

640519 PLAINE DE JARRES

TARGET: GUERILLA POSITIONS, MEKONG DELTA, SVN
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 15th TRS TAN SON NHUT AB, RVN
AIRCRAFT AND NUMBER (2) RF-101C

CALL SIGN: DAGGER

HEADING/DISTANCE TO TGT: 345 / 330 NM
ETD: 0900 TIME OVER TARGET: 1000
WEATHER BRIEF: SCT 9000 FT WINDS 3606G10 VIS 20 NM

LAO PEOPLE'S DEMOCRATIC REPUBLIC



HISTORY

A right-wing coup overthrew the government of Laos in 1964. This provided the Communist Pathet Lao back into combat in the Plaine de Jarres of Northern Laos. The US responded by backing the government against them. The US needed to know the full extent of Soviet support and sent reconnaissance aircraft to the area. The flight was long and the target areas were poorly demarcated but the pilots were trained in finding objects on the ground. One of the first losses was an RF-101C from Tan Son Nhut Airbase at Saigon.



GAMEPLAY

You are Dagger Lead departing Saigon. Follow the navigation set in and rendezvous with Zebra tanker on the way to the area to be scouted. Fill the gauge to at least 1500. Then proceed along the course in autopilot and X8 speed. After the last way point on that course, descend to 8000 feet for your first target, the Ben Ken (Ban Kuen) bridge. Then on to Sam Neua and finally to Ban Ban before returning to Saigon.

Look for signs of activity in the jungle. If the game alerts you to nearby enemies, that's the area. Go look.



It's long and...it's dangerous.



[MISSION NAME] 640805 HONG GAI RAID

SECRET/NOFORN

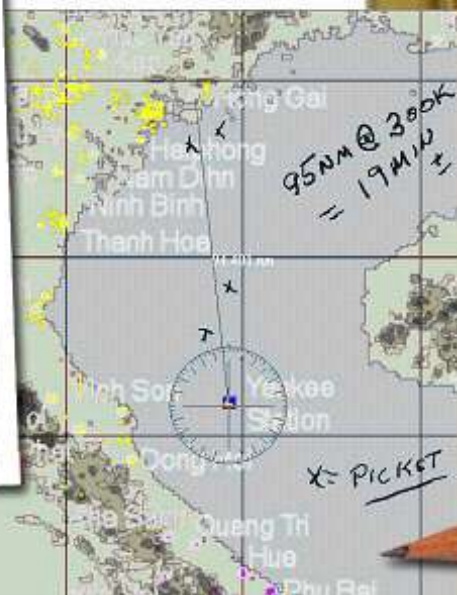
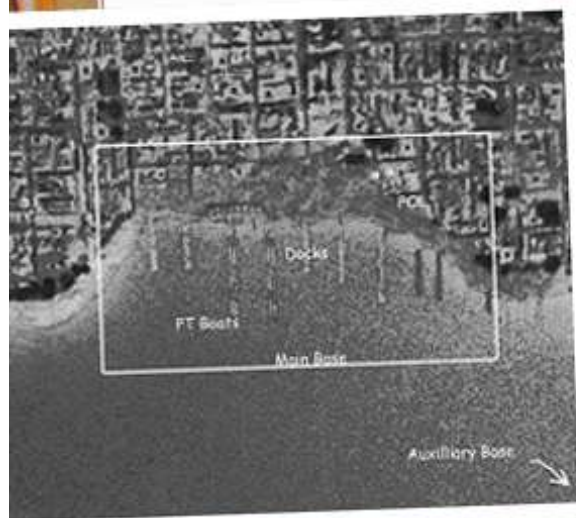
TARGET: PATROL BOAT MOORAGE AND DOCKS, HONG GAI, NVN
DEFENSES: 23MM, 57MM, 85MM
BEST BAILOUT: SOUTH FEET WET

SQUADRON ASSIGNMENT: VA-144, USS CONSTELLATION YANKEE STATION
AIRCRAFT AND NUMBER (4) A-4C
ORD LOADOUT: (1) LAU-61B, 600 RNDs 20MM
CALL SIGN: KINGFISH

HEADING/DISTANCE TO TGT: 355/95 NM
ETD: 0730
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0800

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: BKN 4500 FT WINDS 3603G05 CU VIS 30 NM
TARGET PHOTO: 640729 RF-8G 4000 FT



HISTORY

Every pilot that flew in combat in Vietnam knew the name Everett Alvarez. He was shot down and captured on the Hong Gai Raid, as part of Op Pierce Arrow on the first air strikes of the war. He was held prisoner from this day until the end of the war. He said that on the long flight he was shocked to realize he was actually going into battle. He survived to be the man who dedicated the Vietnam Veterans Memorial in Washington DC in 1984.

They were briefed to avoid hitting Chinese territory which was adjacent to the base. When they arrived, the PT Boats were not in port but scattered around the Bay. Their searching for targets alerted gunners and the element of surprise evaporated. Nonetheless, they destroyed the boats and the petroleum supplies before returning to the ship.

Remember: Fighter pilots make movies; attack pilots make history. This is the first day of the longest war in American history.



GAMEPLAY

After launch and join up your flight will come starboard to a heading of 355 and climb above the clouds. At 300 knots it will take about 19 minutes to arrive over target. Use your radar to find the bay and the PT Boats. When you get there, the PT Boats aren't where you were told they would be. They are at the Alternate base to the ESE.

How do you get home?...the reciprocal heading is 175/95. The Ticonderoga will show on your radar as will the picket ships. Keep it moving and you should survive if you have practiced your carrier landings.

This is a relatively simple mission if you can navigate and bomb from altitude. If you get low, you will not get home for dinner for the next 9 years.



640805 QUANG KHE FERRY

TARGET: PT BOATS, BASE, PETROL STORAGE, QUANG KHE FERRY, NVH

TARGET PHOTO: 640803 RF-BG 5000 FT



DEFENSES: AAA UNKNOWN
BEST BAILOUT: EAST TO GULF

SQUADRON ASSIGNMENT: VA-55 USS TICONDEROGA/ YANKEE STATION
AIRCRAFT AND NUMBER (4) A-4C
ORD LOADOUT: (2) LAU-61, (700 RDS) 20MM
CALL SIGN: MEMPHIS

HEADING/DISTANCE TO TGT: 227/32 NM
ETD: 0610
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0630

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 6000 FT WINDS 35002G02 VIS 30 NM

TOP SECRET



HISTORY

In "retaliation" for an attack on US destroyers in the Gulf of Tonkin, Johnson ordered a raid on all PT Boats and fuel supplies in an operation called Pierce Arrow. Crews hit Hong Gai near the Chinese border and that is where Alvarez was shot down. They hit the fuel depot at Vinh, the PT boats at Loc Chau and Ben Thuy near Vinh. The closest target to Yankee Station was Quang Khe. So it was hit first.



GAMEPLAY

Carrier launch at dawn. Climb on course and follow lead. Watch for coastline on your radar. Boats should give off a nice radar return. Your target is the PT Boats moored across the river from the docks. They have guns. Take your time with your rockets. Don't get too low or they will get you. One pass, haul ass. They are serving steak on the carrier. Be sure you get home for it.

Carrier landing. Now don't you wish you had practiced?

You are a rookie, not a combat veteran. You have never killed anyone or had anyone try to kill you. Plus you and your Scotter live on a boat where you have to land. And for all that, it's just a one star mission.



[MISSION NAME] 640805 PIERCE ARROW BDA

CONFIDENTIAL

OBJECTIVE: PHOTO REC BEN THUY/LOC CHAU PT BASES

TARGET PHOTO: RF-8G 640726 0730 5000

DEFENSES: HEAVY AAA DEFENSE,

BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VFP-63 DET G

AIRCRAFT AND NUMBER (1) RF-8G

CALL SIGN: VIPER

HEADING/DISTANCE BEN THUY: 275/ 49 NM

ETD: 0630

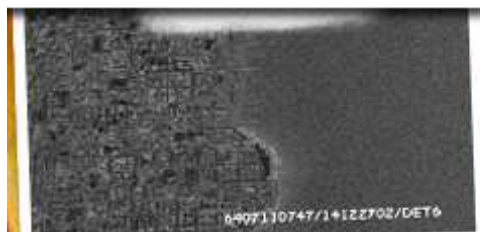
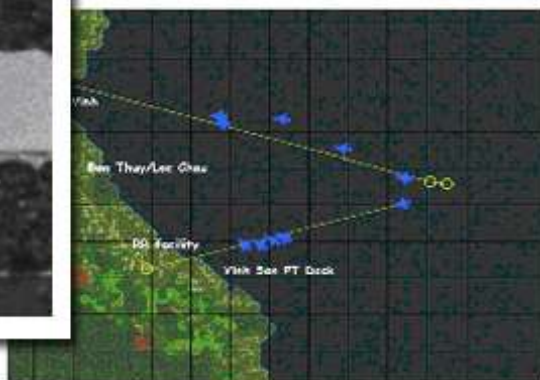
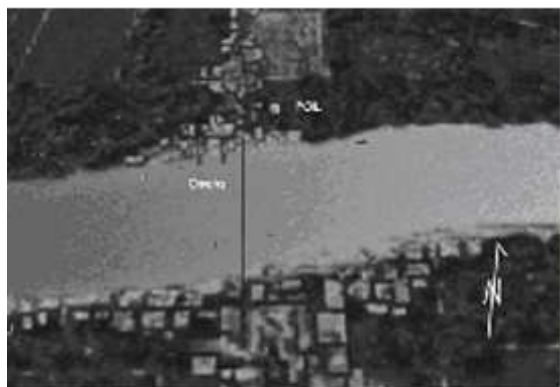
TIME OVER TARGET: 0700

HEADING/DISTANCE TO VINH: 280/53 NM

TIME OVER TARGET: 0715

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: BKN 6000 FT WINDS 2702 VIS 30 NM



HISTORY

You have flown both Quang Khe Ferry and Hong Gai Raid. These are the remaining targets hit on the first day of the war in Operation Pierce Arrow in retaliation for an attack on the destroyers Maddox and Turner Joy in the Tonkin Gulf. This is a full-on Alpha Strike and there is plenty to see



GAMEPLAY

Recon pilots were not just flying photographers hitting spots on the maps. They 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 PT Base as well as a railroad facility prior to post strike photos.

First be certain that you have performed the Photo Recon Mod. You launch after a flight of F-8 fighter escorts and an A-4C set up for refueling. Follow the course on the map below (it's in your autopilot), monitor the strike on the map and radio while visually checking the points on your route. Make a photo run on both targets immediately after the strike.

Take screenshots of the attack using the photo recce mod. Fly low with Wing Leveler and watch through your camera views.

Then get back to the carrier with the film. Remember, they know you are coming. That's the part recon pilots hated and loved about their job.

This mission is relatively easy to fly but hard to complete. To enjoy it, you must try to do what the pilot did that day. You must look, think and take photos (both vertical and side-looking) to be analyzed later. 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.



[MISSION NAME] 640805 PIERCE ARROW

TARGET: BEN THUY/LOC CHAU PT BASES

DEFENSES: HEAVY AAA DEFENSE,
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VA-145
AIRCRAFT AND NUMBER (4) A-1H SKYRAIDERS
CALL SIGN: LION

HEADING/DISTANCE BEN THUY: 275/ 49 NM
ETD: 0630
TIME OVER TARGET: 0700

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 6000 FT WINDS 2702 VIS 30 NM

TARGET PHOTO: RF-8G 640726 0730 5000
TARGET PHOTO: USS PERCH (SS-313)

CONFIDENTIAL



HISTORY

You have flown both Quang Khe Ferry and Hong Gai Raid. These are the remaining targets hit on the first day of the war in Operation Pierce Arrow in retaliation for an attack on the destroyers Maddox and Turner Joy in the Tonkin Gulf. This is a full-on Alpha Strike and there is plenty to see.

While the A-4 Skyhawk was the Navy's new attack aircraft, the AD or A-1H Skyraider was its old one. Reliable and slow, it could carry a large bomb load over a long distance, take brutal punishment and get home to fight again.



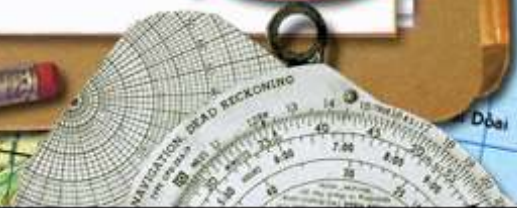
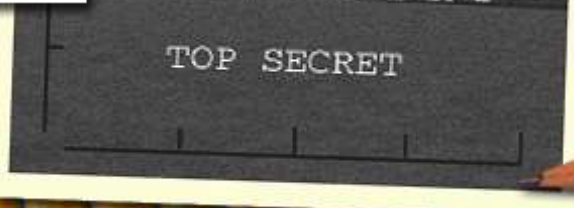
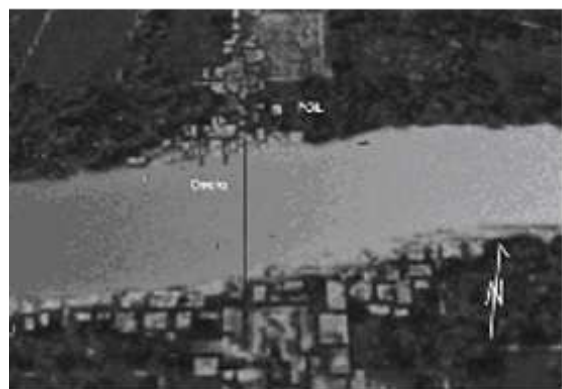
GAMEPLAY

You are Lion 14, the last flight over target at the Ben Thuy and Loc Chau PT bases and the Vinh Bridge. Upon the opening of the mission, you might pause the game to locate your flight.

Fall into position and proceed to the target and take it out. If it has been hit, pick something else. Keep your speed up and enjoy the fight.

You know it isn't fast but take it back to the carrier and land it. Imagine getting back aboard after your first combat mission, wishing for a jet but grateful for a Spad.

Simple but don't be careless in the target area.



[MISSION NAME] 641014 POST STRIKE

TARGET: BDA BAN PHANOP, LAOS

TOP SECRET



DEFENSES: UNKNOWN

BEST BAILOUT: WEST OF PASS, AWAY FROM TRAILS

CALL SIGN: COWBOY

TANKER RENDEZVOUS: POST STRIKE CALL SIGN: ZEBRA

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT WINDS 27001G03 VIS 30 NM



HISTORY

The first attack on the Communist supply lines into South Vietnam has just occurred. The resistance was insignificant but from that point on became increasingly lethal. And no prisoners were taken in Laos either.

After every strike, someone went to look. It was known a recon plane would be coming and the reception was always hot.



GAMEPLAY

You enter the story south of Mu Gia Pass flying north in an RF-101C of the 45th TRS from Tan Son Nhut airbase in Saigon.

Enter the pass from the North Vietnam side and fly down the trail to Ban Phanop and photograph the results of the strike. Straight down shots are what they want. Then, find Zebra tanker and get enough fuel to make it to Saigon.

Upon landing, taxi to the man by the jeep and open up your film bay. Well done.



A lot to do right, not much time to do it and no second chances.



[MISSION NAME] 641230 TCHEPONE BARRACKS

TOP SECRET

TARGET: MILITARY BARRACKS VCNTY TCHEPONE BRIDGE

DEFENSES: SMALL ARMS, 51 CAL
BEST BAILOUT: HIGH GROUND TO WEST

SQUADRON ASSIGNMENT: VA-145 CVA-64 YANKEE STATION
AIRCRAFT AND NUMBER (4) AD-6 SKYRAIDERS
ORD LOADOUT: (12) MK82, (600 RND) 20MM

CALL SIGN: DAGGER 11
HEADING/DISTANCE TO TGT: 240/46 NM
ETD: 1500 TIME OVER TARGET: 1520
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT WINDS 3603G08 VIS 40 NM

TARGET PHOTO: RF-8G 641220



GAMEPLAY

Launch as Dagger 12 off the Constellation in the early days of the war. Join up and fly across Vietnam to neutral Laos. Once on target and under the clouds, destroy the barracks. If you have the ordnance remaining, attack the supply convoy that is arriving, both trucks and bicycles.

You will have surprise on your side at first. As time passes, more shooters will get their guns. Keep your energy up and do not let the gunners track for long.

Then return with your flight to the carrier and land it.



HISTORY

The Joint Chiefs of Staff had a list of targets they wanted bombed right away. One of these was the North Vietnamese barracks in neutral Laos at a place named Tchepone. Everyone that flew in Vietnam has heard of the place where AAA was as deadly as that in Pack 6 and where the gunners were not just numerous but very accurate and very brave. This mission occurred before it was famous.

The bridge and airfield were already destroyed by the time of this attack.

Sometimes, Tchepone was the worst place to fight in the air.

Formation flight. Flight discipline in picking targets the others don't hit. Getting back aboard ship.



650113 BEN KEN BRIDGE

TOP SECRET

TARGET: BEN KEN BRIDGE, LAOS
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: HIGH GROUND TO WEST

SQUADRON ASSIGNMENT: 67TFS, TAKHLI RTAFB, THAILAND
AIRCRAFT AND NUMBER (16) F-105D
ORD LOADOUT: (2) AGM-12B, 600 RNDs 20MM
CALL SIGN: BISON

HEADING/DISTANCE TO TGT: 005 / 145 NM
ETD: 1000
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 1100
WEATHER BRIEF: BKN 7500 FT WINDS 3606G10 VIS 20 NM
TARGET PHOTO: 650315 RF-101 2000 FT.



HISTORY

The first strike of the war was against the Ben Ken Bridge in northern Laos. Sixteen Thuds from the 44th TFS and 67th TFS, TDY from Japan, destroyed the bridge in Northern Laos.



GAMEPLAY

This mission is not hard. But you have lousy weapons, poor technique and bad tactics. Stay in formation then attack the bridge with your bullpups and find targets to stafe.

The longer you stay in the fight, the more enemy will appear at their guns.

Watch your fuel. When you get home, taxi in the revetments between the parked aircraft.

You're an FNG.
Watch it.



[MISSION NAME] 650207 FLAMING DART

TARGET: BARRACKS, DONG HOI AIRFIELD NVN

TARGET PHOTO: RA-5C

SECRET/NOFORN



DEFENSES: HEAVY AAA DEFENSE
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VA-212 USS HAWCOCK YANKEE STATION
AIRCRAFT AND NUMBER (8) A-4E
ORD LOADOUT: (4) MK82 (2) MK81, (600 RDS) 20MM
CALL SIGN: TUNA
HEADING/DISTANCE TO TGT: 350/83 NM
ETD: 1325
TANKER RENDEZVOUS: N/A
TIME OVER TARGET: 1355

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



HISTORY

Operation Flaming Dart was a U.S. military operation, conducted in two parts, during the Vietnam War. United States President Lyndon B. Johnson in February 1965 ordered a series of reprisal air strikes after several attacks on U.S. bases by Vietcong (NLF) units, particularly in reply to a mortar attack at Pleiku. These strikes had originally been intended to be part of a three-phase "program" beginning with attacks in Laos in December, 1964 (Operation Barrel Roll) to bring pressure to bear on North Vietnam, and so had been ready to fly.



GAMEPLAY

You are the last of your squadron to launch. You have to wait for a Whale to go then launch and find your flight. You have NO autopilot. You must find your way there on the wing and back again the same way. You may have to use your radar to locate the ship to land.

Approaching the airfield, pick a target. Stay high and plan for a steep dive to avoid making it easy for the gunners. Drop all your bombs in one pass and head for the ship.

A fast and easy mission if you don't get greedy and can land on a ship.



650219 FIRST BLOOD

TARGET: VIET CONG LOCATION VCNY BEN GAI, SVN

TARGET PHOTO: 01E 5000 FEET DATE UNKNOWN.

SECRET/NOFORN



DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM BATTLE AREA

SQUADRON ASSIGNMENT: 8 BOMB SQUADRON, BIEN HOA AB RVN
AIRCRAFT AND NUMBER (2) B-57B
ORD LOADOUT: (4) LAU-3/A, (4) BLU-1, (6) MK-82, (700 RDS) 20MM
CALL SIGN: DENVER

HEADING/DISTANCE TO TGT: APPROX 170/28 NM
ETD: 0830
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0900

CONTROLLING AGENCY: SNOOPY
WEATHER BRIEF: SCT 4000 FT WINDS 2705 VIS 30 NM



HISTORY

This is the first airstrike against enemy troops in the Vietnam War. It was a suspected enemy location that turned out to be hot. B-57's carried the air war at the beginning and you will feel their inadequacies as time goes on. But in their time, they kicked butt.



GAMEPLAY

These B-57's are sweet bombers in a safe environment. Look at that bomb load! Fly on down and get some.

Take a LONG roll on takeoff. LONG.

Use the F7 key to watch the battle. Try to kill the enemy before he kills your side. It's a war thing. There are going to be shooters but you should be able to deal with them.

Take your time. You have a lot of fuel and ordnance. The FAC should mark your target clearly. The friendlies will mark theirs.

It's simple, not easy.
Be accurate.



650302 ROLLING THUNDER I

TARGET: BARRACKS QU



DEFENSES: AAA

BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: 13TH BOMB SQUADRON, DANANG AB, RVN

AIRCRAFT AND NUMBER (2) B-57B

ORD LOADOUT: (4) M117, (6) MK-82 (700 RDS) 20MM

CALL SIGN: DAGGER

HEADING/DISTANCE TO TGT: 300/ 80 NM

ETD: 0845

TANKER RENDEZVOUS: NA

TIME OVER TARGET: 0915

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: BKN 12000 FT WINDS 3601G03 VIS 20 NM

TARGET PHOTO: 650315 RF-101 8000 FT.

TOP SECRET



HISTORY

Rolling Thunder. Thuds. Yankee Station. Korat. Skyhawks.

Nope. The first bombs fell from B-57's from Da Nang as well as South Vietnamese Skyraiders. Granted, the Thuds and Scooters struck moments later. Still, the opening shot of the largest air operation in the history of war belongs to the 13th Bomb Squadron.



GAMEPLAY

You are flying as Dagger 2 into North Vietnam in the first strike of Rolling Thunder. It's a long safe flight up. The weather is lousy but at least they don't know you are coming for a while.

Keep climbing back to altitude. Don't grind down onto the deck or the little guns will get you. One pass ought to do. Find the barracks and bomb them and head out over the water for the long flight home.



It's easy.
Maybe it will scare
them into quitting?



SECRET/NOFORN

[MISSION NAME] 650302 XOM BONG AMMO DUMP

TARGET: Ammo bunkers, Xom Bong NVN

DEFENSES: AAA, SMALL ARMS

BEST BAILOUT: High ground to west or feet wet to east

SQUADRON ASSIGNMENT: 67th TFS, Korat RTAFB Thailand

AIRCRAFT AND NUMBER (2) F-105D

ORD LOADOUT: (8) M117, (600 RNDs) 20MM

CALL SIGN: DODGE 11

HEADING/DISTANCE TO TGT: 078/137 NM

ETD: 0800

TIME OVER TARGET: 0900

TANKER RENDEZVOUS: TAMPA/ZEBRA TRACK

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 12000 FT WINDS 36002G02 VIS 40 NM



HISTORY

The first strike against North Vietnam by the F-105 was against the ammunition storage area at Xom Bong just north of the DMZ.

Early defenses were not very sophisticated, the pilots were well-trained but new to combat operations. What worked on the gunnery range would cost you your life in North Vietnam. The flights were very long and all required aerial refueling.



GAMEPLAY

You are leading Dodge flight of two against an ammo dump 137 miles to the east. Use your radar to find and join with Tampa or Zebra. Then proceed on heading to the target. Use the Map to locate Buick and keep your spacing between him and Rambler.

You will see Buick's bombs impacting as you cross the ridge. Find your target and make as many passes as it takes. You must bomb precisely to destroy it. Direct your wingman also. Look around for strafing targets but be aware that the longer you stay in the area, the more people will man their guns.

As an aid to navigation, if you toggle through all the waypoints, your HSI will point to Korat and give you the distance from there. At 137, you are over the target area.

Tanker rendezvous and formation. Navigation to target. Hitting the target.



[MISSION NAME] 650303 DRAGON'S JAW 1

SECRET/NOFORN

TARGET: HAM RONG BRIDGE, THANH HOA, NVN

DEFENSES: HEAVY AAA DEFENSE,
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: 67th TFS, KORAT RTAFB, THAILAND
AIRCRAFT AND NUMBER (4) F-105D
ORD LOADOUT: (2) AGM-12B, (600 RDS) 20MM
CALL SIGN: DODGE

HEADING/DISTANCE: 135/156 NM
ETD: 0730
TANKER RENDEZVOUS: ZEBRA PRE-STRIKE
TIME OVER TARGET: 0900

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT WINDS 2215G25 VIS 30 NM

TARGET PHOTO: RF-101 650226 1130 3000



HISTORY

The Ham Rong Bridge was a major choke point in the transportation system of North Vietnam. But it had been over-built when rebuilt. Over a hundred pilots were shot down in the vicinity of the Dragon's Jaw. The first strike with Bullpups was ineffective. So the Air Force went back again the next day armed with bombs. Again the bombs were ineffective. Planes were lost the second day to anti-aircraft and MiG's. Yankee Air Pirate will have 5 strikes against it...and eventually will drop it into the river.



GAMEPLAY

The Air Force hit this bridge two days in a row. So we will, too.

The first day starts with you flying as Dodge Lead approaching Zebra Anchor for pre-strike refueling. You are armed with Bullpups. You will not knock down the bridge but if you survive, land back at Korat.

This mission is long but not as long as the real ones. Aerial combat is described as "hours of boredom interspersed with moments of stark terror". You won't be bored but you may experience losing your flight in the target area and having to make your way home. We are keeping this mission historically accurate in that the bridge is not going to fall. Just get there and back twice and you will have been through some terrible airspace.

Sometimes, getting home is good enough.

Hit the tanker on your way to the target.



[MISSION NAME] 650403 DRAGON'S JAW 2

TARGET: HAM RONG BRIDGE, THANH HOA, NVN

DEFENSES: HEAVY AAA DEFENSE,
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: 67th TFS, KORAT RTAFB, THAILAND
AIRCRAFT AND NUMBER (4) F-105D
ORD LOADOUT: (8) M117, (600 RDS) 20MM
CALL SIGN: DODGE

HEADING/DISTANCE: 135/156 NM
ETD: 0730
TANKER RENDEZVOUS: COBRA POST-STRIKE
TIME OVER TARGET: 0900

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT WINDS 2215G25 VIS 30 NM

TARGET PHOTO: RF-101 650226 1130 3000

SECRET/NOFORN



HISTORY

The Ham Rong Bridge was a major choke point in the transportation system of North Vietnam. But it had been over-built when rebuilt.

Over a hundred pilots were shot down in the vicinity of the Dragon's Jaw. The first strike with Bullpups was ineffective. So the Air Force went back again the next day armed with bombs. Again the bombs were ineffective. Planes were lost the second day to anti-aircraft and MiG's. Yankee Air Pirate will have 5 strikes against it... and eventually will drop it into the river.



GAMEPLAY

The Air Force hit this bridge two days in a row. So we will, too. The first day started with you armed with Bullpups to knock down the bridge.

Today you will depart Korat as Dodge 14. You will be armed with M117's. Meet Zebra short after take off for refueling. You will need it, since you are going through some terrible airspace.

This mission is long but not as long as the real ones. Aerial combat is described as "hours of boredom interspersed with moments of stark terror". You won't be bored but you may experience losing your flight in the target area and having to make your way home. We are keeping this mission historically accurate in that the bridge is not going to fall.

Again, you will not knock down the bridge then join with Cobra tanker on your way to Da Nang.

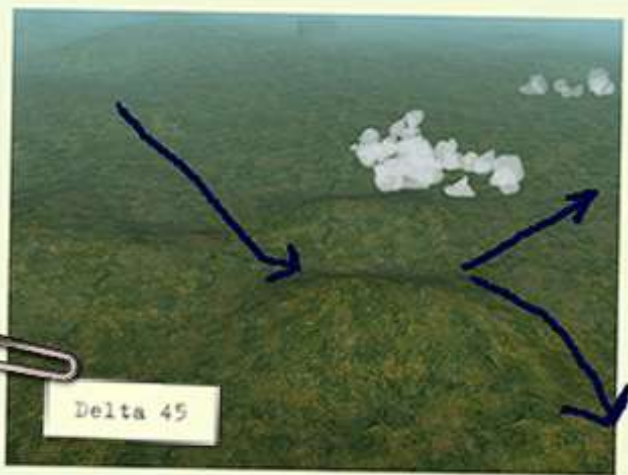


SECRET/NOFORN

[MISSION NAME] 650314 HO CHI MINH TRAIL

TARGET: INTERDICT TRUCK TRAFFIC VCNTY DELTA 45, LAOS

TARGET PHOTO: BIRD AIR INC. VIENTIANE, LAOS



DEFENSES: 57MM, 37MM, 23MM, ZPU, 51 CAL
BEST BAILOUT: WEST OF TRAIL AREA

SQUADRON ASSIGNMENT: 13TH BS, DANANG AB, RVN
AIRCRAFT AND NUMBER (2) B-57B
ORD LOADOUT #1: (4) M117, (6) MK82, (720 RDS) 20MM
ORD LOADOUT #2: (6) MK82, (4) LAU62 FLARE, (720 RDS) 20MM
CALL SIGN: DAGGER
HEADING/DISTANCE TO TGT: 290/80 NM
ETD: 1900
TIME OVER TARGET: 1930
CONTROLLING AGENCY: BLIND BAT, 374 TCM DET4, DANANG AB, RVN
WEATHER BRIEF: BKN 12000 FT WINDS 27001G03 VIS 30 NM



HISTORY

The place to stop the supplies from reaching enemy forces was at the docks at Haiphong. American air crews were not allowed to hit them so were forced to try to stop them en route along a maze of roads that became known as the Ho Chi Minh Trail. The airplanes came out when the trucks did...at night. One very successful early attempt was to combine a C-130 flare ship as a FAC and two B-57's as bombers. Relying upon nothing more than binoculars and flares kicked out the back, Bat directed strikes nightly all over Laos.



GAMEPLAY

You are flying a B-57 for the Grim Reapers on a night mission to bomb trucks and supplies on the Ho Chi Minh Trail. You are Dagger 12. Taxi to the north and hold short of the runway until Lead "appears". When he does, he will be rolling so roll onto the runway and go. Join up for the flight to meet Blind Bat FAC at Delta 45 on the Trail in Laos. He will locate and drop flares on the targets. They will detonate at 2500 feet and burn for 90 seconds, enough for two passes. After that, if Blind Bat is done, you can self-flare if you want to finish off the trucks below.

Then fly home with Dagger 11 and land back at Da Nang.

This is going to be a tough one for the obvious reason...you can't see very well. Getting in and out and home again with decent BDA will earn you 4 stars, a cup of bad coffee and a plate of cold eggs at the DOOM Club.



650421 DOOM PUSSY

SECRET/NOFORN

TARGET: BRIDGE/TRUCK PARK, SON XA, NVN

DEFENSES: AAA

BEST BAILOUT: HIGH GROUND TO WEST

SQUADRON ASSIGNMENT: 13TH BOMB SQUADRON, DANANG AB, RVN

AIRCRAFT AND NUMBER (2) B-57B

ORD LOADOUT: (6) MK-82 (700 RDS) 20MM (4) LAU-62 FLARE PODS ***

CALL SIGN: PUSSY

HEADING/DISTANCE TO TGT: 330/ 80 NM

ETD: 1815

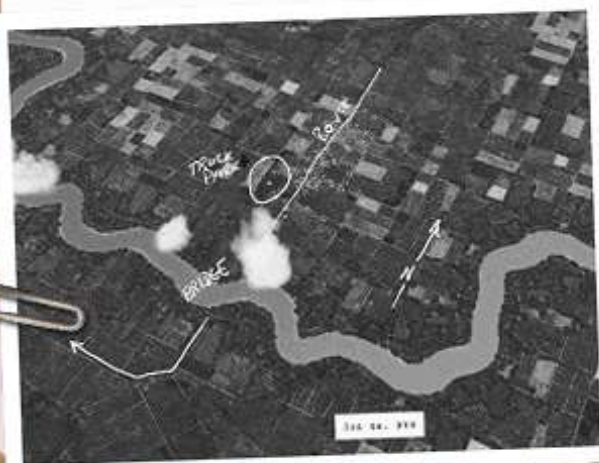
TIME OVER TARGET: 1900

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 12000 FT WINDS 3601G03 VIS 20 NM

TARGET PHOTO: 650315 RF-101 8000 FT.

*** : before flying the mission you have to manually select the LAU-62 FLARE PODS for your plane in the Loadout Menu instead of the BLU-1 Napalm. Giving the same weapon to the wingman will CTD.



HISTORY

The name comes from combining the letters of Da Nang Officer's Open Mess (DOOM) and the generic call sign "Pussy". But it became associated with the B-57 Night Intruder that worked nights over the Ho Chi Minh Trail in Laos and North Vietnam. It was considered too dangerous to send C-123 and C-130 flare ships to North Vietnam, so DOOM Pussy self-flared.

The phrase on the patch says in Vietnamese something like "I have flown into the Jaws of the Cat of Death". You know it meant something else. These guys were the ones who threw the first punches of the war. Most of their underpowered and technically unsophisticated aircraft were lost in very tough combat situations.

The first strike was 25 miles north of the DMZ, near Son Xa.



GAMEPLAY

You are leading a flight of two into North Vietnam in one of the first strikes of Rolling Thunder. It's a long safe flight up. Enjoy the view. It will be dark when you arrive. You will need to use your flares to see the targets. Hit the bridge if you can and direct your wingman to help out with the trucks. Then fly back to land at Rocket City or Da Nang.

Keep climbing back to altitude. Don't grind down onto the deck or the little guns will get you. Don't become disoriented. Check your gauges. Don't waste your flares or make blind passes. Use you wingman. Fighting at night is hard work.

It sounds easy. It is not. You have to fly, watch your instruments, and try to put flares where the targets are. Then you have to get home



650430 MOVING MUD

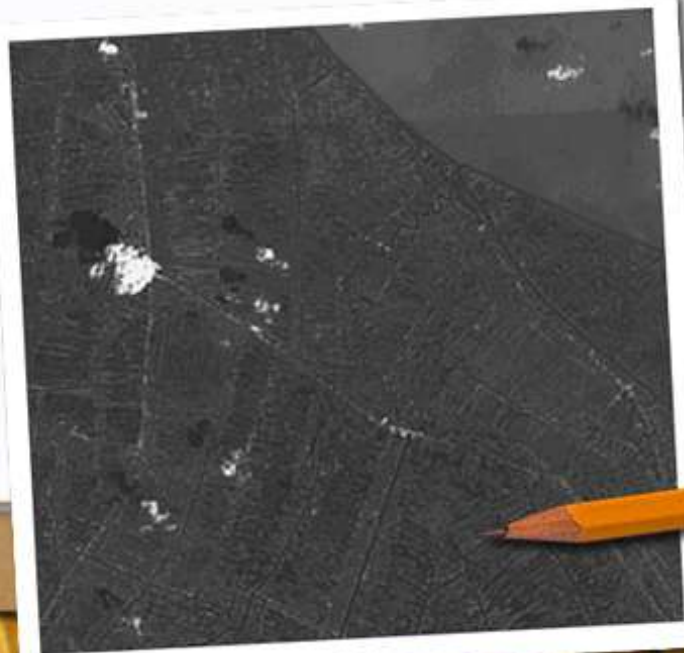
CONFIDENTIAL

TARGET: TROOPS IN CONTACT, AP NHI, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: VA-25/ CVA-41 DIXIE STATION
AIRCRAFT AND NUMBER (2) A-1H
ORD LOADOUT: (10) MK81, (2) MK82, 20MM
CALL SIGN: RAMROD

HEADING/DISTANCE TO TGT: 280 / 21 NM
ETD: 1000
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 1015
CONTROLLING AGENCY: 1 TASS FAC (AUSTIN)
WEATHER BRIEF: BKN 12000 FT WINDS 3602G05 VIS 20 NM

TARGET PHOTO: 650315 RF-101 8000 FT.



HISTORY

It is early in the Air War in Southeast Asia. Viet Cong troops have been spotted in a clump of trees outside a small village. Your mission is to join with the FAC (Austin), watch for his mark, then deliver your ordnance.

Remember this date: It is April 30th, 1965.



GAMEPLAY

Launch from the deck of the Midway and join on Ramrod Lead for the flight to the Mekong Delta. Austin should mark the target area clearly for you.

They WILL shoot at you. You may choose to take out the VC that are firing at you but be certain to hit your assigned target. Some of the firing might come from the village. If fired upon, shoot back. If you play without the icons, you will bomb treelines like the real thing.

Then return to trap at the Midway. Lacking radar to search for blips, either follow Lead or go to the end of your recorded course and look for an aircraft named "BALL" (Default command = F6). Padlock your view onto the ball (F4) and make the approach. Remember to free your view before trapping.

Lots of ordnance. Take your time.
Pick your targets. Be a Spad driver.



650509 DIXIE STATION

CONFIDENTIAL

TARGET: TROOPS IN CONTACT, TAN CHAU, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: EAST OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: VMF-212, CVA-34 ORISKANY
AIRCRAFT AND NUMBER (2) F-8E
ORD LOADOUT: (4) LAU-33A, (12) MK81, 20MM
CALL SIGN: TOMAHAWK

HEADING/DISTANCE TO TGT: 300 / 57 NM
ETD: 1630
TANKER RENDEZVOUS: A-4C ZEBRA
TIME OVER TARGET: 1700
CONTROLLING AGENCY: 1 TASS PAC (GOPHER)
WEATHER BRIEF: BKN 12000 FT WINDS 3606G10 VIS 20 NM



HISTORY

Their first day on station off the coast of South Vietnam near Vung Tao, the Oriskany launched air strikes against Viet Cong positions at Tan Chau near the Cambodia border. One of the first off the deck were pilots of the Marine contingent on the ship flying the F-8E which carried serious loads of attack ordnance.



GAMEPLAY

You are to launch as Tomahawk 12, join on Lead and proceed to the vicinity of Tan Chau under the control of Gopher 11. His smokes mark enemy positions. The friendly units may pop a smoke to mark their locations. Avoid the Special Forces Camp.

Upon completing your attack, intercept and join on Zebra, an A-4C aerial refueler. Take enough fuel to get back aboard but no more.



Dodge groundfire. Hit the target.
Then gas up for the ride back to the carrier. Lots of flying and fighting.



650510 YANKEE STATION

CONFIDENTIAL

TARGET: AAA SUPPRESSION, THAI BINH, NVN
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: FEET WET OR WEST INTO HIGH GROUND

SQUADRON ASSIGNMENT: VMF-212, CVA-34 ORISKANY
AIRCRAFT AND NUMBER (2) F-8E
ORD LOADOUT: (4) LAU-33A, (2) LAU-10A, 20MM
CALL SIGN: MAMBA

HEADING/DISTANCE TO TGT: 300 / 57 NM
ETD: 0930
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 1000
WEATHER BRIEF: BKN 6000 FT WINDS 3606G10 VIS 20 NM
TARGET PHOTO: 650315 RF-101 10000 FT.



HISTORY

After bombing in South Vietnam for two days, the Oriskany sailed north to Yankee Station. Immediately, VMFA-212 began operations in North Vietnam. This strike is flak suppression for flights of A-4E's attacking the bridge at Thai Binh.



GAMEPLAY

You are flying on the wing of Mamba 11. Launch and join up for the ferry to the target. Look for tracers and their source. If you do not get the guns, they will get the strike aircraft. And if you get lazy, they will certainly get you. Look for targets of opportunity in the area. Wait until the strike is over to head back to the ship.

The carrier you land on will be in recovery configuration. Stick the landing.



The AAA is deadly and you live on a boat. Get everyone home.



650511 SONG BE 1

SECRET/NOFORN

TARGET: TROOPS IN CONTACT, SONG BE, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: 13TH BOMB SQUADRON, BIEN HOA AB, RVN
AIRCRAFT AND NUMBER (2) B-57B

ORD LOADOUT: (4) BLU-1, (6) MK82, (4) LAU-3A, 20MM
CALL SIGN: TAMPA

HEADING/DISTANCE TO TGT: 270 / 11 NM BIEN HOA TACAN (CH73)
ETD: 0800
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0810

CONTROLLING AGENCY: 1 TASS FAC (TOMAHAWK)
3601G03 VIS 20 NM
FT.



HISTORY

This early battle was an attempt by the Viet Cong to drive ARVN forces out of the countryside and back into Saigon. SVN forces were weak and demoralized. This time ARVN and US Special Forces fought back and held. When the weather cleared, air power was employed against the Viet Cong and forced the VC to withdraw.



GAMEPLAY

This mission is played in two parts. First taxi out passing the C-47 and await Tampa Lead at the north end of the runway. Join up and proceed to the target. Tomahawk will mark. The friendlies will pop a smoke. You need to suppress the enemy enough for Dustoff to get in to evacuate wounded from the Special Forces camp south of the village.

Use the view padlock (F4 in Default) often in formation or during the strike.



Getting low enough to hit the target and avoiding groundfire is your biggest challenge.

