



## SUMMARY OF CHANGES FROM DOWNTOWN

- A. New Aircraft Types: Ouragan, Mirage IIICJ, Mystere IV, Super Mystere, Sa'ar, Neshar, Vautour, IL-28, Su-7, Su-20, Mirage V, Hunter and L-29
- B. New Missions: BAI (Battlefield Air Interdiction) and CAS (Close Air Support)
- C. New Weapon Systems: SA-3, SA-6, HAWK, ZSU-23-4
- D. New Ordnance: Shafrir I and II, Maverick, AS-5 ASM, Runway Digger Bombs
- E. New Tactical Challenges: Some scenarios allow for both sides to attack targets during the mission. Possibility of dummy counters on both sides for increased FOW (Fog of War)
- F. Initiative Chit Pull System Revised: Chit pool used is based on the size of your force not which side you are on.
- G. Visual Sighting: Allowed for both sides
- H. Soviet Doctrine: Limits EAF effectiveness as the attacker in air-to-air combat in scenarios set before 1973
- I. Topgun Pilot Aggression Level Changed to ACE
- J. More Varied Ground Targets: Infantry, Mechanized and Armor ground targets available to strike and defend. Ground targets may be stationary or moving.
- K. SAM Fratricide Rule: Possibility that SAMs may target friendly forces if within proximity of enemy forces
- L. Safe Passage Corridors: Available to Egyptian player in 1973 scenarios to plot one or two safe passage corridors to allow friendly planes to transit SAM belt areas.
- M. Early Warning Radars as on-map aids to detection and as targets
- N. Optional Rules: Supersonic Drop Tanks available for Mirage and Neshar aircraft which allows a bonus of 5 turns at Dash speed before fuel use penalties
- O. Optional Rules: Side-looking Cameras for Recon aircraft, allow for offset aiming and photographing of targets providing a measure of safety for valuable recon aircraft