AIRWAR: NEW SCENARIO TYPE

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(32.8) Scenario Type Eight: Search and Destroy

General Situation: a search and destroy mission is performed by 'strike aircraft' and involves searching for an enemy force in a designated area and attacking (and hopefully, destroying) it if discovered. The attacker flies onto the map and must search for the defenders ground units and strafe/bomb them. The defender places his units, including AA guns and SAMs, and has a few aircraft to protect him, though these do not come on immediately.

Map Arrangement:

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          North
      A     B     C
      D     E     F
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Deployment: the defender takes a number of ground targets; trucks, POL dumps, buildings, and a small number of AA guns and SAMs and secretly writes down where they are. He then chooses between one and four aircraft. The attacker then chooses three times the number of aircraft that the defender has. He may choose any combination of planes as long as at least a quarter of his forces are NOT fighters (round fractions up).

Side A

Movement Allowance: Cruise speed or less.
Throttle Setting: Same as planes MA.
Energy Points: 0
Acceleration Points: 0
Wings: Level
Dive/Climb: Level Flight.
Missiles: up to maximum allowed, remember limits if 'loaded'.
Hexes: not applicable. The attackers planes fly on in any formation, they must all fly onto the map from the same edge and they must all be on the map by the end of game turn number two.
Altitudes: anywhere in ML or LO.
Headings: various, depending on which map edge is entered.

Side B

Movement Allowance: any
Throttle Setting: any
Energy Points: maximum possible
Acceleration Points: any
Wings: level
Dive/Climb: any type of dive
Missiles: any number, preferably the maximum.
Hexes: not applicable. The defender's planes enter the map on game turn 9 from the map edge opposite from that used by the attackers.
Altitude: any, but must be above the lowest enemy aircraft's level.
Heading: depends on which map edge is entered.

Optional Rules:

Any of the optional rules may be used, 'Bombing & Strafing' and Ground Installations' *must* be used.

Game length: 35 game turns.

Victory Conditions: the attacker is awarded Victory Points for destroying ground targets as on page 40 of the rule book. The defender is awarded VPs for ground targets not destroyed by the end of game turn 35, he gets the same number of points for this as the attacker does for destruction, e.g. 7 for a POL dump, 5 for a field bunker, etc. A player is given 10 points if he destroys an enemy aircraft and 4 if he forces it to operate under 'loaded' conditions.

Special Rules: the defender may have as many SAM sites as he has aircraft, double this number for heavy AA guns and treble for light AA guns.

The attacker does not know where the defender's ground units are when he enters the map. The defender may choose to place some (or all) of these units on the map where they can be seen immediately, otherwise the attacker will have to look for them. If a ground unit fires then it is automatically spotted unless it fired while it was in the rear arc of all the attacking planes (and they couldn't search their rear arc). To sight units that don't (or can't) fire, planes must fly close to them. This depends on terrain. If a jungle situation is being used then a plane would have to be at level one and would only spot units in hexes that it flew through. In more open country a plane would spot ground units within 10 hexes of it as it flew along, this means that a plane at level one would see ground units (and the defender would place them on the map) if they were within 10 hexes of it at some point during the planes movement. Remember that 2 levels of altitude is the same as one hex distance so at 6 level altitude a plane would spot ground units within 7 hexes.

Scenario Notes: the 'rules' for observing ground units are rather crude and inaccurate but I was trying to avoid multiple spotting attempts and the accompanying die rolling; feel free to put in your own ideas here. This scenario can cause some interesting problems, especially for the defender. Should he fire a SAM at a nice target (?) — he'd probably destroy it but then the SAM site would be revealed and the fighters aren't due for another 3 game turns. The defender must weaken the attackers with AA fire and SAMs, otherwise when his planes come on they will be heavily outnumbered, but if he fires too soon he'll give away his position and be bombed easily because his planes won't be there to protect him. An interesting problem. For the attacker another problem. What combination of planes? Take a lot of fighters and you might not be able to destroy the ground targets, take a lot of bombers and be shot up by the defender's planes. You also don't know what ground targets there are so which air-to-ground weapons system to use? One last point: the size of 'harmless' ground forces should vary with the number of planes, type of planes, etc. but I would recommend 10 points worth for each attacking plane on average. Obviously if you were playing Su-7s against SAM-Ds and Tomcats then this figure should be decreased.