SCENARIOS & VARIANTS

FLIGHTS OF FANCY

Scenario Models for AirWar Update

by Robert S. Hopkins

Air War continues to sell gratifyingly well, even though it is one of the more conceptually difficult games to adjust to in the U.S. In some ways, *Air War* is our *Squad Leader* — tremendous detail, steady sales, and system capable of withstanding modification and addition (plus we *did* go to the mat at least twice on its errata). Now one of these days we'll do an air war game that *feels* like flying! —*RAS*

The concept of individual-unit tactical combat in simulations is not new nor unique. Games such as *Tank, Patrol, Dauntless* and *Squad Leader* have been available for quite some time and have been well received. In designing and developing scenarios for these games, players had little to do other than select the number of individual units involved and, on some occasions, the armament used. Most scenarios had a specific objective as a term in the victory conditions, and time was seldom a factor.

In SPI's *Air War,* the problem of scenario design and development is much more significant. The vast number of aircraft and weapons involved in the game make authentic or historical selection difficult, to say the least, for the novice aerial enthusiast.

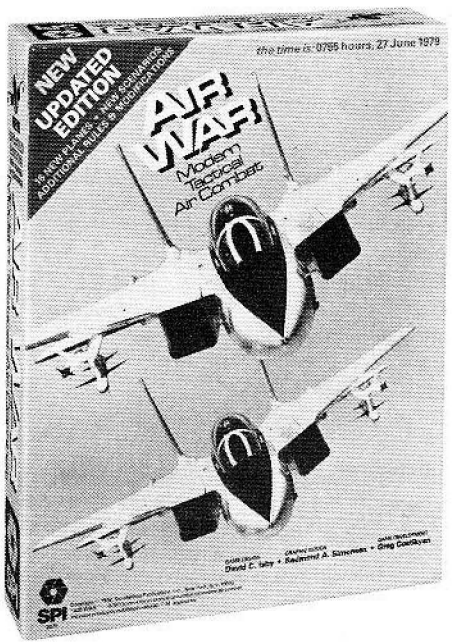
During playtest sessions for the newly-released *Air War Updated Edition,* it became painfully obvious that the typical player of *Air War* was in many cases misled by armament availability charts, and frequently underarmed or misarmed his aircraft. Further, in establishing scenario parameters, most players failed to allow sufficient differences among the aircraft and starting conditions to allow a unique and exciting game session.

General Guidelines

When designing a potential scenario for *Air War,* it is best to have a general objective in mind. Select the victory conditions (or part of the victory conditions) in advance. If the scenario involves some form of ground attack, set a specific target's destruction as the main goal in the victory conditions. Implicit in this selection is a consideration of the type of target and, in many cases, the nationalities of the aircraft involved.

Once the target has been selected, the next problem lies in the selection of weaponry to destroy the target. This is best determined by referring to Table 25.94, the Target Destruction Table. In many cases, a scenario may be made more challenging (or balanced, in a novice/expert situation) by selecting weapons which are less than advantageous to the destruction of the target. Bear in mind that there may be ground defenses surrounding or en route to the target — be certain to account for any defense suppression which may be necessary. Likewise, for the defending player, it is preferable to select defensive weaponry in relation to the historical environs of the target and to the skill levels of the players involved.

Once the target and weapons have been selected, the aircraft involved may now be chosen. Again, the main constraints are historical utilization and play balance. This is not to say that *only* historical scenarios may be considered. In fact, experimentation is encouraged. It remains, however, that players should be *realistic* in selecting their aircraft.



A time limit is then placed on the game. Normally, 15 to 30 game-turns are more than sufficient, although players may wish to make things more difficult by introducing time limitations or by allowing open-ended scenarios.

The arrangement of the maps is essentially irrelevant. What *is* relevant is the arrangement of the aircraft, targets, and defenses *on* the maps. Except in cases of historical reenactment, players have total independence in the location of these factors. It is recommended however, that the maps be arranged to facilitate achievement of the victory conditions within the game length. It is unrealistic to expect ten MiG-21's to fly across eight maps to dogfight eight F-4's in only ten game-turns.

During playtesting all optional rules were used, as well as a number of proposed rules. Players may use any of these, although certain optional rules require some attention.

Pilot capability is best used when trying to balance a scenario. For example, a novice player might take a "Honcho" while the more experienced player would be "Normal." Further, when practising against an equal opponent, one player might opt for a "Novice" or "Turkey" rating in an effort to improve his own game skills.

The presence of land is an interesting variable, and players are encouraged to play the scenarios with multiple land contours, especially in ground attack scenarios. Pilots who forget about the ground usually find themselves six feet under that very same ground. This author is one of those pilots....

Visual sighting is probably one of the few important rules which were frequently omitted during general (although not final) playtesting. It is time-consuming and is best used in an unbalanced scenario where one player must rely upon "getting past" without detection.

Weather is an interesting concept, and we encourage the use of all kinds of weather, *especially* bad weather. Clouds are the most useful, since aircraft can hide in them or appear from them. Clouds also tend to make attacking ground targets much more interesting, particularly if the aircraft fails to see the radar-directed flak emplacement....

The selection of Electronic Countermeasures (ECM) is rather simple, taking what is available *and* what works (see the new ECM-Specificity Table in *Updated Edition).* It should be noted that using an ALQ-123 pod is useless against flak or radar-directed missiles. A final note: avoid ECM pods unless absolutely necessary. Pods "load" aircraft, and are essentially useless, *especially* in a twisting dogfight. Some may argue that it is appropriate to carry a pod until engaged, and then jettison the pod. This is the sole exception to the "avoid" maxim.

Armament Selection

The second step in the formula of scenario design is the most difficult: how to

arm the aircraft. The Bomb Capacity Table, 28.3, lists maximum loads of specific weapons, but it is not explicit in the arrangement. For example, most players will arm an F-4 with four Walleye ASM weapons, and no more. Yet another rack remains, and players may add other weapons to this centerline station. In general, players unknowingly cheat themselves out of potential armament because of the massive number of unknown options. Of course, many other factors are involved: internal and external fuel load, external temperature, airfield length and altitude all determine maximum load.

Aircraft charts are equally guilty. The F-15 carries *both* four AIM-9 HS missiles *and* four AIM-7 RH missiles. Most players believe that only a maximum combination of four may be carried, and once again shortchange themselves.

The second dilemma is easily solved. The former, however, remains a formidable problem. What *is* the standard load of an A-10? (I'm sure that only an A-10 pilot really knows...) Of course, the beauty of the airplane is that it can vary so widely. The table lists normal air-to-air loads. It should be noted that these loads are those most frequently encountered or most widely used. For example, although the Mirage IIIC can carry two HS and one RH missile, the Israelis normally arm their J-models with two AIM-9 or Raphael Shafrir HS missiles.

Scenario Balancing

The purpose of scenario balancing is to make an otherwise one-sided scenario more amenable to both players. While preparing and playtesting scenarios for *Updated Edition,* a great deal of time was spent on attempting to achieve the most challenging scenarios. What *would* happen if the Iraqis sent two Hunters out to surprise the *USS Eisenhower* in the Eastern Med (due to a hypothetical oil confrontation)? There is little doubt that the two Tomcats sent to intercept them might deal the little Hunters fatal blows. The scenario becomes more challenging (and balanced) when three Iraqi MiG-23's show up.

In another case, one might balance a scenario by omitting certain weapons. For example, three Syrian MiG-17's with cannon might meet two Israeli F-15's with cannon and Shafrir, but with no AIM-7 radar-homing missiles. The scenario becomes more equitable by adding a "Honcho" to the Syrian flight while leaving the Israelis all "Normal."

Again, the purpose of balancing is to make the scenario more equitable, particularly in terms of drastic disparity in equipment or pilot capability, and in the case of players of unequal skill. Balancing may be used in other cases, with equally significant effect.

The ability to play *Air War* is tantamount to the ability to fly well. That is not to say that an expert *Air War* player would necessarily make an excellent pilot. It simply posits that the ability to take all of what the game and particular airplane offer and put it to use in any given situation; it happens that this is also what makes a good flyer. In *Air War* this skill can best be achieved by flying an inferior aircraft in an outnumbered situation against an opponent of equal or greater skill. A tall order indeed, but one which will undoubtedly sharpen the skills of any player. This author has a personal fondness for the MiG-17 in a number of situations, and claims an F-15 among his ten *Fresco* kills. Regretably, my regular opponent (himself a Naval Aviator) has quite a few MiG-17 kills. (An interesting idea for players who thrive on records or bookwork: keep records of the number of kills for each type of aircraft. Once an airplane has at least five kills, advance it from "Normal" to "Honcho." The hard-core player may select the "Turkey" status when flying an aircraft for the first time, progressing in rating with ensuing flights and/or victories.)

Some New Scenarios

While preparing scenarios for *Updated Edition,* Dave Isby and this author realized that there simply was not enough space available for all of the new and exciting scenarios developed. To that end, some of those scenarios are presented here to give the reader an idea of how these guidelines exhibit themselves within the finished product.

1. THE FIRST MEETING

Gloester Meteor F.8's of 77 Squadron, RAAF, were first used in Korea as air superiority fighters. On 29 August 1951, the Meteors clashed with MiG-15's. One Meteor was lost; the clash fueled the argument against the Meteor as a true air superiority fighter. (Designer's note: This battle is not the same as the scenario for a "Meteor vs. MiG" battle which is the *Updated Edition* — This one occurred a few miles away at the same time.)

Map Arrangement

A B
C D

RAAF

Aircraft: 4 Meteor F.8
Movement Allowance: 3
Throttle Setting: 3
Energy Points: 0
Acceleration Points: 0
Wings: Level
Dive/Climb: Level Flight
Missiles: None
Hexes: D0805, D1106, D0908, D1208
Altitudes: 140
Headings: NNE

NKAF

(Aussies said they were Russians)
Aircraft: 12 MiG-15
Movement Allowance: 3/4
Throttle Setting: 3/5
Energy Points: 0/2
Acceleration Points: 0
Wings: Level
Dive/Climb: Level Flight
Missiles: None
Hexes: A0403, A0703, A0405, A0604, A0306, A0407
Altitudes: 160/175
Headings: SSE

Special and Optional Rules

Sun Direction: ESE
Pilot Capability: RAAF-6; NKAF-8
Land Altitude: 20
Game-Turns: 25

One group of six MiG-15's is on the board. The second group appears after the NKAF rolls two dice and totals them, this being the number of turns of delay before entry. Use the values after the slash for these aircraft. The second group may enter anywhere along the northern or eastern mapedge.

Victory Conditions

The RAAF player wins if he shoots down more MiGs than the NKAF player shoots down Meteors, but at least one Meteor must remain at the end of the game. The NKAF (Russian?) player wins if he shoots down one Meteor without NKAF loss *or* if he shoots down all of the Meteors, regardless of loss. Any other result is a draw.

2. MORE MUSHROOMS

Sortie 02 of the 479th BS at Wurtsmith AFB is completing the third leg of its Single Integrated Operations Plan deep within the Soviet Union. Equipped with the ALCM, the B-52 provides a formidable target for the Foxbat-E. (Designer's Note: This is an interesting scenario, similar to the "penetration" scenario of the *Updated Edition.*)

Map Arrangement

A B C D E F

USAF

Aircraft: 1 B-52G

Aircraft Name:
Boeing B-52H Stratofortress

Basic Aircraft Information Table

Aircraft Type: Strategic Heavy Bomber
Cannon Type: **A, rear mounted**
Cannon Shots: **20**
RH Missiles: **0**
HS Missiles: **0**
Damage Capacity: **50**
Ceiling: **244**
Deceleration: **30**
Size: **9**
Number of Crew Members: **6**
Point Value: **5/44**

Within Altitude Groups:	LO	ML	MH	HI
Maximum Throttle:	5	5	5	5
Minimum Throttle:	1	2	2	2
Maximum Energy:	9	10	12	13

Maximum Energy Addition/Turn: **4**
Cruise Speed: **4**

Special Rules:

1. Electronics given for rules are only for modified B-52s existing since c. 1976.
2. The B-52s tail-mounted cannon has a range of nine hexes, with the three divisions being 1-3, 4-6, 7-9 hexes respectively. Other than this they are treated as normal.

Movement Allowance: 4
Throttle Setting: 4
Energy Points: 0
Acceleration Points: 9
Wings: Level
Dive/Climb: Level Flight
Missiles: None
Altitude: 1
Hexes: A0901
Heading: E

USSR

Aircraft: 1 MiG-25 Foxbat-E

Movement Allowance: 4
Throttle Setting: 4
Energy Points: 3
Acceleration Points: 0
Wings: Level
Dive/Climb: Level Flight
Missiles: 6 AA-X-9
Altitude: 32
Hexes: F0918
Heading: W

Special and Optional Rules
Sun Direction: As per Case 32.1
Game Turns: Unlimited
Pilot Capability: Both 5
Terrain: Up to the Players' discretion
ECM: Use B-1 values for B-52
Cannon: B-52G uses Type "O"
ALCM: the B-52 carries 4 ALCM

Victory Conditions
The USSR player receives 15 points for each ALCM destroyed and 10 points for the destruction of the B-52. The US player gets 20 points for each ALCM exited from the Eastern edge of map F and 20 points for the B-52 if it exits anywhere off of map F.

3. 1971 INDO-PAKISTANI

Two Pakistani Mirage IIIEP's bounced four Indian Hunters. One Mirage downed two Hunters with AIM-9's and succeeded in damaging the other two with cannon fire.

Map Arrangement

A B
C D

Pakistan
Aircraft: 2 Mirage IIIEP
Movement Allowance: 4
Throttle Setting: 5
Energy Points: 2
Acceleration Points: 0
Wings: Level
Climb/Dive: Type I Dive
Missiles: 2 AIM-9D
Hexes: D0608, D0806
Altitudes: 60
Headings: NNW

India
Aircraft: 4 Hunter F.6
Movement Allowance: 4
Throttle Setting: 4
Energy Points: 0
Acceleration Points: 0
Wings: Level
Climb/Dive: Level Flight
Missiles: None
Hexes: A1014, A1212, A1214, A1412
Altitudes: 24
Headings: SW

Special and Optional Rules
Sun Direction: SE
Game Turns: 30
Pilot Capability: Pakistan-4, India-5

Victory Conditions
The Pakistani Player wins if he destroys two or more Hunters without loss. The Indian player wins if he destroys at least one Mirage while losing fewer than two Hunters. Any other result is a draw.

4. SURPRISE OVER THE GOLAN

Four Israeli A-4 Skyhawks were flying an "airborne artillery" mission over the Golan Heights when they were bounced by six Syrian MiG-17's. Two A-4's were downed immediately. Reinforcements were on the way, as 16 Mirage III's dropped three of the *Frescos*. (Designer's Note: A historical situation from 1970.)

Map Arrangement
(maps are immovable laterally)

A B C D E F G H

Israel
Aircraft: 4 A-4F, 8 Mirage III
Movement Allowance: 5/7
Throttle Setting: 5/7
Acceleration Points: 0/0
Energy Points: 0/6
Wings: Level/Level
Dive/Climb: Level Flight/Type I Dive
Missiles: 0/2 AIM-9B on 4 Miarage
Hexes: A-4: E1007, E1207, E1110, E0911; Mirage: A1002, A1203, A1106, A1207, A0709, A0910, A1510, A1412
Altitudes: A-4: 2; Mirage: 28
Headings: E

Syria
Aircraft: 6 MiG-17

Aircraft Name:
Mikoyan MiG-17C *Fresco-C*

Basic Aircraft Information Table
Aircraft Type: fighter and fighter-bomber.
Cannon Type: **C**
Cannon Shots: **2**
RH Missiles: **0**
HS Missiles: **2** (sometimes)
Damage Capacity: **5**
Ceiling: **210**
Deceleration: **6**
Size: **5**
Number of Crew Members: **1**
Point Value: **5/1**

Within Altitude Groups:	LO	ML	MH	HI
Maximum Throttle:	5	5	5	5
Minimum Throttle:	1	1	2	2
Maximum Energy:	9	9	9	10

Maximum Energy Add per Game-Turn: **2**
Cruise Speed: **4**

Special Rules: none
Other Versions:
MiG-17 Fresco-A: Use smaller number of cannon shots and lower acceleration figures. **MiG-17 Fresco-E:** Has radar; can use AA-1 missiles; otherwise like MiG-17C/D.

Movement Allowance: 4
Throttle Setting: 4
Acceleration Points: 0
Energy Points: 2
Wings: Level
Dive/Climb: Level Flight
Missiles: None
Hexes: A: H0403, H0602, H0701; B: H0214, H0414, H0513
Altitudes: 14
Headings: A: W; B: NW

Special and Optional Rules
Sun Direction: S
Game Turns: 20
Pilot Capability: Israeli: 2; Syrian: 8
Ground targets: Trucks on Map G, hexes 1007, 1008, 1110, and 0711. Tanks on Map G, hexes 0705, 0805, 0806, and 0610.
Land Altitude (hexrows)
G02XX through G06XX, inclusive, 2
G07XX through G10XX, inclusive, 4
G11XX through G15XX, inclusive, 6
G16XX through H16XX, inclusive, 8

Victory Conditions
The Israeli player receives 2 points for each MiG destroyed, 1 point for each truck destroyed, and 2 points for each tank destroyed. The Syrian player receives 4 points for each A-4 destroyed, 2 points for each A-4 which jettisons any armament which it carries, and 5 points for each Mirage III destroyed.

5. CLASH OVER THE SINAI

Tired of repeated violations of Israeli Air space, F-15's from the 133rd Sqd. at Eqron were scrambled to intercept two Libyan MiG-25's.

Map Arrangement

A B C D E F G H

Israel
Aircraft: 2 F-15

Aircraft Name:
McDonnell Douglas F-15A Eagle

Basic Aircraft Information Table
Aircraft Type: fighter and fighter-bomber
Cannon Type: **A**
Cannon Shots: **4**
RH Missiles: **4**
HS Missiles: **4**
Damage Capacity: **18**
Ceiling: **312**
Deceleration: **17**
Size: **5**
Number of Crew Members: **1**
Point Value: **11/15**

Within Altitude Groups:	LO	ML	MH	HI
Maximum Throttle:	7	9	10	12
Minimum Throttle:	1	1	1	2
Maximum Energy:	14	16	17	19

Maximum Energy Add per Game-Turn: **5**
Cruise Speed: **4**

Special Rules:
May have up to 2 lock-ons simultaneously. May fire HSM at other targets while having lock-on.
Other Versions:
RF-15A: armed reconnaissance version. Retains armament.

Movement Allowance: 3
Throttle Setting: 10
Energy Points: 0
Acceleration Points: 2
Wings: Level
Dive/Climb: Type III Climb
Missiles: 4 AIM-7F
Altitudes: 185
Hexes: H0909, H1011
Headings: W

Libya
Aircraft: 2 MiG-25A
Movement Allowance: 10
Throttle Setting: 10
Energy Points: 0
Acceleration Points: 0
Wings: Level
Dive/Climb: Level Flight
Missiles: 2 AA 6 heat seeking, 2 AA-6 radar-homing
Altitudes: 272
Hexes: A0607, A0510
Heading: E

Special and Optional Rules
Sun Direction: E
Land Altitude: 0
Game-Turns: Unlimited
Libyan Foxbats may not change flight configuration until they spot an F-15, a missile, or take damage.

Victory Conditions
The Libyan player gets 5 VP's for each undamaged MiG-25 which exits the eastern edge of map H, 2 points for each damaged Foxbat which exits the eastern edge of map H. The Libyan gets 10 points for each F-15 destroyed. The Israeli player gets 3 points for each damaged MiG-25 and 7 points for each destroyed Foxbat.

6. THE MISSILES OF OCTOBER

One alternative to the Cuban Missile Crisis response was the "surgical" extraction of the Soviet missile sites. Such a strike could have possibly met with some aerial resistance.

Map Arrangement

A B C
D E F

USAF
Aircraft: 4 F-100D

Aircraft Name:
North American F-100D
Super Sabre

Basic Aircraft Information Table
Aircraft Type: fighter and fighter-bomber
Cannon Type: **Q**
Cannon Shots: **4**
RH Missiles: **0**
HS Missiles: **4**
Damage Capacity: **9**
Ceiling: **204**
Deceleration: **7**
Size: **6**
Number of Crew Members: **1**
Point Value: **6/2**

Within Altitude Groups:	LO	ML	MH	HI
Maximum Throttle:	6	6	6	6
Minimum Throttle:	1	2	2	2
Maximum Energy:	9	9	10	10

Maximum Energy Add per Game-Turn: **3**
Cruise Speed: **4**

Movement Allowance: 4
Throttle Setting: 4
Acceleration Points: 0
Wings: Level
Dive/Climb: Level Flight
Missiles: none
Hexes: A0704, A0707, A0506, A0905
Altitudes: 28
Headings: S

Cuba
Aircraft: 2 MiG-17 "Fishbed-C"
Movement Allowance: 3
Throttle Setting: 5
Acceleration Points: 0
Wings: Level
Dive/Climb: Type II Climb
Missiles: none
Hexes: F0206, F0403
Altitudes: 10
Headings: NW

Special and Optional Rules
Sun Direction: W
Game-Turns: 20
Pilot Capability: USAF: 5; Cuba: 6
Each F-100D carries 4 1000 lb bombs. A hardened "SAM" site is on hex F0507 with 5 12.7mm flak units placed within two hexes of F0507.

Victory Conditions
US player receives 20 points for destroying the "SAM" site, 3 points for each MiG-17 shot down, and no points for each flak gun destroyed. The Cuban player receives 4 points for each F-100 shot down and 3 points for each F-100 which jettisons its load while the "SAM" site has not been destroyed.

7. 16 APRIL 1969

F-106 Delta Darts stationed at Pusan AB in South Korea are scrambled to provide support for a second EC-121 under attack by North Korean MiGs. (Designer's Notes: This never happened but it sounds interesting — it's one rugged EC-121, however.)

Map Arrangement

A B C D E

USAF
Aircraft: 4 F-106, 1 EC-121

Aircraft Name:
Convair F-106
Delta Dart

Basic Aircraft Information Table
Aircraft Type: fighter
Cannon Type: **A** (non pre-1975)
Cannon Shots: **4**
RH Missiles: **4** (Falcon only—may carry any mix of AIM-4s)
HS Missiles: **0**
Big Nuclear Rockets: **1**
Damage Capacity: **10**
Ceiling: **229**
Deceleration: **7**
Size: **6**
Number of Crew Members: **1** in F-106A, **2** in F-106B
Point Value: **7/1**

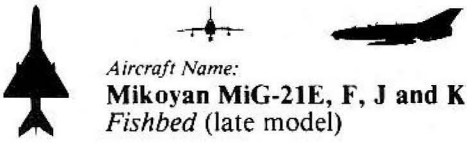
Within Altitude Groups:	LO	ML	MH	HI
Maximum Throttle:	7	8	9	10
Minimum Throttle:	1	2	2	3
Maximum Energy:	13	14	14	15

Maximum Energy Add per Game-Turn: **3**
Cruise Speed: **4**

Special Rules: Can use Big Nuclear Rocket (blivet). See Case 106.2.

Movement Allowance: 7/2
Throttle Setting: 7/2
Energy Points: 0/0
Acceleration Points: 0/0
Wings: Level
Dive/Climb: Level Flight
Missiles: 2 AIM-4F, 2AIM-4G
Hexes: F-106: A0408, A0606, A0711, A0813; EC-121: D1509
Altitudes: F-106: 44; EC-121: 116
Headings: E

NKAF
Aircraft: 3 MiG-21C
Movement Allowance: 4
Throttle Setting: 4
Energy Points: 3



Aircraft Name:
Mikoyan MiG-21E, F, J and K
Fishbed (late model)

Basic Aircraft Information Table
Aircraft Type: Fighter
Cannon Type: **B**
Cannon Shots: **5**
RH Missiles: **0**
HS Missiles: **4**
Damage Capacity: **8**
Ceiling: **251**
Deceleration: **8**
Size: **5**
Number of Crew Members: **1**
Point Value: **8/1**

Within Altitude Groups:	LO	ML	MH	HI
Maximum Throttle:	7	8	9	10
Minimum Throttle:	1	2	2	3
Maximum Energy:	12	13	14	15

Maximum Energy Add per Game-Turn: **3**
Cruise Speed: **4**

Special Rules: none.

Other Versions:
MiG-21 C & D (early model): Cannon: Type D. HS Missiles: 2 Ceiling: 230 levels. Turn Mode: use figures after slashes where different. Acceleration: use figures after slashes where different. Roll: 1-2 Pts., 0 MP cost; 3-5 Pts., 1 MP cost; 6+ pts, 2 MP cost.

Acceleration Points: 0
Wings: Level
Dive/Climb: Type I Dive
Missiles: 2 Atoll
Hexes: E1202, E1304, E1106
Altitudes: 140
Headings: SW

Special and Optional Rules
Sun Direction: SW
Game Length: 20 turns
Pilot Capability: USAF: 3; NKAF: 8
Use the B-52 counter and chart for the EC-121 with the following modifications: the aircraft may not accelerate past an MA of 2. The EC-121 is unarmed and carries a crew of 18, has a ceiling of 164, may add no more than 2 energy points per game-turn, and carries 20 flares. The EC-121 has a damage capacity of 25 (Designer suggests 12) and has a loaded ceiling of 140. All other loaded characteristics are those of the B-52.

Victory Conditions
The NKAF player gets 10 points for downing the EC-121, or 4 points if it is damaged to a loaded condition. The NKAF player gets 5 points for each F-106 destroyed and 1 point for each F-106 damaged to a loaded condition. The US player gets 15 points if the EC-121 escapes off the southern edge of map B, 7 points if the EC-121 is loaded and escapes. The US player also gets 3 points for each MiG-21 shot down.

8. THE "ARAB-EGYPTIAN" WAR

Constant provocation by the Libyans of the now pro-Israeli Egyptians has led to a "punishment" strike by the Egyptians. Newly-acquired F.9 Fantans are striking the El Uotia airfield.

Map Arrangement

A B E
C D F

REAF
Aircraft: 4 F.9 Fantan
Movement Allowance: 4
Throttle Setting: 4
Energy Points: 0
Acceleration Points: 0
Wings: Level
Dive/Climb: Level Flight
Missiles: none
Altitudes: 32
Hexes: F0408, F0607, F0511, F0810
Headings: NW

LAF
Aircraft: 2 Mirage V
Movement Allowance: 5
Throttle Setting: 5
Energy Points: 0
Acceleration Points: 0
Wings: Level
Dive/Climb: Level Flight
Missiles: 2 Atoll
Altitudes: 48
Hexes: A0813, A1011
Headings: SE

Special and Optional Rules
Sun Direction: W
Game Turns: 20
Pilot Capability: REAF: 6; LAF: 10

Victory Conditions
The Egyptian player wins if he gets at least 2 F.9's (all are in a loaded condition due to armament) off of the western edge of map A. The Libyan wins if he can prevent this. If the Libyan player has any "Honchos," these are assumed to be Soviet-piloted aircraft. If any non-Egyptian "Honcho" is shot down, upgrade the level of victory once in favor of the Egyptian player, e.g., draw to Egyptian win. ■■

"Standard" Air-to-Air Loads for *Air War* Aircraft

All aircraft cannon-armed unless otherwise noted.

Aircraft	HS		RH
Mirage III, V	2		–
Mirage F.1	2		2
Mystere	–		–
Ouragon	–		–
Neshr, Kfir	2		–
MRCA	–		4
Viggen	2		4
Draken	2		–
MiG-15	–		–
MiG-17E	2	*or*	2
MiG-17C,D,F	2		–
MiG-19D	4	*or*	4
MiG-19, F.9	4		–
MiG-21C,F	2		–
MiG-21D	2		–
MiG-21J-N	2/4		2/0
MiG-23	4		2
MiG-25A	2/0		2/4
MiG-25E	–		6
MiG-27	2		–
MiG-29 (AA(F)-L)	2		–
Su-7	×		×
Su-15	1		1
Su-19	×		×
Tu-26B	–		–

Aircraft	HS		RH
Lightning	2	*or*	2
Jaguar	2		–
Meteor	–		–
A-4	1 *or* 2		–
A-6	2		–[1]
A-7	2		–
AV-8	2		–[2]
A-10	–		–
B-1	–		–
B-52	–		–
F-4E,EJ,D	4		4
F-4F	4		–
F-4B-M[3]	4		4
F-5	2		–
F-8	2/4		2[4]
F-14	2/4		6/4
F-15	4		4
F-16	2		–
F-18	2		–
F-86	–		–
F-100	–		–
F-104	2/4		2/–[5]
F-105	1/2		–
F-106	2/0/4		2/4/0
F-111	–		–

Numbers represent quantity of missiles of given type (RH = Radar Homing; HS = Heat-Seeking) that may be carried. × = Missile type carried in undetermined quantity.

1. The United States Navy is currently evaluating the feasibility of two AIM-9L's on A-6E's. Decision has not been made as of this writing.

2. U.S. Marine Corps Harriers can carry two AIM-9's. UK and Spanish Harriers are seldom seen with the missile. It is unknown if Japan or China (PRC) will purchase the Harrier and, if so, whether they will carry this missile. PRC and India will probably missile-arm their Harriers, possibly with Matra 550's.

3. Not cannon-armed.

4. The French F-8E (FN) can carry only two R530 RH missiles.

5. The F-104S may carry two AIM-7's, but may not carry cannon if so armed.

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Table) of the strongest monster in the group, with the amount in Bezants (or their equivalent) offered by the party. The indicated number is the number that the party must roll equal to or less than on a single "D6" to convince the monster(s). Success indicates that the equivalent of an "agreement" on the Negotiation Table has been reached. Bribery may be tried only once per group of monsters, and if successful the party subtracts the appropriate number of Bezants from their treasure and gives it to the monsters. if the monsters are later slain, the treasure is regained.

BRIBERY TABLE

Bezants Offered	*Sum of Monster Wounds + Negotiation Value* 1-5	6-9	10-12	13-16	17-20	21+
20	2	1	1	0	0	0
50	3	2	1	0	0	0
100	4	4	3	1	1	0
150	6	5	4	1	1	0
200	6	6	4	2	2	0
250	6	6	5	3	2	0
300	6	6	6	3	3	1
400	6	6	6	4	3	1
500	6	6	6	5	4	1

EXPLANATION OF RESULTS:
= Players must roll this number or less on "1D6" in order to reach an "agreement" with the monsters. **Note:** Negotiation is not possible after Bribery, no matter what the result.

D. Mist Sub-Table

This table is used in conjunction with the three Advanced Special Features Tables. Roll on this table whenever instructed to by a die roll result. This table uses a die roll of "1D6" for resolution.

Die	*Type of Mist*
1	Lycanthrope Fog
2-3	Healing Vapor
4	Midas's Mist
5-6	Stone Haze

EXPLANATION OF RESULTS:
Lycanthrope Fog: Player investigating the Special Feature is from this point on governed by the Werewolf Player Character rules, although his Wound Points remain the same. **Healing Vapor:** Each member of the party is healed of "1D6" wounds. **Midas's Mist:** Effects identical to that of Midas's Waters on the Advanced Fountain Table (6.15). **Stone Haze:** The Player investigating the Special Feature must resist or be turned to stone. ■■