

## 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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