Deep Strike

A Modern Period Air Campaign System

Air Campaign System For Any Modern Period Rules

One of the hardest things to implement in miniatures campaigns is airpower. Over the decades many groups assign points to purchase airstrikes, treated as a random event, roll a D6 to see if aircraft intervene during the battle, and so on. The other question is usually how much is too much in terms of what can appear during the campaign and how much more complexity does it add when running the campaign.

I recall way back in the day that Miniatures Wargames had an article about adding airpower to a modern campaign, which was particularly noteworthy as while the subject gets discussed often, rarely do you see anything in print about it. Deep Strike is an effort to add airpower into any modern period land campaign and should work with any rules. Throughout this supplement there will be ideas and suggestions about how to incorporate these rules into something that will definitely add some flavor and strategy

into your campaign. If there is sufficient interest a WW2 type supplement could also be added at a later date.

Each turn both sides will allocate their aircraft to a variety of missions, from air superiority to strikes against airbases and
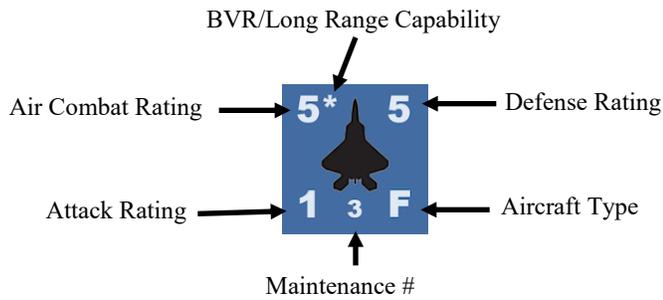

SAM defenses. At the end of the turn aircraft will roll for maintenance to see if they can fly the following turn, damage is repaired, and aircraft may need to be reallocated to the various airbases. Getting aircraft to the battlefield, avoiding enemy fighters, surviving the air defenses, and juggling surviving aircraft with a host of ever changing mission needs should add some excitement to ordinary land campaigns.

There are a wide variety of aircraft available, letting gamers run a hi-tech force, a large quantity low-tech air force, or a mix of both that could simulate the forces of various allies in the campaign. The idea is to provide a framework where players can add an interesting air combat element and resource management system to their campaigns. This system can be easily expanded to cover larger fronts, additional aircraft types can be added, missions could be enhanced, and more to provide an interesting campaign add-on.

Campaign Components

BVR/Long Range Capability

Air Combat Rating → 5* 5 ← **Defense Rating**

Attack Rating → 1 3 F ← **Aircraft Type**

Maintenance #

Note: Each aircraft unit represents a flight of 2-4 aircraft.

Aircraft Types

F-Fighter: Used for air superiority, interception, and escort for attack/deep strike aircraft.

FB-Fighter Bomber: Can be used as either a fighter or attack aircraft, depending upon the need.

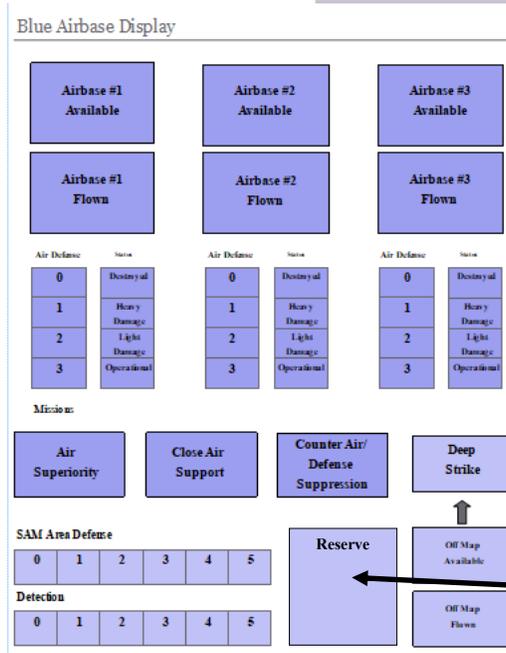**A-Attack**: Used for attacking airbases, defenses, or providing close air support for battles.

DS-Deep Strike: Used for attacking bridges, reinforcements, supplies, or airbases.

EW-Used to escort strike and attack aircraft.

Airbase Aircraft Status-All aircraft assigned to an airbase are either Available to fly Missions or in the Flown box after having flown a mission or failed maintenance.

Mission Roles-Each turn both sides assign aircraft to one of these mission roles for use in the campaign theater.

SAM Defense & Detection-Tracks how capable the detection assets are and the effectiveness of the missile defense in the campaign theater.

Blue Airbase Display

| Airbase #1 Available | Airbase #2 Available | Airbase #3 Available |
| Airbase #1 Flown | Airbase #2 Flown | Airbase #3 Flown |

Air Defense	Status	Air Defense	Status	Air Defense	Status
0	Destroyed	0	Destroyed	0	Destroyed
1	Heavy Damage	1	Heavy Damage	1	Heavy Damage
2	Light Damage	2	Light Damage	2	Light Damage
3	Operational	3	Operational	3	Operational

Missions

| Air Superiority | Close Air Support | Counter Air/ Defense Suppression | Deep Strike |

SAM Area Defense

| 0 | 1 | 2 | 3 | 4 | 5 |

Detection

| 0 | 1 | 2 | 3 | 4 | 5 |

| Reserve | Off Map Available |
| | Off Map Flown |

Air Defense Value-used against attacking enemy aircraft.

Status-current damage level to the airbase.

Deep Strike Mission-Aircraft labeled as DS are assigned and kept here.

Reserve Box-Aircraft exceeding airbase capacity are placed here.

SAM Defense Level	**SAM DEF**	Weather Status		Airbase Air Defense Level	**AIR DEF**
Detection Level	**Detect**	Flight Repair Points	**FLIGHT REPAIR**	Airbase Damage Status	**BASE STATUS**
Aircraft Damaged		Base & Base Defense Repair Points	**BASE/ DEF REPAIR**		

Prepare For Play

Glue the counters onto thick card, then cut out the individual aircraft units and markers. Each side should have an airbase display in front of them as well as a reference card. It might be a good idea to print those items on cardstock and/or laminate them for use during the campaign.
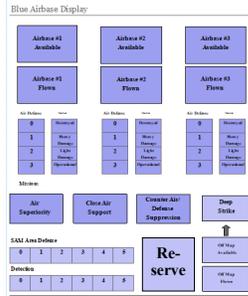
It is at this stage where all players involved in the campaign need to decide exactly how large and involved they want their campaign to be. If you're playing Team Yankee or Cold War Commander with a few brigades/forces per side, then maybe only one or two airbases could be in play, representing the assets available for a small operational campaign. If there are going to be divisions or several corps per side then it would be a good idea to use all three airbases.

Once you've decided on the size of the campaign, place a marker on the 3 box

Blue Airbase Display

for the Air Defense level of each airbase in play. Then place a marker in the 5 box for Detection and a marker in the 5 box for the SAM Area Defense level. Each side also starts with 5 points for Flight Repair and 5 points for Base/Defense Repair.

Each side then purchases a number of air units equal to the points allocated to their side. If each side only has one airbase and this is going to be a small campaign, then limiting each side to 100-150 points would be a good start. A large ground campaign with multiple divisions and three airbases per side might use 450-500 points including off board aircraft and replacements. Purchased air units are then deployed to the airbase display within the limits on the reference card in each airbase's Available box.

Ex.; A campaign is using two airbases

and 250 points. Side A selects a mix of fighters/strike aircraft up to the points limit, ending with 14 aircraft units. 8 of the units go to Airbase #1 while 6 go to Airbase #2 for the start of the campaign.

Players can also just assign starting aircraft according to the situation designed for the campaign. For example, if the campaign features one force smashing through the front lines with a large force while the other is rushing in reserves, the large side might have three airbases and 15-20 aircraft units while the defenders have two airbases and 10-12 aircraft units, with more coming in as reinforcements. Excess aircraft that are purchased can be placed into the Reserve box.

Feel free to adjust the airbase capacities for larger games or if more aircraft units are needed. Airbases simulate facilities and support in the area for the aircraft allotted to the campaign, not one base.

Sequence of Play & Turn Summary

Each turn of Deep Strike follows a strict sequence of play. Proceed step by step through the following until the end of the turn. When conducting close air support missions along with miniatures battles, complete all of the close air support missions/battles before proceeding to the Maintenance & Repair Phase.

Sequence of Play

1. **Assign Mission Roles**-Each side allocates their available aircraft units to Air Superiority, Close Air Support, Counter-Air/Defense Suppression, or Deep Strike mission roles.

2. **Determine Air Superiority**-Air to air combat occurs between the aircraft units of both sides that are in the Air Superiority role box.

3. **Perform Counter-Air/Defense Suppression Missions**-Each side attacks air bases and air defense tracks as well as any deep strike mission if using the Advanced/Optional rules.

4. **Perform Deep Strike Missions**

5. **Perform Close Air Support Missions**-Each side's aircraft units may attempt to intervene in any miniatures battles for that turn.

6. **Maintenance & Repair Phase**-Each side rolls for all aircraft units in the Flown box. Repair points are generated and used to repair damage to aircraft, airbases, and defense tracks.

Once all five phases have been completed by both sides, it signals the end of the turn and a new turn begins with the Assign Missions phase.

Turn Summary

Each turn both sides will secretly allocate their available aircraft units to mission roles, followed by determining which side will have air superiority for that turn. Air superiority is important in that it allows one side to intercept or escort missions with more aircraft units than the side that doesn't have it.

Each side then alternates conducting counter-air/defense suppression missions along with deep strike missions. Escorts are assigned to the attacking aircraft, then the defender rolls for detection. If the mission is detected the defender can intercept with up to two units in their air superiority box. An air battle is then fought and the mission's aircraft units are either destroyed, abort, or any units that survive the air battle continue with the mission. Counter-air/defense suppression missions can attack enemy airbases and their defenses, the SAM area defenses, or the detection track.

Close air support units that survive the air battle and any defensive fire will then arrive over the area where a miniatures battle is being fought and can attack enemy forces. Depending upon how the campaign is handling the miniatures battles, close air support missions might arrive in waves or need to be assigned to a battle if there is more than one occurring that turn.

Each side then rolls for maintenance on all aircraft units in the Flown box to determine which will be available for the following turn. Repair points are rolled for and then can be assigned to either fix damaged aircraft units, repair airfields, increase the level of the SAM area defense, and the detection tracks if damaged. Repair points can also be saved for future turns and if using the Advanced/Optional rules be used for reinforcements.

Assigning Missions & Air Superiority

Assigning Missions

The first phase of each turn is where both sides simultaneously allocate their available air units to a variety of mission roles. Once allocated to a particular mission role, aircraft units cannot change roles or be used for other purposes until the following turn. This process should be hidden from the other side as aircraft unit allocation should be kept secret until the Air Superiority phase is completed, then both sides can see what aircraft units are allocated to which roles.

Note: There are **Mission Roles** and **Missions.** At the start of each turn, aircraft units are assigned mission roles by placing them in the appropriate Mission Roles box on the Airbase displays. During the turns, each side alternates selecting aircraft for various missions.

Ex.; Blue does not have air superiority for the turn and is going to conduct a

close air support mission. Blue can see that Red still has aircraft in the Air Superiority box that could be used to intercept, so Blue will send an escort. Blue selects two aircraft from the Close Air Support box and one from the Air Superiority box to form a mission group. Play then proceeds with the mission sequence of play.

Air Superiority

All aircraft units in the Air Superiority box for both sides fight two rounds of air to air combat. Once combat is complete, the side that still has the most aircraft units in their Air Superiority box is deemed to have air superiority for the turn. This means that if an enemy mission is detected, that side can intercept with two aircraft units where the side that does not have air superiority can only intercept with one. Also, any deep strikes, close air support, or counter-air missions can have up to two escorts if that side has air

superiority or one aircraft unit if that side does not have air superiority. Aircraft units in the Air Superiority role box can be used to intercept missions of the opposing side and for escorting their side's missions for the turn.

Air Superiority Summary

- Side with the larger number of aircraft units remaining after two rounds of air to air combat in their respective Air Superiority box has air superiority for that turn. **If it is a tie both sides can use up to two aircraft for interception/escort.**

- Side with air superiority can use up to two aircraft units to intercept enemy missions and up to two units to escort missions.

- Side without air superiority can only use one aircraft unit to intercept enemy missions and only one for escort.

Resolving Missions

Whether it is Counter-Air, Defense Suppression, Deep Strike, or Close Air Support, each mission is resolved in a similar fashion. Both sides have the opportunity to launch missions and defend against these missions during the turn.

Once Air Superiority has been determined for the turn, each side rolls 1D6 and the highest number can choose to perform a mission or let the opposing side go first in the turn. Each side continues to perform missions for the current phase until both sides have no aircraft units left for missions, then play proceeds to the next phase of the turn. Counter-Air/Defense Suppression missions are resolved first, then Deep Strike, then Close Air Support as listed in the Sequence of Play.

Each mission follows this sequence:

1. Assemble the strike/attack aircraft and any escorts for the mission and declare a target.

2. Opposing side rolls for detection.

3. If detection occurs, opposing side can intercept with aircraft units from the Air Superiority box. If there is no detection, proceed to #5.

4. Surviving strike/attack aircraft un-

dergo attacks by SAM Area Defense and then by Airfield defenses.

5. Surviving aircraft attack their target and are then placed in the Flown box.

The side that has air superiority for the turn can escort each mission with up to two F or FB aircraft units. The side that has air superiority for the turn can intercept with two aircraft units taken from the Air Superiority role box. If a side does not have air superiority for the turn it can only escort or intercept with one aircraft unit.

Escorts for missions are taken from the appropriate mission role box, but intercepting aircraft are only taken from the Air Superiority box.

Ex.; Blue does not have air superiority for the turn and wishes to attack Red's Sam Area Defense track. Blue has the following units in the Counter-Air/ Defense Suppression (three with A) and Air Superiority boxes (two with F):

Blue selects the following units for a mission:

Blue does not have air superiority for the turn, so can only choose one F unit as an escort for the mission. The remaining A and F units remain in the box and can be used for another mission during the turn.

Red rolls on the Detection Table and succeeds in detecting the strike. Since Red has air superiority for the turn, Red can choose up to two aircraft units to intercept. The air combat looks like this:

Both sides have one unit with BVR capability and they fire at each other. Blue's aircraft is aborted and Red's is damaged. Red gets one shot at Blue's attack aircraft and misses, thus ending the air combat. Red rolls 1D10 to see how many rolls the SAM Area Defense gets and it's a 3, meaning one roll on the SAM table, aborting one of Blue's attack aircraft. The remaining Blue attack aircraft strikes the SAM Area Defense track, scoring a hit and lowering the track marker by one, then it is placed in the Flown box.

Except for the Air Superiority phase, all interceptors and escorts that engage in air combat when resolving missions are placed in the Flown box and are done for the turn.

Air Combat

Air combat occurs during the turn in the Air Superiority phase and when intercepting aircraft meet either mission escorts or mission aircraft without escorts. All air combat within each round is simultaneous. Air combat is performed following this sequence:

1. **1st Round**: Any aircraft with BVR/Long Range capability fire first. If there are none on either side, then proceed to the 2nd Round.

2. **2nd Round**: Any surviving aircraft are matched up and fire again.

3. **3rd Round**: If there are no escorts remaining, surviving interceptors fire at any mission aircraft. *This round is ignored during the Air Superiority phase of the turn.*

Basically, the escorts and interceptors will have one or two rounds of air combat, followed by a possible round of interceptors firing at the mission strike aircraft. If there are no escorts, each interceptor then gets two rounds of combat against any mission aircraft. If any escorts remain after two rounds, interceptors cannot target other mission aircraft.

Air Combat Procedure

1. Both sides select their targets. More than one aircraft can target the same aircraft unit. Firing is simultaneous.

2. Compare the firing aircraft's air combat rating with the target aircraft's defense rating. Roll 1D10 on the table and if the result is = or greater than the number listed, there is a hit on that aircraft.

3. Rol1 1D10 on the Hit Results table for the result.

4. Implement all combat results at the end of each round.

NE = No Effect

A = Abort. Aircraft is moved to the Flown box.

D = Damaged. Aircraft is moved to the Flown box and a Damaged marker is placed on the aircraft. Since combat is simultaneous, if a target aircraft unit receives two D results in the same round of combat it is shot down. **Damaged aircraft stay in the flown box until repaired.**

X = Shot down. Aircraft unit is eliminated and removed from the campaign.

Ex. #1; It is the Air Superiority phase of a new turn and both sides have the following units in their Air Superiority box:
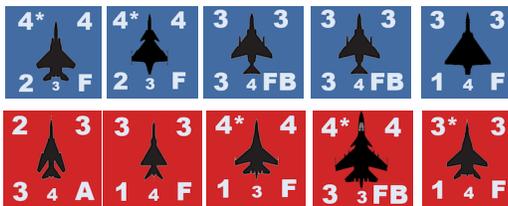

The 1st Round is only for BVR/Long Range capable aircraft. Red has three aircraft with that capability, and Blue two, so the combat is set up like this:

Red chooses to fire at the Blue BVR/Long Range capable aircraft, hoping to take them out for future turns and has one aircraft engage one of Blue's non-BVR capable aircraft (which can't fire back) since in the first round BVR/Long Range capable aircraft can fire at any intercepting or escort aircraft. Blue will match up with the two Red aircraft that pose the greatest threat.

In the ensuing combat one Blue aircraft is shot down and another aborted while Red has one aircraft shot down and another damaged. For the second round, these are the remaining aircraft:
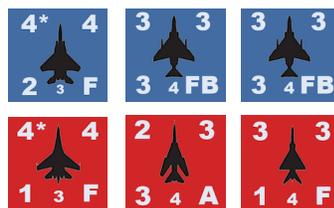

Red damages one Blue aircraft and Blue aborts one Red aircraft. All aborted and damaged aircraft are moved to the Flown box and the remaining aircraft for both sides go back to the Air Superiority box where they can be used later in the turn


to intercept and/or escort various missions. For this turn there is a tie for Air Superiority as both sides have two aircraft left.

Ex. #2; It is late in the campaign and most of the BVR/Long Range capable aircraft have been shot down. Both sides have now resorted to using Attack aircraft and Fighter-Bombers for air superiority. Both sides have the following in their Air Superiority boxes:
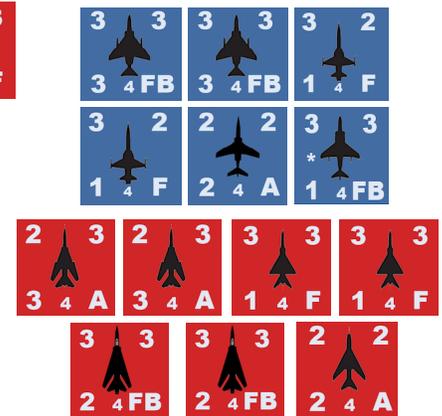
In the 1st round there are no BVR/Long Range capable aircraft, so the 1st round would be just regular air to air combat. Both sides match up and roll on the combat table (firing is simultaneous) for each aircraft. Blue has one aircraft abort and one damaged while Red has one shot down and two aborted. Going into the 2nd round these aircraft remain:
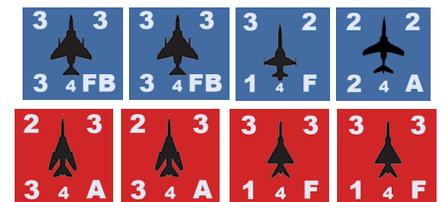
Both sides match up their aircraft and roll. Blue has one aircraft shot down while Red has one damaged and one more aborts. After moving the damaged and aborted aircraft of both sides to the Flown box, Blue has air superiority for the turn as it has three aircraft to just two for Red still in the Air Superiority box. These aircraft can now be used for interception and escort through the rest of the turn.
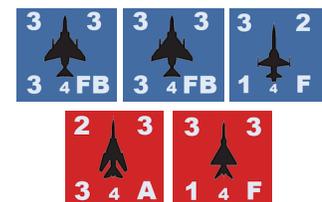
Mission Roles

At the start of each turn, aircraft in each Airbase Available box are assigned mission roles. There are four mission roles:

Air Superiority

Counter-Air/Defense Suppression

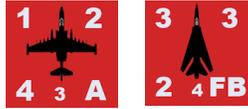**Close Air Support**

Deep Strike

The Air Superiority role and how to determine superiority for the turn have already been discussed. Deep Strike is a special mission role explained below. The other two mission roles, Counter-Air/Defense Suppression and Close Air Support will greatly factor into any land based miniatures campaign.

Counter-Air/Defense Suppression

Aircraft assigned to this role can either attack airfields or attempt to affect the status of the opposing sides Detection or SAM Area Defense tracks. For each aircraft unit that survives interception, SAM fire, and/or airbase defense fire, roll 1D6 against the aircraft's attack rating. If the number is less than or equal to the aircraft's attack rating, lower the level of the track by one. After performing missions all surviving aircraft are placed in the Flown box.

Ex.; Red executes a Counter-air/Defense Suppression mission against one of Blue's airbases. After surviving the in-

terception, SAM Area Defense fire, and Airbase defenses, the two Red aircraft roll a D6 for each aircraft, getting two 2s, which is lower or equal to both attack numbers. Red scores two hits on Blue's airbase, dropping its level from 3-Operational to 1-Heavy Damage. Both aircraft are now placed in the Flown box.

Close Air Support

How the Close Air Support mission is handled for your campaign needs to be determined by the players before the campaign begins. Deep Strike is an operational level game meant to be used with a land based miniatures campaign. This will mean that aircraft, once they reach

the tabletop battlefield, will be governed by the miniatures rules that you are using for the campaign. When the aircraft enter the game, how many each turn, the air defenses on the tabletop, etc., all need to be worked out before the campaign begins.

Ex.; There is a large battle being fought during the campaign and one of Blue's attack aircraft is flying a Close Air Support mission and reaches the battlefield. The players had determined before the campaign began that with the rules they were using, each aircraft unit would be represented by two attacks with turn of entry determined by the roll of 2D6.

A note on the attack ratings of the aircraft units in the campaign. While the aircraft counters and silhouettes are fairly generic, players will need to determine the ordnance loads of aircraft flying Close Air Support missions. As a guideline a '1' rating would represent 2-4 500 lb. bombs while a '4' or '5' rating would represent a wide variety of bombs, rockets, missiles, etc., for multiple passes.

Deep Strike Missions (optional)

This mission role is optional and will depend upon the type of campaign that your group is running. If your campaign has reinforcements, supply lines, rail movement, etc., then it is strongly recommended that you use this mission role. This role simulates strikes by heavily armed aircraft deep in enemy territory in an effort to disrupt their ground and air campaigns.

If a side has purchased or is allotted aircraft with the DS type on the aircraft counter, these aircraft units are held in the Off Map available box on the airbase display. Each turn they may be allocated to either the Deep Strike or Counter-air/Defense Suppression mission boxes. DS aircraft units are assumed to be deployed at bases in the theater, but beyond the range of most of the aircraft used in the campaign.

Deep Strike missions are resolved exactly like other mission in the air campaign. Escorts can be provided from that sides' Air Superiority box, the opposing side rolls for detection and can then intercept. If the Deep Strike mission survives

interception they are then attacked by SAM Area Defenses, then attack their target. Remember, if a mission is not detected it cannot be intercepted and you proceed directly to the attack stage.

To see if an attack succeeds, roll 1D6 per DS aircraft on the mission:

D6	Result
1	Destroyed
2,3	Heavily Damaged
4	Damaged
5,6	No Effect

Surviving DS aircraft are moved to the Off Map Flown box.

Ex.; Blue allocates on DS aircraft to a Deep Strike mission and allocates one Fighter from the Air Superiority box as an escort. The Detection roll by Red fails, so the DS aircraft attacks its target. Before the campaign began, the players laid out a series of theater

level targets that could influence the ground campaign such as bridges, supply hubs, railyards, etc. Blue is attacking a rail hub and rolls a 2, heavily damaging it. The players determine that Red will not be able to move reinforcements via rail for a set number of turns while repairs are made.

The list of available targets should be agreed upon by both sides before the campaign begins, as well as the effects if they are hit by DS aircraft. DS aircraft can also be used for the Counter-air/Defense Suppression mission role while deployed in the Off Map available boxes. During the Perform Deep Strike Missions phase simply state that they are attacking airbases, detection, or SAM tracks.

DS aircraft can be used in the fighter and close support roles in emergencies, but it takes one entire turn to transfer them from Off Map to an airbase and vice versa. This simulates the transfer of the aircraft, ground support personnel, and parts/weapons that would be needed for a change in roles.

Detection & Air Defenses

Each enemy mission, whether it is Counter-Air, Close Air Support, or Deep Strike, has up to two chances to be detected. The first is through use of the Detection track, which simulates long range radar coverage and other electronic assets. The second is by CAP/Patrol, which simulates the various fighter elements patrolling in theater and/or covering vital airbases, installations, ground elements, etc.

To detect an enemy mission, first look at the Detection track and then cross reference the level it is currently on the Detection table. Roll 1D10 and if the result is greater or equal to the number listed, the mission is detected. When a mission is detected that allows the detecting side to intercept the mission and fire at the mission on the SAM Area Defense table. The second detection attempt (if the first one fails) is rolling on the Detection table using the CAP/Patrol line. This is only possible if the detecting side still has aircraft units in its Air Superiority box. If there are no aircraft units in that box then that side only gets one detection attempt by using the Detection track.

If an enemy mission is detected and if it survives interception (or if there is no interception) it must undergo attack(s) from the SAM Area Defenses. This simulates long and medium range SAMs in the area that could be brought to bear on an enemy mission. Roll 1D10 to determine how many shots the SAM defenses will get at the enemy mission. Once that has been determined, the firing side must randomly choose its targets from amongst the aircraft units on the mission.

Look at the current SAM Area Defense level on the track and cross reference that on the SAM firing table. Roll 1D10 per attack and if the result is greater than or equal to the number listed there is a possible hit. Then roll on the Hit results table to determine the outcome of the attack.

If the enemy mission is attacking an airbase, there is one final level of defenses that the mission must get through which is the Airbase Air Defenses. This simulates short range SAMs and AAA defenses surrounding the airbase. Look at the Air Defense level on the airbase display and cross reference that on the Airbase Air Defense combat table. Roll 1D10 for each attacking aircraft and if the result is greater than or equal to the number listed there is a possible hit. Then roll on the Hit results table to determine the outcome of the attack.

Airbases, Maintenance, & Repairs

Each airbase has a aircraft unit capacity listed on the reference card at the end of the rules. The damage level of the airbase affects how many aircraft can be in the available box of that airbase at any one time as well as the air defense level for that airbase. If there is insufficient capacity, then any aircraft units exceeding that capacity number are placed in the Reserve box and remain there until there is sufficient capacity, then they can be

Airbase Capacity	
Damage Level	**# of Aircraft**
Operational	8
Light	6
Heavy	4
Destroyed	0

moved back to the Available box.

At the end of each turn, all aircraft still in either the Air Superiority box or any unused mission box are placed in the Flown box. Any aircraft that participated in a mission, whether in an attacking or escort role should have been placed in the Flown box at the end of the mission. Any intercepting aircraft that engaged in air combat during the turn should have been placed in the Flown box at the end of the air combat.

To return aircraft to the Available box from the Flown box for the next turn, roll 1D6 for each aircraft unit. If the result is greater than or equal to the maintenance number of the aircraft unit, that unit is moved to the Available box. If the roll fails that aircraft unit remains in the Flown box for the coming turn.

At the end of each turn, both sides have the opportunity to repair their airbases, detection, SAM defenses, and damaged aircraft units. Both sides will roll 2D10s, with the first generating points to repair flights and the second to generate points to repair defenses. There are markers and game tracks for this at the end of the rules.

Flight repair points are used to repair damaged aircraft units. For every 5 points a side may repair one damaged aircraft. Once repaired, the aircraft is immediately returned to the Available box without having to roll for maintenance. If there are insufficient points to repair a damaged aircraft, then the points that are generated should be tracked until there are sufficient points to repair an aircraft unit.

Airbase and defenses points can be used to repair the Airbase Defense level (thus increasing airbase capacity), SAM Area Defenses, or the Detection track. The costs are shown below on the Repair Points & Costs table. Points can be saved from turn to turn by using the markers and tracks provided.

Ex.; Blue has had a rough few turns and the Detection track is down to 2, one airbase's defense level is at 1, and there are three damaged aircraft units. Blue has two defense points saved, but no flight repair points. Blue rolls 7 for flight repairs, so Blue repairs one damaged aircraft and saves the extra two points for later. Blue rolls an 8 for defense repair points and combined with the 2 already saved on the track has enough points to repair one level on the Detection track, raising it to 3.

Optional Rule: Players may think that the repair points roll are too generous. If so, replace the 2D10s with 2D6s, which will make things more difficult and challenging for both sides.

Repair Points & Costs	
Roll 1D10 to generate points for repairing flights and 1D10 to generate points to repair bases and defenses.	
Repairs	**Cost**
Aircraft unit	5
Airbase Defense Level	10
SAM Area Defenses	5
Detection	10

Optional Rules

Electronic Warfare Aircraft

Blue has the option to purchase EW aircraft, although some could be added to Red's aircraft options as well. This aircraft unit is an exception to the rules in that it can be added to any mission on top of the aircraft that are already committed to the mission. When this aircraft unit accompanies a mission, all Detection, SAM Area Defense, Airfield Defense, and air combat attacks against the mission group have a +1 modifier to the die roll.

Weather

Roll 1D10 at the start of each turn:

D10	Result
1-6	Clear
7-8	Overcast
9-10	Storms

If the previous turn was Overcast, add +1 to the die roll for the current turn.

Depending upon the rules that you are using for the campaign, Overcast weather may affect close air support during your tabletop battles.

During turns with Storms, only aircraft with Air Combat or Attack ratings of 4 or higher can fly that turn. All air to air combat rolls suffer a –1 penalty to the die roll.

Attacking the Flown Box

Counter-Air/Defense Suppression missions can attack aircraft units in the Flown boxes, simulating strikes upon grounded aircraft or in hangars undergoing repairs. Mission aircraft surviving interception, SAMs, and Airfield defenses can attack aircraft in the Flown box. Nominate a target and if the roll is less than or equal to the aircraft's attack rating the enemy aircraft unit is damaged and an already damaged unit is destroyed. If the die roll result is a 1 the target aircraft is destroyed, whether damaged or not.

Larger Mission Groups

For large campaigns or to simulate a theater wide air campaign, allow players to enlarge the airbase capacity and purchase more aircraft. Mission groups could be expanded to 5-6 aircraft, making for some really large air combat battles and/or strikes against targets. This will increase the size, length, and complexity of the campaign.

Experience

Track an aircraft unit's progress on a roster (you would need to mark the aircraft unit counters somehow) and when they've flown a set number of missions or shot down a set number of enemy aircraft units, allow those units a +1 on future combat rolls.

Reinforcements & Shifting Needs

This optional rule would allow for additional units to be added to the campaign theater or to shift units to another area where they may be badly needed. This optional rule can produce some chaos, so it should be discussed before implementation. Roll 1D10 at the start of each player's turn. Aircraft points received can be accumulated from turn to turn to purchase new aircraft units.

D10	Result
1	Disaster in another theater, Randomly select two aircraft units that are withdrawn from your forces. Three turns later roll 1D6 for each aircraft unit and on a 1-4 they return and on a 5-6 they are permanently lost.
2	Reinforce home defenses. Randomly select one aircraft unit that is withdrawn from your forces. Three turns later roll 1D6 for the aircraft unit and on a 1-4 it returns and on a 5-6 it is permanently lost.
3	Receive 20 points
4	Receive 15 points
5	Receive 10 points
6	No reinforcements
7	No reinforcements
8	Receive 15 points
9	Surge-Receive 40 points that can be used for the next two turns, then the units purchased with these points are withdrawn.
10	Success in another theater. Excess units are permanently transferred to this theater. Add 50 points.

Instead of using points to purchase aircraft, each side could have a pool of additional aircraft unit counters (agreed to before the campaign begins) and they can be randomly selected . Just change every 10 points in the results to the draw of one counter.

Additional Airbases

For larger campaigns add a second airbase sheet and more aircraft. This might be needed for extremely large campaigns or those that are covering a large area of say, Europe, for example.

Strategic Aircraft

For those who want to see B-52s or TU-26s attack airbases, drop bombs on some enemy armored formation, etc., they could be added to the Deep Strike aircraft off board for a one time use or possible random event. These aircraft, due to their cost, would certainly have a large escort along with electronic warfare aircraft, so that should be taken into consideration.

Designer Notes

As you can probably see from reading the rules, the generic aircraft counters, etc., this is more of a "game kit" than an actual published campaign system that would be included in a set of miniatures rules. After playing games like Red Storm, Elusive Victory, and Downtown, you quickly realize that there is more to getting air support aircraft to the battlefield than you would otherwise see in most miniatures rules.

Time and time again, I've been struck by the limited effort that many gamers put towards aircraft in their campaigns. Usually they are just bought with a set amount of points and both sides will occasionally see some aircraft in their miniature campaign battles. This module is an attempt to get gamers thinking about the big picture. If you don't try to take on the enemy's air assets, damage their infrastructure, and try to at least gain parity in the skies, your ground formations aren't going to last long!

With this module, however, both sides have a large amount of decisions to make each turn. How many aircraft should be added to contest the skies? Should we send strike aircraft to knock back detection or the SAM defenses? Will that badly needed close air support mission get to the tabletop for this critical battle? These are the questions that face real commanders and it puts a priority on at least trying to keep things even. The side that ignores the air battle is liable to get overrun quickly in the campaign when close air support mission after mission intervenes in the campaign battles, I hope you enjoy this effort!

Blue Airbase Display

Airbase #1 Available	Airbase #2 Available	Airbase #3 Available

Airbase #1 Flown	Airbase #2 Flown	Airbase #3 Flown

Air Defense / **Status**

Air Defense	Status		Air Defense	Status		Air Defense	Status
0	Destroyed		0	Destroyed		0	Destroyed
1	Heavy Damage		1	Heavy Damage		1	Heavy Damage
2	Light Damage		2	Light Damage		2	Light Damage
3	Operational		3	Operational		3	Operational

Missions

Air Superiority	Close Air Support	Counter Air/ Defense Suppression	Deep Strike

SAM Area Defense

0	1	2	3	4	5

Detection

0	1	2	3	4	5

Reserve	Off Map Available
	Off Map Flown

Red Airbase Display

Airbase #1 Available	Airbase #2 Available	Airbase #3 Available
Airbase #1 Flown	Airbase #2 Flown	Airbase #3 Flown

Air Defense	Status	Air Defense	Status	Air Defense	Status
0	Destroyed	0	Destroyed	0	Destroyed
1	Heavy Damage	1	Heavy Damage	1	Heavy Damage
2	Light Damage	2	Light Damage	2	Light Damage
3	Operational	3	Operational	3	Operational

Missions

Air Superiority	Close Air Support	Counter Air/ Defense Suppression	Deep Strike

SAM Area Defense

0	1	2	3	4	5

Detection

0	1	2	3	4	5

Reserve

Off Map Available

Off Map Flown

Aircraft Point Values, Game Markers, & Tracks

Repair Points

0	1	2	3	4	5	6	7	8	9

Repair Points

0	1	2	3	4	5	6	7	8	9

SAM DEF	SAM DEF	Detect	Detect	AIR DEF	AIR DEF	AIR DEF
BASE STATUS	BASE STATUS	BASE STATUS	BASE STATUS	AIR DEF	AIR DEF	AIR DEF
BASE STATUS	BASE STATUS	☁	FLIGHT REPAIR	BASE/DEF REPAIR	FLIGHT REPAIR	BASE/DEF REPAIR

Weather

Clear	Overcast	Storms

Point Values

Marker	Value
2 3 / 3 4 A	10
2 3 / 1 4 F	8
3* 3 / 1 4 F	15
2 3 / 3 4 A	10
2 3 / 3 4 A	10
4* 4 / 2 3 F	20
4* 4 / 1 3 F	18
2 2 / 2 4 A	8
4* 4 / 3 3 FB	20
2 2 / 2 4 A	8
2 5 / 1 3 EW	30
4* 4 / 2 3 F	20
3 3 / 1 4 F	10
1 4 / 4 3 DS	20
3 3 / 3 4 FB	15
3 2 / 1 4 F	10
3 3 / 1 4 F	12
1 2 / 4 3 A	15
3 3 / 2 4 FB	15
5* 5 / 1 3 F	25
1 3 / 5 3 A	20
2 4 / 4 3 DS	20
4* 4 / 3 3 FB	20
3 3 / * 1 4 FB	15

Air Combat Tables (D10)

Defense Rating

Attack	2	3	4	5
1	8	9	10	NA
2	7	8	9	10
3	6	7	8	9
4	5	6	7	8
5	4	5	6	7

Hit Results

Die Roll	Result
1	NE
2	A
3	A
4	A
5	D
6	D
7	D
8	X
9	X
10	X

Detection

Detection Level	# ≥ to Detect (D10)
CAP/Patrol	7
1	7
2	6
3	5
4	3
5	2

Roll 1D10 per raid

SAM Area Defense

SAM Level	# ≥ to Hit (D10)
1	10
2	10
3	9
4	9
5	8

Roll 1D10 for each raid.

1-3   1 roll

4-7   2 rolls

8-10   3 rolls

Airbase Air Defense

Roll 1D10 per attacking aircraft

Defense Level	# ≥ to Hit (D10)
1	10
2	9
3	8

Airbase Capacity (D10)

Damage Level	# of Aircraft
Operational	8
Light	6
Heavy	4
Destroyed	0

Weather (D10)

Die Roll	Result
1-5	Clear
6-8	Overcast
9-10	Storms

Repair Points & Costs

Roll 1D10 to generate points for repairing flights and 1D10 to generate points to repair bases and defenses.

Repairs	Cost
Aircraft unit	5
Airbase Defense Level	10
SAM Area Defenses	5
Detection	10

Additional Rules & Options

After some more playtesting and feedback, here are some additional rules and options that can be use for the Deep Strike campaign system.

VTOL Aircraft

Several of Blue's aircraft units has an asterisk in the middle of the left hand side. This indicates the aircraft is VTOL or short runway capable, meaning it can operate from roads in emergencies. A maximum of two of these aircraft **Do Not** count against airbase capacity limits.

Also, at least one of the Blue 5-5-1-Fs can be converted to a VTOL aircraft (represents the F-35C used by the USMC).

Deep Strike Aircraft at Airbases

All aircraft marked as DS are now at airbases and not in the Off Map Available box. They do count against the capacity of an airbase. DS aircraft can now be used for Close Air Support and Air Superiority missions.

Less Than Three Airbases & Repairs Changes

This optional rule will modify the amount of repair points each side gets during the game as well as allowing for using fewer than the normal three airbases. For one airbase roll 1D6 for repairing aircraft units and roll 1D6 for base/defense repairs. For two airbases roll 2D6 for each (aircraft and base/defense repairs) and for three airbases roll 3D6 for each (aircraft and base/defense repairs).

Deep Strike Changes

For a different look at how deep strikes could affect the air campaign, change the available targets to this new list:

The D and X boxes are for each side to note whether a target has been damaged or destroyed during the course of the campaign. The effects only occur if the target is destroyed and each target type

DS Targets	D	X	Effects
Supply Lines			-1 die roll for Repair Points
C3 Nodes			-1 on the Hit Results table
Military-Industrial Complex			-1 die roll on the SAM Area Defense table

can only be destroyed once during the campaign. The damage levels from page 6 are still used, but can be accumulated.

Destroyed-Target is marked as destroyed and the effect is now used.

Heavy damage + damaged = Destroyed

Target damaged 3 times = Destroyed

Deep strike targets cannot be repaired during the course of the campaign.

Effects Notes

- Using the original Repairs system the side would get only 1 die roll to generate points and would have to choose whether the points are used for aircraft repairs or base/defense repairs for that turn.

- The –1 die roll on the SAM Area Defense table is for when you determine how many dice to use per mission. The results range from 1 to 3 rolls, but now the most that could be obtained is 2 and there is always a minimum of one die roll on the table.

SAM Targeting

With the original rules SAM hits were applied randomly. When a SAM does hit an aircraft, roll 1D6; on a 1-3 the attacker chooses which aircraft takes the hit and on a 4-6 the defender chooses the aircraft.

Army Level CAS Missions

During the Assign Missions phase, each side rolls 1D6 to determine the number of missions that must be flown in support of army level operations that are outside of the miniatures campaign that you are running. On a 1-3 there are no missions assigned this turn. On a 4 or 5 there is one mission assigned and on a 6 there are two missions assigned. At least one A, FB, or DS air unit must be assigned to each mission. There are no rolls for detection or SAMs for these missions. If playing Deep Strike as a board game, there is a –5VP penalty for each mission that is not assigned an air unit. To simulate possible losses, the defender rolls 1D10 and on a roll of 8 or higher there is a possible loss. Roll on the hit table for the result.

Improving Maintenance Rolls

To mitigate the luck factor you may now spend 2 Repair points before the maintenance roll, which

gives a +1 modifier. This is a per aircraft cost.

Min/Max for Air Unit Types

To provide a more realistic setting and to prevent some gamers from just purchasing all fighters or fighter-bombers, minimums/maximums could be imposed as part of the campaign set up. For example, there could be a 25% minimum that must be spent on "A" (Attack) aircraft. Another method is to just assign something like 50F/30FB/20A, where 50% of the points are fighters, 30% are fighter-bombers, and 20% are attack aircraft. Feel free to experiment with different force ratios depending upon the type of campaign that you are trying to simulate.

Maintenance Numbers

The maintenance numbers in relation to point costs are an attempt to show a quality vs. quantity type situation. Gamers should feel free to adjust these numbers to reflect different situations in their campaigns. For example, if you wanted to show a high tech force vs. a low tech force, you could lower the maintenance numbers (and maybe the associated points cost) of one side. They will have a large number of aircraft units, but they may not fly every turn.

Additional Rules & Options

Deep Strike as a Board Game

If you're not using Deep Strike as part of a miniatures campaign, you can still play it as a board game. There needs to be, however, a few changes, which includes how to determine a winner.

- The optional rule for Army Level CAS Missions must be used.

- Play 10 turns and the side with the highest Victory Point (VP) total is the winner.

- VPs are earned for the following:

  - +X VPs = sum of points value of all aircraft that are shot down.

  - +5 VPs for each deep strike target destroyed.

  - -5 VPs for each Army Level CAS mission not completed.

  - Use the tracks and markers below for VPs and turns.
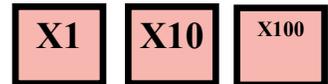
Notes	Notes

1	2	3	4	5	6	7	8	9	10

Turn Track

X1	X10	X100

Victory Point Tracks

X1	X10	X100

0	1	2	3	4	5	6	7	8	9

0	1	2	3	4	5	6	7	8	9