

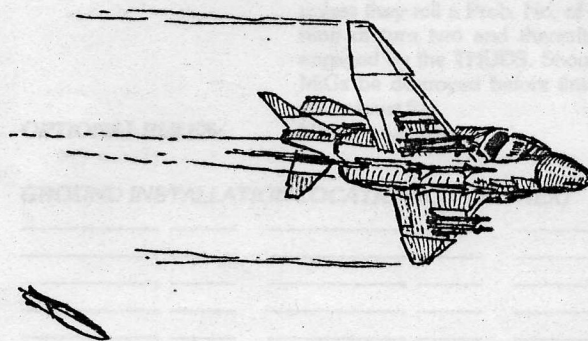
Variant

AIR WAR

North
Vietnam

by J.D. Webster

The war in Vietnam produced some of the most intense aerial jet combat to be seen since the Korean War. Being an avid fan, and constant player of SPI's AIR WAR, I was always somewhat disappointed with the limited number of scenarios that were provided in the game. I'm sure that by now most avid players of AIR WAR will have played out the scenarios and be ready for some new action. Being in the military, I was able to gain access to some Air Force combat descriptions and reports of air battles over North Vietnam. From these I have picked some of the more exciting actions and arranged them into new scenarios.



NEW AIR WAR SCENARIOS

Scenario Title: ZINC FLIGHT IS BOUNCED AT THANH-HOA BRIDGE
Date of Action: 04 APRIL 1965

DESCRIPTION OF ACTION: Four F-105's of the 388TH TFW based in Thailand were orbiting in a holding pattern while awaiting their turns to make attack runs on a bridge in North Vietnam. Suddenly, four MiG-17C's broke out of the overcast and bounced the surprised THUD pilots. Despite a desperate call to break by the No. 3 THUD, the MiG's closed in on the lead element and shot down both of the F-105's, and without stopping dove away to safety.

SIDE A: USAF 4*F105D		SIDE B: NVAF 4*MIG-17C		Game Length = 20 Turns
MV. ALL	: 4	MV. ALL	: 6	
THROTTLE	: 4	THROTTLE	: 5	
ENERGY	: 0	ENERGY	: 6	
ACCEL.	: 0	ACCEL.	: 0	
WINGS	: 45L	WINGS	: Level	
FLT. ATT.	: Level	FLT. ATT.	: Dive I	
ORDNANCE	: 2 drop tank : 11 750 lb.	ORDNANCE	: 0	
CONDITION	: Loaded	CONDITION	: Normal	
ALTITUDE	: 40	ALTITUDE	: 48,48,50,50	
HEADING	: N	HEADING	: NNE	
TURNING	: 10L	TURNING	: 0	
HEXES:	E0905, E1004, E1307, E1407,	HEXES:	E0508, E0607, E0610, E0410,	
	_____, _____		_____, _____	

VICTORY CONDITIONS: The NVAF player must down at least one THUD or cause at least three THUDs to jettison bomb loads without sustaining losses to win. If the above conditions are met but one or more MiGs are lost the game is a draw. Any other is a USAF victory.

SPECIAL NOTES:

OPTIONAL RULES: None, both sides begin in contact.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

There are six scenarios presented here, two from each of the first three years of the conflict. It was during this time that the USAF initiated its **ROLLING THUNDER** bombing campaign against the North, and it was also during this time that the fledgling North Vietnamese Air Force made its combat debut against the USAF. The fighting that resulted was some of the most intense air combat in history and is rivaled only by the Middle East war of '73. These scenarios are action packed, so I hope you will enjoy them. Be looking for more scenarios in future issues, and remember, . . . always check your six!!

Scenario Title: ACTION OVER DAP CAU RAILROAD
Date of Action: 16 SEPTEMBER 1965

DESCRIPTION OF ACTION: Three F-4C Phantom's of the 555TH TFS were on a Strike Mission over North Vietnam when four MiG-17's dove down to attack. The Phantoms jettisoned their bombs and attempted to defend themselves. One Phantom and one MiG were destroyed in the ensuing battle.

SIDE A: USAF 3*F-4C		SIDE B: NVAF 4*MIG-17C		Game Length = 20 Turns
MV. ALL	: 4	MV. ALL	: 6	
THROTTLE	: 4	THROTTLE	: 5	
ENERGY	: 0	ENERGY	: 4	
ACCEL.	: 0	ACCEL.	: 0	
WINGS	: Level	WINGS	: 45L	
FLT. ATT.	: Level	FLT. ATT.	: Dive I	
ORDNANCE	: 4*AIM-7B : 4*AIM-9B : 12 750 lb.	ORDNANCE	: 0	
CONDITION	: Loaded	CONDITION	: Normal	
ALTITUDE	: 14	ALTITUDE	: 16	
HEADING	: NE	HEADING	: E	
TURNING	: 0	TURNING	: 10L	
HEXES:	C1205, C1405, C1407, _____,	HEXES:	D0703, D0901, D1004, D1102,	
	_____, _____		_____, _____	

VICTORY CONDITIONS: Side scoring most points wins. Each MiG is worth five pts., each Phantom is worth eight pts. In addition, each bomb load jettisoned is two pts. for the MiG player and each load retained is four pts. for the USAF player.

SPECIAL NOTES:

OPTIONAL RULES: None, both sides begin in contact.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Scenario Title: MORE MiG KILLS
Date of Action: 23 APRIL 1966

DESCRIPTION OF ACTION: Four Phantoms of the 555 TFS were flying MIGCAP for an F-105D Strike Force. The Phantoms picked up contacts on their radar at fifteen miles and visually confirmed them as MiG-17's at a range of about three miles. They engaged head on and a fierce fighter scrap ensued during which two of the MiGs were shot down.

SIDE A: USAF 4*F-4C **SIDE B:** NVAF 4*MiG-17C **Game Length = 30 Turns**

MV. ALL : 6	MV. ALL : 5	
THROTTLE : 6	THROTTLE : 5	
ENERGY : 0	ENERGY : 0	
ACCEL : 0	ACCEL : 0	MAP ARRANGEMENT
WINGS : Level	WINGS : Level	
FLT. ATT. : Level	FLT. ATT. : Level	A B
ORDNANCE : 4*AIM-9B	ORDNANCE : 0	C D
: 4*AIM-7B		E F

CONDITION : Normal	CONDITION : Normal
ALTITUDE : 75,75,72,72	ALTITUDE : 73
HEADING : N	HEADING : S
TURNING : 0	TURNING : 0
HEXES: F0615, F0814, F1213, F1414	HEXES: A1006, A1107, A1408, A1508

VICTORY CONDITIONS: The side that shoots down more enemies wins.
SPECIAL NOTES: Both sides have visual contact, in addition the USAF player has radar contact and the two element leaders have lock-ons for one turn already on MiGs of their choice.

OPTIONAL RULES: None.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Scenario Title: THE IRON BUTTERFLIES FIGHT BACK
Date of Action: 29 JUNE 1966

DESCRIPTION OF ACTION: Four F-105D's of the 388TH TFW on a Flak Suppression mission spotted four MiG-17's closing in from the seven o'clock position. The lead element of F-105's broke into the MiGs who overshot and engaged the second element. Two of the MiGs providing top cover did not initially engage the THUDS who dumped ordnance, hit afterburner, and using their cannon mixed it up for a change. One MiG was shot down and one THUD was heavily damaged.

SIDE A: USAF 4*F105D **SIDE B:** NVAF 4*MiG-17C **Game Length = 25 Turns**

MV. ALL : 6,6,5,5	MV. ALL : 6	
THROTTLE : 4	THROTTLE : 5	
ENERGY : 3,3,0,0	ENERGY : 4	
ACCEL : 0	ACCEL : 0	MAP ARRANGEMENT
WINGS : 45L,45L,Lvl	WINGS : Level	
FLT. ATT. : Dive I	FLT. ATT. : Dive I	A B
ORDNANCE : 0	ORDNANCE : 0	C D

CONDITION : Normal	CONDITION : Normal
ALTITUDE : 60,60,65,65	ALTITUDE : 65,65,75,75
HEADING : W,W,NW,NW	HEADING : N,N,NE,NE
TURNING : 15L,15L,0,0	TURNING : 0

HEXES: D0702, D0904, D1203, D1403	HEXES: D0908, D0809, D0611, D0712
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VICTORY CONDITIONS: The side that shoots down more of the enemy wins.

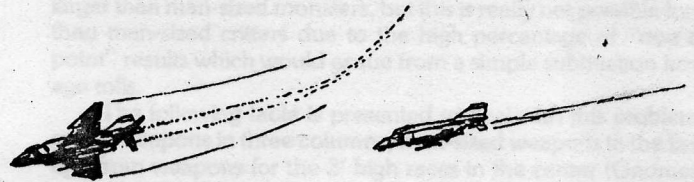
SPECIAL NOTES:

The MiG top cover is composed of two novice pilots who will not descend below alt. level 75 unless they roll a Prob. No. of 6, (check beginning of turn two and thereafter), or they are engaged by the THUDS. Should the other two MiGs be destroyed before this occurs, the top cover must flee.
No optional rules.

OPTIONAL RULES:

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Scenario Title: THE RUSE
Date of Action: 06 JANUARY 1967

DESCRIPTION OF ACTION: For several days RF-4C Recon Flights had been thwarted by heavy MiG activity. Capt. Pascoe and Major Hirsch of the 55TFS, 8TH TFW, decided to try to alleviate the problem. Flying in a tight formation to appear as a single aircraft on radar, the two then flew in place of the normal RF-4C. MiGs who were looking for another fun day of chasing unarmed aircraft were in for a surprise. 2 of 4 intercepting MiGs were shot down.

SIDE A: USAF 2*F-4C **SIDE B:** NVAF 4*MiG-21C **Game Length = 25 Turns**

MV. ALL : 6	MV. ALL : 4	
THROTTLE : 6	THROTTLE : 4	
ENERGY : 4	ENERGY : 0	
ACCEL : 0	ACCEL : 5	MAP ARRANGEMENT
WINGS : Level	WINGS : Level	
FLT. ATT. : Dive I	FLT. ATT. : Level	A B
ORDNANCE : 4*AIM-7B	ORDNANCE : 2*ATOLL	C D
: 3*AIM-9B		
: One ECM Pod		

CONDITION : Normal	CONDITION : Normal
ALTITUDE : 30	ALTITUDE : 25
HEADING : N	HEADING : SW
TURNING : 0	TURNING : 0

HEXES: D0212, D0312	HEXES: A1104, A0902, A1107, A1306
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VICTORY CONDITIONS: The side that shoots down the most aircraft wins.
SPECIAL NOTES: All aircraft begin in visual contact, plus both USAF aircraft have had radar lock-ons on the lead MiG for one turn at start.

OPTIONAL RULES:

Note: The ECM pods play no part in the game but are noted for historical reasons.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Scenario Title: THE THUDS COUNTER ATTACK
Date of Action: 10 MARCH 1967

DESCRIPTION OF ACTION: Four F-105's of the 355 TFW had just pulled up after making a Flak Suppression run when they spotted two flights of four MiG-17's attempting to sneak up on the main strike force. Since they had expended the last of their ordnance on that last run, the F-105's cleaned up, went to afterburner and bounced the MiGs with their cannon. The leader of the second element, Captain Brestel, shot down two of the MiGs in the ensuing dogfight.

SIDE A: USAF 4*F-105D		SIDE B: NVAF 8*MIG-17	Game Length = 20 Turns
MV. ALL	: 6	MV. ALL	: 5
THROTTLE	: 6	THROTTLE	: 5
ENERGY	: 3	ENERGY	: 0
ACCEL	: 0	ACCEL	: 0
WINGS	: 45R	WINGS	: Level
FLT. ATT.	: Dive I	FLT. ATT.	: Level
ORDNANCE	: 0	ORDNANCE	: 0
		MAP ARRANGEMENT	
		A	
		B	
CONDITION	: Normal	CONDITION	: Normal
ALTITUDE	: 10	ALTITUDE	: 06
HEADING	: NNW	HEADING	: N
TURNING	: 20R	TURNING	: 0
HEXES: B1205, B1405		HEXES: A0616, A0518	
B1107, B1605		B0701, B0603	
		B0515, B0416	
		B0318, B0716	

VICTORY CONDITIONS: The USAF player must down at least one MiG with no loss, or gain a 3 to 1 kill ratio to win. A 2 to 1 ratio is a draw, and any other is a MiG win.

SPECIAL NOTES: A smaller version of this scenario can be played using only the first half of each force listed.

OPTIONAL RULES: Note: The ECM pods play no part in the game but are noted for historical reasons.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

AWFUL GREEN ERRATA

A few things got left out of the game. The following rules should be added under Weapon Attacks:

1) If a crewmember enters a room containing monsters, even just eggs, that crewmember may only attack monsters in that room.

2) The third sentence under ATTACKS should end with the word "crew."

3) There should be one additional no effect marker among the Weapon Effect chits. Make one with one of the spare pieces.

4) There should be one additional Gas Grenade. Make one with one of the spare pieces.

Yes, I am biased in favor of the crew, but the monsters can, and do, win.



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SMALLER THAN MAN-SIZED WEAPONS TABLE

Thomas Holsinger

Editor's note: This article was written in companion with Mr. Holsinger's "Strength Comparison Table" (TD #26). Space considerations did not allow us to use both in the same magazine. Both articles should be read and used in conjunction with each other. Our apologies for any confusion or difficulties resulting from splitting the two pieces.

Small creatures which use weapons, such as hobbits, goblins, etc., generally use weapons proportioned to fit their smaller stature and these smaller weapons do less damage than their man-sized counterparts. It is fairly easy to allow for damage bonuses due to strength for the larger than man-sized monsters, but this is really not possible for smaller than man-sized critters due to the high percentage of "one damage point" results which would ensue from a simple subtraction from damage rolls.

The following table is presented to deal with this problem. It lists melee weapons in three columns, man-sized weapons in the first, damage from weapons for the 3' high races in the center (Gnomes, Halflings, Kobolds) and damage by Goblin-sized weapons in the last column. Each column has two entries separated by a slash (/), the first being damage to man-sized targets and the second being damage to larger than man-sized targets.

This table grew out of an encounter I had as a referee with the "barbarian hobbit" one player brought in and attempted to run as Conan's cousin. All the hobbits I had dealt with in the past were sensible ones like thieves and assassins who believed that the best course for a hobbit was to stay out of sight and do the deed when no one was looking. Not this guy. He wanted to have his hobbit charge in with swords bigger than his character. I pointed out that hobbits just aren't big enough to use man-sized two-handed swords, halberds and the like, and that a pole arm shaft small enough for a hobbit's grip would have to be thinner and therefore weaker than normal. The twit howled with indignation and I almost had to throw him out of the game.

Dwarves are only 4' high, just as Goblins, but they are 3' across and are very strong for their weight, more so than humans. They therefore use the man-sized weapons column.

WEAPON	NORMAL	GNOMES, ETC.	GOBLINS
Dagger	1-4/1-3	1-2/1-2	1-3/1-3
Poinard	2-5/1-4	1-3/1-2	1-4/1-3
Short Sword	1-6/1-8	1-3/1-4	1-4/1-6
Rapier	2-7/1-6	1-4/1-3	2-5/1-4
Scimitar	1-8/1-8	1-4/1-4	1-6/1-6
Broadsword	2-8/2-7	1-4/1-4	2-6/2-5
Bastard Sword	2-8/2-16	1-4/1-8	2-6/2-12
Great Sword	1-10/3-18	1-5/2-9	1-7/2-14
Small Axe	1-6/1-4	1-3/1-2	1-4/1-3
Battle Axe	1-8/1-8	1-4/1-4	1-6/1-6
Great Axe	2-12/4-24	1-6/2-12	2-9/3-18
8' Spear	1-6/1-8	1-3/1-4	1-4/1-6
12' Spear	1-6/1-10	1-3/1-5	1-4/2-7
16' Pike	1-6/1-12	1-3/1-6	1-4/1-8
Halberd	1-10/2-12	1-5/1-6	1-8/2-9
Warhammer/Small			
Mace	2-5/1-4	1-3/1-2	2-4/1-3
Large Mace	2-7/1-6	1-4/1-3	2-5/1-4
2-Handed Mace	2-9/1-8	1-5/1-4	2-7/1-6
Military Pick	2-7/2-8	1-3/1-4	2-5/2-6
Flail	2-7/2-8	1-3/1-4	2-5/2-6
Morning Star	2-3/2-7	1-4/1-3	2-6/2-5
Javelin	1-6/1-6	1-3/1-3	1-4/1-4
Throwing Axe	1-6/1-4	1-3/1-2	1-4/1-3
Sling Stone	1-4/1-4	1-2/1-2	1-3/1-3
Self Bow Arrow	1-6/1-6	1-3/1-3	1-4/1-4