

Hypothetical Composition CVW (Carrier Air Wing) 9

Air Group 97: The Killer Bees

Squadron VFA 96: 12 Tigershark multi-role fighters (replaces Bearcat)

Fixed Armament: 2 standard guns

Space Superiority Pack: 2 light guns, 6 dogfighting missiles

SEAD Pack: 6 anti-radiation missiles, 2 dogfight missiles

Squadron VFA 107: 12 Tigershark multi-role fighters

Fixed Armament: 2 light guns

Interceptor Pack: 4 anti-bomber rocket clusters

Recon Pack: Various cameras and sensors, 2 dogfight missiles

Air Group 14: The Pukin' Dogs

Squadron VF-103: 12 Panther space superiority fighters

Fixed Armament: 2 light guns, 1 nose-mounted CIWS

Space Superiority Pack: 2 additional guns, 4 long-range missile, 4 dogfight missiles

Interceptor Pack: 2 additional guns, 6 anti-bomber rocket clusters

Squadron VA-55: 12 Shrike attack fighters

Fixed Armament: 2 heavy guns, 1 defensive turret

Anti-Ship Pack: 2 additional heavy guns, 2 anti-ship missiles, 4 self-defense missiles

Strike Pack: 2 additional guns, 2 self-defense missiles, 10 dumbfire missiles

Squadron VFA-88: 12 Tigershark multi-role fighters

Fixed Armament: 2 standard guns

SEAD Pack: 6 anti-radiation missiles, 2 dogfight missiles

Recon Pack: Various cameras and sensors, 2 dogfight missiles

Air Group 14: The Blue Knights

Squadron VF-201: 12 Vampire space superiority fighters

Fixed Armament: 2 standard guns, 1 nose-mounted CIWS

Space Superiority Pack: 4 additional guns, 8 long-range missiles, 4 dogfight missiles

Recon Pack: Various cameras and sensors, 2 additional guns, 2 long-range missiles, 4 dogfight missiles

Squadron VA-32: 12 Devastator torpedo bombers

Fixed Armament: 1 plasma cannon, 3 defensive turrets

Anti-Ship Pack: 4 anti-ship missiles, 8 self-defense missiles

Strike Pack: 2 heavy guns, 6 self-defense missiles, 12 dumbfire missiles

Squadron VAQ-9: 8 Thunderbolt Wild Weasel attack fighters

Fixed Armament: 4 quantum disruptor guns, 2 light guns, 1 defensive turret, 4 self-defense missiles, 8 anti-radiation missiles

Special weapon packs: None

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