pilot's Attack for the current Turn.

A Pilot can only use his Situational Awareness counters to give himself extra Attacks. He cannot use them for other Pilots.

The exception to this is the Flight Leader. The Flight Leader can spend his Situational Awareness on himself or on another Pilot.

Discard the counter when the extra attack occurs.

Remove all unused Situational Awareness counters from the Pilots at the end of each Mission.

Select Flight Leader

The Pilot with the highest Level is the Mission's Flight Leader. If more than one Pilot has the same highest Experience Level, select which of them will be the Flight Leader. Place the Flight Leader counter on that Pilot's Aircraft card.

Example: The highest Level Pilot flying the Mission is Skilled. You have selected 2 Skilled Pilots for the Mission. You get to choose which Skilled Pilot will be the Flight Leader.

Gung Ho

Place Gung Ho counters on the Pilot cards that have Gung Ho points.

You can expend a Gung Ho counter to do any one of the following:

- Treat an Unfit or Shaken Pilot as being Okay for the current Mission.

- After suffering a Shaken, Damaged, or Destroyed result, the Pilot may spend a Gung Ho counter to treat it as a No Effect.

- Instead of rolling for an Attack, treat the Attack roll as being a "10", and then apply modifiers.

Pilots do not recover expended Gung Ho points until you Destroy a Target with the Gung Ho notation. Once you Destroy a Target with the Gung Ho notation, all Pilots in your Squadron regain all their expended Gung Ho points, including those who did not fly in the Mission.

Target-Bound Flight

This represents the time from when your Aircraft take off until they reach the Target.

Draw Target-Bound Event Card

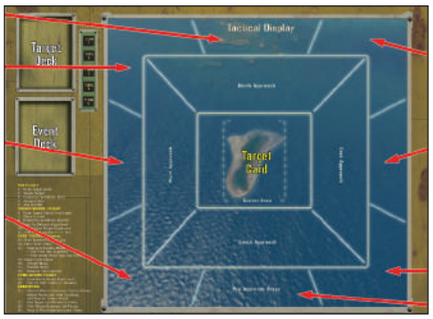
Draw an Event card and resolve the Event in the top section.

Aborting a Mission

After the Target-Bound Event is resolved, you may decide to abort none, some, or all of the Aircraft on the Mission.

Aircraft that Abort do not gain Experience points, but do suffer Target Stress as normal. Aircraft that do not abort must participate in the Over-Target and Home-Bound steps.

Place Aircraft and Choose Altitude



Place each of your Aircraft counters in one of the Pre-Approach Areas. More than one Aircraft may begin in an Area. It is wise to plan this at the same time that you arm your Aircraft. Also select the initial Altitude for each Aircraft counter.

Keep in mind that unlike other Air Leader games, you may not change the Altitude of your Aircraft during the Over-Target phase, except if performing a Dive Bombing attack.

Determine and Place Bandits

The Target card shows the amount of fighter cover found over the Target. The exact quantity and type of fighters present is not known until you reach the Target.

Randomly draw the required number of Air Defense counters from the cup. Place the counters, with their Bandit side up, in the Approach Areas and Center Area for which they were drawn on the Tactical Display.

Area	Site	Bandits
Target	2	2
Appr	2	1

Example: For this Target, draw 1 Bandit counter for each Approach Area, and 2 for the Center Area.

If the counter reads “No Bandit” remove it from the Tactical Display and return it to the cup. The remaining counters represent the enemy fighters defending the Target.

Every Bandit has a Year noted on its counter. Only use the Bandits with the same Year as the Campaign.

Bandits have different Skill Levels. From lowest to highest, they are: Newbie, Green, Average, Skilled, Veteran, and Legendary.

Intel Air Defense Adjustment

Consult the Intel track to determine whether any Site or Bandit counters have to be added or removed.

If the Intel track notes a removal of Sites or Bandits, draw and place the counters as normal, then select the counters you would like to remove.

If the Intel track notes the addition of Sites or Bandits, place the extras in the Center Area.

Example: If the track notes "No Change" then no Bandit or Site adjustments occur.

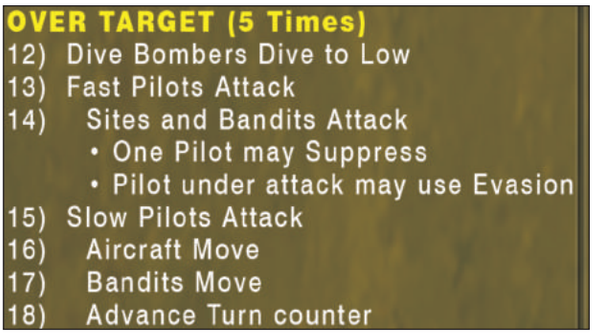
Draw Over-Target Event Card

Draw an Event card and resolve the Event shown in the middle section.

Place Turn Counter in "1" Box

Place the Turn counter in the "1" box on the Tactical Display. You have 5 Turns to complete your Mission.

Over-Target Resolution



The Over-Target Resolution step is divided into five identical Turns. During each Turn, resolve the combat and movement on the Tactical Display . Use the “Turn” counter to keep track of the current Turn.

Dive Bombers Dive to Low

If you have an Aircraft with the “Dive” Key Term, and you want it to perform a Dive Bombing Attack this turn with its Bombs, flip the Aircraft’s counter from High to Low.

The Aircraft will perform a Dive Bombing Attack later in the Turn during its Attack step.

Fast Pilots Attack

Perform Dogfight Maneuvering, and resolve any Attacks for your Fast Pilots during this step.

Aircraft can expend weapons to Attack the Target or Sites.

Each Aircraft Attacks individually and may only Attack one Target. Resolve the Attack for one Aircraft before declaring an Attack for another Aircraft.

An Aircraft is limited to which enemy units it may Attack based on its current position, Altitude, and weapons load. Each Turn a Pilot may declare one enemy to be the Target of his Attack:

• Attack the Target with one or more Air-to-Ground weapon counters, provided they are in range of the Target and the Aircraft is at the proper Altitude.

• Attack the Target with Guns, if the Aircraft is at Low Altitude and in the Center Area.

• Attack any one Site with one or more Air-to-Ground weapon counters, provided they are in range of the Site and the Aircraft is at the proper Altitude.

• Attack any one Site with Guns, if the Aircraft is at Low Altitude and in the same Area as the Site.

• Attack any one Bandit with Guns, if the Aircraft is in the same Area as the Bandit. Bandits are always at the same Altitude as your Aircraft.

When an Aircraft is ready to Attack, declare the Target of the Attack, as well as whether it will be attacked with weapon counters that need to be expended, or Guns.

The number of Hits needed to Destroy a Target is listed on the Target card.

Example: You must inflict 6 Hits to Destroy this Target.

Jettison

The Aircraft can Jettison (discard) any Weapon or Drop Tank counters at any time during their turn.

Sites and Bandits Attack

Sites and Bandits act during this step. See the Dogfighting and Air to Ground Attacks rule sections for details.

Slow Pilots Attack

Slow Pilots use the same Maneuver and Attack rules as Fast Pilots.

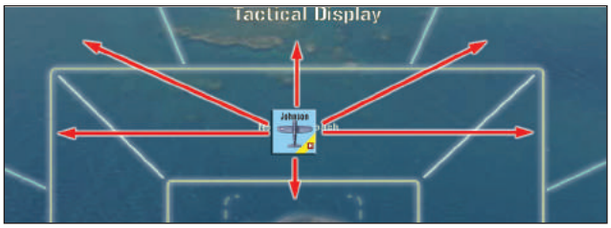
Jettison

The Aircraft can Jettison (discard), any Weapon or Drop Tank counters.

Aircraft Move

During this step, you may move your Aircraft from their current Area into an adjacent Area, or leave your Aircraft in the Area it is currently in.

Unlike other Air Leader games, you may not change the Altitude of your Aircraft, except as previously noted for Dive Bombers.



Example: I have a Corsair at High Altitude in the North Approach Area. It can move to any of the following Areas: the Center Area, the East or West Approach Areas, or any of the three Northern Pre-Approach Areas.

Engagements

If you Move your Aircraft and it is Neutral, Advantaged, or Tailing with a Bandit, break the Engagement and Move your Aircraft as normal. The Bandit does not Move.

If you Move your Aircraft and it is Disadvantaged or Tailed by a Bandit, Move your Aircraft as normal. The Bandit also Moves with your Aircraft and maintains its Position.

If your Aircraft is Neutral, Advantaged, or Tailing, you may break the Engagement and remain in the same Area. You may then create a new Engagement.

Exit the Tactical Display

You may remove one or more Aircraft counters from the Tactical Display and end the Over-Target phase of the Mission during the Aircraft Movement step of any Turn. You can remove as many Pilots per turn as you want. When all Aircraft have been removed, proceed to the Home-Bound Event Card phase.

Bandits Move

Bandits move after your Aircraft move. Each Bandit may move one Area but is not required to move. Bandits do not use Altitude. Use the following rules to determine if and where a Bandit moves:

- If there are one or more Unengaged Aircraft within the Bandit's range, the Bandit does not move.

- If no Unengaged Aircraft are within the Bandit's range, move the Bandit one Area closer to the closest Unengaged Aircraft.

If there are two or more Unengaged Aircraft at the same distance, randomly determine which one the Bandit moves toward.

Example: During the Bandits Move step, a Ki84 is in the Center Area, and Cook is in the South Pre-Approach Area. The Ki84 moves into the South Approach Area.

However, if Cook is in the South Pre-Approach Area and Weitze is in the West Pre-Approach Area, there is an even chance that the Ki84 will randomly move into either the South or West Approach Area.

Advance Turn Counter

Advance the Turn counter to the next box on the track. If you advance the counter out of the “5” box, end the Over-Target phase of the Mission.

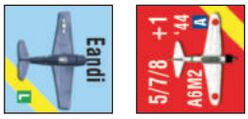
You may also end the Over-Target phase of a Mission at the end of any Turn.

Dogfighting

Dogfighting occurs when friendly Aircraft and enemy Aircraft occupy the same Area.

Positioning

An Aircraft or Bandit is always in one of the following Positions when Engaged in a Dogfight:



Tailing - Your Aircraft's nose is pointed at the Bandit's tail. Your Aircraft has a very superior position.

Advantaged - Your Aircraft's nose is pointed at the Bandit's side. Your Aircraft has a superior position.

Neutral - Your Aircraft's nose is pointed at the Bandit's nose. Neither Aircraft has a superior position.

Disadvantaged - The Bandit's nose is pointed at your Aircraft's side. Your Aircraft has an inferior position.

Tailed - The Bandit's nose is pointed at your Aircraft's tail. Your Aircraft has a very inferior position.

Place the two counters in a Neutral Position when they first Engage each other.

Friendly Escort

Aircraft that are carrying 0 Weight points, and do not have a "[ ]" AtA rating, are considered to be Escorts.

During each Over-Target turn, an Escort with Neutral Position may Engage one Neutral Bandit before the Bandit rolls to determine which Aircraft it will Engage.

Friendly Bombers

A Bomber is a friendly Aircraft that is carrying 1 or more Weight points.

Aircraft with the "Large" Key Word are always treated as Bombers, even if they are carrying 0 Weight points.

Bomber also refers to enemy aircraft counters that have their Attack numbers in brackets "[ ]".

Engagement

During the Move Aircraft and Move Bandits steps, if there are Aircraft and Bandits in the same Area, determine which of your friendly Aircraft the Bandits will Engage. Determine the Engagement for each Bandit, in the following order:

- You may Engage one Unengaged Escort with one Unengaged Bandit of your choice.

- If a Bandit is not Engaged by an Escort, Engage it against an Unengaged Bomber of your choice. If you do not have Unengaged Bombers in the Area, Engage the Bandit with an Unengaged Escort of your choice in the Area.

If all friendly Aircraft are Engaged, do not Engage the Bandit.

If all of the Bandits are already Engaged, do not Engage any remaining friendly Aircraft.

A friendly Aircraft or Bandit cannot be Engaged against more than one Bandit or friendly Aircraft at a time.

Fast Pilots Maneuver and Attack

Perform Maneuvering and Attack for your Engaged Fast Pilots.

Reference the Maneuver section at the top of the Dogfight Sheet, and select one of the Maneuvers for your Pilot to attempt.

Damaged or Unfit Pilots may only select Tight Turn for their Manuever.

To attempt the Maneuver, roll a d10, add your Pilot's AtA stat, and subtract the Bandit's AtA skill.

In My Sights and Out of the Sun can only be attempted if your Aircraft is Neutral, Advantaged, or Tailing.

Each Maneuver shows 4 possible results, based on a modified d10 die roll. The die roll ranges are: 2 or less, 3 to 5, 6 to 8, and 9 or higher.

Maneuver results list one or two of the following results:

NE - No effect. The Maneuver did not change the Aircraft's Position.

+1 Pos - Adjust the Aircraft Position by 1 Toward Tailing.

+2 Pos - Adjust the Aircraft Position by 2 Toward Tailing.

+4 Pos - Adjust the Aircraft Position by 4 Toward Tailing.

+1 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 1 to its Attack roll.

+2 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 2 to its Attack roll.

+4 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 4 to its Attack roll.

-1 Pos - Adjust the Aircraft Position by 1 Toward Tailed.

-2 Pos - Adjust the Aircraft Position by 2 Toward Tailed.

-1 Atk - If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, subtract 1 from its Attack roll.

Td/D -> N - If the Aircraft is Tailed or Disadvantaged, change its Position to Neutral.

D -> A - If the Aircraft is Disadvantaged, change its Position to Advantaged.

Example: You are Neutral to the Bandit. You get a "+4 Pos" result. Adjust your Aircraft to Tailing the Bandit, and ignore the third and fourth Position adjustments.

Rotate the two counters to show the new Positions of the Aircraft and Bandit.

Next, perform an Attack for the Aircraft if it ends the Maneuver in a Neutral, Advantaged, or Tailing Position.

In air combat, Guns are used to Attack Bandits in the same Area as the Aircraft.

Guns may also be used to Attack enemy Bombers.

To Attack a Bomber, the Aircraft must be at the same Altitude as the enemy Bomber.

Attacking

Adjust the roll by the Pilot's AtA modifier. Roll a d10 for the Gun Attack. You Destroy the Bandit or Bomber if the modified die roll is equal to or greater than the Aircraft's Gun rating.

Modifiers

Status	Speed	AtA	AtG
Okay	Slow	+0	+1
Shaken	Slow	-2	-1

To perform an Attack, roll a d10, add your Pilot's AtA stat, and subtract the Bandit's AtA skill.

A Pilot suffers -1 AtA for each Weight point of ordnance carried. Use this modifier if a Bandit Engages one of your Bombers.

Also, add 1 to the roll if your Aircraft is Advantaged. Add 3 to the roll if your Aircraft is Tailing.

You Destroy the Bandit if the modified roll is equal to, or higher than, your Aircraft's Gun rating. If the modified roll is lower than your Aircraft's Gun rating, the Attack has no effect.

If the Aircraft is Disadvantaged or Tailed after performing their Maneuvering, they cannot perform an Attack.

If a Hit is achieved, the targeted Bandit is Destroyed and removed from the Tactical Display. Place the Bandit counter back in the cup. Remove each expended weapon counter from the Aircraft, even if they were not needed.

Veteran and Legendary Bandits

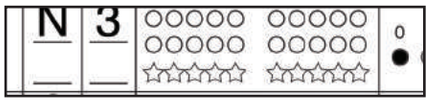
When you Destroy a Bandit that is a Veteran or Legendary, remove that counter from the Campaign

and place it in the “Enemy Bandit Veteran/Legendary Kills” area of the Dogfight sheet. These counters will not appear again during the Campaign.

Aces

Each time a Pilot Destroys a total of five enemy Aircraft, whether Bandits or Bombers, he is an Ace. He can earn Ace multiple times throughout a Campaign for every five Bandits/Bombers he Destroys.

Mark every Bandit Destroyed by marking the Star in the “experience” area for each Pilot.



You gain +1 VP at the end of the Campaign for each Ace rating earned if the Ace is still part of your Squadron, and is not Unfit at the end of the Campaign.

Example: A Pilot Destroys 12 enemy Bandits/Bombers during the Campaign. At the end of the Campaign, you gain 2 extra VPs.

Example: When Smith (as an Average Pilot) has 0 to 4 Stress, he uses his Okay stats.

He is Slow and has +0 Air to Air Combat and +1 Air to Ground Attack stats.

When he has 5 to 8 Stress he becomes Shaken. He remains Slow with -2 Air to Air Combat and -1 Air to Ground Attack stat.

When he has 9 or more Stress, he is Unfit.

Example: When Smith engages an A6M2 Bandit, also of Average Skill, the Bandit Attacks before he does, because Smith is Slow.

Smith is Attacking the A6M2 with his Guns. I roll one 10-sided die for the Attack. I add +0 to the Attack because they are neutral to each other. I also add my Pilot's AtA Skill to the die roll (+0), subtract the A6M2's Maneuvering Modifier (+1). The A6M2 will be Destroyed if I Hit it once. I roll a 9. The modifiers change the die roll to an 8 which is equal to or higher than the Attack number (8) for my Guns. The A6M2 is Destroyed.

Enemy Bombers

Enemy Bombers have an Altitude designated on their counters. Bombers begin the Mission at the noted Altitude and remain at that Altitude throughout the Mission.

In order to Attack, friendly Aircraft must be at the Bomber's Altitude.

Site, Bandit, and Bomber counters have their Attack numbers across the top of their counters.

A Bomber has their Attack values in “[ ]”. This means they can only Attack friendly Aircraft when they are being engaged. They cannot initiate an Attack.

Bombers have AtA Maneuvering Modifiers just like Bandits.

Treat each Bomber as an individual Target that must be Destroyed like a Bandit.

Example: Target #30 specifies the Objective: 3 G4M1s. To Destroy the Target, you must Destroy the 3 G4M1s in the center Area.

Bomber counters do not move on the Tactical Display. They remain in the Center Area.

Bandits Maneuver and Attack

Bandits Maneuver and Attack using the same rules as your Fast Pilots.

The only difference is, you do not select the Maneuver the Bandit will attempt. The Bandit will attempt a Maneuver based on his Position. There are 4 columns for Bandit Maneuvers: “Tg” is for Tailing, “A / N” is for Advantaged or Neutral, “D” is for Disadvantaged, and “Td” is for Tailed.

Roll a d10 and refer to the appropriate column to determine which Maneuver the Bandit will attempt. Add the Bandit's AtA skill to the roll.

Once you determine which Maneuver the Bandit is attempting, roll a second d10 to determine his level of success. Add the Bandit’s AtA skill, and subtract your Pilot’s AtA stat.

Use the modified roll to determine the result of the Maneuver. Adjust the counter Positions and perform an Attack as detailed in the Fast Pilot rules.

Roll a d10 for the Bandit to resolve the Attack.

Missed - If the modified die roll is less than the first number, there is no effect on the Targeted Aircraft.

Stressed - If the modified die roll is equal to the first number but less than the second number, add 1 Stress point to the Target Pilot’s current Stress Level.

Damaged - If the modified die roll is equal to or greater than the second number but less than the third number, the Target Aircraft is Damaged. Inflict 2 Stress points on the Pilot. If an Aircraft is Damaged a second time during a Mission, it is Destroyed.

Destroyed - If the modified die roll is equal to or greater than the third number, the Target Aircraft is Destroyed. Remove the Destroyed Aircraft from the Mission. Conduct a SAR (Search And Rescue) check for each Destroyed Aircraft during the Home-Bound Flight step.

Gunner Attacks

Aircraft with Attack numbers in brackets “[ ]” have Gunners.

These Aircraft perform Gunner Attacks on enemy Aircraft that are Neutral, Advantaged or Tailing them, as if they were at a Neutral Position.

A Friendly or Enemy Bomber performs its Gunner Attack against the Fighter when the Fighter announces its Attack on the Bomber.

Unengaged Escorts and Bandits

Perform an Attack for each Unengaged Escort or Bandit.

Do not roll for Maneuvering. They Attack from the Neutral Position.

You may choose the enemy Bandit or Bomber for your Escort to Attack.

When selecting a target for a Bandit, they will first Attack a random Bomber. If there are no Bombers, they will Attack a random Escort.

Bomber Rules

Bombers cannot initiate a Dogfight with enemy Bandits or Bombers. If they are not Engaged by a Bandit, they do not participate in Dogfighting for the Turn.

Return any Aircraft or Bandits to Unengaged following their Attack on a Bomber or Large Aircraft.

Air-to-Ground Attacks

Guns

In addition to the Weapon counters you load on the Aircraft, Aircraft are also equipped with Guns.

In Air-to-Ground combat, Guns may be used to Attack the Target or a Site in the same Area as the Aircraft.

The Aircraft must be at Low Altitude. Use the Pilot's Air-to-Ground stat to modify the Attack.

Engaged Aircraft may perform Air-to-Ground Attacks.

Weapon Counters

When you expend Air-to-Ground weapons to Attack the Target or a Site, you may score one or more Hits. Roll a d10 for each weapon fired and look at the Attack number(s) on the weapon.

If one or more Hits are inflicted on a Site, the Site is Destroyed and removed from the Tactical Display. Place the Site counter back in the cup.

Damage to the Target

Use the Target Damage counters to record the Hits inflicted on the Target.

Example: I drop a 500# Bomb on the Target and roll a die. My result is a 10. The Target suffers 2 Hits. I place a 2 Hit Damage counter on the Target card.

A Target is Destroyed if it suffers a number of Hits equal to or greater than the number listed on the Target card. You do not have to Destroy the Sites and Bandits to Destroy the Target.

You do not have to inflict Hits against a Target that does not have a Hits rating. Do not modify the Hits needed to Destroy a Target card that does not have a Hits rating.

Example: Target #26 "Medium Dogfight" does not have a Hits rating. Regardless of Event cards, you just need to shoot down the Objective Bandit counters.

Spill Over Damage

Damage never spills over to another Target. Extra Hits inflicted on a Site do not carry over to another Site or the Target. Likewise, extra Hits scored against the Target do not affect Sites.

Sites and Bandits Attack

After your Fast Aircraft Attack, all surviving Sites and Bandits Attack.

A Site is limited to which Aircraft it can Attack based on its Altitude and Range to the player's Aircraft.

Range

The counter's range (if any) is in a black circle. If a counter does not have a range number, it can only Attack Aircraft in its same Area.

Example: The 75mm has a Range of 1, and can attack both Low and High Altitudes. It is in the Center Area, and one of your Aircraft is in the East Approach Area. As the Areas are adjacent, which is a Range of 1, your Aircraft is in range of the 75mm, and can be attacked regardless of its Altitude.

A Bandit can only Attack Aircraft within its Area.

Each Site and Bandit Attacks individually and may only Attack one Aircraft. Resolve the Attack for the Site or Bandit before starting an Attack for another Site or Bandit.

A Site or Bandit automatically Targets the closest Aircraft. If there are two or more Aircraft at the same distance from the Site or Bandit, randomly determine which one the Site or Bandit Attacks.

Site Special Notations

The H or L indicates its ability to Attack Aircraft at High, Low, or both Altitudes.

Example: Johnson is flying at High Altitude in the same Area as a Lt MG. The Lt MG can only target Low Altitude Aircraft. Johnson cannot be targeted.

All Sites have an "S" in the top-left corner to indicate they are Soft Targets. Some Weapons get a bonus to Attack Soft Targets. The bonus is shown on their Weapon counters.

Range 0 Sites: These Sites can only fire at an Aircraft in their same Area.

Example: Both the 20mm Site and Pilot Smith are in the East Approach Area. Smith is at Low Altitude, so the Site can Attack Smith during its Attack Step.

Range 1 Sites: These Sites can fire at an Aircraft that is at their maximum Range or closer.

Special Sites

Each special Site has a condition that must be met to gain its benefit.

Target of Opportunity: If you Destroy this Site, gain 1 VP.

Photo Recon: If you have an Aircraft in its Area at the end of any Turn at Low Altitude, shift the Recon or Intel counter by 1 to the right at the end of the Mission.

Fire Director: If you Destroy this Site, all Sites suffer -1 on their Attack rolls during the Over-Target step.

Diversionary Attack: If you Destroy this Site, Move all Bandits 1 Area closer to its Area during the next Bandit Move step.

Radio Coordination: If you have an Aircraft in its Area at the end of any Turn at High Altitude, gain +2 on your AtG rolls until the end of the Mission.

Aircraft Reactions

After the Target of a Site or Bandit's Attack is determined, you may have your Aircraft react to the Attack. You can first attempt to Suppress the Attack. If you choose not to Suppress, or it fails, you can attempt to Evade.

Suppression

One Aircraft may perform a Suppression Attack on the Site or Bandit only if the suppressing Aircraft is unengaged. Specify a Gun Attack, or the weapon counter(s) to be expended. Apply all Attack modifiers to the Suppression rolls as normal. If the Suppression die rolls indicate that a Hit is inflicted, the Site or Bandit Attack is cancelled. The Pilot performing the Suppression suffers 1 Stress.

Bombers cannot perform Suppression Attacks.

When an Aircraft performs a Suppression Attack, place a 1 Stress counter on it, whether the Suppression was successful or not.

The Site or Bandit **does not** suffer damage from the Suppression Attack. If the Suppression attempt fails, the Aircraft cannot try again for that Attack, but can try to Suppress future Attacks.

Example: Johnson has been targeted by a Light Machinegun Site. Eandi, also in Johnson's Area, drops a 500# Bomb, hitting the Light Machinegun. The Light Machinegun Attack against Johnson is cancelled, but the Site is not Destroyed.

Evasion

The Aircraft that is the Target of an Attack may choose to go Evasive to reduce the chances of being hit. When an Aircraft goes Evasive, place a 1 Stress counter on it. When rolling for the Site or Bandit Attack, roll 2 dice, and use the lower roll.

Example: Johnson has been targeted by a 5" Site. He chooses to go Evasive and rolls two dice for the 5" Site's Attack. The rolls are 9 and 4. Using the 4 result, Johnson suffers 1 Stress from the Site.

Evasion can be used for Site and Bandit Attacks while an Aircraft is Over-Target, or when reacting to an Event card when weapon counters can be expended to reduce the number of Event Attacks.

An Unfit Pilot can still Evade.

Attack Resolution

Roll a d10 for the Site/Bandit counter to resolve the Attack.

Missed

If the modified die roll is less than the first number, there is no effect on the Targeted Aircraft.

Stressed

If the modified die roll is equal to or greater than the first number but less than the second number, add 1 Stress point to the Target Pilot's current Stress Level.

Damaged

If the modified die roll is equal to or greater than the second number but less than the third number, the Target Aircraft is Damaged. Inflict 2 Stress points on the Pilot. If an Aircraft is Damaged a second time during a Mission, it is Destroyed.

Destroyed

If the modified die roll is equal to or greater than the third number, the Target Aircraft is Destroyed. Remove the Destroyed Aircraft from the Mission. Conduct a SAR (Search And Rescue) check for each Destroyed Aircraft during the Home-Bound Flight phase.

Example: The A6M2 performed a maneuver which has him Neutral to Granneman. The A6M2 is about to perform his Attack. Granneman does not Suppress or Evade. I roll once for the Bandit. If I roll a 4 or lower, Granneman is missed and suffers no effect. If I roll a 5 to 6, he suffers 1 Stress. If I roll a 7 he is Damaged. If I roll an 8 or higher he is Destroyed.

Home-Bound Flight

Draw Home-Bound Event Card

Draw an Event card and resolve the Event shown in the bottom section.

Roll for SAR Results (if needed)

After resolving the Home-Bound Event, check the Search and Rescue results for any Aircraft that was Destroyed while Over-Target, or by Target-Bound or Home-Bound Events. Roll one d10, and modify it as shown below, for each Pilot shot down.

Roll	Result:
10+	Quick Recovery: The Pilot suffers 3 Stress in addition to any Mission Stress suffered, and gains 1 Experience point for flying the Mission.
8 to 9	Recovered Under Fire: The Pilot suffers 5 Stress in addition to any Mission Stress suffered, and gains 1 Experience point for flying the Mission.
6 to 7	Missing in Action: The Pilot becomes Unfit for the rest of the Campaign unless rescued by an Event card. Add a Replacement Pilot to your Squadron. If he is rescued, he returns with 1 Experience point for flying the Mission as normal, and resets his Stress to 3. You may end with more Pilots than you began with.
5-	Killed in Action: The Pilot was killed. Add a Replacement Pilot to your Squadron.

The SAR check roll is modified as follows:

- Add 1 to the roll for each Weight point of AtG weapons expended by any Aircraft still flying the Mission for this roll. This modifier only applies to the current SAR die roll, not for all SAR die rolls.
- Add 2 to the roll if the Aircraft was Shot Down during Target-Bound, or 1 if Shot-Down during the Home-Bound step.
- Add 1 to the roll if the Target was Destroyed.

Weapon counters round up for AtG expenditure SAR results.

Example: Expending a 250# (WP 0.5) counts as +1 to the roll as an AtG expended modifier.

I choose to expend the 500# (1 Weight point of AtG) from the Dauntless for the F4F's SAR roll. I roll a die and get a 5. I add +1 for the expended 500#, and +2 more because the F4F was shot down during the Target-Bound step. The F4F's Search and Rescue result is an 8. He is Recovered Under Fire. I place 5 more Stress points on his Pilot card and return him to the squadron.

The Dauntless does not have any more AtG counters to use for the Devastator. I roll a 3 for the Devastator's Search And Rescue result. The Devastator's Pilot is Killed in Action. I remove his card from the squadron for the rest of the Campaign.

Example: During the Mission, 2 of my 3 Pilots were shot down. An F4F was shot down during the Target-Bound step, and a Devastator was shot down during the Over-Target step. A Dauntless remains unharmed and still carries a 500# weapon counter.

Debriefing

Record the number of Special Option points you spent during the Mission, and the number remaining, on the Player Log.

Starting SO Points	15
SO Points Used	3
SO Points Remaining	12
Target Status (royed, D = Damaged, U = Undamaged)	X
Victory Points Earned	6

Record the final Target Status. If the Target was Destroyed during the Mission, place an "X" in the Target Status and write the number of Victory Points (VPs) for the Target card on the Victory Points line.

Campaign Adjustments

If the Target was Destroyed during the Mission, set the Target card aside until the Campaign is over. If the Target was not Destroyed, discard it.

If the Target was Destroyed, refer to the Target card to determine which Intel and Recon tracks are adjusted, and by how many spaces.

Move the Intel and Recon counters to the right along their tracks, by the number of spaces equal to the number found on the Target card. A counter is never moved to cover the last space on the track.

Example: If I Destroy this Target, I do not move the Recon counter or my Intel counter. All Pilots in my squadron reactivate their Gung Ho counters.

If the Target was not Destroyed, do not adjust the Campaign tracks, remove all Hits and Damage inflicted on the Target, and shuffle the card back into the Target deck.

Gung Ho

If the Target was Destroyed, and has the "Gung Ho" notation, all Pilots in your Squadron regain any Gung Ho uses that have been expended.

Destroyed Aircraft

If the Pilot of a Destroyed Aircraft is recovered by SAR, add the indicated amount of Stress to his card, the Pilot rejoins the Squadron, and continues as normal.

If the SAR result is Missing In Action, remove the Pilot from the Campaign.

You receive a Replacement Pilot when one of your Pilots suffers a Killed In Action result, or leaves your Squadron due to being Unfit. Each Campaign Sheet notes the Skill Level of the Replacement Pilot.

Select the Pilot to join your Squadron. You cannot select a Pilot, who has already previously been selected, to join your Squadron.

Adding Target Stress

After the Mission is over, each Pilot that flew the Mission also suffers Stress based on the Target's Area on the Campaign Sheet.

Example: All Pilots who fly a Mission against Target #9 in the New Georgia Campaign suffers 3 Stress points.

Pilot Stress Recovery

After the Target Stress points are applied to each Pilot, reduce the total Stress points for a Pilot by the Cool number shown on his Pilot card.

Example: This Pilot had 3 Stress going into the Mission. He suffers 1 more Stress from an enemy Site. He suffers 1 more from the Target Stress points. He then loses 1 Stress due to his Cool being 1. His total at the end of the Day is 4.

When a Pilot does not fly during a Day, he recovers Stress equal to his Cool + 2.

Example: A Pilot suffered 7 Stress during the last two Missions. He is Shaken and will not be flying a Mission today. At the end of the Day, he will recover 1 Stress due to his Cool and 2 more Stress because he rested during the Day instead of participating in a Mission. At the beginning of the next Day he will only have 4 Stress and he will be able to use his Okay stats.

Priority R&R

Once after every Mission you may spend 6/9/12 SO points to remove 2 Stress plus the Pilot's Cool from every Pilot in your Squadron.

Damaged Aircraft

Damaged Aircraft are automatically repaired and fly the next Mission. The only limitation on availability for the next Mission is the Stress accumulated by the Pilot.

Pilot Experience

Give each Pilot that flew the Mission 1 Experience point in the XP's Gained column on the Player Log, even if he was Shot Down.

If the Target was Destroyed and no Aircraft were Destroyed during the Mission, each Pilot that flew the Mission gains 1 additional Experience point. You can also gain Experience from Target cards, Target Range or Event cards.

Promoting Pilots

Check for Pilot Promotion after resolving all Mission Stress. If the Experience point total for a Pilot is equal to or greater than the Promotion number for the Pilot, he is promoted. Promotion consists of switching the Pilot card for his next higher Pilot Experience Level and noting his new Experience Level on the Player Log. Pilots are Promoted from: Newbie to Green, Green to Average, Average to Skilled, Skilled to Veteran, and Veteran to Legendary.

Example: An F4F Pilot just completed a successful Mission. He has earned 2 more Experience points, bringing his new total to 12. He is Promoted from Veteran to Legendary.

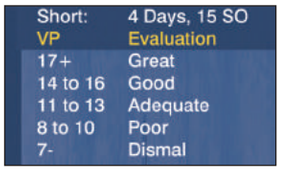
When a Pilot is promoted, recheck his Stress points total to determine if he is Okay, Shaken, or Unfit. Also check to see if his Cool rating has changed, and record his new Cool on the Player Log as required.

A newly-promoted Pilot reduces his Experience point total by the amount equal to the Promotion number for his new Level. If there are any left over Experience points, they are kept toward the next Promotion.

Also, record the Promotion number for the next level, which is the number of Experience points he must earn to be Promoted.

Example: A Newbie pilot with 5 Experience points has just returned from a Mission. He earns 2 Experience points, giving him a total of 7 Experience points. He needs 6 Experience to be promoted to Green, so he Promotes to Green, with 1 Experience carrying over toward promotion to the next level, Average.

Campaign Outcome



Short:	4 Days, 15 SO
VP	Evaluation
17+	Great
14 to 16	Good
11 to 13	Adequate
8 to 10	Poor
7-	Dismal

If this Mission was the last Mission of a Campaign, find your Campaign result on the Campaign Sheet. Compare your total Victory Points to the numbers listed by your Campaign's duration.

Example: If you were playing a Short, 1942 Midway Campaign, and earned 17 or more Victory Points over the 4 Days, you have earned a Great Campaign Victory outcome.

Aces Expansion Pack

These "Aces" cards are not found in Corsair Leader, but they are found in the "Corsair Leader Aces Expansion Pack".

After choosing Pilots for a Campaign, you may replace any Average Skill Rank Pilot with an "Ace" Pilot of the same Aircraft type.

Photo - The Pilot's Photo is for reference purposes only.

Cost - Upon replacing an Average Pilot, you must pay the SO cost listed depending on the Length of your Campaign.

Example: I am playing a Medium New Georgia Campaign. I replace an Average Corsair with "Ace" Boyington and pay 20 SO points. I now use Boyington as normal.

Skill(s) - All "Ace" Pilots have Skills. When you pay the cost of the "Ace" place their Skill counters on their card, and record the Skills on the Player Log. Some have one Skill, others have two or more.

Leadership

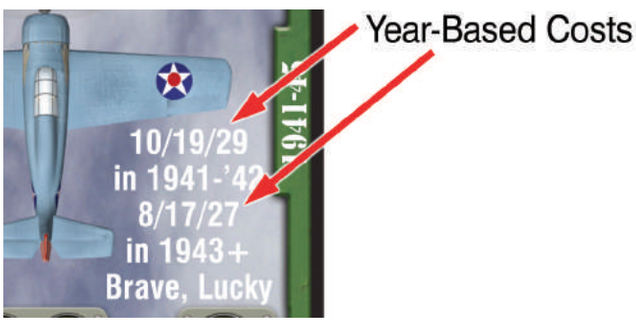
"Aces" do not use Experience. All Experience earned by an "Ace" must be given to any other Pilot who flew on the Mission the Experience was earned on.

Example: "Ace" Foss finished a Mission with 2 other Pilots. They Destroyed the Target and no one was Shot down, so every Pilot earns 2 XP. Foss's 2 XP is distributed to the other Pilots. He can either give the two other Pilots 1 XP each, or one Pilot his 2 XP.

Example: "Ace" Foss has the Brave Skill. He gains 1 XP for every point of Stress he suffers from a Bandit or Site Attack. He suffered 4 Stress during the Mission, so he gains 4 XP to give to the other Pilots who flew on the Mission with him.

Year-Based Costs - Depending on the Year, some Aircraft have a reduced cost. The "Ace" version of the Aircraft are no different. "Aces" still get their Skills regardless of which years he is purchased.

Example: "Ace" Foss has two sets of costs depending on whether he is being purchased in the years 1941-1942 or 1943+.



Ace Counters - The counters for the Aces Expansion Deck are in the counter sheets. If you do not have the Aces Expansion, set these off the side, as they are not used for any of the Pilots found within this box.

Optional Rules

At the start of a Campaign, decide which Optional Rules you want to use and record them in the Campaign Notes section of the Player Log.

Flying 1 Less, or 1 More, Aircraft

For a mission, you can take 1 more Aircraft than the Target card specifies, but you lose 1 VP. If you take 1 less Aircraft than the Target card specifies, and still Destroy the Target, you gain 1 extra VP. If you select this option, pay 3/6/9 SO points for Short, Medium, or Long Campaigns.

Random Squadron Selection

Instead of selecting your Pilots, randomly determine them. Place all selectable Aircraft counters (based on Service Year) in a cup. Randomly select the counters from the cup. Assign each set of draws to a Skill Level before you draw.

Gain SO points as normal for the Aircraft drawn. If you use this option, gain 6/12/18 SO points for Short, Medium, or Long Campaigns.

Example: I am preparing my squadron for the Short 1942 Midway Campaign. I place all the Aircraft listed on the Midway Campaign sheet into a cup. I draw one counter and assign him to be my Newbie Pilot. I then draw two more counters for my Green Pilots, etc.

High Stress Attacks/Suppressions

Before any Pilot performs an Attack or Suppression for the Turn, you can choose to add +1 on all his Attack and Suppression rolls for the Turn. The Pilot suffers 1 Stress point each Turn this is used. A Pilot may only do this once per Turn. If you select this option, pay 3/6/9 SO points for Short, Medium, or Long Campaigns.

Damaging Targets

If you inflict at least one-half of the Hits needed to Destroy a Target, but less than the Hits needed to Destroy the Target, you Damage the Target. Note on your Player Log the number of Hits you scored on the Target. You score one-half of the Target's VPs, rounding down, and discard the Target.

If you shuffle the Target deck later and draw the Target again, it retains the Hits you previously inflicted on it. If you then Destroy the Target, gain one-half the Target's VPs, rounding up, and its normal Intel and Recon track adjustments. If you select this option, pay 3/6/9 SO points for Short, Medium, or Long Campaigns.

Kickstarter Additions

Thank you to everyone who pledged in support of our Corsair Leader Kickstarter!

Your generous support allowed us to add to this box:

- 6 extra Campaign Sheets!
    - Admiral Yamamoto
    - Coral Sea
    - Battle of Midway
    - Luzon
    - Okinawa
    - New Britian
- The Carrier Operations rules Sheet!
- The UK Corsairs!
- The P-38s and B-25Gs!
- The Mounted Tactical Board!
- The Mounted Dogfight Board!
- The Linked Campaigns rules Sheet!
- The Black Sheep Campaign!
- The Island Airfield Operations Sheet!
- The Pearl Harbor Sheet!
- The Time Travel Cards and Counters!
- The P-40s!
- The Black Sheep Squadron Patch!

Credits

Game Design:	Dan Verssen
Game Development:	Kevin Verssen
Rulebook Editing:	Dan, Kevin, and Holly Verssen
	Benjamin Chee
	Steve Ellis
	Mark Ørnebjerg Jensen
	Tom Konczal
	Hans Korting
	Gary Loughran
	Jim Silsby
	Steve Wolf
Aces Research:	Alex Aguila
Bomber Research:	Ian Martin

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The names of the fantastic Kickstarter pledgers who made this game a reality!

Adam
Adam Pfaff
AF_Corwin
Sally_Chérie
Aje Sakamoto
Alain Millet
Alain Séverac
Kadnax
Alan Buchanan
Alan Hagan
Laura Duffy
Alan J Carlson
Alan J. Ray
Albert Gheuens
Laurent Gheuens
Alberto Benito
Aleksander Wójcik
Zuzankowa
Alex "The Prez"
Alex Elliott
Sarah Elliott
Alex Mundo
Alex Neutzman
Alex Spencer
Alex Teng
Julianne Gan
Alex Ty Dreybing
Alistair Hull
Caroline Hudon
Allen Schultz
Vicky Schultz
Allen Silburn
Allen Westenbarger
Alonso Carbajal
Milagros Nolasco
Alvin Ng
Eunice Chong
Andre Guimaraes
Andre Parpart
Andrea Galizi
Andreas Schrapel
Silke Schrapel
Andrés Chávez M
Andrew Clifford
Andrew P
Andrew R Philipson
Andrew Walker
Parmdeep Walker
Andrew Wallwork
Andy Hoffman
Andy Kluessendorf
Andy Smith
Lynze Burgess
Anthony J. Oddo Sr
Lauren, Tony Jr. & Paul Oddo
Anthony Parello
Antonio Carlos De Marchi Nammur
Antonio Garcia Fernandez
Antonio Leal
Antonio M. Rosario
Arlo Bradish
Arthur DeFilippo Jr
Ashley Cook
B.D. Burns
CDR Jack Luttrell, USNR
Barry Tebon
Bart de Groot
Sara Moradi
Ben A Fulwider Jr.
Ben Kirman
Juliet Kirman
Benjamin Chee
Helena Chee
Bernie Downing
Norma Downing
Bertrand Guillou-Keredan (Bert)
Bill Place
Björn Andersson
Jocke Järn
Björn Nielsen
Bob Davis
Linda Watkins
Bob Heath
Bob Owens, M.D.
Sadie the Bird Dog
Bob Runnicles
Bob Spry
Brad Anderson
Brad D. Kane
Brad Miller
Deb Miller
Braden Hill
Bradley Biggar
McRae Biggar
Brant McClure
Margaret McClure
Brent Fortner
Christel Fortner
Brent Rust
Brent Walker
Betty Walker
Brett (Novaman) Jensen
Brett Bias
Brett Granger
Lisa Granger
Brett Grimmond
Brett Pierotte
Rebecca Pierotte
Brian "Max-Ray" Uhrig
Brian Easton
Brian Pedersen
Veronica Pedersen
Brian Rock
Britt Strickland
Louise Strickland
Bryan Gasche
C Blackwood
J Blackwood
Cang Ling Yee
Captain Dennis D Benson USN
Carrie Phillips
Carlo Camprini
Casey Webster
Cavan Cunningham
K.Bracht
Cedric Barberousse
Chantal Barberousse
Cesar Alexandre Caparroz
Cesar Caparroz
Charles E. Adams
Irma B. Adams
Charles Henri Biard
Charles Molesworth
Heidi
Charles Myers
Charlie Field
Brandi Field
Chewamenon
Chris Colapietro
Chris Dion
Angela Vanderwarker
Chris E Shockey
Cynthia E Shockey
Chris Knowles
Teresa Knowles
Chris Magoulis
Kaley Magoulis
Chris 'Pepsiman' Saguisag
Chris Severs
Christian Hueltenschmidt
Crougar
Christoph Haeberling
Christopher “Crash” Davis
Christopher Ager
Christopher L. Morrow
Rebecca Morrow
Christopher P. Crossley
Dani L. Van Buskirk
Christopher Vance
Jennifer Pignataro
Chuck Seegert
Angel Seegert
Chuck Stoffa
Chuck Tewksbury
Catherine Tewksbury
Chuck Turner
Nancy
CJ Wallington
Linda Pchelka
Clay Jensen
Georgia Lewis
Cody Lenhart
Cpt. Jim Brown
Craig Dunglison
Craig E Deaton
Craig Kloosterman
Curtis Milbourn
Stephanie Milbourn
D. L. Creager
Dale (Rob) Stufflebeam
Amanda Stufflebeam
Dale Martin
Damian Fleming
Damon Richardson
Damon S.
Diego S.
Dan "Kmart" Knaus
Dan ‘Il Duce’ Pancaldi
Chantal ‘Toots’ d’Entremont
Dan Hungerford
Dan Sueyoshi
Daniel Schul
Ami Schul
Danilo Bernocchi
Darrell P. Cousino
Elizabeth M. Cousino
Dave Beaver
Dave Hermann
Dave Kazmierczak
Diane Kazmierczak
Dave Nunez
Dave Souza
David "Poncho" Villa
David Bloomberg
Murielle Bloomberg
David Carroll
Darlene Carroll
David Ellsworth
David Firestine
David Fuller
David K. van Hoose
Matthew S. van Hoose
David Love
David Miskell
Sheriden Miskell
David O’Neil
Mareike
David P. McQuinn
David V. Anderson
David Whitmore
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Krzysztof Szarawarski
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Kurt Stickler
Tamara Maltseva
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Labrador N' Grits
Wrigley
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