

Options		Difficulty	
Campaign SO points	+20	More difficult	
Random squadron	+6	Extra Stress	<input type="checkbox"/>
Aircraft costs	+0	Improved sites/bandits	<input type="checkbox"/>
Pilot promotion		Extra sites/bandits	<input type="checkbox"/>
Pilot skills		Reduced SO	<input type="checkbox"/>
Aces		Less difficult	
±1 pilot	<input type="checkbox"/> -3	Less Stress	<input type="checkbox"/>
High stress attack	<input type="checkbox"/> -3	Downgraded sites/bandits	<input type="checkbox"/>
Damaging target	<input type="checkbox"/> -3	Fewer sites/bandits	<input type="checkbox"/>
Total		Increased SO	<input type="checkbox"/>

Outcome & Notes				
<input type="checkbox"/> Great	<input type="checkbox"/> Good	<input type="checkbox"/> Adequate	<input type="checkbox"/> Poor	<input type="checkbox"/> Dismal

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