

A High Flying Dice Games conflict simulation

HEAD HONCHO

Jet Combat over the Yalu

Consimworld
Donation Drive
Print n' Play
Edition

GAME DESIGN
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GAME GRAPHICS
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Head Honcho is High Flying Dice Games name for its game on jet combat over the Yalu in Korea.

BASIC RULES SET

Set Up: Shuffle one deck of standard playing cards (plus 1 joker card). Communist player selects one side of the map as “friendly.” He places 2 Anti-Aircraft Artillery (AAA) units in the corners of this side. Place “Target” marker in one of the 4 center squares.

American (US) player places his 3 Aircraft (AC) freely in any square(s), at any Level, along the opposite side. Communist player places his ace and one non-ace MIG-15 ACs in any square (at Low, Medium or High Level) on friendly side. US player does the first card draw (CD).

Sun. Position the Sun marker on a map side determined by a DR made during set up. With an even DR the Sun marker is placed on the map edge to the left of the US player; with an odd DR it is placed to the right.

Actions: If CD is a black (or red) suit, all US (or Communist) Aircraft may expend a number of “Action Points” (APs) between them equal to $\frac{1}{2}$ the CD value (round up). Aces equal “1.” A black face (red face) CD allows a single US AC (Communist AC) to expend up to 3 APs. No AC may expend more APs than its printed Action Factor (AF) per CD, however. OR a black face CD allows US player a free attack on an AAA unit. OR a red face CD allows a Communist AAA unit to attack a US AC that is at Low or Medium altitude.

ACs move and attack by expending APs. ACs may only move from square to adjacent square. Diagram shows all legal AC moves and AP costs. Or, ACs may choose to not move, and instead dive 1 Level (costs 1 AP) or climb 1 Level (2 Aps), or not move and instead fire weapons/drop bombs (1 AP). No limits on how many ACs in a square. ACs must always face one side of a square, never corners. ACs operate at one of five “Levels”, Very High, High, Medium, Low, or Very Low. Place a gray Level marker in each AC's rear corner square “pointing” at it to show current Level. No marker means AC is at Medium. AAA units never move.

Air Combat: Combat is voluntary. An AC must move at least 1 square or change Level before attacking and then ACs can only expend 1 AP per CD to make 1 attack. ACs have a weapons range of 2 squares, but can only fire at enemy ACs at their same Level through the squares directly in front (no diagonal shots). Combat is not allowed if ACs are in the same square. Indicate firing AC and

target. Firing player makes a CD (both players use any suit/color CD to resolve combat). Modify the CD value as listed on chart. If the CD value (plus modifiers) is $>$ the target's printed DF, target is damaged (flip over). An already damaged AC is destroyed. Either redraw face cards, or consider this a miss (firing player's option). Any other CD result is a miss.

AAA Combat: On any red face CD, Communist AAA units can attack US ACs at Low or Medium altitude. AAA units have unlimited range and may fire at any angle to target. Choose any US AC on map except one in or adjacent to a square with a Communist AC. Make a CD and follow the air-to-air combat procedure and results above. On any black face CD, US player can make a free attack any one AAA unit. Make another CD. Any black CD of 2+ is a success. Black ace and face CDs, or any red CD, is a miss. Success suppresses AAA unit for rest of game (flip over).

F-84 Thunderjet: The F-84 (only) has a bombing factor (BF) printed on the upper right corner. The F-84 cannot attack enemy ACs. F-84 may bomb Target upon entering its square. US player makes a CD and adds the F-84 BF. Add +2 if F-84 is at Low Level, or -2 if at High. No other modifiers apply. If total is 10+ the attack is successful. Remove the Target marker. A red face CD is an automatic miss, a black face CD an automatic success. F-84 can make 2 bomb attacks max (if the attack first missed).

Game Length: Game lasts 4 turns (card deck shuffles) or ends early when no opposing ACs are on map (or for Communist player, un-suppressed AAA). A turn immediately ends when the Joker is drawn (for combat or movement) or all cards are drawn (whichever comes first, ignore a Joker if drawn before both players can move). ACs that exit the map are out of the game. Third Mig-15 (non-Ace) enters at friendly Communist map edge square at start of turn 3.

Winning the Game: By game end, US player wins if the F-84 successfully bombs the Target or destroyed any of the Communist ACs while losing no US ACs. Communist player wins if the Target is still on the map or he destroyed more than one US AC. Otherwise a tie.

EXPANDED RULES SET

These rules will enable players to re-enact a variety of missions using the Head Honcho rules. Except where noted below, all of the Head Honcho rules apply. These additional air units can be used with the following scenarios:

Communist: Sturmovik (bomber)

US: B-29 (bomber)

Note: A third (non-Ace) F-9F and F-86 are also available.

Aircraft Abilities. These aircraft have the following abilities:

Mig-15: An undamaged Mig-15 can climb 2 levels (not just 1) by expending all of its Action Points.

F-86: An undamaged F-86 can dive 2 levels (not just 1) by expending all of its Action Points. A damaged F-86 can still dive 2 levels but a CD is then made afterwards. If the CD is equal to or less than twice the DF the F-86 is unaffected. If more than double or Joker CD the AC has crashed and is removed from the game.

AD-4 and Sturmovik: These aircraft could absorb a tremendous amount of damage and still keep flying. It hit in combat flip a coin. If heads the hit is ignored; if tails the hit is indeed inflicted.

Bombs Away! When the F-84 is no longer carrying bombs, for any of the reasons below, its AF is increased by 1:

- it successfully bombed its target
- completed a second bomb attack
- Bombing player aborts/cancels the bombing unit's mission (must be announced)

When the F-84 is no longer carrying bombs it may attack enemy aircraft, but does so with a -1 CD modifier. Note: This does not apply to the Sturmovik or A-H1.

Fighter Sweep. Both players deploy 3 fighters, all of which must be of the same type, instead of a bomber. Do not place a Target marker on the map. Two AC, one of which can be an Ace, from both sides will enter on turn 1. Each player rolls a die to determine when the third will appear. With an even DR the third AC will enter the game on turn 2; with an odd DR it will enter on turn 3.

Variable Targets. There are now three targets for the game. The new ones are for a rail bridge or Truck Convoy. When setting up the player carrying out the bombing raid randomly draws one of these target markers and places it as directed per the set up rule. The type of target is then revealed by turning over the target marker. If the bridge is revealed that side of the counter remains face-up. The type of target will affect the US player's bombing CD result as follows:

- Airstrip (original Target marker). No change.
- Truck Convoy. The bombing player's bomb attack CD is decreased by 1. A modified CD less than or equal to the aircraft's Bomb Factor is a hit. A face card draw is still a miss. The Communist player also places a third AAA unit in any space adjacent to the target if the US player is bombing.
- Rail Bridge. The bombing player's bomb attack CD is increased by 1. A modified CD less than or equal to the aircraft's Bomb Factor is a hit.
- A face card draw is still a miss.

Air Support Missions. The US player (only) can elect to have up to 2 jet fighters (F-9F or F-86) armed with bombs. Any such air unit is noted before the start of play to indicate it is carrying bombs in addition to its standard weaponry. While carrying bombs the air

unit's AF and DF are reduced by 1. The air unit can carry out two bombing attacks, the first with a Bomb Factor of 3 and the second with a Bomb Factor of 2. An air unit's AF and DF return to normal once it is no longer carrying any bombs.

An Air Support mission air unit must jettison its bombs should it become damaged. The US player can voluntarily jettison the bombs at any time, even during an opponent's activation. Each Air Support air unit that jettisons its bombs, for whatever reason, will award the Communist player 1 victory point (see below).

Additional Aircraft. Both players have additional air units to conduct various air missions. The following rules are recommended governing their use:

Fighters. The US player can enter either F-9F or F-86 jet fighters, not a mixture of both types. If a bomber or photo recon mission is being carried out only two fighters, one of which is piloted by an ace, can be entered into play.

Bombers. If the US player is conducting a bombing mission the F-84 Thunderjet and/or AD-4 Skyraider will enter play. During set up the US player draws a card. Add 1 to the CD if either the rail bridge or Truck Convoy are the target. The modified CD determines the bomber that will enter play:

CD of 4 or less the AD-4 Skyraider will be used. Two F-9F fighters are escorting.

CD of 5 through 7 the F-84 Thunderjet will be used. Two F-86 fighters are escorting

CD is 8 or more Both bombers are used. One F-9F or two F-86 fighter is escorting (US player's choice). Note: The third (non-Ace) Mig-15 will enter play on turn 2 (not turn 3) with an even DR made during game set up (an odd DR and the third Mig-15 enters normally on turn 3).

B-29: The US player can use the B-29 instead of another bomber type. The B-29 can only bomb from Medium or High Altitude. If bombing from Very High Altitude there is a -2 modifier; -1 if bombing from High Altitude (no modifier if at Medium). The B-29 cannot jettison its bomb load to increase its AF.

B-29 Defensive Fire: The B-29 can attack any one enemy AC that is in any adjacent square instead of bombing by expending one AP (i.e., it cannot bomb on the same card draw in which it fires defensively).

Communist Bombing Mission. The Communist player can use the Sturmovik as a bomber. Use only the regular Target and bombing rules. The US player will control the AAA units.

Photo Recon Missions. Instead of a bomber the US player can instead conduct a Photo reconnaissance mission on the target. The mission is conducted as a bombing attack. The bomber's "bombing factor" is used to determine if the photo run was successful. Unlike the bombers, the photo recon aircraft can conduct up to three "attacks/passes". Each successful pass earns the US player the following victory points (see below):

- 3 VP at Very Low and Low altitude.
- 2 VP at medium altitude.

• 12 VP is successful with 3 passes, one each at all altitude levels (now that's Candid Camera!).

In order to receive the VP for a successful photo recon mission the F-84 air unit must exit the map along the US player's map edge before the end of turn 3. If the F-84 air unit has not exited or has been damaged the VP photo mission award is halved, dropping any fraction.

Victory Points (VP). Players determine victory with the Expansion Rules and counter by accumulating VP. The player with the most VP at the end of turn 4 is the winner. VP are awarded for each of the following:

- Number of VP equal to the DF of each destroyed air unit (both players).
- 1 VP for each Air Support or bomber air unit that jettisons its bombs (Communist player).
- 1 VP for each AAA unit destroyed.
- 6 VP if target is destroyed.
- 0-10 VP for photo recon mission.

Multiple Missions. Using this VP award system, it is possible for players to construct a series of raids, totaling the number of VP awarded in each mission, and then determining a "grand winner" for the entire operation. For example, players can conduct an Air Support mission to clear AAA sites. In a second match, a bombing attack is performed by the B-29, F-84 or A-1H, or by another Air Support mission. The Communist player can conduct one bombing

mission with the Sturmovik and two Mig-15 escorts, or instead elect to have a "Fighter Sweep" mission. For a final mission a photo recon run can be run to conduct a "bomb damage assessment" (BDA) for the REMFs back at "higher ups".

Designer's Notes

The Head Honcho game is not meant to be the most accurate of air warfare simulations. Rather, I hope players find this an entertaining diversion that still captures the "essence" of the violent and tense nature of Korean War jet combat. Similar to other minigames using this design (Dueling Eagles, Fighting Eagles), I also hope Head Honcho serves as a vehicle by which newcomers to the hobby of simulation gaming can be introduced.

I heartily encourage players to use models and other miniatures, as the simplicity of the rules, relative consistency and small numbers of factors for the air units, as well as the square tile arrangement of the playing surface lends itself well to being adapted to miniatures. Regardless, enjoy the game! If you do, please let us know at High Flying Dice Games as there are plans for more of these sorts of games.

Let the dice fly high!

Credits:

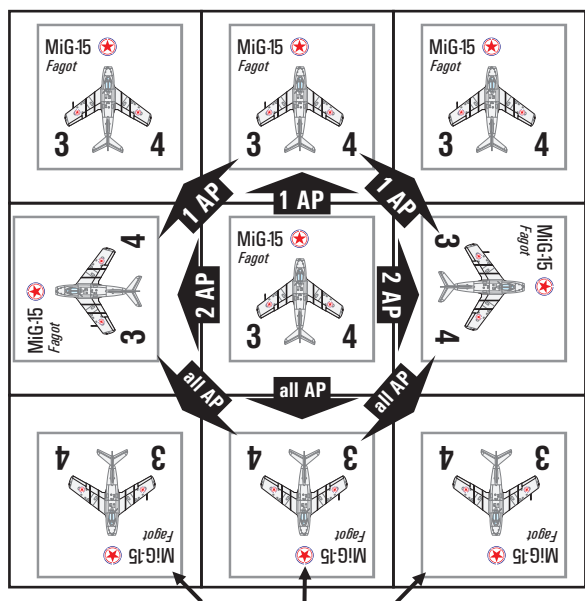
Game Design: Paul Rohrbaugh

Graphics: Bruce Yearian

Editing: Lisa Rohrbaugh

Playtesting: Brian Brennan and Dana Mongoven

Movement Costs Chart

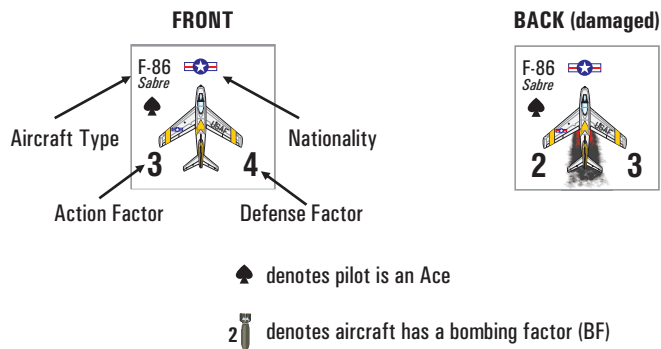


Only the undamaged Mig-15 can move into the diagonal squares behind it by expending all 3 AP. All undamaged Fighters can move into the square immediately behind the one it occupies at the start of its move by expending all 3 AP. Damaged aircraft and ones with bombs cannot move in this fashion.

Combat Modifiers (use all that apply):

- + ? firing unit's printed Action Factor
- + 1 firing at AC's rear
- + 1 Ace is firing
- + 1 target low/very low (AAA fire only)
- + 1 Sun behind firing unit (does not apply to AAA fire)
- 1 Sun behind target unit (does not apply to AAA fire)
- ? target unit's printed Defense
- 1 target is an Ace
- 1 firing at AC's front

How to Read Units



Fronts

| | | |
|--------------------|----------|--------------------|
| MiG-15 Fagot | Very Hi | F-84 Thunderjet |
| 3 4 | Altitude | 2 3 |
| MiG-15 Fagot | Very Hi | F-86 Sabre |
| 3 4 | Altitude | 3 4 |
| MiG-15 Fagot | Very Hi | F-86 Sabre |
| 3 4 | Altitude | 3 4 |
| IL-2 Sturmovik | Hi | F-86 Sabre |
| 2 3 | Altitude | 3 4 |
| RAILROAD BRIDGE | Hi | B-29 Superfort |
| | Altitude | 2 3 |
| | Hi | F9F Panther |
| 2 | Altitude | 3 4 |
| | | F9F Panther |
| 2 | SUN | 3 4 |
| | Game | F9F Panther |
| 2 | Turn | 3 4 |
| | Air | AD-4 Skyraider |
| 2 | Support | 2 3 |
| TARGET | | |

Backs

| | | |
|--------------------|----------|-------------------|
| F-84 Thunderjet | Very Lo | MiG-15 Fagot |
| 2 3 | Altitude | 2 3 |
| F-86 Sabre | Very Lo | MiG-15 Fagot |
| 2 3 | Altitude | 2 3 |
| F-86 Sabre | Very Lo | MiG-15 Fagot |
| 2 3 | Altitude | 2 3 |
| F-86 Sabre | Lo | IL-2 Sturmovik |
| 2 3 | Altitude | 2 3 |
| B-29 Superfort | Lo | TRUCK CONVOY |
| 2 2 | Altitude | |
| F9F Panther | Lo | SUPPRESSED |
| 2 3 | Altitude | |
| F9F Panther | | SUPPRESSED |
| 2 3 | | |
| F9F Panther | | SUPPRESSED |
| 2 3 | | |
| AD-4 Skyraider | | SUPPRESSED |
| 2 2 | | |

CUT APART ALONG LINE

HEAD HONCHO

Jet Combat over the Yalu



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|---|---|---|---|
| 1 | 2 | 3 | 4 |
|---|---|---|---|

GAME TURN

