

AIR WAR

Modern Tactical Air Combat

- 29 different aircraft types, including the MiG-25, B-1, Backfire Bomber, and F-15
- ECM, Infra-Red Countermeasure, Bombing, SAM, PGM, and AA Gun rules
- The most complex and complete air game to date

Only a very few have ever flown in air combat in jet aircraft, and, unless you are one of those, *Air War* is the closest you can come to flying a jet fighter or bomber into action.

With *Air War*, you can send your A-10 attack planes against enemy tank columns, using your 30mm cannon to knock them out with depleted uranium-tipped shells, while relying on your titanium armor to take you through the intense flak intact. Or you can lead a strike of swing-wing F-111's in low, under the radar, with a "Wild Weasel" full of ECM black boxes to penetrate the defenses at their head. Or you can lead a bombing mission, your target anything from a town, a strategic bridge, to a SAM site. Or, as Colonel Tomb of North Vietnam you can go into battle against the world's most powerful arms with nothing but a twenty-year-old museum piece of a Soviet fighter and your own consummate skill.

Air War simulates modern air combat with the full detail and complexity the subject merits. Each aircraft has different performances at different altitudes and speeds. Thus, an aircraft in *Air War* might be deadly at low speeds or altitude, but turn into a pig when high and fast — as in real life. The key performance of an aircraft includes its ability to climb, dive, turn (both horizontally and vertically), accelerate, perform maneuvers, increase its energy level, absorb damage, and much more.

Air War features complete rules for the whole spectrum of modern air combat. Included are sections on: electronic counter-measures, infra-red counter-measures, radar detectors, heat emission detectors, radar search, visual search (it's the ones that you don't see that get you), surface-to-air missiles (many types), anti-aircraft guns (ranging from radar-controlled 100mm pieces to single machine guns), bombing (using "iron bombs," "smart" bombs, bomblets, napalm, white phosphorus, rockets and all sorts of nasty stuff), air-to-surface missiles (including anti-radiation missiles that home in on radar), chaff, clouds, the effect of the sun, and ground level altitude. These are, of course, only the more esoteric aspects of the rules, and more basic elements of air combat are also covered in detail.

Scenarios range from Korea to Vietnam, India-Pakistan, the Middle East and many future scenarios, including, for science-fiction fans, such things as UFOs and Dragons!

Air War includes twenty-five of the most significant aircraft to emerge since 1952. These include the MiG-15 (inhabitant of "MiG Alley," 25,000 feet over the barren rocks of Korea); the F-86 Sabre (doing battle over Korea, the For-



mosa Straits, India and Pakistan); the F-4 Phantom in all its models (D, C, E, J, K, and M). The modern Soviet air arm is completely represented: the maneuverable MiG-21 (early and late models); the swing-wing MiG-23 air superiority and MiG-27 attack plane; the mysterious MiG-29 dogfighter; the Su-7 ground-attack aircraft (get one of these in your gogglesights and you've made your day); the powerful Su-19 fighter-bomber; the Tu-26 Backfire Bomber; and the ever-popular MiG-25 Foxbat, which appears in three different versions. From the U.S.A., there is the B-1 bomber; the F-105 "Thud" of Vietnam fame; the F-5E fighter; the A-7 and A-4 attack aircraft, as used by the U.S. and many foreign air forces; and the complete new generation of modern U.S. Fighters — F-14 Tomcat; F-15 Eagle; F-16, and F-18 Hornet. From France we have the

Mystere and Ouragon fighters of the '50's which saw much action both in the Mid-East and Asia, along with the Mirage, in its IIIC, IIIE, and V versions. Modern European aircraft include the Jaguar strike aircraft and the new MRCA Tornado. And from Israel, with the Kfir fighter.

Air War SPI's game of modern air combat, includes 600 counters (including silhouettes for each of the 30 different aircraft types included with the game); an eight-section geomorphic map that can be "leap-frogged" to keep the aircraft on the game-map at all times; four large Aircraft Control Charts on which the markers for the aircraft in play are displayed; and three separate booklets — one containing the rules, one the Aircraft Performance Charts and Missile Performance Charts, and the last an article on Modern Air Combat.