

Gameplay Notes:

By default, you will be operating under some of the same constraints as the historical operation. Along with the settings on the previous setup menu there are several political and strategic actions you may execute. These can be accessed via the "Political and Strategic Actions" special action. This is only available at the start of the scenario and will be turned off after five minutes.

You will not begin to lose points for destroyed combat aircraft until five aircraft have been destroyed. You will always lose points if a "strategic" (tanker or early warning) aircraft is destroyed. Points lost doubles after more than ten aircraft are destroyed.

Please enable special message pops-ups under *Game dropdown menu -> Game Options -> Message Log*, check the *Raise Pop-ups* checkbox next to *Special Messages*.

This scenario has several additional features. *Click the arrow to expand each section.*

Fuel Usage

- **Default:** Aircraft will take off with full fuel. Default Command behavior.
- **Realistic:** USAF aircraft will have fuel adjusted to estimated historical values after taking off. This should result in more accurate fuel usage.
- **Unlimited:** Aircraft will take off with full fuel. They will still use fuel but will be periodically refueled via in-game event. No tankers will be needed.

Default Setting: *Default*. This setting was enabled/disabled on the scenario setup menu when you first loaded the scenario.

Systems Checks

I have attempted to replicate some of the real rules of engagement that the air crews were operating under. If all combat systems were not operational, no matter who the pilot/copilot were or how close they were to their target, they had to abort.

The USAF launched six in-air spare F-111F's and one EF-111A. About the time they reach Lands' End, one of the aircraft in each flight will randomly be selected to return to base. The outcome is weighed slightly towards the historical outcome but can be any aircraft.

US Navy A-6E's will conduct a final systems check shortly before they are ready to take off. If they fail the check, they will be set to maintenance and be unavailable for the strikes.

As your strike aircraft enter Libyan airspace and at five-minute intervals as they remain there, your aircraft will perform a FENCE (Fuel, Emitters, Navigation, Communications, Electronic Countermeasures) check. If they fail the check, they will immediately jettison their munitions and transmit a "FROSTY FREEZER" abort message.

Default Setting: *Enabled*. This setting was enabled/disabled on the scenario setup menu when you first loaded the scenario.

Combat Search and Rescue (CSAR)

Whenever one of your aircraft is destroyed, a survival roll will be conducted for each crew member (using the database crew value). For each crew member that survives a “Downed Pilot” unit will be created around the destroyed aircraft’s location.

To recover downed pilots, maneuver a rescue capable unit to within rescue parameters. Every five minutes, a recovery event will execute attempting to recover each downed pilot. There is some randomness in order to simulate difficulties during the rescue. Rescuing downed pilots will reward 250 points.

Rescue Parameters:

- **Aircraft:** Within one nautical mile of the downed pilot, at or below 75ft AGL, and at or below 50 knots. Aircraft can only recover one downed pilot in each recovery attempt.
- **Ships & Submarines:** Within one nautical mile of the downed pilot, above -20 ASL, and at or below six knots.

Rescue Capable Aircraft:

- HH-53C Stallion (USAF).
- SH-3H Sea King (USN).

Downed pilots within Libyan territory have a chance of being captured. This currently only affects downed pilots on land. Downed pilots in the water will not be affected.

Weather

The initial weather conditions were set when the scenario was first loaded. The area of operations has been divided into ten Custom Environment Zones. Every hour, global weather and the weather within each CEZ will change randomly positively or negatively based on the current conditions in that area. Where applicable constraints are in place to prevent the weather from going outside of historical norms for each zone.

Designer Note: There is more than a little overkill on my part regarding the number of CEZs. Other than the zones covering the objective areas, none of the CEZs should have an impact on the outcome of the scenario. I added them for immersion and as a challenge to myself.