

After the defeat of Iraq in the Persian Gulf War, "No Fly Zones" were set up over southern and northern Iraq. For a decade, American and British aircraft have flown patrols over the region and Iraq has periodically challenged these overflights with SAMs or aircraft. The patrols are referred to as Operation Northern Watch in the northern zone and Operation Southern Watch in the southern zone. Patrols in the northern zone are flown from bases in Turkey, while the patrols in the southern zone are flown from aircraft carriers and bases in Saudi Arabia. In addition to the standing patrols, several operations were launched to force Iraq to comply with United Nations weapons inspections. After the last one of these operations, Operation Desert Fox (in late 1998), Iraq declared that it would no longer honor the No Fly Zones and stepped up its operations in both areas. Since this declaration there have been more than 250 attacks on Iraq air defenses in the northern zone and another 150 attacks in the southern zone.

This variant allows players to fly patrols in the No Fly Zones using the *HORNET LEADER* game. During the patrol, your aircraft will fly through three checkpoints, each of which may contain Iraqi SAMs or aircraft. In most real-life cases, patrolling aircraft do not encounter Iraqi SAMs or aircraft and are not attacked, but, as that would make for a boring *HORNET LEADER* game, this variant is slanted toward putting you into action.

The rules below walk you through how to play the mission. In most cases, the standard rules for *HORNET LEADER* apply. However, because this variant has you flying essentially three missions at once, there are some special rules that need to be followed.

Note: You may substitute F-16 Falcons for the Hornets in this mission using the "Trading in your Hornets for Falcons" *C3i* article in *C3i* Nr. 13.

# Operation Southern Watch

## *HORNET LEADER* Variant

By Dave Schueler



### 1. PRE-FLIGHT

- b. Determine if it is a Day or Night mission by rolling a d10:
  - 1-6 = Day mission
  - 7-10 = Night mission
- a. Determine if any Special Conditions exist by rolling a d10:
  - 1-2 = EA-6 support: Receive two EA-6 Prowlers for the mission, they may be used at all the Checkpoints. Effects:
    - +1 on Initial Air Combat Positioning die roll [19.5]
    - 2 from MiG Fire Position die rolls during Step 1, for each EA-6 in the Air Combat Area during step 1.
    - 2 From SAM Lock-On die rolls, for each EA-6 in the Area under attack.
  - 3 = Low Clouds Over Area. Effects:
    - 1 SAM Lock-Ons in Target and Approach Areas
    - 1 AAA Attack die rolls in the Target Area
    - 1/-2/-3 for Air to Ground Attacks from Same Area/1 Away/2 Away
  - 4. No Airborne Early Warning Coverage for mission. Effects:
    - +1 SAM Lock-Ons in Target and Approach Areas
    - +1 Pilot Check die rolls
    - 1 Initial Air Combat Positioning die roll
- c. Select pilots and arm a flight of four aircraft using the following information:
  - Weight Points = 6
  - Load Areas = 3
  - There are no weapons shortages. The following weapons may be used for these missions:
    - MK 82, Mk 83, and Rockeye bombs
    - Maverick, JSOW
    - HARM, Sidearm
    - Sidewinder, Sparrow, AIM-120 AMRAAM
    - E-pod, N-pod

### 2. TAKE-OFF

- a. Determine if any special events apply to mission aircraft by rolling a d10:
  - 1-3 = Special event applies, go to step 2b
  - > 4 = No special events, go to step 3.
- b. Randomly select one plane and roll a D10 to determine the special event. Then go to step 3.
  - 1-3 = Great day to be a pilot. Effects for the selected pilot:
    - +1 to all Air to ground attacks
    - +1 to Initial Air Combat Positioning
    - +1 to Achieve Fire Position
    - 3 to Pilot Check
  - 4-5 = Pilot having a bad day. Effects for the selected pilot: Roll d10: 16 = -1, 7-10 = -2. The specified penalty applies for Air to Ground and Achieve Fire Position die rolls.
  - 6-7 = Countermeasures Failure. For the entire mission the selected aircraft suffers the following effects:
    - +2 to MiG Fire Position die rolls
    - +2 to SAM Site Lock-On die rolls
    - +1 to AAA Attack die rolls
  - 8-9 = Rack Failure, the munitions counter(s) of one Load Area for the aircraft are removed. Roll a d10 to determine the Load Area:
    - 1 = Left Wingtip
    - 2-4 = Left Wing
    - 5-6 = Center Line
    - 7-9 = Right Wing
    - 10 = Right Wingtip
  - 10 = Aircraft suffering from engine problems and must return to base. Roll d10 to determine effects:
    - 1-3 = Aircraft ready for next mission
    - 4-8 = Aircraft Not Ready for next mission
    - 9-10 = Aircraft Damaged

## Southern Watch: HORNET LEADER

### 3. CHECKPOINT 1

- a. Determine if action occurs by rolling a d10:  
**1-4** = Go to step 3b  
**5** = Go to step 3c  
**6-10** = Go to step 3d
- b. SAM strike
- 1) Select Target card #5, determine and place SAMs and allocate AAA. **Note:** No SAM Certainty rolls are made after the SAMs are placed.
  - 2) Place friendly aircraft in appropriate locations.
  - 3) Resolve attack on SAM site using the standard *HORNET LEADER* rules.
  - 4) Go to step 3d.
- c. Fighter Sweep
- 1) Select Target card #23, determine and place MiG's. **Note:** MiG-25's become MiG-23's.
  - 2) Place Friendly aircraft.
  - 3) Resolve air combat using the standard *HORNET LEADER* rules.
  - 4) Go to step 3d.
- d. Total Victory Points, if no combat occurred at this checkpoint the player gets 15 VPs.
- e. Do you want to return to base? If yes go to step 6, otherwise go to step 4.

### 4. CHECKPOINT 2

- a. Determine if action occurs by rolling a d10. If combat occurred in step 3, add 2 to the die roll.  
**1-5** = Go to step 4b.  
**6** = Go to step 4c.  
**7-10** = Go to step 4d.
- b. SAM strike
- 1) Select Target card #5, determine and place SAMs and allocate AAA. **Note:** No SAM Certainty rolls are made after the SAMs are placed.
  - 2) Place friendly aircraft in appropriate locations.
  - 3) Resolve attack on SAM site using the standard *Hornet Leader* rules.
  - 4) Go to step 4d.
- c. Fighter Sweep
- 1) Select Target card #23, determine and place MiG's. **Note:** MiG-25's become MiG-23's.
  - 2) Place Friendly aircraft.
  - 3) Resolve air combat using the standard *HORNET LEADER* rules.
  - 4) Go to step 4d.
- d. Total Victory Points, if no combat occurred at this checkpoint the player gets 15 VPs.
- e. Do you want to return to base? If yes go to step 6, otherwise go to step 5.

### 5. CHECKPOINT 3

- a. Determine if action occurs by rolling a d10. If combat occurred in step 3 or 4, add 4 to the die roll.  
**1-6** = Go to step 5b.  
**7** = Go to step 5c.  
**8-10** = Go to step 5d.
- b. SAM strike
- 1) Select Target card #5, determine and place SAMs and allocate AAA. **Note:** No SAM Certainty rolls are made after the SAMs are placed.
  - 2) Place friendly aircraft in appropriate locations.
  - 3) Resolve attack on SAM site using the standard *HORNET LEADER* rules.
  - 4) Go to step 5d.
- c. Fighter Sweep
- 1) Select Target card #23, determine and place MiG's. **Note:** MiG-25's become MiG-23's.
  - 2) Place Friendly aircraft.
  - 3) Resolve air combat using the standard *HORNET LEADER* rules.
  - 4) Go to step 5d.
- d. Total Victory Points, if no combat occurred at this checkpoint the player gets 15 VPs.

### 6. RETURN TO BASE

- Roll for aircraft returning damaged.
- Determine fate of ejecting pilots.
- Pilot Check.
- Aircraft Check.
- Total Victory Points for the mission and determine mission success.

Mission Success	Victory Points
Complete Success	> 70
Success	45-70
Failure	20-44
Complete Failure	<20

## NEW WEAPONS

The following information explains how to use the new weapons (counters were included in *C3i Nr. 13*).

**Special Rules for Use:** This explains any special rules associated with the use of the munition.

**Weight Points:** Each of the following specifies a Weight Point value. This is used to determine the number of an aircraft's Weight Points used to carry the munition.

**Load Area Allocation:** Each munition also specifies a Load Area allocation and a Munition type already present in *Hornet Leader*. This limits the Load Areas in which the new munitions may be placed.

**Usage:** This rating details the type of attack used for each Munition. While conducting Air to Ground attacks, an aircraft may only

conduct one type of attack: Cannon, Bomb or Missile.

**Hit Numbers:** These are the hit numbers for the munition.

### Joint Stand-Off Weapon (JSOW)

The JSOW is the latest development in glide bomb stand-off weapons and will be used by both the Navy and Air Force. These weapons are designed to allow aircraft to attack targets while staying out of range of AAA and short range SAMs. The higher the altitude at which a glide bomb is released the longer range it will have. The JSOW will carry one of three different type of warhead depending on the mission for which it will be used. The JSOW was successfully used during the Operation Desert Fox attacks on Iraq and the Operation Allied Force attacks on Yugoslavia.

#### Special Rules for using the JSOW:

- When this weapon is used to attack a target in the same area, the attacking aircraft is not subject to any AAA attacks.
- The JSOW may attack targets in adjacent areas if the aircraft is using a High Visibility Attack (rule 11.4).

**Weight Points:** 2

**Load Area Allocation:** Mk 83

**Usage:** Bomb

**Hit Numbers:** 3/8/11

4/9/12"

"The JSOW may only be used at this range if using High Visibility Attack.

### Joint Direct Attack Munition (JDAM)

The JDAM is the latest modification to make dumb bombs smarter and will be used by both the Navy and Air Force. The JDAM guidance package can be attached to a 1000# (Mk 83) or 2000# (Mk 84) bomb. The guidance package uses GPS information to make the bomb more accurate than a standard laser guided bomb. If the GPS satellites are not available, the guidance package can use its own Inertial Navigation System (INS) to guide the bomb to its target. Because the JDAM uses GPS or INS guidance it is not affected by weather. The JDAM was successfully used during the Operation Allied Force attacks on Yugoslavia.

#### Special Rules for using the JDAM:

- The JDAM can only be used against static, non-moving targets. It cannot be used against ground forces, naval forces, mobile SAMs, Scuds or other targets that can move.
- Do not apply any modifiers (positive or negative) to JDAM attacks.

**Weight Points:** 2

**Load Area Allocation:** Mk 83

**Usage:** Bomb

**Hit Numbers:** 2/5/10