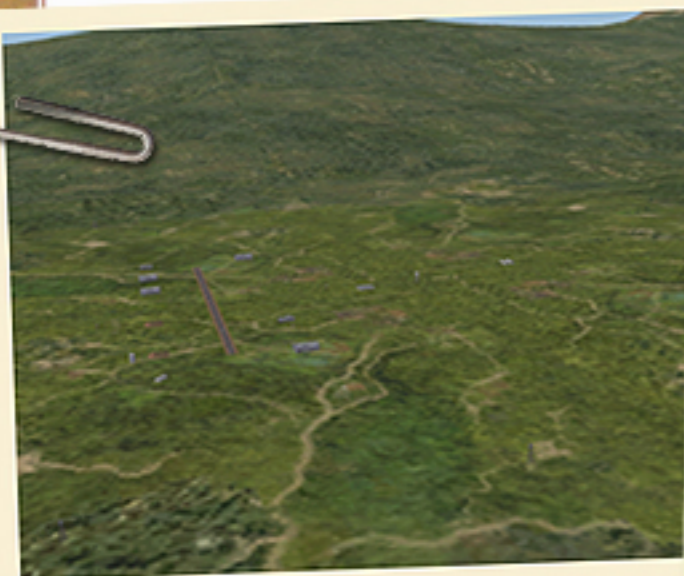


CONFIDENTIAL

[MISSION NAME] 660309 A SHAU VALLEY SPOOKY 70

TARGET: CLOSE AIR SUPPORT, SPECIAL FORCES CAMP A SHAU VLY

TARGET PHOTO: UH-1B EN ROUTE PSB O'REILLY



DEFENSES: SMALL ARMS, 51 CAL
BEST BAILOUT: EAST OUT OF VALLEY

SQUADRON ASSIGNMENT: 4th Air Commando Sq, DANANG AB, RVN
AIRCRAFT AND NUMBER [1] AC-47
ORD LOADOUT: (7500 RND) 7.62, [48] MK24 FLARES

CALL SIGN: SPOOKY 70
HEADING/DISTANCE TO TGT: 285/28 NM
ETD: 1120
TIME OVER TARGET: 1200
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: OVCST 6000 FT WINDS 09009G15 VIS 5 NM



HISTORY

On March 9, Capt. Willard Collins, Lt. Dalbert Peterson and their crew scrambled to support the A Shau garrison. They made two unsuccessful attempts to get under the clouds. At treetop height, they located the outpost, and made a firing pass along the camp's perimeter. The AC-47 took hits as it lumbered through the narrow valley, flying close to the ground rather than at the normal altitude of 3,000 feet. When they maneuvered Spooky 70 into position for a second pass, both the C-47 crew and the NVA were firing at each other at point blank range. In such conditions they could not survive long. Both engines were shot out. They brought it in for a crash landing with only one injured crewman who could not be moved. They fought off a first attack. A second attack was turned back but Collins and Foster were killed leaving only four men to defend the perimeter. The rescue helicopter came under heavy fire on final approach and provoked a final assault on the Americans. Muzzle flashes from a heavy machine gun that had been moved to within yards of the crash site were clearly visible to Lt Peterson. Pinned down by the gunfire, exhausted, and with time running out, the members of Spooky 70 awaited their fate. If the gun were not silenced, the chopper would likely be downed before it could rescue the four airmen. Del Peterson knew it was up to him. At that moment, the Spooky co-pilot broke cover to charge the oncoming enemy. Spraying bullets from his M-16 rifle, he charged the gun, which went silent as the helicopter dropped down to pick up Meek, Brown, and Turner, leaving Peterson, whose fate was not known, and the two dead men behind.



GAMEPLAY

You are being scrambled from Danang to the A Shau Valley Special Forces Camp which is in danger of being overrun. Taxi out and take off. Locate and destroy enemy forces to the west of the runway. Be careful to stay out of the clouds and away from the 51 Cal. guns. The pipper will place your rounds close. Walk the tracers to target. It is best to move your view to the left or lock view (F4 default) rather than use the hat switch.

Your difficulties are the same as theirs.
Low clouds, heavy fire, difficult shooting.

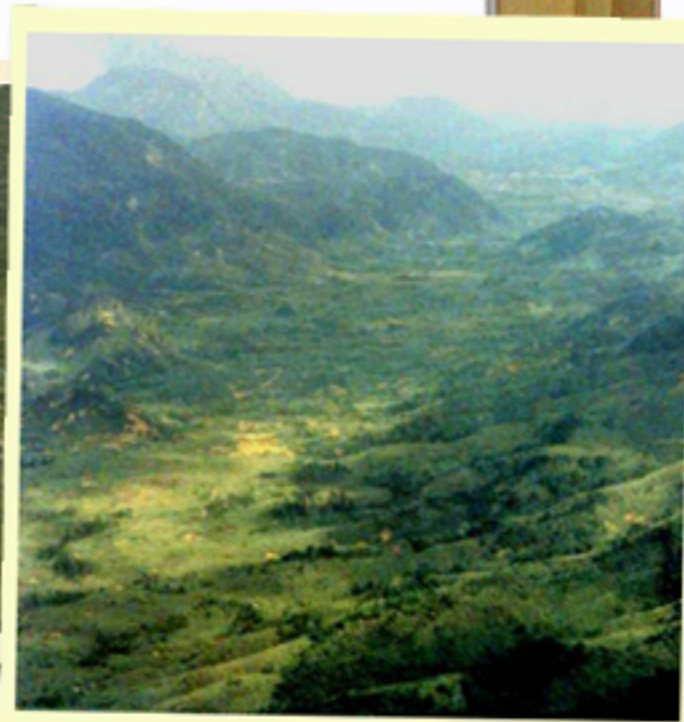
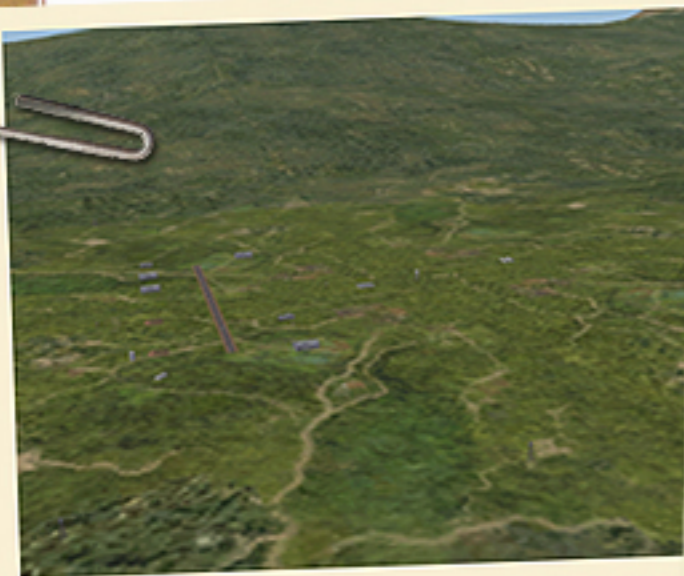


[MISSION NAME] 650310 A SHAU VALLEY HOBO 51

TARGET: CLOSE AIR SUPPORT, SPECIAL FORCES CAMP

TARGET PHOTO: UH-1B EN ROUTE FSB O'REILLY

CONFIDENTIAL



DEFENSES: 37MM, 37MM, 23MM, ZPU, 51 CAL
BEST BAILOUT: EAST OUT OF VALLEY

SQUADRON ASSIGNMENT: 1 AIR COMMANDO SQUADRON, PLEIKU AB, RVN
AIRCRAFT AND NUMBER (2) A-1E SKYRAIDERS
ORD LOADOUT: (8) MK81, (2) LAU10, (2) LAU3A, (3) BLU-23 NAPALM, 20MM

CALL SIGN: HOBO 51
HEADING/DISTANCE TO TGT: 342/77 NM
ETD: 1100
TIME OVER TARGET: 1130
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: OVCST 6000 FT WINDS 09009G15 VIS 5 NM



HISTORY

On March 10, 1966, Bernie Fisher led a two-ship mission of Skyraiders to the A Shau valley to buy time for the defenders who were being overrun. A total of six 'Spads' were striking numerous emplacements when an A-1E, piloted by Major Wayne 'Jump' Myers, was hit and forced to crash-land into the A Shau. Myers balled in on the 2,500-foot runway and took cover behind an embankment on the edge of the strip while Fisher directed the rescue effort. Since the closest helicopter support was 30 minutes away and the enemy was only 200 yards from Myers, Fisher quickly decided that the ground fire and weather precluded a normal helicopter rescue. He then decided to land his two-seater A-1E on the strip and pick up his friend. The odds of a successful rescue were against him. He would be landing in crossfire from 20 antiaircraft gun positions lining the valley. The enemy also had hundreds of automatic weapons at the ready. Fisher counted on the other A-1s to provide him with fire support. Under their cover fire, he flew through the thick black smoke from fires ignited by the bombs and napalm, landed on the strip, taxied to Myers' position, and loaded the downed Airman into the empty right seat. Dodging shell holes and debris, including parts of an exploded aircraft on the steel-planked runway, Fisher applied power and gained enough speed to safely lift off at the overrun of the airstrip despite taking 19 hits on his aircraft by small arms fire.



GAMEPLAY

Push over just a little. You are diverted to the A Shau Valley Special Forces Camp which is being over-run. A wingman has been forced to land. Enemy troops are trying to get him. Small Arms and .51 Cal. are trying to get you. Kill enough of them to make the landing, find him by his plane, grab him and go. SF2 is not designed for rescues but you are going to land and get him out. Taxi to a few meters away, pointing your guns over his head and shoot. He will disappear. Consider that a rescue. Don't waste time. More enemy are on the way. They will kill him and you both. Land at any friendly airport to complete the mission.

We can't give you a Medal of Honor for this but the President gave one to Bernie.



CONFIDENTIAL

[MISSION NAME] 661031 SEAWOLVES LONG XUYEN

TARGET: RIVER TRAFFIC. VCNTY LONG XUYEN, MEKONG DELTA

DEFENSES: SMALL ARMS

BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: HA(L)3/ LST 786, MEKONG RIVER

AIRCRAFT AND NUMBER (2) UH-1C

ORDNANCE: (14) 2.75 RKT, (1200 RND) 7.62

CALL SIGN: VIPER 11

HEADING/DISTANCE TO TGT: 360/8 NM

ETD: 1700

TIME OVER TARGET: 1720

CONTROLLING AGENCY: VIPER LEAD

WEATHER BRIEF: BKN 6000 FT WINDS 36003G08 VIS 10 NM

TARGET PHOTO: UH-1D US ARMY



GAMEPLAY

You are being scrambled off Garrett County to intercept enemy supply sampans near Long Xuyen Ferry. Launch as you would off a carrier and get into trail behind Viper 11.

Don't waste rockets. If you have the ordinance, attack the VC on the west side of the river. Remember that your right side door gunner and the left side gunner will fire automatically.

When you are through, land on the LST which can be found sailing south down the Mekong River. Or fly to the Army base at Can Tho to land. Lower your "gear" to extend the landing light. Setting your controls at NORMAL makes the Huey more realistic.



HISTORY

Half the population of South Vietnam lived in the Mekong Delta region...and most of the Viet Cong. The Brown Water Navy's fleet of ATC's, Monitors and PBR's patrolled but their air power was supplied by Army Hueys. Seeing a need for a more coordinated approach, the Navy sought volunteers for a helicopter attack squadron to operate from bases and boats in the river areas.

Initially, the result was Helicopter Combat Squadron 1. After initial successes, Helicopter Attack Squadron 3 was formed and nicknamed Choi Ben by the Viet Cong...or SeaWolves.

Formation flight. Flight discipline in picking targets. Getting home in the dark.



SECRET/NOFORN

[MISSION NAME] 660418 MIDNIGHT AT UONG BI
TARGET: THERMAL GENERATOR

DEFENSES: AAA, SAM
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VA-95/ CVA-63 YANKEE STATION
AIRCRAFT AND NUMBER (2) A-6A
ORD LOADOUT: (18)MK-82

CALL SIGN: TUNA
HEADING/DISTANCE TO TGT: 350/35 NM
ETD: 2345 TIME OVER TARGET: 2400
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 12000 FT WINDS 36003G05 VIS 20 NM



HISTORY

The A-6A Intruder was capable of performing missions that no other US aircraft could perform. In this mission, the Kitty Hawk launched two aircraft to destroy the Uong Bi Thermal Generator successfully...a mission that previously involved an Alpha Strike and mixed results.



GAMEPLAY

You are Trout 12 flying as wingman on a midnight strike against the Uong Bi power plant. Launch and join on Lead for the flight in. Nearing the target, stay on your programmed course. This will offset you from Lead who will strike just ahead of you.

Set your bombs to release in one level pass with as much spacing as you can set in. When you have dropped, fly with Lead (or solo) back to the Kitty Hawk. When you near the ship, look for the BALL and shoot the approach.

Welcome aboard.

Typically difficult.



SECRET/NOFORN

[MISSION NAME] 660419 CAM PHA STRIKE
TARGET: THERMAL GENERATOR

DEFENSES: AAA, SAM
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VA-85 / CVA-63 YANKEE STATION
AIRCRAFT AND NUMBER: (2) A-6A
ORD LOADOUT: (24) MK82

CALL SIGN: DAGGER
HEADING/DISTANCE TO TGT: 350/35 NM
ETD: 2345 TIME OVER TARGET: 2400
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: OCST 8000 FT WINDS 36003G05 VIS 20 NM



HISTORY

On the larger carriers, photo reconnaissance became the job of the RA-5C. In this mission, the Vigilante will be recording pre-strike and post-strike photographs of the Cam Pha thermal generator, to determine the effectiveness of your Intruder strike. The ground defenses know he will be coming back after the strike, as always, and will greet him with the usual amount of ground fire.



GAMEPLAY

You are Trout Flight, launching off the USS Kitty Hawk in a pair of A-6A Intruders. Your mission is to strike the Cam Pha thermal generator, aided by the ever-faithful DIANE (Digital Integrated Attack Navigation Equipment).

Come in low as you go feet wet, then approx 8 miles from your target, perform a steep pull up to 10,000 ft. Bunt yourself level and identify your target. Some would roll inverted to eyeball the target, but you are carrying 24 MK82 bombs and you don't want your wings ripping off.

Now you can order to your wingman to take care of the ground defenses, or have him strike the main target with you. It's your choice.

Select the MK82s, all 24, with an interval of 200ms, and at approx 3 miles slant range to the target, nose down and dive on it. Keep the piper on the target and at 3000 ft hit the pickle and put the eggs in the basket.

Don't hang around to admire the handiwork, that's what the RA-5C is for. Just pull a rolling turn to the left, away from the ground blast, and then dive for the weeds.

As you swan back to the boat, just take a moment to consider the poor suckers in the the RA-5C who now have to fly back over the target and face the hornet's nest of ground fire that you've stirred up.

Let's hope the job you did was worth photographing.



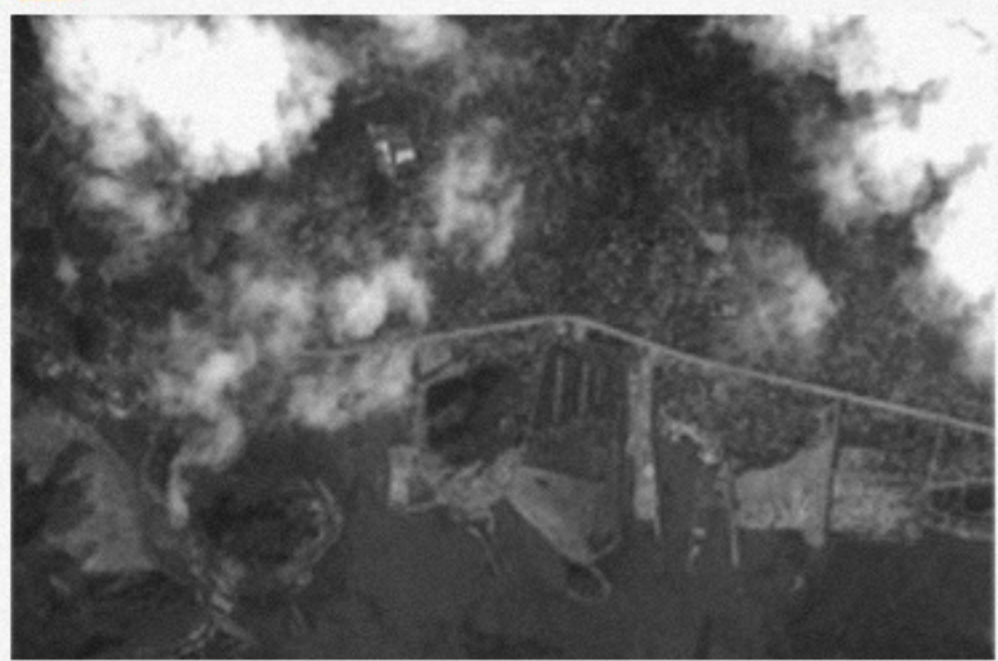
SECRET/NOFORN

[MISSION NAME] 660419 CAM PHA BDA
TARGET: THERMAL GENERATOR

DEFENSES: AAA, SAM
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: RVAH-13/ CVA-63 YANKEE STATION
AIRCRAFT AND NUMBER
ORD LOADOUT: (1) RA-5C

CALL SIGN: DAGGER
HEADING/DISTANCE TO TGT: 350/35 NM
ETD: 2345 TIME OVER TARGET: 2400
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: OCST 8000 FT WINDS 36003G05 VIS 20 NM



HISTORY

On the larger carriers, photo reconnaissance became the job of the RA-5C. In this mission, the pilot had to take on enough fuel for a full AB pre-strike and post-strike photo run to determine the effectiveness of the Intruder strike. They knew he would be coming back as always and met him with the usual amount of groundfire.



GAMEPLAY

You are flying a Vigilante for RVAH-13 from the Kitty Hawk. The strike package, consisting of two A-6A, is already en route. Catch up with them and overtake, then proceed ahead of them to your Initial Point, WP5.

Make a low pass at the Cam Pha complex, WP6, and get some pre-strike photos. Use full afterburners and scoot out of there if they start shooting. You may get a Mission Success call at this waypoint, but the mission is not yet over.

Continue to WP7 and loiter until you hear A-6A Lead call 5 minutes to target. Now you can head back to WP6 and WP8 and see what damage the Intruders have inflicted on the target.

There should be plenty of smoke and fire if they obliterated the target correctly, so you won't get too much gunfire as you snap your post-strike photos. If they missed, you still have to take the photos and you'll probably take a lot of flak, too. But not as much flak as the Intruder crews will get when CAG chews them out.

Now you have to get those precious snaps back to the boat. Padlock your view onto the BALL and shoot the approach. You will come down fast and hard: it is a thought plane to trap.

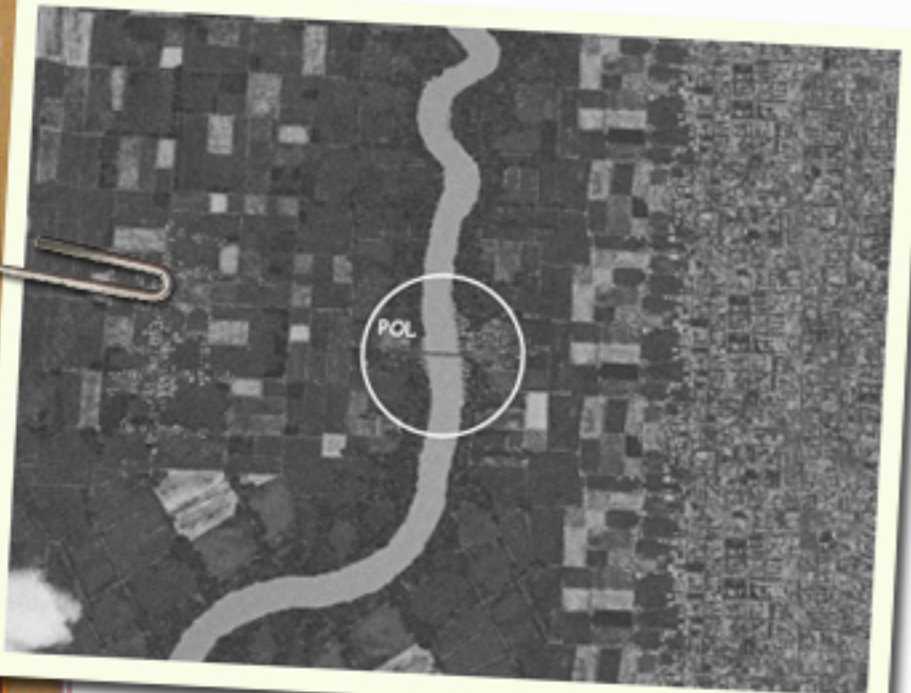
Tough recce mission
and tough to get back aboard.



SECRET/NOFORN

[MISSION NAME] 660402 BAC GIANG BRIDGE
TARGET: BAC GIANG RAILROAD BRIDGE AND POL STORAGE FACILITY

TARGET PHOTO: 660422 U-2



DEFENSES: HEAVY AAA DEFENSE, SAM 2C VCNTY
BEST BAILOUT: HIGH GROUND TO WEST ON LAOTIAN BORDER
SQUADRON ASSIGNMENT: 469TH TFS, KORAT RTAFB, THAILAND
AIRCRAFT AND NUMBER (4) F-105D
ORD LOADOUT: (2) M118, (800 RDS) 20MM
CALL SIGN: AUSTIN
HEADING/DISTANCE TO TGT: 040/198 NM
ETD: 0730 TIME OVER TARGET: 0900
TANKER RENDEZVOUS: ZEBRA or COBRA ANCHOR POSTSTRIKE
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 7500 FT WINDS 27004G08 VIS 30 NM



HISTORY

On April 24, 1966, elements of the 469th TFS were sent to destroy the Bac Giang Bridge. I was finally dropped on May 5, 1966 but rebuilt numerous times and destroyed again.

The bridge was one of several vital transportation choke points over which passed much of the supplies provided by China to North Vietnam to support the invasion of the South



GAMEPLAY

When the mission begins, pause. Get your bearings. You are flying as Austin 14 on the right wing of Austin 13. Hit "Y" 3 times and "F4 key" to visually lock onto him. Stay in position which is slightly high and almost line abreast. Watch your map to anticipate the turns. You are going to enter the Red River Valley around Thud Ridge then head south down the river.

If Three's flying becomes erratic, fly on Lead or whoever else is still in the air. As you approach the bridge, light the AB and do a pop-up. You will want to begin your pull-down before your airspeed bleeds below 300. It is one pass, haul ass.

Find your leader and follow him back to Zebra to refuel. Otherwise, find him when he talks or on the radar. You need gas.

This mission is long and difficult. You must fly in formation through heavy defenses. You must navigate to and destroy the Bac Giang Bridge then escape the valley with low fuel with the bridge in the water, mark a counter on your hatband, have a Singha and go see your ti loc. You're still alive.



NAVIGATION DEAD RECKONING

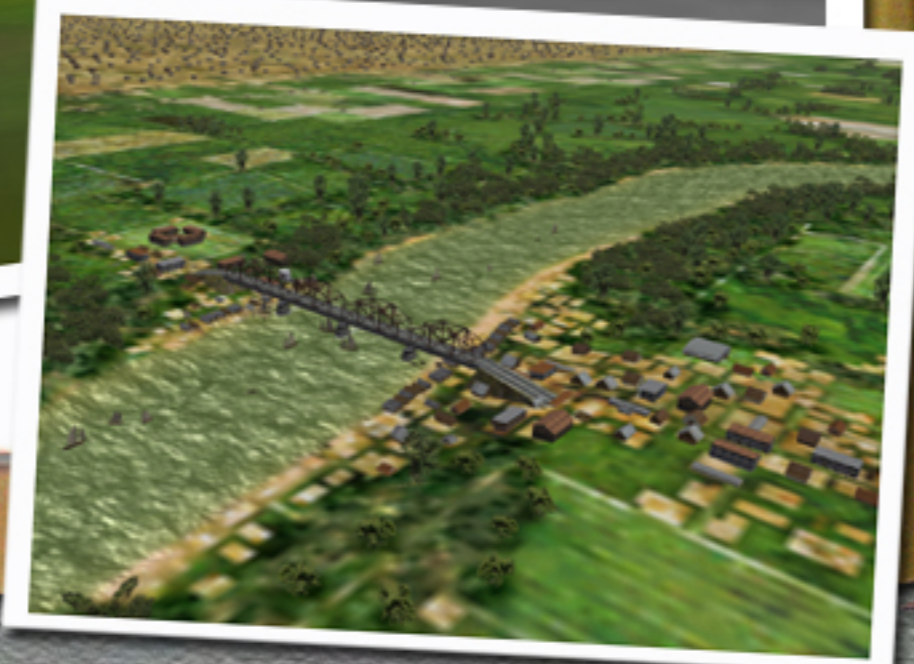
SECRET/NOFORN

[MISSION NAME] 660511 THANH HOA SAM
TARGET: SAM SITE

DEFENSES: AAA, SAM
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VA-93 / CVAN-65 YANKEE STATION
AIRCRAFT AND NUMBER: (3) A-4C
ORDINANCE LOADOUT: (4) CBU-24B, 400 20MM

CALL SIGN: DALLAS
HEADING/DISTANCE TO TGT: 340/35 NM
ETD: 1100 TIME OVER TARGET: 1120
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 12000 FT WINDS 36003G05 VIS 20 NM



HISTORY

To the Navy, the area around the Thanh Hoa Bridge was deadly. It was deadly before the introduction of surface to air missiles but their arrival meant that a certain amount of air assets would spend their time flying as Iron Hand in search of sites to destroy. At first, there were no Anti-radiation missiles...just eyeballs, bombs and guts. This is one of those missions flown from the Enterprise.



GAMEPLAY

You are Dallas Lead, flight of two A-4C's departing to the target right before Mamba flight. Take your wingman to the area and monitor Mamba. When you have acquired your target, the Fansong radar, consider sending your wingman after it while you seek out the Firecan radar guiding the flak guns.

One pass. Then head for the ship and trap. Remember: no black smoke to guide you so use your radar and look for the E's blip.

Sounds easy enough.



CONFIDENTIAL

[MISSION NAME] 660612 RESCAP

TARGET: RESCAP DOWNED PILOT
DEFENSES: MIG 17, MIG 21
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VF-211, CVA-19 YANKEE STATION
AIRCRAFT AND NUMBER (2) F-8E
ORD LOADOUT: (4) AIM-9D, (600 RND) 20MM
CALL SIGN: MAMBA
HEADING/DISTANCE TO TGT: 335/40 NM
ETD: 1500 TIME OVER TARGET: 1520

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 6000 FT WINDS 3603G05 VIS 30 NM



HISTORY

They used to say 'When you're out of F-8's, you're out of fighters'. The only airplane that the Soviets told the VPAF to fear was the Crusader. Guns jammed in turns. Missiles were undependable but the ability to get into firing position and the aggressiveness of their pilots made them an awesome dog-fighter.

On this day, a flight of F-8's was launched to cover the rescue of the pilot of an RF-8 who had ejected near the shore. While A-1H's prepare for the arrival of the rescue helicopter, you are jumped by MiG's. It's a big day for VF-211



GAMEPLAY

Launch from the Hancock to cover a rescue. You need fuel so join with Zebra and take on several hundred pounds. Keep your eye on your radar. Intercept and destroy the MiG's.

A secret to success is to visualize where the enemy is from Red Crown's directions and maneuver to your advantage rather than let it deteriorate into a turning fight. If you keep your Mach up, you can engage or disengage at will.

Patience. Situational Awareness.
Knowledge of Energy/Maneuverability.



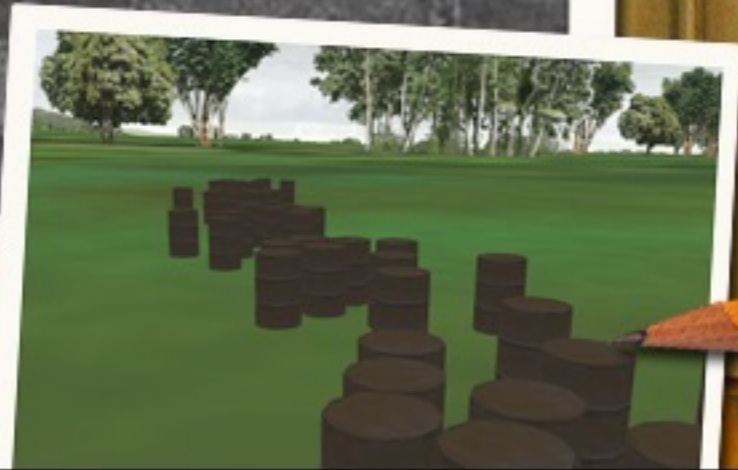
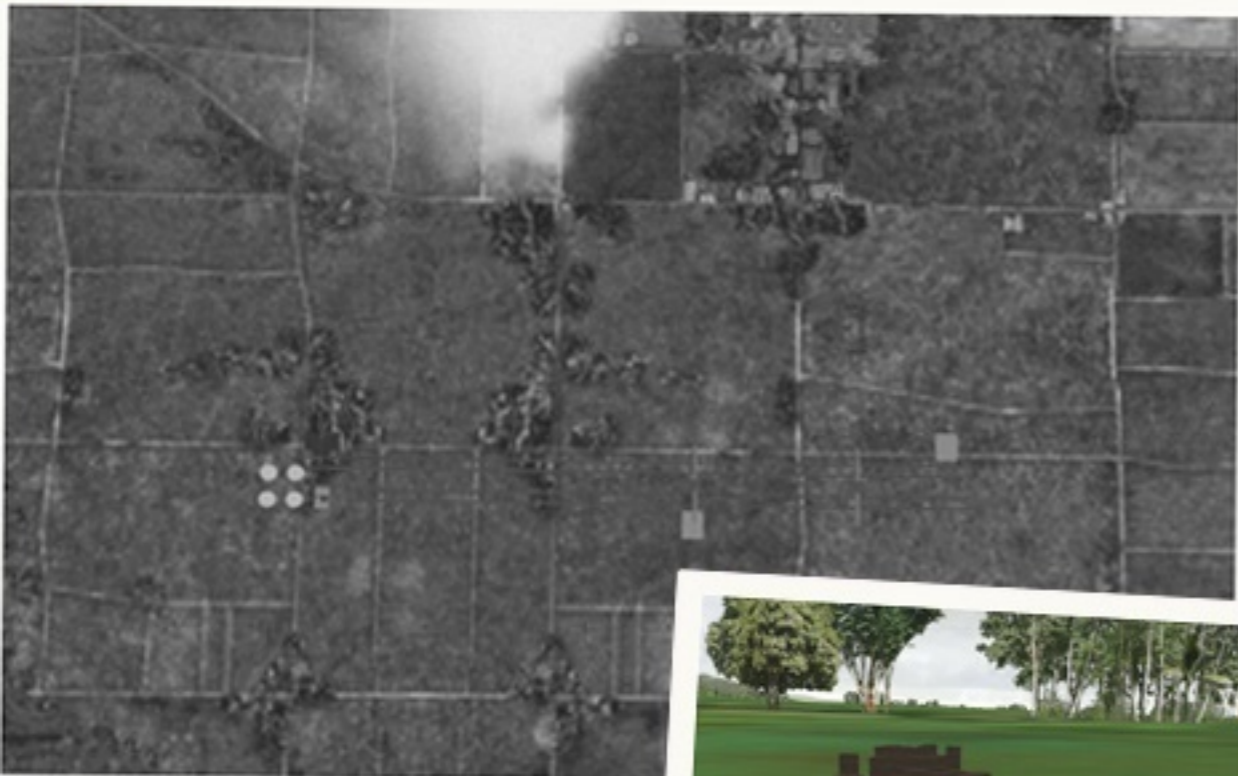
[MISSION NAME] 660614 KARL'S TARGET

SECRET/NOFORN

TARGET: 55-GALLON OIL DRUMS

DEFENSES: AAA, SMALL ARMS, SA-7
BEST BAILOUT: FEET WET TO SOUTH

SQUADRON ASSIGNMENT: 421 TFS, KORAT RTAFB THAILAND
AIRCRAFT AND NUMBER (4) F-105D
ORD LOADOUT: (6) MK-83, 700 RND 20MM
CALL SIGN: MEMPHIS
ETD: 0900 TIME OVER TARGET: 0930
TANKER RENDEZVOUS: ZEBRA KC-135
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: OCST 3000 RW FT WINDS 3601G03 VIS 20 NM



HISTORY

This is a story chosen from Ed Rasimus "When Thunder Rolled" with his permission. Flights were being sent long distances in bad weather to very high threat areas to bomb ridiculous targets. Memphis flight was to attack oil drums in a field. But Lt. Karl Richter had found something better in the Intel photos...a huge facility at Cam Pha that had never been struck by the Navy. When the weather prevented the flight from reaching the oil drums, Lead called for them to "Green them up for Karl's target."

The Navy was uphappy about the strike. The pilots were thrilled to hit something worth the risk.

Karl Richter was killed on his 200th mission over North Vietnam in a Thunderchief.



GAMEPLAY

The mission starts as Memphis flight is departing their tanker. You are Memphis. Get into position and hang on for the flight north and penetrating the deck. Upon arrival at Cam Pha, quickly choose a target and destroy it. Then acquire your flight and rejoin. Listen for Zebra because you will need post-strike refueling to get home to Korat. Go all the way home, land, deploy your drag chute and taxi into parking.

Another counter on your hat band.

Formation in and out
of the skud. Picking
a target then finding
the flight to get home.



CONFIDENTIAL

[MISSION NAME] 660615 MOBILE RIVERINES
TARGET: COVER EXTRACTION OF SF PATROL

DEFENSES: SMALL ARMS

SQUADRON ASSIGNMENT: HA (L)-3 USS GARRETT COUNTY
AIRCRAFT AND NUMBER: (2) UH-1B
ORDNANCE LOADOUT: 2.75 IN. RKT, 7.62

CALL SIGN: OYSTER
HEADING/DISTANCE TO TGT: 355/7 NM
ETD: 0800 TIME OVER TARGET: 0815

WEATHER BRIEF: BKN 4000

NM



HISTORY

The Navy patrolled the rivers in the Mekong Delta using WWII surplus landing craft and plastic boats. Ingenuity was one of their unique weapons. The Brown Water Navy, as they called themselves, worked with the Army to fight the Viet Cong day and night in the muddy, hot waterways. They had an air arm, too: the SeaWolves that flew old Army UH-1B's. This story is from one of the seamen who fought on the ATC's and Monitors as part of that force.



GAMEPLAY

Watch Lead across the way aboard the LST. When he lifts off launch from the ATC-H where you are gassing up. Join up with Lead and proceed upriver until he finds the fire fight. There's plenty to go around. Take out the shooters first. Be sparing with your rockets. You must take out the VC for the boats to survive.

When you are out of ordnance, proceed along the programmed pathway to the next river to the east and land on the LST moored there. Slow to about 12 knots and NO LESS. Then drive it onto the helipad and immediately hit B for brakes so you don't slide off.

Then you are done. Go below and have some ice cream. That's right. The Navy always had ice cream.

Sounds pretty straight forward.
Let's go fly!



NAVIGATION DEAD RECKONING

660629 Haiphong POL

TARGET: Post Strike Recce of POL Strike Haiphong

DEFENSES: HEAVY AAA

BEST BAILOUT: SOUTH FEET WET

SQUADRON ASSIGNMENT: RVAH-9

AIRCRAFT AND NUMBER [1] RA-5C

CALL SIGN: ASP

HEADING/DISTANCE TO TGT: 305/38 NM

ETD: 1700

TANKER RENDEZVOUS: ZERRA PRESTRIKE/ POST STRIKE

TIME OVER TARGET: 1730

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 3000 FT WINDS 1202G04 VIS 8 NM

TOP SECRET



HISTORY

Modern wars run on petroleum, oil and lubricants (POL). When the US government chose to allow North Vietnam to receive shipments their only other option was to stop the flow of the POL from where it landed. In June of 1966, an all-out attempt was made to destroy North Vietnam's supply. Strikes were conducted everywhere but one of the largest raids was against Haiphong.

This is the story of a reconnaissance crew flying an RA-5C Vigilante for RVAH-9 off the Ranger. The crew had secondary locations to observe while awaiting the attack. When it was subsiding, they turned inbound for what proved to be a infuriated reception. As in all recce missions, the North Vietnamese knew they were coming.



GAMEPLAY

Much of the Alpha Strike is already airborne. You are next off the Ranger to be followed by Mamba flight. Tuna Flight is way ahead.

Kingfish Flight is bringing up the rear, so fall in behind them at a reasonable distance to match their speed. They have to strike their target before you can begin your photo run, so loiter if you are getting too close.

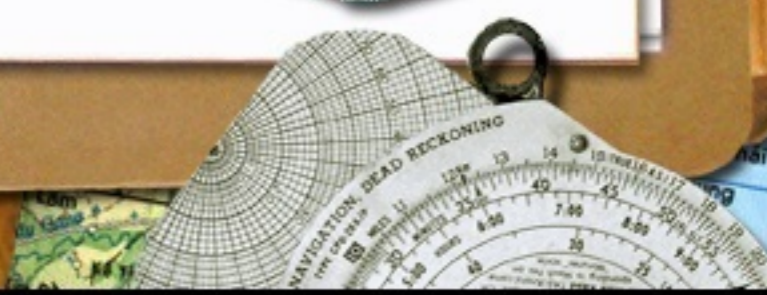
At their 5 minutes to target call, you should be separating and heading for WP5.

Loiter again if necessary, then head South to the targets when you hear the "Bomb Release" call.

You should get some excellent shots of the docklands covered in smoke and flames, or rather your RAN (Radar Attack Navigator) in the back should get some excellent shots.

He does all the clever stuff, you just fly the plane where he tells you to.

The "Three Ts":
Timing, Timing, Timing.



660629 WILD WEASEL

SECRET/NOFORN

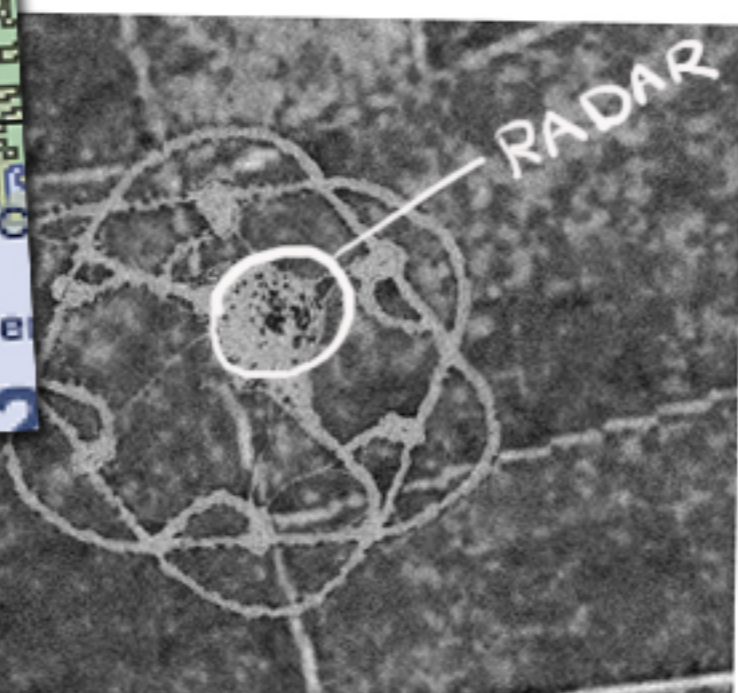
TARGET: HA GIA BRIDGE
DEFENSES: SAM, AAA, SMALL ARMS
BEST BAILOUT: FEET WET OR HIGH GROUND TO WEST

SQUADRON ASSIGNMENT: 357TFS, TAKHLI RTAFB, THAILAND
AIRCRAFT AND NUMBER (2) F-105F
ORD LOADOUT: (2) AGM-45A, (6) CBU-24, 600 RND 20MM
CALL SIGN: KINGFISH

HEADING/DISTANCE TO TGT: 045 / 240 NM
ETD: 1100 TIME OVER TARGET: 1100
TANKER RENDEZVOUS: ZEBRA TRACK

WEATHER BRIEF: BKN 7500 FT WINDS 3606G10 VIS 20 NM

TARGET PHOTO: 650315 RF-101 2000 FT.



HISTORY

The story of the Wild Weasels is a chapter all by itself. This mission was flown by the man who named Weasel back-seaters "bears". Your targets are SAM sites in the vicinity of the Ha Gia Bridge. This is an early strike with unreliable AGM-45's. That means if they miss, you still need to hit them.



GAMEPLAY

This is a hard mission. They were the hardest missions in the war. Refuel on your way in then get back into position. Watch out for the passing strike birds, make the turn at Thud Ridge and begin to watch for SAM sites.

Your target is the Fansong southwest of the bridge. You must take out the site and stay in the fight until all the bombers have made their runs.

We have tested this mission a hundred times. If you fly like they did, you will get the target (and more) and you will survive to go back again the next day.

You knew the job was dangerous when you took it.

YGBSM

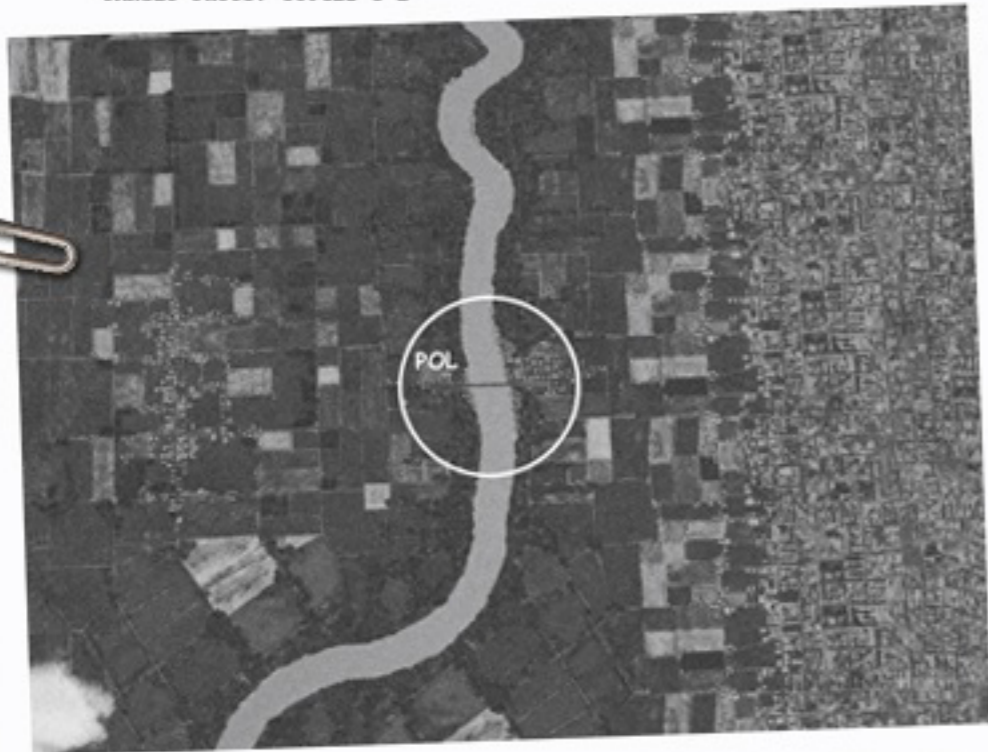


[MISSION NAME] 660630 BAC GIANG POL

TARGET: BAC GIANG PETROLEUM STORAGE

TARGET PHOTO: 660422 U-2

SECRET/NOFORN



DEFENSES: HEAVY AAA DEFENSE
BEST BAILOUT: HIGH GROUND TO WEST ON LAOTIAN BORDER

SQUADRON ASSIGNMENT: VA-212 USS HANCOCK YANKEE STATION
AIRCRAFT AND NUMBER (4) A-4E
ORD LOADOUT: (6) M82, (600 RDS) 20MM
CALL SIGN: OYSTER
HEADING/DISTANCE TO TGT: 350/83 NM
ETD: 0730
TANKER RENDEZVOUS: N/A
TIME OVER TARGET: 0800

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 7500 FT WINDS 27004G08 VIS 30 NM



HISTORY

On June 30, 1966, VA-212 launched from the deck of the USS Hancock attacked the Petroleum storage depot near the Bac Giang railway bridge.

A-4 attack squadrons were known to be particularly aggressive. In the tradition of real combat leaders, of which there were many, this dangerous raid and several others was lead by their commander, Homer Smith.

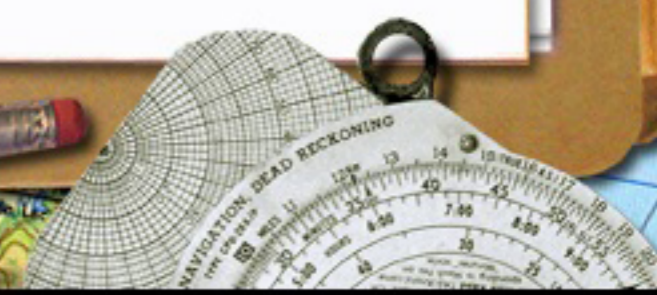
GAMEPLAY

When the mission begins, pause. Get your bearings. You are Oyster 14 and are late off the cat after they launch a KA-3B. Your flight will be passing the ship. Launch and rejoin. Watch your AOA, you are heavy.

Your flight will approach the target after passing north of Kien An airport. They will not maneuver to avoid AAA. You should. If you are separated, use your map to find your leader and the target.

Jink in the target area. It's hairy. Then rejoin and proceed feet wet for the flight back to the ship. You have autopilot navigation, but you can also make note of the reciprocal headings to go home and look for the carrier on your radar. Zebra is out there if your fuel gets too low.

This mission is long and difficult. You must join up and maintain position on the long over-water flight. There will be AAA activity to avoid. You have to hit the target and then you have to land on the boat. Always the boat.

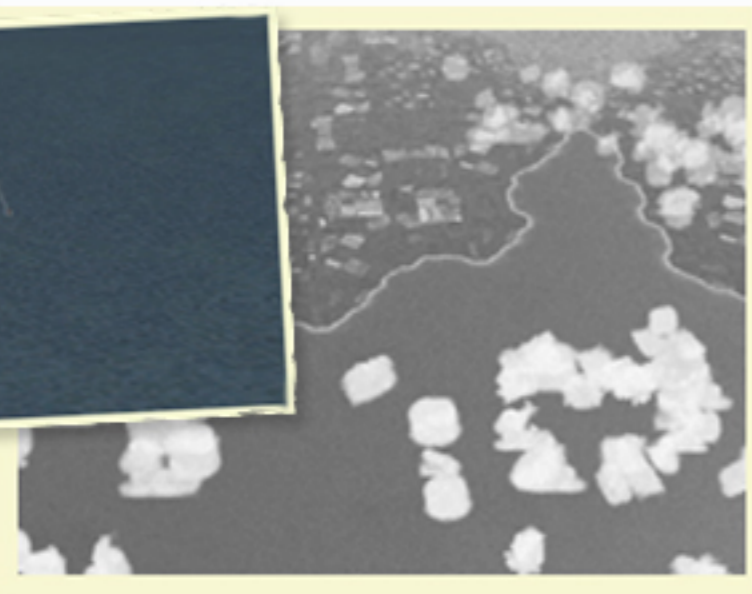


[MISSION NAME] 660703 JUNK RUN

TARGET: INTERDICT COASTAL SMUGGLING VCNTY GO CONG, SVN

TARGET PHOTO: USN FILE PHOTO 1965

CONFIDENTIAL



DEFENSES: SMALL ARMS, 51 CAL ABOARD SAMPANS
BEST BAILOUT: NEAR FRIENDLY FORCES

SQUADRON ASSIGNMENT: VA-163, CVA-34 DIXIE STATION
AIRCRAFT AND NUMBER [2] A-4E
ORD LOADOUT: (2) LAU-61B, (4) MK.82SE, (600 RDS) 20MM
CALL SIGN: TUNA 11

HEADING/DISTANCE TO TGT: 290/35 NM

ETD: 0800

TANKER RENDEZVOUS: N/A

TIME OVER TARGET: 0810

CONTROLLING AGENCY: US DESTROYER

WEATHER BRIEF: BKN 7500 FT WINDS 27004G16 VIS 30 NM



HISTORY

The North Vietnamese used every avenue to supply their forces in the South. At the outset, a prime method was to use water routes since Southeast Asia was linked by boat before it was linked by road.

It became the job of U.S. Naval and Coast Guard forces to interdict this traffic. Naval Air was often fragged for missions seeking targets of opportunity or were called in by pursuing ships.



GAMEPLAY

Launch from the USS Oriskany as Tuna Lead. Proceed to the bay south of Go Cong where a Destroyer is in pursuit of smugglers and has called for Navy Air.

The boats are trying to reach the safety of the fishing village on the beach. You can fire on them at sea or choose to shoot up the dock area. Find and destroy your designated target.

Once you are accustomed to spotting boats by seeing the wake, try hunting in this manner as it is really done.

We'd like to point out all the new sampans by Diego and when you hit one, the interesting results.

This is a simple mission to navigate and fly. The targets are more difficult to destroy than they seem at first. It isn't over until you land aboard the USS Oriskany.



660711 Ninh Binh Rail Spur

TARGET: POL facility and rail head

DEFENSES: HEAVY AAA

BEST BAILOUT: EAST FEET WET

SQUADRON ASSIGNMENT: VA-55

AIRCRAFT AND NUMBER [4] A-4E

LOADOUT: [6] Mk.82

CALL SIGN: FYTHON

HEADING/DISTANCE TO TGT: 295/42 NM

ETD: 0800

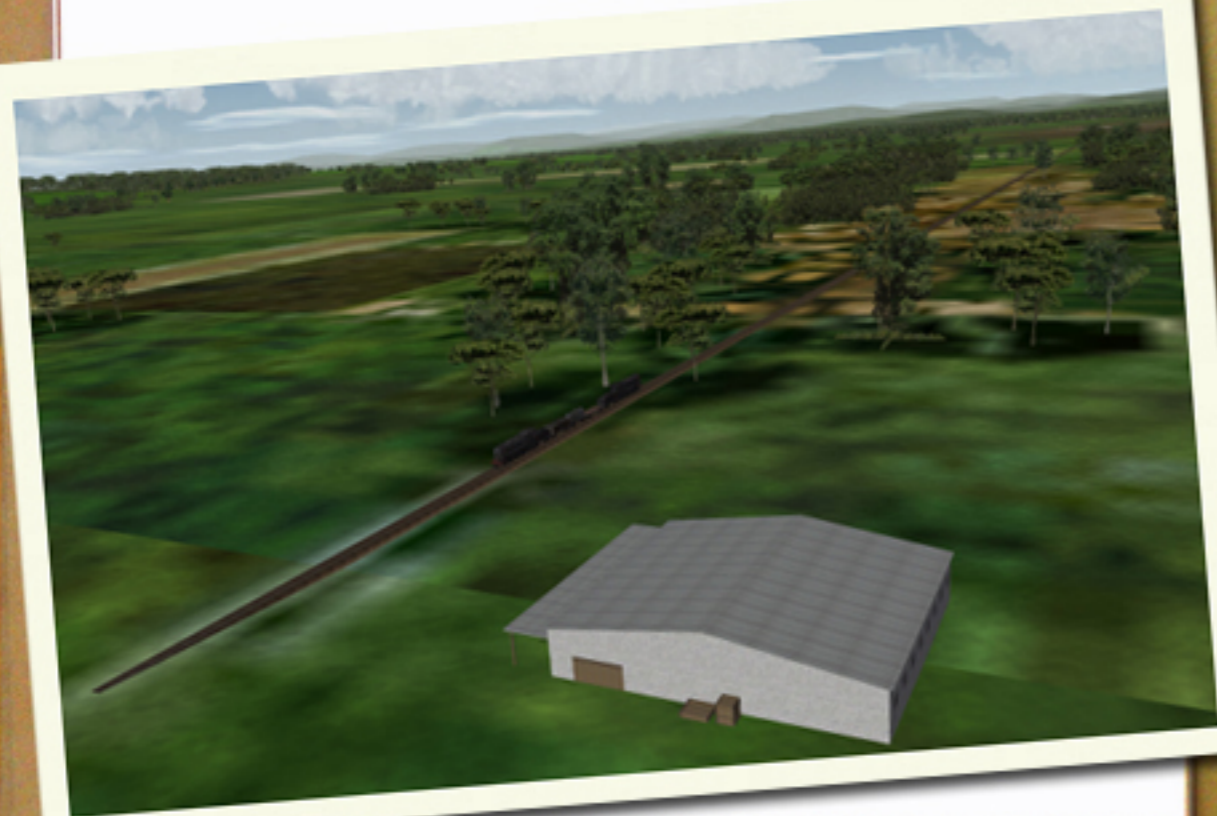
TIME OVER TARGET: 0830

TANKER RENDEZVOUS: ZEBRA POST STRIKE KA-6B

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 7500 FT WINDS 0303G05 VIS 20 NM

TOP SECRET



HISTORY

Petroleum again? This mission falls into the same time period as the other POL strikes. As the North Vietnamese dispersed their supplies the targets stopped being oil storage facilities and started becoming smaller and smaller. As intelligence discovered them, they were attacked. Ninh Binh was an intermediate facility that was often hit. On this day, you are flying in the seat of VA-55 off the Ranger. You are going in on the deck. You have surprise on your side for a very brief interlude.



GAMEPLAY

Launch just a few seconds before Ramrod. During your turn to join up, you will fly directly over the Constellation that is taking on oil itself. If #3 is too wild for you, follow Lead but get out into #4 position before feet dry. You are going in on the deck so keep your eyes on the flight, the ocean, the radar, the DME and you should be fine.

When you are over land, you are only a few miles from the target. Stay in position while checking your DME and Mapview. Your chances will be better if you pop up to cloud base a mile or so out. Take out your primary target which is a tank car on the siding. Then find something else to hit with your remaining bombs.

To launch with that bomb load, you do not take full fuel. So you will need to join on Zebra when you are back feet wet to take on a little fuel to make it to the ship. Then trap and taxi out of the way.

This is a fair representation of a day strike in a bad place. One pass, haul ass...or maybe two. Shooting the cannon will just get you killed.



NAVIGATION DEAD RECKONING

660711 Ninh Binh Kodak Moment

TARGET: POL facility and rail head

DEFENSES: HEAVY AAA

BEST BAILOUT: EAST FEET WET

SQUADRON ASSIGNMENT: RVAH5 USS Ranger CTA-61

AIRCRAFT AND NUMBER: (1) RA-5C

LOADOUT: RecScope system

CALL SIGN: Ramrod

HEADING/DISTANCE TO TGT: 295/42 NM

ETD: 0800

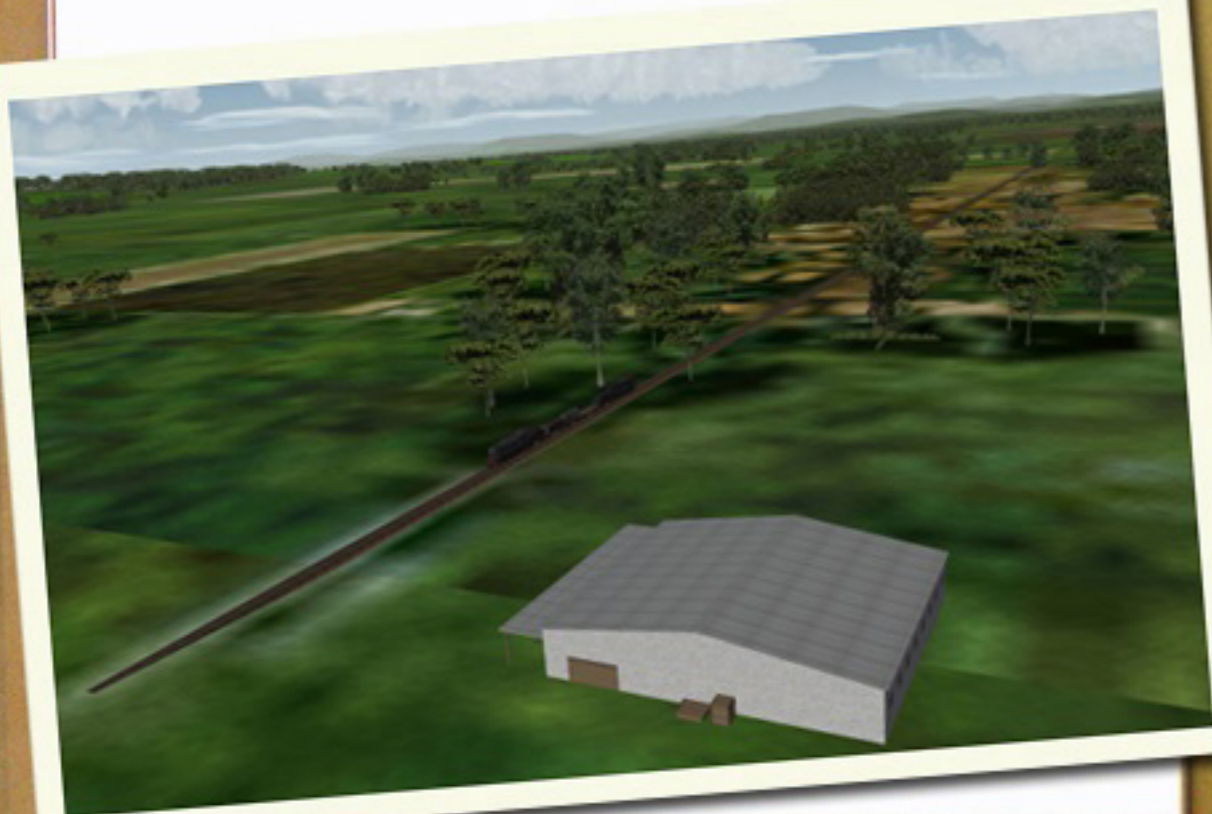
TIME OVER TARGET: 0830

TANKER RENDEZVOUS: ZERRA POST STRIKE KA-6B

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 7500 FT WINDS 0303G05 VIS 20 NM

TOP SECRET



HISTORY

Petroleum again? This mission falls into the same time period as the other POL strikes. As the North Vietnamese dispersed their supplies the targets stopped being oil storage facilities and started becoming smaller and smaller. As intelligence discovered them, they were attacked. Ninh Binh was an intermediate facility that was often hit.



GAMEPLAY

There's a strike package heading for POL and rail targets at Ninh Binh.

You're on the Ranger. All the Scooters already left the boat and now it's your turn to launch. You're the last man, as usual, and your job is to get the post strike photos and dodge the flak that the strike package has stirred up.

By now you should have mastered the Recon System on your RA-5C, so that should come as a second nature to you. Now you can just concentrate on getting some nice neat movies that would put Hollywood to shame.

The Scooters are quite slow and you're darn fast, so when you get to your initial point, you may have to loiter a while to give them time to hit their targets and for the smoke to clear a bit. The boss wants pictures of the damage, he doesn't want pictures of the smoke.

They do the work, you take the snaps.



NAVIGATION DEAD RECKONING

660824 TRAIN WRECK

TARGET: RAILROAD
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VPF63, CVA-34 ORISKANY YANKEE STATION
AIRCRAFT AND NUMBER (1) RF-8G
ORD LOADOUT: N/A
CALL SIGN: CRAB

HEADING/DISTANCE TO TGT: 280 / 43 NM
ETD: 0800
TIME OVER TARGET: 0830
WEATHER BRIEF: BKN 7500 FT WINDS 3606G10 VIS 20 NM
TARGET PHOTO: 660815 0000 1000

SECRET/NOFORN



HISTORY

The combined air forces of the US patrolled the area south of Vinh attacking anything that moved. At dawn, recon aircraft were sent to check out targets before intended strikes.

Recon pilots were trained in visual aerial reconnaissance. Every flight always involved "taking a look" at something for Intel. Your mission is to look at the Vinh Son railroad facility prior to the launch of the strike aircraft.



GAMEPLAY

First, be certain that you understand the Photo Recon system of your aircraft. Flight School Lesson 17 gives you the basics.

You launch solo from the Oriskany and follow waypoints to Vinh Son. Identify the railroad and follow the tracks. Your job is to take photographs of ground objects and features that could be viable targets for our strike aircrafts.

Then get back to the carrier with your film.

Once the photographs have been assessed, they will play a major part in tomorrow's strike briefing.

You must do what the pilot did that day: keep your eyes open, assess the situation, and make sure you get those photos.

You have to put yourself at risk to gather vital information. Speed and skill is your defense. It has surprises. And more than any other mission, a successful landing is mandatory.



660825 TRAIN WRECK

SECRET/NOFORN

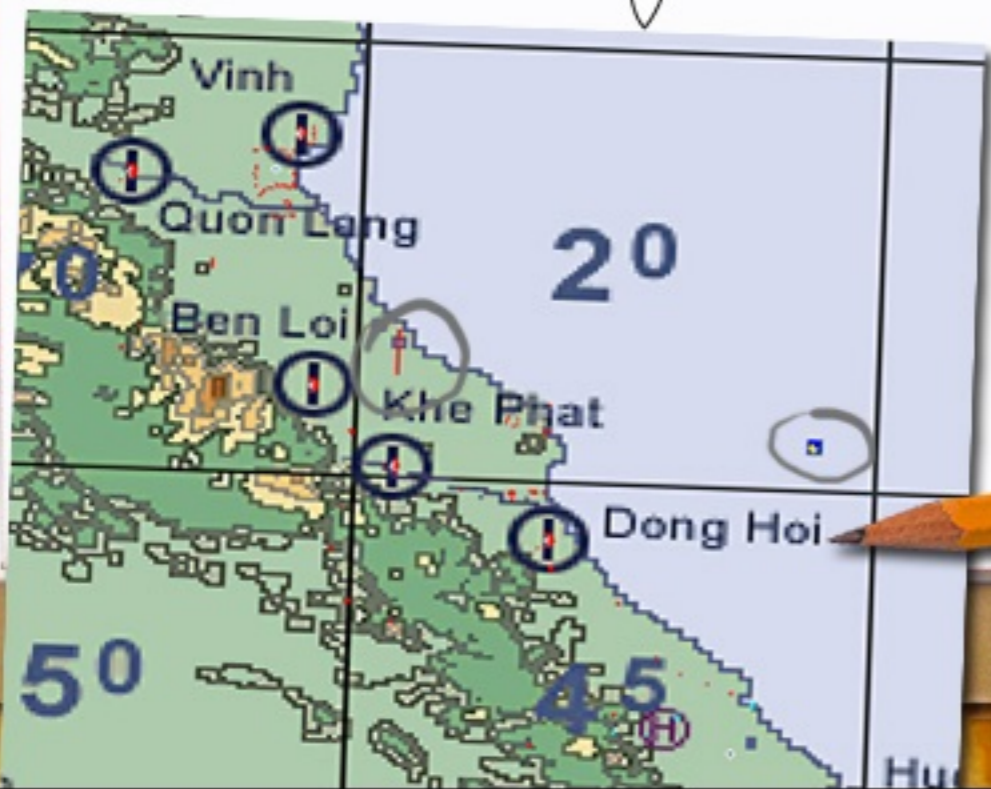
TARGET: TRAINS, TRUCKS, CRATES, RAILROAD
DEFENSES: SAM, AAA, SMALL ARMS
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VPF63, CVA-34 ORISKANY YANKEE STATION
AIRCRAFT AND NUMBER (2) A-4E
ORD LOADOUT: (2) AGM-12. (6) MK.82. (600 RDS) 20MM
CALL SIGN: TAMPA

HEADING/DISTANCE TO TGT: 280 / 43 NM
ETD: 0800
TIME OVER TARGET: 0830
WEATHER BRIEF: BKN 7500 FT WINDS 3606G10 VIS 20 NM

TARGET PHOTO: 660825 RF8G 3000 FT

*Refer to
Crab 11
just trapped*



HISTORY

Your mission occurred at the end of August 1966. A-4E's from your squadron spotted and attacked rail facilities and rolling stock. Scooters armed with Bullpups arrived later to finish the job.



GAMEPLAY

This is a relatively simple mission featuring some very good targets to destroy. It is fun but deadly.

Launch with your wingman and proceed to the Target area. Other attack birds from your ship are hammering away at the railway facilities on both ends of the line. Acquire a target and see if you can get a Bullpup to hit it. Then use your iron bombs to destroy anything else of interest. Keep moving. Keep your altitude, too. The guns are very accurate if you give them a chance to be.

Hitting the trains and not being hit. Getting back aboard.



[MISSION NAME] 660903 RON FERRY

SECRET/NOFORN

TARGET: TROOPS INTERDICT COASTAL LAND TRAFFIC



DEFENSES: 23MM, 37MM, SMALL ARMS
BEST BAILOUT: FEET WET TO WEST

SQUADRON ASSIGNMENT: VA-165, CVS-11 YANKEE STATION
AIRCRAFT AND NUMBER (2) A-1H SKYRAIDERS
ORD LOADOUT: (2) LAU-3A, (2) AN-M47A3, (6) MK.82, (2) CBU-24, (2) BLU-23, 20MM

CALL SIGN: HAMMER
HEADING/DISTANCE TO TGT: 290/21 NM
ETD: 0700
TIME OVER TARGET: 0720
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 12000 FT WINDS 36003G08 VIS 40 NM



HISTORY

The traffic had to flow from north to south. But the rivers ran west to east. So the easiest place to stop it was at the bridges and ferries. There were a lot more ferries than major bridges and the Ron Ferry was an important choke point early in the war.

Spads were a major factor in naval attack forces early in the war and as defenses become more stiff, they were concentrated more on the coast.

This is one of those missions. You are to see if you can catch ferry activity and wipe out the boats and docks. I was told that they surprised the ferries and the AAA surprised the Spads.

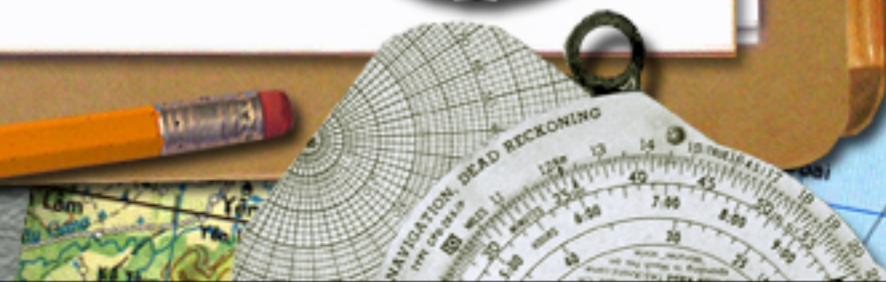
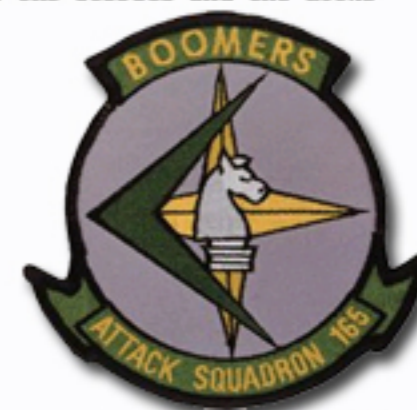


GAMEPLAY

You are leading Hammer flight off the deck of the USS Intrepid. Proceed to the Ron Ferry but pay attention to your route. Don't fly over the land when it is unnecessary.

Use your wingman to hit guns if they start firing. You are well-armed and will be tempted to take chances at all the targets. Remember that you, too, are a target. Hit the ferries and the docks and go home.

Very nasty groundfire.



660922 NORTHEAST RAILROAD

SECRET/NOFORN

TARGET: RAILROAD
DEFENSES: SAM, AAA, SMALL ARMS
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: 469TFS, KORAT RTAFB
AIRCRAFT AND NUMBER (4) F-105D
ORD LOADOUT: (6) M117, 600 RND 20MM
CALL SIGN: DODGE

DISTANCE TO TGT: 620 NM
ETD: 1400
TIME OVER TARGET: 1530
WEATHER BRIEF: BKN 7500 FT WINDS 3606G10 VIS 20 NM

TARGET PHOTO: U2 KADENA AB, O



HISTORY

The Northeast Railroad ran from Kep to the Chinese border. A large percentage of the North's supplies arrived via this method. Yet, the area sat inside a protected zone in which American pilots could not bomb except in highly confined, so heavily defended, areas.



GAMEPLAY

This mission is long. Feel free to accelerate the game over the long stretches after the refueling sequence. They would have if they could. Stay in loose formation until descending on the target run. You are to hit the bridge. There is plenty more to destroy in the neighborhood if you so desire. You might take a shot at the locomotives along the line. In 1966, the aircrews still thought they were fighting to win.

Be sure to look around. You will be back a few years later. At night.

Pack 6 the Long Way.



[MISSION NAME] 661009 THE HUNTER

SECRET/NOFORN

TARGET: ESCORT STRIKE PACKAGE
DEFENSES: MIG 17, MIG 21, HEAVY AAA, SMALL ARMS
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VF-162, CVA-34 YANKEE STATION
AIRCRAFT AND NUMBER (2) F-8E
ORD LOADOUT: (4) AIM-9D, (600 RND) 20MM
CALL SIGN: TOMAHAWK 11
HEADING/DISTANCE TO TGT: 335/40 NM
ETD: 0930 TIME OVER TARGET: 1000

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 6000 FT WINDS 3603G05 VIS 30 NM



GAMEPLAY

Launch from the Okiskany to intercept and escort Crab and Lion flights off the Ticonderoga enroute to bomb the Hanoi railyard. If approached by enemy fighters, defend the strike package.

A secret to success is to visualize where the enemy is from Red Crown's directions and maneuver to your advantage rather than let it deteriorate into a turning fight. He's faster, can outclimb you and can turn with you. Don't get cocky.



HISTORY

They used to say 'When you're out of F-8's, you're out of fighters'. The only airplane that the Soviets told the VPAF to fear was the Crusader. Guns jammed in turns. Missiles were undependable but the ability to get into firing position and the aggressiveness of their pilots made them an awesome dog-fighter.

The month before, shot full of holes by a MiG-17, this pilot limped towards DaNang but had to eject into the Gulf as all his fuel leaked out. On this day, you are flying in the seat of CDR Richard Bellinger, the ultimate Navy fighter pilot. And on this day, you tangle with a MiG-21 and kill him.

Patience. Situational Awareness.
Knowledge of Energy/Maneuverability.

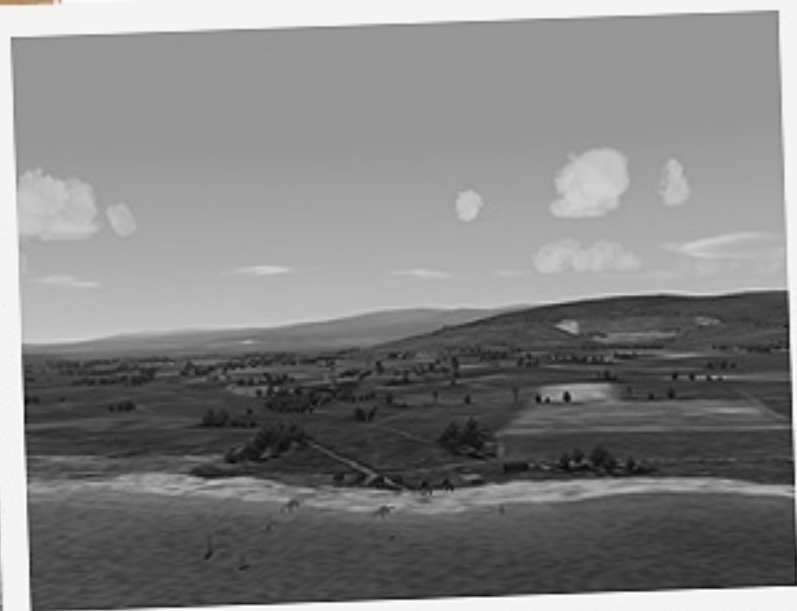


[MISSION NAME] 661013 COLLATERAL DAMAGE

TOP SECRET

TARGET: TROOPS IN CONTACT, VCNTY TUY PHONG VI

TARGET PHOTO: P-3 PATROL



DEFENSES: SMALL ARMS
BEST BAILOUT: FEET WET TO WEST

SQUADRON ASSIGNMENT: VA-176, CVS-11 DIXIE STATION
AIRCRAFT AND NUMBER (2) A-1H SKYRAIDERS
ORD LOADOUT: (6) CBU14A, (2) M117, (2) LAU61B, (4) MK82, (600 RND) 20MM

CALL SIGN: MAMBA
HEADING/DISTANCE TO TGT: 290/21 NM
ETD: 1400
TIME OVER TARGET: 1420
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 12000 FT WINDS 36003G08 VIS 40 NM



HISTORY

The war in Southeast Asia would be won by the side that understood how to influence the people. In this and other occasions, the Viet Cong attacked a village and friendly forces then got set for the onslaught they knew would follow.

The purpose was to get the U.S. military to destroy the town to get to the enemy forces. For both sides a Pyrrhic Victory.

This mission story was told to me by a soldier who witnessed it from the ground. He was amazed at the firepower brought to bear on the village and the devastation caused by just "a few old propeller airplanes."

Top Secret? The clearance level would have been raised after the strike.



GAMEPLAY

You are being launched from the deck of the Intrepid from Dixie Station to cover a convoy entering a village. You are going to be late. Join on Lead and proceed to the town. You have plenty of ordnance. The convoy was wiped out. Your mission is to kill them all. Right. All.

You have plenty of time. Know where the gunners are. Keep your speed up and be careful with the Spad when slow. Then return to the Intrepid and land it.

This mission begins and ends on the carrier. To destroy all the enemy forces, avoid groundfire and make it back on deck deserves 3 stars.



NAVIGATION DEAD RECKONING

661105 MIG PARTS

TARGET: Escort MEMPHIS EB-66E on EW route

DEFENSES: HEAVY AAA BEST BAILOUT: EAST FEET WET

SQUADRON ASSIGNMENT: 480 TFS DANANG AB RVN

AIRCRAFT AND NUMBER (2) F-4C

CALL SIGN: DAGGER

HEADING/DISTANCE TO TGT: 350/140

ETD: 1100 TIM

TANKER RENDEZVOUS: 77

CONTROLLING

WEA

SECRET/NOFORN

GETTING OFF THE GROUND, AND STAYING THERE



"Contact" and "Wanda" started the Spad. Mechanic opens the propeller. The pilot hit two switches.



All the F-4 needs is a man to check dials and loose landing air and electricity to start engine. Pilot in front drives F-4. Guy in back seat (pilot) also a pilot, operates radio/intercom.



F-4 holds 3,300 gallons of fuel, most modern with aerial tanker to top tanks going in and out of North Vietnam. Spad hold thirty gallons.

BAGGAGE ALLOWANCES



Great (anti-blackout), oxygen mask, head set, chute harness may save F-4 pilot's life. Spad pilot had worse suit, no chute.



F-4's punch: bombs, missiles, guns. It can carry 14,000 pounds triple World War II B-17's bombload. Pilot jettisons bombs and fuel tanks when MiGs are spotted. Spad pilot sometimes carried a grenade.



Spad pilot had a ring sight and scope. F-4 pilot has an illuminated sight, fed by radar and computer, which tells him when to fire.

Spad was made to "find" target hidden in clouds or bad weather.

F-4's carry missiles with their own. The Spad carry air-to-air on heat

F-4's can put 1,271 pounds of armor in air in front of you (top right) puts out 13.7 pounds.



HISTORY

Bob Hope once referred to the 8th TFW as the "world's largest distributor of MiG parts." McDonnell Douglas slapped the name onto the Phantom. This story is about a pair of Phantoms and a pair of MiG-21's. This time, I am going to let an artist tell the story. His name is Ken Dallison. As a boy, he watched the Battle of Britain. As a man, he has illustrated for every major magazine and medium and much of what he does is...machines...mostly great automobiles. Why talk. Google Ken Dallison prints and see for yourself. He has worked for the Air and Space Museum, the USAF, and has some of the best stuff in the world dealing with the Battle of Britain.

My part of the story is small but a part. One Saturday morning before going out for a run, I was sitting on the floor of a friend's room in the BOQ at Williams AFB, AZ. I picked up the October 1967 copy of Esquire he had just put down. Inside was the most amazing article about my chosen profession. This story would be incomplete without Ken Dallison's work...reproduced only 42 years later in its entirety with his generous permission.



GAMEPLAY

You are Dagger Flight: two F-4C Phantoms. Ahead of you is Memphis, an EB-66E. He has his job. You have yours. You are about to be jumped just like in the Esquire article. You have to think fast. Punch your tanks. Find the MiG and engage. They may go after the EB, Lead or you. Get behind him and take him out.

If you do what I think you will do, you will need to find Zebra to make it back to Danang.

Lousy missiles. Lousy position. A Gunfighter without a gun.



661111 NORTH OF THE Z

SECRET/NOFORN

TARGET: TARGETS OF OPPORTUNITY
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VMF235, DANANG AB, RVN
AIRCRAFT AND NUMBER (2) F-8E
ORD LOADOUT: (8) MK81, (8) LAU33A, 600 RND 20MM
CALL SIGN: PYTHON

HEADING/DISTANCE TO TGT: 305/55 NM
ETD: 0900
TIME OVER TARGET: 0930
TANKER RENDEZVOUS: NA

WEATHER BRIEF: BKN 7500 FT WINDS 3606G10 VIS 20 NM

TARGET PHOTO: U2 KADENA AB, OKINAWA



HISTORY

VMF-235 deployed to Vietnam on February 1, 1966. At this time they were flying the F8E Crusader. Between February 2 and November 15, 1966 the "Death Angels" flew over 6,000 combat sorties in support of over 22 major operations. They returned to Vietnam on February 15, 1967 this time for over a year until May 11, 1968. They were the last active duty Crusader squadron and a most active Marine fighter squadron.

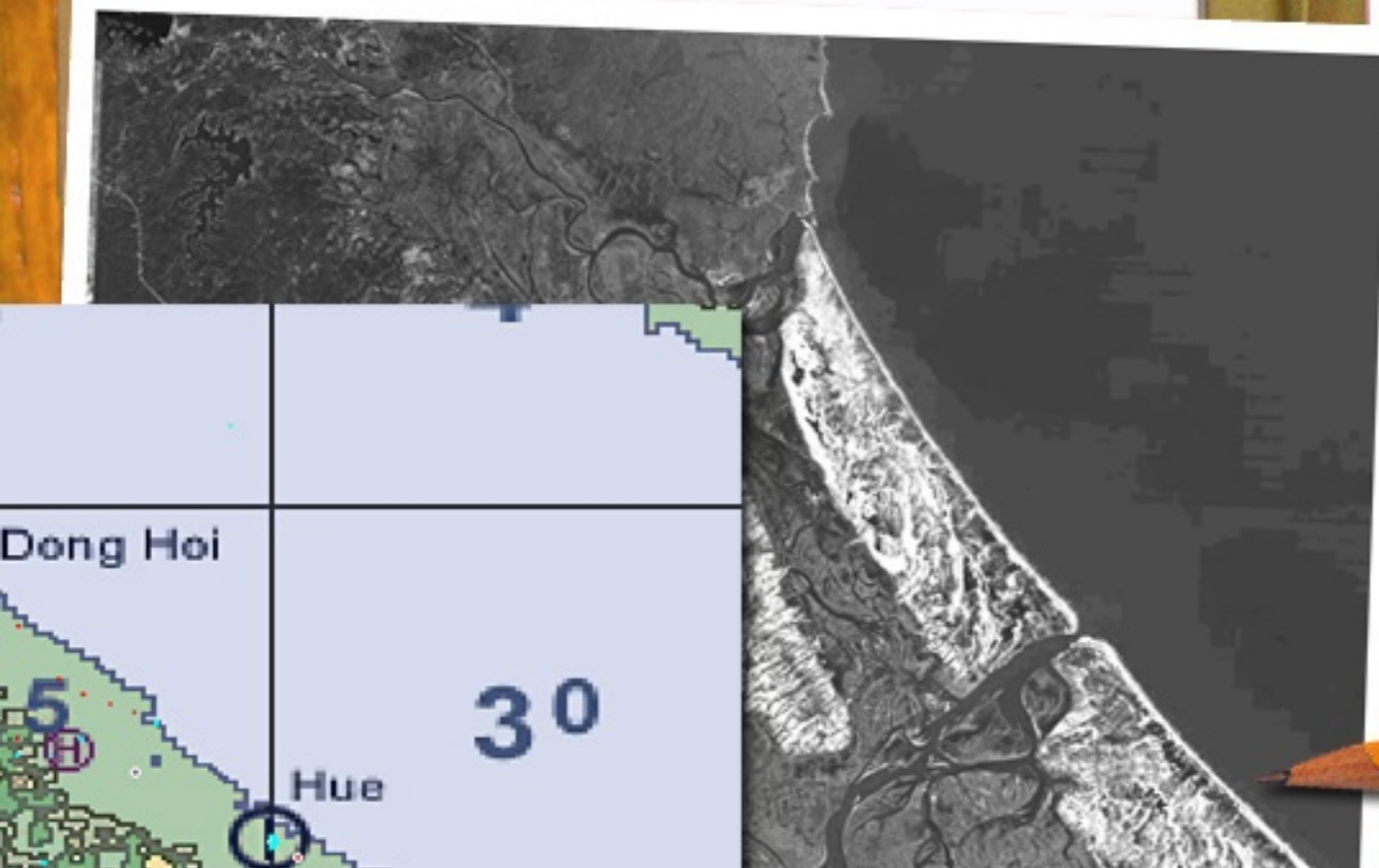


GAMEPLAY

This mission is relatively simple and quite realistic for an armed recce mission. Buzz the rustpickers at Cua Viet before crossing the "Z" into North Vietnam. Look for anything of value and destroy it. The gunners are good and you aren't Misty so don't get cocky.

This is your only mission from a runway. Try to get back in one piece.

If you are low enough to spot the targets, you are low enough to get hit.



[MISSION NAME] 661121 MICHELIN RUBBER

SECRET/NOFORN

TARGET: CLOSE AIR SUPPORT, CONVOY VCNTY MICHELIN PLANTATION

TARGET PHOTO: FILE PHOTO CIA



DEFENSES: SMALL ARMS
BEST BAILOUT: OUT OF AREA

SQUADRON ASSIGNMENT: 481TFS, BIEN HOA AB, RVN
AIRCRAFT AND NUMBER (2) F-100D
ORD LOADOUT: (2) LAU-3, (2) BLU-1, (600 ENDS) 20MM

CALL SIGN: MEMPHIS 11
HEADING/DISTANCE TO TGT: 270/26 NM
ETD: 0730
TIME OVER TARGET: 0745
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: OVCST 12000 FT WINDS 36004G08 VIS 20 NM



HISTORY

There were many bloody battles on many of the Michelin Rubber Plantations in all the wars fought there in the twentieth century. Viet Cong ambushes were common against US convoys when the VC felt they had an advantage. There was usually a pair of alert fighters within a few minutes in the southern part of South Vietnam.

The F-100D was removed from flights over North Vietnam when it became obvious that it could not survive long in that environment. Instead it became one of the most accurate jets used in close air support missions in South Vietnam. The accuracy of Hun pilots was based more on their experience level than on the aircraft itself. The Super Sabre was considered a generally unforgiving fighter and many of the losses were not directly related to combat but to the nature of the beast.

You are flying for the 481st Tac Fighter Training Squadron from Holloman AFB, NM. Kick ass.



GAMEPLAY

You are being scrambled from Bien Hoa Airbase near Saigon to the old Michelin Rubber Plantation upon a call from a FAC about Troops in Contact. Join up for the short flight and watch the battle. Pick your targets and use your ordnance wisely. You are the key to the outcome. The FAC may mark the enemy. It's going to be close so wait until the friendlies identify their position with a smoke grenade.

The flying will be easy for YAP players by now but the ground work will be hard. Hitting the targets and not hitting the ground or the friendlies is your challenge.

