Sometimes the weapons F/A-18 Hornet lets you select aren't enough, how are you supposed take out these six mig's with the 4 Aim-9L's and 2 Aim-120's. You'de need to not only not miss a shot but also get all kills, try that on any respectable difficulty setting and you'll be toast, try to take on the left-overs with your guns and you'll be lucky if only a couple get by you and bomb your base. In this particular mission Nuclear Hornet gives you 10 Aim-9L's and 4 Aim 120's, enough to take out ten mig's. Other missions include extra nukes, extra AGM 62 Walleye's, and much, much more.

How to install Nuclear Hornet: This package includes 4 different patches. You only need to use one of them, which one depends on the version of F/A-18 Hornet you are using and whether or not you are using Korean Crisis, a retail software add-on to Hornet which adds 28 extra missions in the Korean Theater. for instance if you are using Hornet 2.0 or 2.01with the Korean Crisis add on apply the patch "4- F/A-18 2.0/2.01+KoreanCrisis."

How to use: Basically when you want to fly a misson and it brings you to the screen where you would normally select which weapons you would use accept the default load it may look like a bunch of empty bays and a few missiles but when you are on the runway you will see that all the empty bays with a dash instead of a weapon name actually reptresented weapons that Hornet would normally only let use use in a few select bays to limit the number of the weapons you could carry Each missions new default load contains the perfect weapons for that task. Though a load of nine "nukes" would have been possible for me to include in any or all default mission loads it was not because 9 nukes wouldn't be an ideal load of weapons, you would have no room for missiles to defend yourself with or AGM-62's for fun, accurate, super long-range bombing.

How it works: Nuclear Hornet tricks F/A-18 Hornet's default weapon's load into loading sets of weapon's you normally couldn't, unfortunately you still can't select any weapons you couldn't before, however weapons if you want an ordinary load you can still go in and select your two nukes and a few missiles. These loads are individualized to best suite the mission you have choosen. You can still change to any weapon's you want but the only way to go back to the ultra powerful weapons in bays that have been selected over is to hit the recommended load button which wipes out all your other changes. If you select -- from a bay it will make that bay empty, not revert it to it's original specialized load. If all these technicalities are scaring you have no fear,

once you enter the runway you will see that it has all paid off, your hornet will be loaded with only the best bombs and missiles.

Support and Secondary features: Nuclear Hornet's specialized load feature is designed for the Iraq missions, however it does not cause any conflicts with Korean Crisis, infact it adds the ability to use nuclear weapons, in all missions including Korean Crisis, Training, Network, and of course Iraq missions.

Incompatabilities, ?: These patches have only been tested on F/A-18 Hornet 1.1.2 without Korean Crisis and versions 2.0 and 2.01 with Korean Crisis however they should work on all retail versions of F/A Hornet and future updates to Hornet 2.0 such as 2.02 or 2.1 probably will work to using the patches for new and newest versions 2.0 and 2.01. Also, the use of nuclear weapons over network games may fail, it has not been tested due to the fact that I have 1 count'em 1 computer. If this patch won't work on your computer e-mail me at marc@bnbcomp.net with a description of your situation and I will try to fix the problem in future versions of Nuclear Hornet or e-mail you back a solution. Also it is not a good idea to use this patch and other patches involing weapons load on the same copy of Hornet or to update to Hornet 2.0 or add Korean Crisis while this patch is installed.

Won't Install: The process of making a patch is a mess and slight differences between versions which the patches author may be unaware of can prevent a patch from installing properly. If you know how to use Res-Edit however you can put the resource in yourself without having to use the patch. A Res-Edit document called Patch Resource containing the resource -ALL is included. Just open open it in res-edit, select the resource -ALL, select copy, open your F/A-18 Hornet application file, if their is an -ALL resource in it paste the new one over it, if not open the F/A-18 Hornet Data file and paste the new -ALL resource into it.

My Cut: This program is shareware, if you like it please send a check for $5 to:
Marc Cooper
3060 Porter St. Space#39
Soquel, California
95073

   -thanks, & have fun

   Marc Cooper