SUMMARY OF CHANGES FROM DOWNTOWN

A. New Aircraft Types: Ouragan, Mirage IIICJ, Mystere IV, Super Mystere, Sa’ar, Nesher, Vautour, IL-28, Su-7, Su-20, Mirage V, Hunter and L-29
B. New Missions: BAI (Battlefield Air Interdiction) and CAS (Close Air Support)
C. New Weapon Systems: SA-3, SA-6, HAWK, ZSU-23-4
D. New Ordnance: Shafrir I and II, Maverick, AS-5 ASM, Runway Dibber Bombs
E. New Tactical Challenges: Some scenarios allow for both sides to attack targets during the mission. Possibility of dummy counters on both sides for increased FOW (Fog of War)
F. Initiative Chit Pull System Revised: Chit pool used is based on the size of your force not which side you are on.
G. Visual Sighting: Allowed for both sides
H. Soviet Doctrine: Limits EAF effectiveness as the attacker in air-to-air combat in scenarios set before 1973
I. Topgun Pilot Aggression Level Changed to ACE
J. More Varied Ground Targets: Infantry, Mechanized and Armor ground targets available to strike and defend. Ground targets may be stationary or moving.
K. SAM Fratricide Rule: Possibility that SAMs may target friendly forces if within proximity of enemy forces
L. Safe Passage Corridors: Available to Egyptian player in 1973 scenarios to plot one or two safe passage corridors to allow friendly planes to transit SAM belt areas.
M. Early Warning Radars as on-map aids to detection and as targets
N. Optional Rules: Supersonic Drop Tanks available for Mirage and Nesher aircraft which allows a bonus of 5 turns at Dash speed before fuel use penalties
O. Optional Rules: Side-looking Cameras for Recon aircraft, allow for offset aiming and photographing of targets providing a measure of safety for valuable recon aircraft