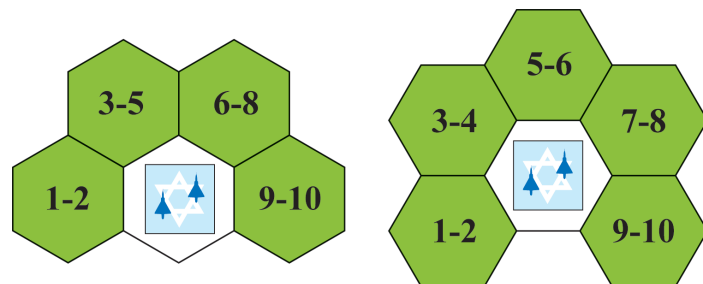


Scatter [13.2]

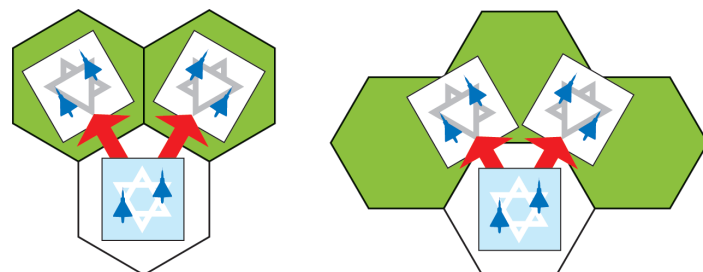
Following air-to-air, roll one die for scatter. Turn and move flights into the indicated hex. Flights in Defensive Wheels do not scatter.

If the roll is odd, the flight descends an altitude band, If the roll is even there is no further effect.



SAM Avoidance [15.33]

Turn and move into either indicated position, descend an altitude band, and jettison all non-ARM and non-Air-to-Air ordnance. If aircraft has no movement points left, mark with a SAM Avoidance counter and expend 1 MP on turn to remove counter.



Morale Check [13.1]

Air-to-Air Combat	SAM/AAA Combat	Aggression Value	Result
-	6 or more	+0	No effect
17 or more	5	+0	Jettison
15-16	4	-1	Jettison
9-14	3	-1	Disordered
6-8	2	-2	Disordered
5 or less	1 or less	-3	Abort

Explanation of Results

Jettison. Flights with ordnance immediately jettison. The flight loses close formation. Modify Aggression Value as indicated.

Disordered. Effect as for Jettison. Also the flight is disordered. Flights in a defensive wheel break formation. Remove the defensive wheel counter and scatter the flight.

Abort. Effect as for Disordered. Also the flight immediately aborts.

Modifiers

- +? Flight's Aggression Value
- +1 Flight had surprise
- 1 Flight was disadvantaged
- 1 Per friendly aircraft damaged, crippled or shot down
- 2 Flight disengaged

Disorder Recovery [13.11]

Roll two dice. Add Aggression Value. Add +8 if at a Rally point. Recover on a result of 20+.

MiG Panic [13.12]

Roll one die for each bombing flight in the mission. On a 1 or less it jettisons its bombs. Apply -1 modifier if in close formation.

Damage Allocation [12.1]

Die	Number of Aircraft			
	1	2	3	4
1	1	1	1	1
2	1	1	C1	C1
3	1	C1	2	2
4	1	C1	C2	C2
5	1	2	C2	3
6	1	2	3	C3
7	1	2	3	C3
8	1	C2	3	4
9	1	C2	C3	4
10	1	C2	C3	C4

The result is the # of the affected aircraft. If the result is C, allocate the damage to a crippled aircraft instead (attacker's choice if more than one cripple available).

ARM Morale Check [17.53]

Roll for each ARM launched at a radar emitting site. If the roll is equal to or less than 5, the radar shuts down. Modify by +3 if the launching flight is undetected.

In the Admin Phase, shut down radars may switch on if they roll an 8 or more on one die.

ELUSIVE VICTORY



Player Aid Card 1

Movement Actions [6.31]

- Move.** Move one hex straight ahead. On entering a hex the flight may do one or both of the following: (a) make a free turn up to the allowance indicated on the Turn Table; (b) freely descend one altitude band.
- Turn.** Turn up to the flight's maximum turn value. On completing a turn action the flight may freely descend one altitude band.
- Climb.** Climb one altitude band (i.e., increase the altitude band by one). On completing a climb action the flight may make a free turn up to the allowance indicated on the Turn Table. Subsequent climbs in the same Movement Phase cost two movement points. Flights that declared Anti-Radar Tactics cannot climb.
- Dive.** Dive to any lower altitude band (i.e., decrease altitude to any lower band). On completing a dive action the flight may make a free turn up to the allowance indicated on the Turn Table.
- Special Attack.** Execute a toss bombing attack or lofted ARM attack.
- SAM Avoidance.** Perform SAM Avoidance.

Flights may climb and dive more than once in the same hex but may not expend MP to climb AND dive in the same hex.

Turn Table [6.32]

Speed (MP)	Free Turn	Max Turn
1-2	90°	180°
3-4	60°	120°
5+	30°	90°

Chit Pools [5.1]

There are two chit pools; Large Force (10 or more flights) and Small Force (9 or less flights). Use the chit pool based on your airborne flights (including dummies) or based on the number of flights setting up off-map to enter that game turn. Do not count flights that may takeoff that game turn.

AAA Table [14.31]

Altitude	Small Arms	SAM/Light	Medium	Heavy	Fire Can	Gun Dish
Deck	17 (-1)	15 (-2)	14 (-3)	13 (-3)	-	11
Low	-	16 (-1)	15 (-2)	14 (-3)	11	12
Med	-	18 (-1)	17 (-1)	16 (-2)	12	15
High	-	-	19 (-1)	18 (-1)	14	-

Roll equal or greater than the number listed to hit. If the flight is hit, roll on the Flak Damage Table.

Flak Modifiers. The value in parenthesis is the flak modifier applied to air-to-ground attacks and rescue rolls. It is reduced by 1 (towards 0) for each level of suppression on the concentration.

AAA Suppression. AAA suppression may be removed in the Admin Phase on a roll of 8 or more.

Flak Damage Table [14.31]

Dice	Barrage	Fire Can	Gun Dish
10 or less	NE	NE	NE
11	NE	D	D
12	NE	C	C
13	D	K	K
14	C	D, D	D, C
15	K	K	K
16	D	K	K
17	K	C, D	C, C
18	D, D	K, D	K, D
19	C, D	C, D	C, C
20	K	K, C, D	K, C, D
21	K, D	-	-
22 or more	K, C	-	-

Flak Damage Results

- NE No Effect
- D Damaged one aircraft
- C Crippled one aircraft
- K Shot down one aircraft

Barrage Flak Modifiers

- +1 Target on bombing run/recon run
- +1 Target speed 2 or less
- 1 Target speed 4
- 2 Target speed 5 or more
- 2 Per AAA suppression level
- 4 No LOS to target, or attack is at night

Fire Can/Gun Dish Modifiers

- ? Target defensive jamming strength (NA vs GD)
- ? Standoff jamming strength (NA vs Gun Dish)
- 1 Target speed 4
- 2 Target speed 5 or more (-1 vs Gun Dish)
- 3 Ground Unit with Gun Dish is moving



Detection Table [10.2]

Dice	Detection Level						Vis	Rdr
	A	B	C	D	E	F		
8 or less	—	—	—	—	—	—	—	—
9	D	—	—	—	—	—	—	—
10	D	D	—	—	—	—	—	—
11	D	D	—	—	—	—	—	—
12	D	D	D	—	—	—	—	D
13	D	D	D	D	—	—	D	D
14	D	D	D	D	D	—	D	D
15 or more	D	D	D	D	D	D	D	D

Modifiers vs. flights (not Visual or Radar):

- 3 Target on Deck (-5 if in Rough)
- 2 Night

Visual Sighting (Day only):

- 2 Target 3-4 Hexes away
- 1 Target in different altitude band
- 1 Target or Searcher in Haze (not cumulative)
- +1 Multi-crew aircraft searching

Radar Search (F-4 & Mirage):

- 2 Target 7-12 (F-4) or 4-5 (Mirage) hexes away

Air-to-Air Combat Sequence [11]

A. Engagement. Attacker and defender each roll for engagement [11.22]. (NA for BVR missile shots.)

B. Maneuver. Each side rolls on Maneuver Table to determine number of shots [11.31].

C. Shot Resolution. Resolve each shot on Shot Resolution Table [11.33].

D. Depletion. Check for weapon depletion, referring to depletion numbers on the ADC. Modify roll by -1 per shot taken after the first. If modified roll is 1 or less, two weapons deplete [11.34].

E. Damage Allocation. Roll on the Damage Allocation Table to apply damage to aircraft in the flight [12.1].

F. Morale. Each flight makes a morale check [13.1]. (Only defender checks if BVR missile shot.) If bombing flights involved, check for MiG Panic [13.12].

G. Scatter. Roll for scatter [13.2]. (NA to slash attackers, BVR shots, and defensive wheels.)

H. Markers. Place maneuver markers [13.2]. (Maneuver markers NA to slash attackers and BVR missile shots.) Note disorder/abort status. Flip flight counters to undetected side [13.3].

I. Bailout. Rolls for bailouts [26.1].

Track Table [10.3]

Dice	Detection Level					
	A	B	C	D	E	F
2	♥♦♠	♥♦♠	♥♦♠	♥♦♠	♥♦♠	♥♦♠
3	♠	♠	♠	♠	♠	♠
4	♥	♥	♥	♥	♥	♥
5	♦	♦	♦	♦	♦	♦
6	{♦}	{♦}	{♦}	{♦}	{♦}	{♦}
7	{♥}	{♥}	{♥}	{♥}	{♥}	{♥}
8	{♠}	{♠}	{♠}	{♠}	{♠}	{♠}
9	{♠}	{♠}	{♠}	{♠}	{♠}	{♠}
10	{♥}	{♥}	{♥}	{♥}	{♥}	{♥}
11	{♦}	{♦}	{♦}	{♦}	{♦}	{♦}
12	—	—	—	♠	♠	♠
13	—	—	—	♥	♥	♥
14	—	—	♠	♦	♦	♦
15	—	—	♥	—	♦	♦
16	—	♠	♦	—	♥	♥
17	—	♥	—	—	♠	♠
18	♠	♦	—	—	—	—
19	♥	—	—	—	—	—
20	♦	—	—	—	—	—

Flip all detected aircraft of the rolled suit(s) to their undetected side. Results in {curled brackets} apply to any flight on the DECK, and any IAF flight at LOW over a Sinai hex or EAF flight at LOW over an Egypt hex. Suez Canal or water hexes do not count in this case.

Note: Detected flights on the Deck in rough terrain automatically become undetected.

Engagement [11.22]

Engagement Value	Detected	Undetected
Day	9	15
Night/No Line of Sight	14	17

Roll equal to or greater than the engagement value to engage the target.

Modifiers:

- +? Aggression Value
- 1 Flight is disordered or in close formation
- 1 Target at different altitude band
- 1 Target is making a slash attack
- 1 Target in rear hemisphere
- 1 Target in haze
- 2 Night, no moon

Maneuver Table [11.31]

Roll on the table using the column for the number of aircraft in the flight.

Use the 1 column if:

- The unit is in a Defensive Wheel.
- The unit is disordered.
- The unit is making multiple attacks.
- The unit is a two-plane EAF unit attacking prior to 1973.

Use the 2 column if:

- The unit is a three- or four-plane EAF unit attacking prior to 1973.

Air-to-Air Combat Dice	Number of Aircraft				BVR Missile Shot Dice
	1	2	3	4	
9 or less	0	0	0	0	9 or less
10	0	0	1	1	—
11	0	1	1	1	10
12	1	1	1	2	—
13-14	1	2	2	2	11-16
15-16	2	2	2	3	—
17	2	3	3	3	17 or more
18-19	2	3	3	4	—
20-21	2	3	4	5	—
22	2	4	5	6	—
23 or more	2	4	6	8	—

Result is the number of shot opportunities. (Subtract 1 if the attack is a slash attack that does not achieve surprise.)

Shot Resolution [11.33]

Select an undepleted weapon to shoot with then roll two dice, apply modifiers and consult the table below.

Attacker shots are resolved first, then defender. A shot may be refused based on the results of an earlier shot.

Dice	Effect
13 or less	No effect
14	One aircraft damaged
15	One aircraft crippled
16-19	One aircraft shot down
20-21	One aircraft damaged
22 or more	No effect

Modifiers:

- +? Combat value of the selected weapon (EXC: Combat value is 0 for BVR missile attacks and IRM/RHM shots on the Deck).
- +1 Flight has an additional undepleted weapon (EXC: Not applicable for BVR Missile attack).

Modifiers:

- +? Maneuver differential (subtract enemy maneuver rating from flight's maneuver rating). NA at night. Modify maneuver rating by -1 if flight climbed, -2 if it zoom climbed and -2 if marked with a Maneuver marker.
- +? Aggression differential (subtract Enemy Aggression Value from flight's Aggression Value to find the difference between both flights).
- +? Geometry (see Geometry Modifiers below)
- +1 Enemy is disordered
- +1 Enemy in close formation
- +3 Flight has surprise
- 1 Flight is disadvantaged
- 2 Enemy is disengaging
- 3 Combat takes place at night

Geometry Modifiers:

- If the attacking flight is in the defender's forward or forward beam arcs, geometry modifiers are:
Attacker: 0 Defender: 0
- If the attacker is in the defender's rear or rear beam arcs, the geometry modifiers are:
Attacker: +1 Defender: -1
- If the flights are in the same hex, the arc used is the one that would have applied in the hex occupied by the last flight to enter the hex.
- If the defender is in a Defensive Wheel the geometry modifiers are:
Attacker: 0 Defender: 0

BVR Missile Shots [11.53]

Flights with RHM weapons engage enemy flights 2-5 hexes away (2 hex max for Matra 530). Use the BVR column of the Maneuver Table and apply only the following additional modifiers:

Modifiers:

- 1 Per altitude band difference between attacker and defender.
- 4 Defender at Low altitude. (EXC: No modifier if attacker is below the defender.)
- 2 Defender attacked from the beam arc or the defender is in a Defensive Wheel.
- +2 Defender attacked from forward arc.
- +? Attacking flight's Aggression Value.