

Campaign Set Up – choose campaign and prepare your full squadron

– *Select Campaign card and a random Situation card*

– *Select Enemy Battalion cards* to determine the targets associated with the chosen Campaign card.

- randomly select Battalion cards one at a time from the following Assault, Support and Command decks in order (find their counters).
- place their counters in enemy sector map of the game board (A=Front range band, S=Transit range band, C=Rear range band)
- Determine enemy troop quality of all Battalions for this campaign card (roll 1d10 die and see quality table on campaign card)

– *Your squadron Aircraft:* 3 possible choices:

1. 4 A-10s and 6 Pilots, or
2. 8 AH-64s and 10 Crews, or
3. 2 A-10s and 3 Pilots, and 4 AH-64s and 5 Crews

- Place corresponding counters on the Air base range band

– *Place ABP (air base) points and Day counters*

- for starting ABP and additional ABP/day see Situation card.
- Place the Day counter on the '1' box (1 wave of missions = 1 day)

– *Place friendly ground forces*

- first line in Situation card: place corresponding counters (MECH=*Mixed mobile like Bradleys*; AFV=*tanks + artillery*) in Air base range band or in Friendly transit range band.

Daily mission preparation – decide which targets to attack today and allocate Aircraft/Pilots

A Primary Mission is one in which the Tactical Combat is carried out

A Secondary Mission is resolved using a simplified resolution system.

At least one Primary Mission must be executed each Day.

– *Special Conditions for that day:* Roll a 1d10 die: if 1-4 Draw a Special Condition card and apply effects to all Missions flown during the entire day

– *Scouts*

four Scouts available at the start of a Campaign.

May use one or more Scouts in a Range Band per day.

The Scout Cost is listed on the Sector Map (see range bands) and is paid for every range band scouted and not for every scout used. Scouts are allocated to specific enemy Battalions

Check For Success/Failure of Scouting Missions

Roll a 1d10 die: if roll is greater to the cost of scouted range band = success (larger weapon payloads are allowed)

Roll again a 1d10 die: if roll is greater to the cost = scout survives and returns (not greater = destroyed – replacement for 2 ABP)

Effects of Successful Scouting Missions

Maximum payloads displayed on range bands: VALUE IF SCOUTED (VALUE IF NOT-SCOUTED)

Friendly aircraft AH-1s and AV-8Bs dont use munition points. two types of Loads;

Light and Heavy. See range bands ("H" , "L" "-" = must not fly)

Planning for the day:

- For your squadron and for the Air Support aircraft :
 - AH-1 costs 1 Point, ABP (Munitions carried and the aircraft.)
 - AV-8B costs 2 ABP (Munitions carried and the aircraft.)

Choose one Battalion card from those drawn earlier that you wish to attack as a **primary mission** during the day. The card chosen represents a separate tactical Mission.

Choose other Battalion cards as secondary missions.

– **Allocate Aircraft and Pilots to each Mission** (not mandatory for all pilots)

– **Allocate available Scouts** to Missions of the day

- only 1 Scout per Battalion counter per day

Pilot / Crew Recovery (Ignore on Day 1)

- All Pilots and Crews begin a Campaign with a status of Ready, and are placed in the Briefing Room section of the Air Base Display.
- A shaken pilot at the end of a mission is placed on the shaken section of Air base display (ABD). (may fly with the shaken side up)
- A »not ready« pilot at the end of a mission is placed on the »not ready« section of ABD (cant fly)
- A »lost« pilot is removed and placed on the tactical command section of ABD (cant fly).
- **Important:** move any Shaken Pilots or Crews to Ready

Move Not Ready to Shaken.

Secondary Missions (not mandatory)

Allocate Forces to several battalion counters on range bands

"Resolution of Secondary Missions" (on the section map):

- **Determine Enemy Battalion Combat Value** : Total the Value of all Secondary Target cards. (half if half strength)
- **Determine Friendly Strength** :

The Strength rating of each aircraft is listed on the Sector Map.

Friendly forces also gain Strength from having Skilled Pilots and Crews.

The number of Munition Points carried by the aircraft also adds to their overall Strength.

Battalions under attack have different Munition Point limits due to their Range Bands or Scouting, use the Munition Points for the lowest.

Do not select specific munition types.

10 Munition Points for AH-64s or A-10s = 1 ABP (round everything up)

Determine the Secondary Mission Modifier :

Friendly strength : Enemy combat value

- Always round down (example: 19 : 10 = 1.5:1)
- A modifier is listed for each ratio on the Sector Map.
- Ratio of 1:2 means: attack not allowed
- Ratios 3:1 or more than 3:1 (4:1,...) are all treated as 3:1
- Additional modifier for enemy troop quality is listed

Secondary mission modifier (SMM) = ratio modifier + troop quality modifier

Effect on Friendly Forces :

- Roll a die for each A-10, AH-64, AH-1, AV-8B taking part
- For each: roll result + SMM $\leq$ 0 (aircraft destroyed)
- For other results consult "Effect on each Aircraft" table on the Sector map.
Result: is the no. of minor/serious hits on aircraft (consider aircraft type, troop quality like normal).
- Dismiss all hits except: Engine, Wounded, Killed, Rattled, Dive!, and Structure.

Effect on Enemy Battalions :

For each targeted battalion: roll result + SMM and consult the "Effect on Battalion" table

Results:

- No effect
- Reduced one step (to half strength; or half to destroyed)
- destroyed

Returning Damaged Check :

(see effects of damage and stress)

Pilot/Crew Checks :

(see effects of damage and stress)

Target Bound

Arm Aircraft:

10 munitions points (MP; see Munition Information section) = 1 ABP

For Munition Point limit see range band of targeted battalion and successful scouting.

Target-Bound Mission Event Check

A Mission Event may occur on the way to the target:

Roll a 1d10 die: if 1-4 Draw a Mission event card from the deck:

- top section of card: **target bound** (way to the target)
- lower section of card: **home bound** (way to home)

Apply target bound effects.

Battlefield Set-Up

Place Terrain cards :

Each Campaign Card details the specific Terrain Card types to be used :

Shuffle them and place them on the Display sheet: (corner arrows towards the top of sheet)

Place Friendly Aircraft :

Those brought into the battle can be placed on different terrain cards.

Place Loiter Marker :

Usual limit of 7 Turns. After usage you must withdraw.

Determine Enemy Groups :

Battalion target card: for the number of units in a group and to see which group will be used roll a die and see the appropriate strength (full or half if previously damaged by your/friendly units) at The Group table; Roll a die again for placement of the group (on the 1-10 terrain cards but not on hills); then roll for the next group;

This continues until the total Point Value of the generated Groups equals or exceeds the Battalion's Strength. If counter types are spent use the next counter type in table (1 to 10 and 10 to 1).

Battlefield Resolution

Friendly aircraft are capable of conducting three types of attacks:

- one Cannon Attack, or One Strike Attack, or two Stand-Off Attacks each Turn.
- Must designate targets before individual attacks.

All attacks must be declared and resolved, before moving on to the next aircraft.

Cannon Attacks (all have it by default):

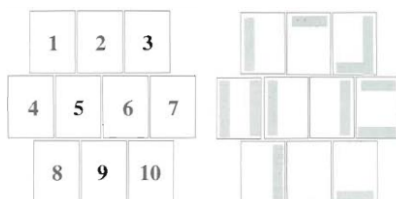
- Range 0 (target on the same terrain card as attacker)
- Limitless ammunition
- One attack/turn
- **To attack:** roll a die: see Munition Information Table (cross reference the type of aircraft executing the attack with the target's Defense Type - see Enemy Information table). Success if die roll $\geq$ number on the right side of table.

Strike Attacks:

- Range 0
- Spent used munition (pods are munition counters too)
- Can spent multiple munitions but only against the SAME target unit (a munition counter may be used only once/turn; pods can be used in multiple modes)
- **To attack:** roll a die: see **Munition Information Table** (cross reference the type of munition to target's defense)
- **Rocket Pods** (A: Burst mode.- no limit; OR B: "Salvo" - only once and spent it; Munition Table.: A(B))
- **Rockeyes** (hitting up to four targets :designate primary target and roll; for each secondary target separately roll and add +3, example: hard tank: 7 +3 =10 ≥ success)
- **Gun Pods**(is permanent; can have only 1; adds 1 to all of its Cannon Attack)
- **Pave Penny** laser (is permanent; useless against infantry; can have only 1; for Mk. 82, Mk. 83, or Mk. 84 add 3)
- **ALQ-119 Pods** (ALQ-119 Pod, enemy units are considered to be blocked by Obstructed edges in their own Terrain card) **AT A RANGE OF 1 OR GREATER** roll a die: if result ≤ to the RANGE of the attack: no damage chits are drawn.
- May use one munition counter (only for: Sidewinder, Stinger, Maverick, and Hellfire) as 2 separate attacks on the SAME target: each of the 2 rolls has +2 penalty.
Rotate the Munition counter 90° on the Aircraft card to indicate that one of the two weapons has been expended.

Stand-Off Attacks :

- Minimum Range of 1
- primary and optional secondary attack
- Need only LOS (shortest path of Terrain cards) to the target's terrain card (hill line edge obstructs LOS; a hill always obstructs the whole edge of a card)
- Attacker's terrain card does not effect LOS
- Tricky Lines of Sight (more paths are possible however only valid if at least one has LOS)
- Needs Guidance Locks (place a Guidance Lock counter in the Terrain card with the target)
- The second attack must be targeted into the same Terrain card but may be against a different target on ground or in air (may use different munitions).
- Moving with a Guidance Lock (must move closer to the Terrain card with the lock still having LOS; if moved on the card with the lock only stand-off attacks are possible)
- Possible munitions: Mavericks and Hellfires (useless against infantry; on the counter 3 = may target up to 3 terrain cards away); for air: Sidewinders, Stingers,
- **Enemy Activation When Guidance Locks are Declared** (each time you place the lock you have to Draw one Pop-Up counter)
- May use one munition counter (only for: Sidewinder, Stinger, Maverick, and Hellfire) as 2 separate attacks on two different targets. Each of the two allowed stand-off attacks permit 2 weapons attack from a single counter, each of the 2 rolls has +2 penalty.
Rotate counter 90° if only 1 single attack was spent.



Movement :

- Friendly aircraft have the option to move to an adjacent Terrain card BEFORE they attack.
- A-10s and AV-8Bs may ALSO move to an adjacent Terrain card later in the turn AFTER they attack.
- Moving off a terrain card removes the plane from battle

Loiter Time Limit :

- If limit reached: move towards an edge card. Must then move off the battlefield (one move required)
- All attacks are Range 0.

A-10 Pilots and AH-64 Crews

one A-10 Pilot must be assigned to each A-10, and one AH-64 Crew must be assigned to each AH-64. AH-1s and AV-8Bs are not given a pilot

- Skills (Cannon, Strike, Stand-Off, and Cool; first 3 modify attack dice rolls by adding to the value, the last modifies die rolls for stress of flying a Mission)
- Special Abilities (see upper text)

Initiative and Sequencing

- after Guidance Locks have been declared.
- campaign card: see unit quality and its initiative.

Enemy Attacks

- Ranges (attack the closest ; shortest path and in LOS; Attackers terrain card does not effect LOS)
- Attack Strength (drawing the specified number of chits /Hit Counters according to The Enemy Information section)
- Place Hit Counters in a cup (Yellow sides are used for Minor the Red sides for Serious Hits.)
- After resolving the attacks from one enemy unit, return the Hit counters to the cup before drawing for the next attacking enemy unit
- 3 types of information on counters:
- Order of Attack (top left corner) when there is more than one aircraft at the same range of attacker and in LOS (if "+", the first aircraft with the listed number or higher will suffer ;
- "-", the first aircraft with the listed number or lower will suffer ; If no aircraft have the listed number or lower, the aircraft with the highest number suffers)
- Immunity (top right corner ; G, P, N, E) If immunity designation equals the right : Troop Quality of the enemy then there is no effect; If designated type of aircraft equals the real target then there is no effect.

Pop-Up Attacks

Each time you place the lock you have to Draw one Pop-Up counter (are in a cup). A no effect counter is returned

If the counter contains an enemy ground unit it is placed on the terrain card containing the aircraft attempting the Stand-Off (enemy unit side face up)

Pop up unit:

- will attack and go for Cover like a normal ground unit
- do not effect the enemy's remaining Value of battalion
- If destroyed its not returned to the cup

After pop-ups you may terminate Guidance Lock and use cannon or strike attacks.

Ground Enemy Moving to Cover

- move all ground units to hills on the same card
- move in "Check for Ground units moving to Cover" stage
- Description of Each Condition to move:
 - "Friendly aircraft in their Terrain card"
 - "Friendly aircraft in an adjacent Terrain card"
 - "Just attacked by Stand-Off"
 - "One or more destroyed by Cannon or Strike"
- Troop Quality effects movement (For conditions check Sector Map sheet)
- subtract 2 for rolls on covered target (can still attack back)
- they stay in cover

Enemy Aircraft

- Arrival :
 - on the Enemy Air Arrival Check stage
 - See Enemy battalion target cards (red symbol for arrival) and roll a die
 - Draw one enemy aircraft counter out of 4: look at the counter when it has one definite side up. (different aircraft on each side)
 - Maximum of 4 aircraft on map (if eliminated can get back on map)
 - Roll a die for placement (on the 1-10 terrain cards)
- Movement :
 - Mi-24s, and Mi-28s move with a speed of one.
 - Su-25s, Su-17s, and MiG-27s move with a speed of two or one
 - toward the closest friendly aircraft to which it has LOS
 - If 2 are equally close with LOS (draw a hit counter and use its Order of Attack number to decide)
 - No movement if on the same terrain card as friendly target
- Attacks :
 - same as ground units

Air Combat

- Sidewinders, Stingers, the cannon.
- See Air Combat section
(Cross reference the weapon being used, with the range to the enemy aircraft to determine the die roll or higher needed to score a hit. - range is underlined); ¹ result (out of range);
for Mi-24 (is armoured helicopter) and MiG-27 (is very fast) +1 to the roll
- Attacks by AV-8B have -2 to the roll.

Example:

An A-10 fires a Sidewinder at an Mi-24 at range 1. It will hit the Mi-24 on a die roll of 5 or higher. An AV-8B that fires its cannon at a MiG-27 at range 0 will hit on a die roll of 7 or higher.

Home-Bound

Calculate Mission Success

Use The Group table to Total the Point Value of all operational enemy units.

- If $\geq$ Full (**Value**) on target enemy battalion card – still at full strength
- If within Half (**Interval**) – is half strength
- If below Half (**Interval**) – its destroyed

do not count the Point Value of Pop-Up units. Enemy aircraft do not have a Point Value,

Home-Bound Mission Event Check

Roll a die – if 1-4 draw mission event card. Apply the effects on the bottom side.

Effects of Damage and Stress

- Returning Damaged Check (aircraft which suffered one or more Structure, Abort, or Engine Hits)

Consult "Aircraft Returning Damaged". Roll a die for each aircraft and apply the listed modifiers.

(modifier: each hit is an additional -1)

Example:

An A-10 ends the combat having suffered 2 Structure Hits, 1 Wounded Abort Hit, and 1 Engine Hit. The Returning Damaged die roll is a '6'. The die roll is modified to a 2, and the A-10 is Damaged.

- Ready, Damaged, or Crashed (**Damaged:** Aircraft card is placed in the Damaged section of the Air Base sheet- all hits are removed; A Crashed aircraft must be Replaced and is placed in the Tactical Air Command section ;Ready:can fly again)

- Fate of Lost Pilots / Crews : if ariplane is crashed then Roll a die and consult "Pilot / Crew Fate After Crashing".):

- Shaken (may fly)
- Not Ready(cant fly)
- Lost(captured)

- Pilot / Crew Checks : if airplane ready or damaged then Roll a die and consult "Pilot / Crew Check". (apply modifiers).

- Modifiers : Roll a die

- Add Cool Skill value to the roll
- "Wounded Abort" Hit, 3 is subtracted
- "Rattled" Hit : -2
- If the Pilot returned in a damaged plane: -1

Example:

Throughout the course of a Mission the Leader (in an A-10) suffered 1 Wounded Abort Hit, 1 Rattled Hit, and his aircraft was determined to be Damaged upon returning. The Pilot Check die roll is a '4', +1 for Cool, -3 for Wounded, -2 for the Rattled, -1 for returning in a Damaged aircraft. The modified die roll is a -1, and the Leader is Not Ready.

Strategic Actions

Gain Air Base Points for the Day

- See Situation card. (never exceed 30.)
- **Penalty Points** (1 PP = -1 ABP)
- Each enemy Battalion in the Friendly Transit Band scores 1 Penalty Point.
- If in the Air Base Band scores 3

Repair/Replace Aircraft

See Hangar/Damaged section for REPAIR costs (in ABP):

- 2 for an A-10, 1 for an AH-64, AV-8B, or AH-1
- Repaired is moved to the Flight Line/Ready section

See Tactical Air Command for REPLACEMENT costs of crached planes:

- 4 for an A-10, 2 for an AH-64, AV-8B, AH-1, or a Scout
- Replaced and moved to the Flight Line/Ready section

New Pilots or Crews

- 5 Air Base Points to replace a lost Pilot
- is placed on the Briefing Room/Ready Pilots

Sector Map Movement and Combat

- **Check for Recovery of Friendly Battalions** (Full Strength and Half Strength)
 - See Situation card. Roll a die needed for half to full
 - Add 2 to the die roll if in the Air Base Band.
- **May Move Friendly Battalions**
 - Move to an adjacent Band.
 - Cant advance if enemy in its band
- **Check for Movement of Enemy Battalions**
 - move to an adjacent Band
 - See Target card section for Movement of the Battalion.(top row for full and lower row for half strength)
 - Campaign card lists the modifiers for the Troops of different Quality.Consider them with the movement die roll
 - Each Full Strength Command Battalion in play subtracts 1 from all Movement die rolls (even its own).
 - Cant go over air base but is defeated if it retreats behind Enemy rear band
- **Conduct Ground Combat**
 - When bands have both Friendly and enemy battalions
 - Combat is simultaneous.(even if destroyed it uses original strenght for attack)
 - Roll a die for each Battalion in combat, and add the listed modifier in the Ground Combat section (see also for the Step losses suffered by the other side.)
 - Elite Quality. : +1; Poor Quality : -1

Example:

The Front Line Band contains 1 Friendly Full Strength Assault, 1 Friendly Half Strength Mechanized, 1 Enemy Full Strength Assault, and 1 Half Strength Command. The enemy Troop Quality is Normal. The player decides to resolve the Friendly attacks first. The die roll for the Assault is a '5', plus 4, is 9, which results in one enemy Step loss. The player allocates it to the Command Battalion, which will eliminate it. The die roll for the Mechanized is a '1', plus 0, is 1, which fails to inflict a Step loss. The die roll for the enemy Assault is a '8', plus 4, is 12, which inflicts 2 Step losses. The player decides to eliminate his Mechanized for 1 Step, and reduce the Armored to Half for the second Step. The die roll for the Command is a '6', plus 0, is 6, which inflicts 1 Step loss. The Armored Battalion is eliminated.

- **Check for Recovery of enemy Battalions** (from half to full)
 - See Campaign card: -1 to the die roll for every Full Strength support battalion in play.
 - If battalion for recovery is in the enemy rear band: -2
 - If it is in the enemy transit band: -1
- **Check for enemy Break**
 - Compare the number of Battalions (both Full and Half Strength) on the Sector Map to the Break number listed on the Campaign card.
 - If no. of battalions > Break number. continue as normal.
 - If no. of battalions ≤ Break number. then battalions are broken
- **"Broken" Effects**
 - During "Check for Movement of enemy Battalions" step each enemy Battalion will move one Range Band toward the top (no rolling for movement)
- **Check For Overrun**

- by the end of the day All enemy Battalions must be eliminated or driven out of the Air Base Band
- otherwise the Campaign ends.
- **Check for Victory and/or Advance Day Marker**
- See Situation Cards: if conditions are met for victory
- If not: advance day marker