

Air operations entail Strategic Bombing, Air-Naval attacks, Strafing Attacks, Bombing Installations, Ground Support, Parachutes, and Air Transport Missions, delineated as follows:

[4.0] Using Air Units

[4.0]

Air units are printed with two or three numbers, indicating the air unit's *combat strength* (the lower left hand number), *range* (the lower right hand number) and occasionally a *quality rating* (the upper right hand number, if any).

Depending upon the type of air unit (see below), air units may perform a multiplicity of missions and operations throughout a monthly game-turn. Air units are subject to weather effects and commitment statuses, as well as combat events in the air, on land and at sea, that may limit or impede their capabilities.

Types of Air Units

There are five types of air units, tabulated as follows:

NOTE: Each air unit chit *type* is indicated with a specific letter on the upper left hand corner of the chit (i.e., as either **ATP, B, F, FB** or **N**; indicating Air Transport Point, Bomber, Fighter, Fighter-Bomber or Naval-Air unit respectively).

★ **Air Transport Points(ATP):** Any air unit listed as an "ATP" type is an Air Transport Point. Air Transport Points cannot fight in air combat (although they may be shot at by other intercepting enemy Fighter-type air units), nor may they bomb enemy installations or units. Air Transport Points function solely to transport friendly infantry units (including HQs, Generals, Commando, Mountain and Paratrooper units) and "Air Supply" chits. Air Transport Points are specifically capable of operating with paratrooper units to perform Parachute missions. The Soviet X-7 (C-47) is an example of an Air Transport Point.

★ **Bombers(B):** Any air unit listed as a "B" type is a Bomber. Bombers cannot intercept enemy air units, however they do contribute air superiority die roll modifiers during land attacks. Bombers, of course, may bomb enemy installations or units. The Italian 3-12 (SM.79) is an example of a Bomber. Bombers may be used for air reconnaissance as well.

Some Bombers are specifically classified as **Heavy Bombers**, which derive various benefits and restrictions during combat (e.g., Heavy Bombers are halved when conducting Ground Support). Any Bomber chit possessing a *circled* quality rating is considered to be a "Heavy Bomber".

★ **Fighters(F):** Any air unit listed as a "F" type is a Fighter. Fighters may engage in air combat and may contribute air superiority die roll modifiers during land attacks. Fighters cannot, however, bomb enemy installations or units. The German 4-5/4 (Fw-190) is an example of a Fighter. Fighters may be used for air reconnaissance as well.

★ **Fighter-Bombers(FB):** Any air unit listed as a "FB" type is a Fighter-Bomber. Fighter-Bombers may engage in air combat and may contribute air superiority die roll modifiers during land attacks. Furthermore, Fighter-Bombers may bomb enemy installations and units. The US 4-8/3 (P-38) is an example of a Fighter-Bomber. When launched from a base, a Fighter-Bomber must be assigned as either the Fighter role or the Bomber role. A Fighter-Bomber may not operate as both a Bomber and a Fighter during the same mission. Fighter-Bombers are unique, however, in that they may be launched as the Bomber role, and then switch to the Fighter role (before air combat begins), if it encounters enemy air units (though not vice versa). A Fighter-Bomber that operates as the Fighter role is considered a Fighter-type. Fighter-Bombers may be used for air reconnaissance as well.

★ **Naval-Air(N):** Any air unit listed as a "N" type is a Naval-Air. Naval-Air units are the only type of air unit that may operate from an aircraft carrier (although they may operate from land bases as well). Naval-Air units may engage in air combat and may contribute air superiority die roll modifiers during land attacks. Naval-Air units may also bomb enemy installations and units. The UK 2-5/0 (Swordfish) is an example of a Naval-Air unit. When launched from a base, a Naval-Air unit must be assigned as either the Fighter role or the Bomber role. A Naval-Air unit may not operate as both a Bomber and a Fighter during the same mission. Naval-Air units are also unique, however, in that they may be launched as the Bomber role, and then switch to the Fighter role (before air combat begins), if it encounters enemy air units (though not vice versa). A Naval-Air unit that operates as the Fighter role is considered a Fighter-type. Naval-Air units may be used for air reconnaissance as well.

[4.1] Applicable Phases

[4.1]

The effects of weather (as determined at the beginning of the monthly game-turn) applies normally during all Phases of the game, and affect air operations accordingly.

Air units are based at airbase chits, airfield chits (Fighter-types only), cities, nation boxes, resource hexes and/or aircraft carriers (Naval-Air only). As such, eligible air units may be launched from functional bases to conduct air operations, and then return to base thereafter. During air operations, eligible air units may engage and/or participate in combat when occupying a combat hex, whether in an intended targeted hex, or as a result of enemy air interception(s) in or while en route to the intended target hex.

Air units of different nations (of the same partnership) may freely combine during movement and combat, unless prohibited (e.g., French-UK cooperation restrictions).

Strategic Warfare Phase

During the Strategic Warfare Phase, eligible air units may participate in one of several mission types:

- ★ Strategic Bombing (see [2.0]).
- ★ Axis Convoy Interdiction (see [2.13]).
- ★ Allied Convoy Escort (see [2.17]).

Any air unit(s) participating in any one of these mission types become marked as Previously Committed afterward, indicating that they are Committed for the duration of that monthly game-turn.

Friendly Naval and Air Phase

During a friendly Naval and Air Phase, eligible air units may participate in **one** of several mission types (in the order as follows):

- ★ **Attacking Enemy Naval Units:** Any Bomber(s), Fighter-Bomber(s) - flying as bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex with a *located* enemy naval unit, stack or task force (if within their printed air range), and conduct an Air-Naval attack. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.
- ★ **Attacking Enemy Air Units:** Any Fighter-type air unit(s) - flying as Fighters - may fly (if within their printed air range) from their base(s) to any enemy airbase hex(es) to attack any enemy air unit(s) based there. Such air units are susceptible to enemy air interception normally, including from any enemy Fighter-type units at each target base.
- ★ **Change Base:** Any air unit(s) may change base by simply moving from one base to another, within **twice** (in hexes) the air unit's printed range, which is known as a "hop". When performing a Change Base mission, an air unit is eligible to conduct up to **3** "hops" per Change Base mission. Of course, each "hop" must be to and from a friendly airbase* or airfield, although air capacity limits apply after the completion of the Change Base mission (i.e., in the last base the air unit occupies), **not** during intermediate stops along the way. Any Air units that are performing a Change Base mission are susceptible to enemy air interception normally.

Naval-Air units are the only air units that may transfer to and/or from an aircraft carrier. Naval-Air units may only transfer to and/or from an aircraft carrier if - in doing so - the Naval-Air unit does **not exceed the aircraft carrier's aircraft capacity.*

NOTE: An aircraft carrier may only function as the **start** or **end** of a Naval-Air unit's Change Base mission; it may never function as an *intermediate* base between air transfers.

[A] Any air unit with a printed range of "**7**" (or more) presently based in the United States Box or the Canada Box may transfer into the Iceland Box as **two** "hops". Such an air unit may then transfer to any friendly base (within transfer range of Iceland) as the **third** "hop". Trans-Atlantic transfers are applicable vice versa as well.

[B] Any supplied Allied air unit with a printed range of "**16**" (or greater) presently based anywhere within the UK proper, **or** at any friendly airbase within **16** hexes of Gibraltar* may be **automatically** "transferred" into the UK Transfer Hex (adjacent to the South Atlantic Ocean sea area) as **one** "hop". Such an air unit may then transfer (again, automatically) to the Capetown hex as a **second** "hop". When in Capetown, that air unit may then transfer to any friendly base within North Africa or the Middle East (including the Iraq Transit Box) as the **third** "hop". Trans-African transfers are applicable vice versa as well.

**Even if Gibraltar is an Axis conquest.*

NOTE: No more than one Allied air unit may ever occupy the UK Transfer Hex at the same time (except temporarily, as during a Change Base mission). The UK Transfer Hex always has an assumed air capacity of **one**.

An air unit that is performing a Change Base mission cannot engage in combat unless it is intercepted (as it is moving) by any enemy Fighter-type air unit(s). If an air unit that is performing a Change Base mission is *aborted*, it **must** return to the last base it had occupied during the Change Base mission (even if the abort causes the last base to be over-stacked, but except in the case of a grass airfield).

Any air unit(s) that perform a Change Base mission are marked as Currently Committed afterward*.

Air units that conduct a Change Base mission **into or out of a weather zone that is affected by inclement weather effects are considered "Previously Committed". Moreover, **no** air units may change base into or out of an affected weather zone during the Offensive Phase.*

- ★ **Air Transport:** Any ATP(s) may transport Air Supply chit(s) and/or one-step infantry-type unit(s) from origin airbase(s) to any eligible destination airbase(s). A transporting ATP may either remain at the destination airbase, or return to the origin airbase. Such ATPs are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any moving ATP(s), up to the extent of the Fighter-type air unit's own range.
- ★ **Convoy Duty Escort Assignment:** Any Allied Bomber(s) may fly from their base(s) into any Convoy Route sea area(s) - if within range - and be assigned as Convoy Duty Escorts therein. Such Bombers are susceptible to enemy air interception normally (i.e., while *en route* to any Convoy Route sea area, but **not** *within* any Convoy Route sea area), although any eligible friendly Fighter-type air unit(s) may accompany any moving Allied Bomber(s), up to the extent of the Fighter-type air unit's own range.

NOTE: Uncommitted Allied Bombers presently assigned as Convoy Duty Escorts (i.e., Bombers assigned as Convoy Duty Escorts that did not impart any “escort value” to inhibit any U-boat attacks) may fly from the Convoy Route sea area to any functioning friendly base (within the Bomber’s printed range) as a Change Base mission. The first base transferred to is considered to be **one** “hop”.

Enemy Naval and Air Phase

During an enemy Naval and Air Phase, eligible friendly air units may participate in **one** of two mission types (in no particular order):

- ★ **Air Interception:** Any uncommitted friendly Fighter-type air unit(s) may fly from their base(s) to attempt an air interception mission (within its own interception air range) upon a moving enemy air unit. Such air units are susceptible to enemy air counter-interception normally.
- ★ **Air-Naval Interception:** Any friendly Bomber(s), Fighter-Bomber(s) - flying as a Bomber - and/or Naval-Air unit(s) - flying as a Bomber - may fly from their base(s) to a hex (if within their printed air range) with a *located* enemy naval unit, stack or task force, and conduct an Air-Naval attack. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit’s own range.

Friendly Offensive Phase

During a friendly Offensive Phase, eligible uncommitted air units may participate in **one** of several mission types (in no particular order):

- ★ **Air-Naval Interception:** During an **enemy Reactive** naval interception attempt (i.e., as would occur during a friendly Sea Offensive), any uncommitted friendly Bomber(s), Fighter-Bomber(s) - flying as Bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex with a *located* enemy naval unit, stack or task force (if within the “bombers” printed air range), and conduct an Air-Naval attack. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit’s own range.
- ★ **Friendly Land Offensive:** Any air unit(s) may **be launched** up to as many as **3** times during a friendly Land Offensive; once during Breakthrough, once during Combat, and once during Exploitation attacks (if within their printed air range). Any Bomber-type air unit(s) - flying as Bombers - may contribute their own air combat strength to a land combat attack (as well as contribute an air superiority modifier to the attack). Fighter-type air units may contribute an air superiority modifier only. Any ATP with a paratrooper unit may attempt a Paradrop in conjunction with a friendly Land Offensive. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), or moving ATPs, up to the extent of the Fighter-type air unit’s own range.
- ★ **Friendly Air Offensive:** Each Air Offensive may entail **up to two** distinctly separate air missions (although *each* actuated air unit may only participate in one particular air mission, and is committed normally thereafter). There is no limit to the number or type of uncommitted air units that may participate in a particular air mission (if otherwise eligible) during a friendly Air Offensive, although all air movement, range and combat rules apply normally:

[A] *Attacking Enemy Naval Units:* (see above, as explained under “Friendly Naval and Air Phase”).

[B] *Change Base:* (see above, as explained under “Friendly Naval and Air Phase”).

[C] *Air Transport:* (see above, as explained under “Friendly Naval and Air Phase”).

[D] **Bombing Enemy Installations:** Any Bomber(s), Fighter-Bomber(s) - flying as Bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex (if within their printed air range) with any enemy installation(s) to bomb the installation(s) there. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter type air unit’s own range.

Enemy Offensive Phase

During an enemy Offensive Phase, eligible uncommitted air units may participate in **one** of several mission types (in no particular order):

- ★ **Enemy Land Offensive:** Any air unit(s) may **be launched** up to as many as **3** times during an enemy Land Offensive; once during Breakthrough, once during Combat, and once during Exploitation attacks (if within their printed air range). Bomber-type air units - flying as Bombers - may contribute their own air combat strength to the defense of friendly hexes and/or land units that are being attacked during an enemy Breakthrough, Combat and/or Exploitation attack (as well as contribute an air superiority modifier to the defense of the hexes and/or units). Fighter-type air units may contribute an air superiority modifier only. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit’s own range.

NOTE: Currently Committed air units may always fly in defense of previously Activated friendly land unit(s). Currently Committed air units may not, however, fly in defense of uncommitted land unit(s). Any uncommitted air units that fly in defense of any friendly land unit(s) become committed as a result.

- ★ **Enemy Air Offensive:** Any friendly Fighter-type air unit(s) - *even if Currently Committed (but not Previously Committed)* - may fly from their base(s) to attempt an air interception (if within their interception air range) upon any moving enemy air unit(s). Such air units are susceptible to enemy air counter-interception normally.

- ★ **Enemy Sea Offensive:** Any uncommitted Friendly Bomber(s), Fighter-Bomber(s) - flying as Bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex with a *located* enemy naval unit, stack or task force (if within their printed air range), and conduct an Air-Naval attack. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.

End Phase

During the End Phase, one type of air mission type is permitted during enemy naval movement:

- ★ **Attacking Enemy Naval Units:** Any uncommitted Bomber(s), Fighter-Bomber(s) - flying as Bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex with a *located* enemy naval unit or task force (if within their printed air range), and conduct an Air-Naval attack*. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.

During the End Phase, Bomber-type air units may only conduct attacks upon enemy naval units that **were outside of their eligible range **and then moved within** their eligible range. Enemy naval units that began the End Phase already within any particular air unit's eligible range cannot be attacked by that air unit during the same End Phase.*

[4.2] Air Basing (on Land)

[4.2]

There are essentially six types of bases; Small Airbase chits, Large Airbase chits, Airfield chits (eligible to base Fighter-type air units only), map-printed Cities (whether inland or port cities), Nation Boxes, and map-printed Resource symbols. Each air unit must be assigned to a particular base (even while aloft).

NOTE: The Cairo/Suez hex (containing the city of Cairo **and** Suez) possesses an inherent air basing capacity of "2", not 3.

The quantity of air unit chits that may be based at each type of location varies (as listed on Player Aid Card "I"), but is cumulative with each *type* of base that is in the same hex (e.g., a small airbase in a Minor Port hex may base up to *two* air unit chits).

NOTE: Airbase capacity is factored in terms of air unit **chits**, not *steps*. A depleted air unit is always counted as one air unit, **not** as *half*.

Air Operations (Fighter Bases/Bomber Bases)

When any air units are launched to conduct a mission from their current (i.e., assigned) bases, the bases themselves should generally be marked with some spare "Control" chits - or recorded in some fashion as a memory aid - particularly distinguishing Fighter-type air units from Bomber air units. In this regard, the Fighter-type* air units must return to the bases that were assigned to Fighter-types, while the Bomber air units must return to the bases that were assigned to Bombers. An aloft air unit is not necessarily required to return to the exact base it flew from, although it must return to one of the bases from which the same type of air unit (i.e., either a Fighter-type or a Bomber) had been launched.

**Fighter-type air units are defined as any Fighter, Fighter-Bomber or Naval-Air unit, even if not operating as a "Fighter". Bombers are simply defined as any Bomber (i.e., with a "B" on the chit) air unit.*

NOTE: A Naval-Air unit (if launched from an aircraft carrier) is always required to return to that **same** aircraft carrier, *unless* that aircraft carrier is sunk or damaged while the Naval-Air unit is aloft.

During a Change Base mission, an air unit's assigned base is always the **last** base it occupied (however briefly).

[4.3] Grass Airfields

[4.3]

Construction

Grass airfields differ from other normal "airbase" chits inasmuch as they may only be placed as "under-construction" as an "Offensive" during the Offensive Phase, and are thus completed during the End Phase of that same monthly game-turn. The cost to build *each* grass airfield chit (at the time of construction) is an expenditure of **1** Offensive (from currently available Offensives on the Offensive Track) **plus (+) 1** EP (from currently available EPs on the EP Track).

Grass airfields are subject to the same rules and restrictions governing airbases, except as follows:

NOTE: With regard to the parlance of the rules, the term "airbase" generally refers to any airbase other than a grass airfield. The term "airfield", however, specifically refers to grass airfields only. Typically, the term "base" refers to either.

To begin construction of a grass airfield, the owning player must simply expend **one** Offensive (during his own Offensive option) from his Offensive Track *plus* **one** EP from his EP Track, thereby placing one "Grass Airfield" chit (as "under-construction") in a friendly, supplied hex.

A grass airfield must be constructed during the purchasing player's own Offensive option (only), and cannot be built with another nation's Offensive or EP. Additionally, a grass airfield cannot be built by a particular player in any nation (or colony) that is devoid of that player's (i.e., that nation's) combat units (e.g., Germany may not build any grass airfields in Libya if there are no German combat air or land units presently in Libya), **disregarding any partisans**. Furthermore, a grass airfield may **never** be constructed as part of a Combined or Joint Offensive, or via an Impromptu Offensive. After a player has purchased and placed a grass airfield (as under construction), the Offensive option is then passed to the next eligible player normally.

NOTE: A player may **not** expend an Offensive to construct any grass airfield **after** all players have declared a "**pass**" (which ends ending the Offensive Phase).

A grass airfield may be constructed in any clear terrain hex (only). However, a grass airfield cannot ever be constructed in the same hex as a city, resource symbol or any other type of “airbase” chit (including another “Grass Airfield” chit), even if currently “under-construction”. In addition, a grass airfield cannot be constructed in any hex that is currently out-of-supply, nor within any enemy unit’s *uninhibited* ZOC.

Grass airfields may never be built during any Seasonal Turn, nor “relocated”.

Operational Considerations

- ★ Each grass airfield may base up to **1** friendly Fighter, Fighter-Bomber or Naval-Air unit (but never more). **No** ATP or bomber unit (of any type) may ever be based at any grass airfield (even temporarily).
- ★ A “Grass Airfield” chit may **never** be over-stacked at any time (i.e., even temporarily), or for any reason.
- ★ Friendly Fighters, Fighter-Bombers and/or Naval-Air units never receive any combat bonus when engaging in air combat over any grass airfield.
- ★ Grass airfields may be attacked (i.e., bombed or bombarded) normally, with a target number of “1” (unless fortified, in which case a grass airfield’s target number is “3”). However, a successfully attacked grass airfield is *eliminated* (i.e., removed from the map), not merely destroyed. As such, an eliminated grass airfield is never repairable (although a new grass airfield may be built in the same hex normally, per the stipulations above).
- ★ Grass airfields may be voluntarily demolished by the owning player in accordance with the normal rules, at a cost of **1** EP (see [8.6]).
- ★ Enemy land units may *capture* any grass airfield normally, although grass airfields are not subject to collateral combat damage (see [11.2]) when captured. When captured, a captured grass airfield functions normally for the captor thereafter.

[4.4] Naval-Air Basing (on Aircraft Carriers)

[4.4]

Only Naval-Air units may base aboard and operate from aircraft carriers. Each aircraft carrier is printed with an *aircraft capacity* (the circled number on the right hand side of the chit). That number simply indicates the maximum number of (same-nationality) Naval-Air unit combat strength **points** (not chits or steps) that may functionally occupy that aircraft carrier.

EXAMPLE: The UK aircraft carrier “Furious” is printed with an aircraft capacity of “2” (as indicated by the circled 2 on the chit). Thus, the “Furious” may carry and operate a UK Naval-Air unit with a combat strength of “2”, but never more, or two UK Naval-Air units with a combat strength of “1”, but never more.

An undamaged aircraft carrier may stack whatever combination of Naval-Air units (i.e., of the aircraft carrier’s *same* nationality) **if** the final combat strength point total (of the Naval-Air units) does not exceed the aircraft carrier’s circled aircraft capacity.

NOTE: When considering a Naval-Air unit’s combat strength, the reverse side of this chit (if any) is ignored.

There is no restriction regarding the number or order of Naval-Air unit chits that may operate from an undamaged aircraft carrier, provided that all of the Naval-Air unit’s net combat strength does not exceed the aircraft carrier’s *aircraft capacity*. Multiple Naval-Air unit chits may be launched and recovered in any order desired (even simultaneously) normally.

An aircraft carrier may never recover more Naval-Air combat strength points than its own *aircraft capacity* permits, although a player may voluntarily deplete any full-strength Naval-Air unit (in flight) to lower its current combat strength, thus allowing it to fit onto the aircraft carrier. Similarly, a player may voluntarily deplete any full-strength Naval-Air unit (while still aboard the aircraft carrier) to lower its current combat strength, and thus conceivably allow another Naval-Air unit to fit onto that aircraft carrier.

If an aircraft carrier is sunk while its Naval-Air unit is aboard (i.e., not aloft), the Naval-Air unit is also eliminated (and returned to the force pool). If an aircraft carrier is damaged, a Naval-Air unit aboard it is unaffected, although it cannot be launched from that aircraft carrier, nor may that aircraft carrier recover any Naval-Air units (or embark them in port). If an aircraft carrier is damaged or sunk while its Naval-Air unit is aloft, the Naval-Air unit must land at an alternate friendly base (within air transfer range of the Naval Air unit’s current location, but **including** the distance - in hexes - from the aircraft carrier’s location whence the Naval-Air unit was launched). Such a transfer is not subject to enemy air interception. If no alternate base is available, the Naval-Air unit is simply eliminated (returning it to the force pool).

Naval-Air Returning to Base (Aircraft Carriers)

An aloft Naval-Air unit (if launched from an aircraft carrier during that aircraft carrier’s naval movement option) is automatically returned to its parent aircraft carrier whenever that aircraft carrier moves (i.e., enters any new hex or sea area) during the Naval and Air Phase. Thus, a Naval-Air unit can conceivably be launched multiple times during its parent aircraft carrier’s naval movement option, if its parent aircraft carrier is repeatedly intercepted in each new hex or sea area that it enters (assuming that the parent aircraft carrier is eligible to be moved). If the Naval-Air unit’s parent aircraft carrier does not (or cannot) move during the Naval and Air Phase, the accompanying Naval-Air unit can only be launched once (as a normal air or naval interception) during the Naval and Air Phase (i.e., per the normal air operation rules), and is then returned to its parent aircraft carrier normally thereafter (i.e., at the conclusion of the ensuing Air Movement Step).

NOTE: Movement within a hex (e.g., into or out of a port in the same hex) does **not** constitute movement with regard to this rule. However, movement within the same large sea area does apply.

In Port

A Naval-Air unit may never be launched from an aircraft carrier that is docked in port. Conversely, an aircraft carrier that is in port may never recover any aloft Naval-Air unit.

[4.5] Naval-Air Basing (In Port)

[4.5]

Whenever an undamaged aircraft carrier (or multiple aircraft carriers) enters a friendly port (i.e., is docked in port), that port's air capacity is then *artificially doubled* (regardless of the number of aircraft carrier's in that port). As such, the port's air capacity may base up to twice its normal air capacity. *However*, any air units based there *beyond* the normal air capacity **must** be **Naval-Air** units (of any type, and from any aircraft carrier, even if not from the aircraft carrier or aircraft carriers presently in port). Any such Naval-Air units based there operate normally, nonetheless.

Under no circumstances, however, may any port's airbase capacity be over-stacked if presently basing any Naval-Air units beyond the port's normal air capacity. If any aircraft carrier (with a Naval-Air unit) occupies any port with a replete *artificial* air capacity, that aircraft carrier's Naval-Air unit must remain aboard the aircraft carrier (until the port's artificial air capacity is no longer replete).

NOTE: A Naval-Air unit may never be launched from an aircraft carrier that is in port.

If - for whatever reason - a port subsequently harbors no undamaged aircraft carriers, all of the Naval-Air units (that are based at that port *beyond* the port's normal air capacity) are immediately considered over-stacked (see [4.8]).

Players are never required to reveal which aircraft carriers in a port still retain any Naval-Air units, although the owning player is required to secretly record - in some fashion - which Naval-Air units are based at the port, and which Naval-Air units still remain aboard an aircraft carrier (if both cases apply).

[4.6] Aircraft Carriers as Air Unit Ferries

[4.6]

Any undamaged *named* aircraft carrier - in addition to its normal Naval-Air unit complement - may be used to ferry **one** 1/2 step (i.e., depleted) Fighter or Fighter-Bomber unit. However, the aircraft carrier must retain at least **1** unused spare *aircraft capacity* point in excess of the points needed to carry its Naval-Air unit (if any). Regardless of an aircraft carrier's total available *aircraft capacity* point(s), no aircraft carrier may ever ferry more than one 1/2 step Fighter or Fighter-Bomber unit (at a time). Moreover, a *damaged* aircraft carrier may **never** ferry any Fighter or Fighter-Bomber unit.

EXAMPLE: The UK aircraft carrier "Ark Royal" (with an *aircraft capacity* of "4") is carrying a 3-5/1 (Swordfish) Naval-Air unit. The Naval-Air unit has a combat strength number of "3", and thus requires 3 of the Ark Royal's "4" available *aircraft capacity* points. Because the "Ark Royal" has one unused *aircraft capacity* point remaining, the "Ark Royal" may ferry one 1/2 step Fighter or Fighter-Bomber unit.

NOTE: An aircraft carrier's *aircraft capacity* may **not** ever be exceeded. A ferried 1/2 step Fighter or Fighter-Bomber is always assumed to be utilizing **1** *aircraft capacity* point (while embarked).

To ferry an air unit (i.e., a 1/2 step Fighter or Fighter-Bomber unit), the air unit must be based at a functioning port, and embarked aboard an eligible aircraft carrier (while in port) exactly as if the aircraft carrier is an STP.

Once embarked, the Fighter or Fighter-Bomber unit has no effect upon the aircraft carrier's operational functionality, although a Fighter or Fighter-Bomber unit that is embarked (i.e., ferried) aboard an aircraft carrier may never be launched to participate in any mission or combat. Conversely, an aloft Fighter or Fighter-Bomber unit may **never** - under any circumstances - be recovered aboard any aircraft carrier.

If an aircraft carrier is **sunk or damaged** while ferrying a Fighter or Fighter-Bomber unit, the embarked Fighter or Fighter-Bomber unit is simply eliminated (and returned to the force pool, unless optional rule [11.13] is in effect).

A Fighter or Fighter-Bomber unit may be disembarked from a ferrying aircraft carrier (while in port) exactly as if the aircraft carrier is an STP. Additionally, a Fighter or Fighter-Bomber unit may be **launched** from the ferrying aircraft carrier as a **Change Base** mission (only) during the Naval and Air Phase or the Offensive Phase (in accordance with the normal rules). However, in such a case, if a Fighter or Fighter-Bomber is intercepted and aborted during air combat (while attempting to change bases), the aborted Fighter or Fighter-Bomber **cannot** return to the launching aircraft carrier per that abort. The aborted Fighter or Fighter-Bomber may, however, return to any *alternate* functioning eligible friendly airbase or airfield (within double the Fighter or Fighter-Bomber's printed range...counted from the launching aircraft carrier's current position, to the Fighter or Fighter-Bomber's current position, and then to the alternate airbase or airfield hex). The alternate airbase or airfield, however, may **not** be the original destination of the Change Base mission. If no alternate eligible airbase or airfield is available, the aborted Fighter or Fighter-Bomber unit must simply be eliminated instead (returning it to the force pool, unless optional rule [11.13] is in effect).

A player may, for any reason, voluntarily eliminate (i.e., dump over board) a Fighter or Fighter-Bomber that is being ferried, at any time (e.g., to disencumber sufficient aircraft capacity points to recover another Naval-Air unit). A player may voluntarily eliminate an aircraft carrier's Naval-Air unit as well, if desired (even if aloft).

[4.7] Forced Rebases

[4.7]

If any airbase or airfield hit is destroyed or actually occupied by any enemy land unit(s), the air unit(s) presently based there (if any) are immediately subject to a Forced Rebase. Any air unit(s) that are subject to a Forced Rebase must be evacuated (i.e., flown) to an alternate valid airbase or airfield (as if a normal Change Base mission), within **twice** the air unit(s)' printed range (unless air range is halved as a result of inclement weather). If possible, such air unit(s) must be evacuated to an airbase or airfield that is closer to the nearest friendly supply source. Any air unit(s) subject to a Forced Rebase cannot rebase as multiple "hops" to more than one airbase or airfield.

NOTE: A Forced Rebase is never susceptible to enemy air interception.

Any alternate airbase (but not an airfield) **may** be over-stacked* as a result of a Force Rebase, although a player must - if possible - avoid over-stacking at an airbase (if any other airbase is available), even if the other airbase is actually farther from the nearest friendly supply source.

**A port airbase that is presently basing Naval-Air units beyond the normal airbase capacity cannot be over-stacked (see [4.5]).*

If an aircraft carrier is damaged or sunk while its Naval-Air unit is aloft, the Naval-Air unit must land at an alternate friendly airbase (within air transfer range of the Naval Air unit's current location, but **including** the distance - in hexes - from the aircraft carrier's location whence the Naval-Air unit was launched). Such a transfer is not subject to enemy air interception. If no alternate airbase is available, the Naval-Air unit is simply eliminated (returning it to the force pool).

Any air unit that is subject to a Forced Rebase is considered Previously Committed immediately.

Forced Rebase Restrictions

- ★ ATPs and Bombers may never be rebased to any grass airfield chit, under any circumstances.
- ★ Air units may never be rebased to a base where the current weather condition has grounded all air activity.
- ★ If any air unit cannot rebase, for whatever reason, it is eliminated immediately (and returned to the force pool, unless optional rule [11.13] is in effect).

[4.8] Over-stacking on Airbases [4.8]

In some instances, a player may be permitted to over-stack friendly air units.

Over-stacking Circumstances

Over-stacking is only allowable per the following circumstances:

- ★ **Forced Rebase (Captured or Destroyed Base)**
If any air unit(s)' current base is captured by enemy combat land units, or if any air unit(s)' current base is destroyed, the residing air unit(s) may immediately transfer and over-stack at another friendly base (see [4.7]).
- ★ **Aborted during a Change Base mission**
If any air unit(s) are aborted while attempting to change base (thus forcing a return to the last base occupied), the air unit(s) may be over-stacked at the previous base.
- ★ **Sunk or Damaged Aircraft Carrier**
If any aircraft carrier(s) are sunk or damaged while their Naval-Air unit(s) are aloft, the Naval-Air unit(s) may immediately change base (up to twice the Naval-Air units printed range, counted from the aircraft carrier's location when sunk or damaged), and thus over-stacked as necessary.
- ★ **Temporarily (While Changing Base)**
Any air unit(s) may temporarily over-stack during each "hop" of a Change Base mission (although the ultimate destination airbase cannot be replete with air units, unless enough of those air units will be launched as a Change Base mission upon the arrival of the incoming air unit or units). A grass airfield may **never** be temporarily over-stacked.

NOTE: An ATP that is conducting an Air Transport mission is **not** considered to be merely changing base, and thus not permitted to temporarily over-stack in such a case.

Over-Stacking Effects

Over-stacking effects - when over-stacking occurs - apply immediately:

Regardless of an airbase's current status, only as many air units as may legally stack at an airbase may operate therefrom. In this regard, the stacking order of an over-stacked airbase is significant. It is always assumed that the topmost air unit(s) - up to the airbase's capacity - are the operational air units, while the bottommost air unit(s) - in excess of the airbase's capacity - are the non-operational air units (i.e., they may not fly for *any* reason, **except** to change base during a subsequent Naval and Air Phase or Offensive Phase, weather permitting).

A player is never required to rebase any over-stacked air units (except when any particular restriction applies; see below). A player may otherwise retain any excess air unit(s) as over-stacked (and in enforced incapacitation) indefinitely.

NOTE: If a legally-based air unit at an over-stacked airbase is eliminated, an excess (i.e., over-stacked) air unit is then *automatically* considered to be legally based at that airbase (i.e., it is no longer over-stacked as of any available vacancy). If there is more than one over-stacked air unit at that airbase, the topmost air unit is considered to be legally-based first.

Strafing Vulnerability

If any enemy Fighter-type air unit(s) arrive and/or successfully intercept over any airbase that is currently over-stacked, the enemy Fighter-type air unit(s) may attack the over-stacked air units (which are considered still on the ground), exactly as if attacking an enemy bomber. In such a case, an over-stacked air unit cannot defend itself*, although any other aloft friendly Fighter-type air units (if any) that were not - themselves - attacked (during the same air combat round), are entitled to the normal air combat bonus (see [4.16]) when targeting those enemy "strafing" air units.

**Over-stacked air units are considered to be a quality rating of "0" (while over-stacked), although over-stacked air units always ignore "abort" results normally.*

Over-stacking Restrictions

- ★ An airbase may never be over-stacked beyond **double** its original airbasing capacity.
- ★ A port-airbase that is presently basing Naval-Air units in excess of the normal airbase capacity may never be over-stacked.
- ★ No over-stacking at any grass airfield is ever permitted, even temporarily.
- ★ The UK Transfer Hex may never be over-stacked (except temporarily during a Change Base mission).
- ★ Over-stacked air units **cannot** change base if they are subject to a Forced Rebase; they are simply eliminated.
- ★ An Evacuating air unit (e.g., during an enemy Strafing Attack) cannot over-stack (or cause over-stacking) at any airbase it evacuates to.

Any air units in violation of the above restrictions must be eliminated immediately.

[4.9] Stacking in the Air

[4.9]

There is no limit to the number of air units that may stack together **while in flight** in the same hex or location, although all other normal restrictions apply (e.g. French-UK cooperation restrictions).

Multiple air units that will be flying to the same target hex may converge there before any type of combat commences in that hex (although any of the converging air units may be intercepted by enemy Fighter-type air units, while en route to the target hex).

Air units that will be flying together, however, must be launched together from the same base, **or** “collected” as the *collecting* air unit(s) over-fly each participating air unit(s)’ current base. As each participating air unit is “collected”, the entire air group must then collectively fly on together (susceptible to eligible enemy air interception as they are moving). Any “collected” air units may **not** be split up as they are moving. Any launching air unit(s), however, may fly over as many friendly airbase hexes as desired (within movement allowances) and may collect as many eligible friendly air units as are available in each airbase hex (while *en route* to a target hex). A “collecting” air unit or air units are not considered to actually be landing, but are merely *over-flying* any friendly airbase hex(es) that they enter along the way. When “collected”, all such air units may then move on toward an intended hex, provided that all of those air units still possess sufficient movement (i.e., range) to reach that hex. Any Fighters, Fighter-Bombers, and/or Naval-Air units (collected as *escorts*, for example) that do not possess enough movement may fly within - or up to the extent of - their own printed movement range. The movement (i.e., the flight toward and into the target hex) of any air unit(s) launched from a particular airbase (as well as any friendly air units “collected” en route) must be completed before any other non-collected air unit(s) from any other airbase are launched and moved toward and into the same target hex during that same Step.

Air units at an air base are never required to be “collected” if over-flown by any other air unit. Moreover, a player is always free to choose as few or as many friendly air units at each over-flown base to be “collected” as he desires.

Multiple friendly air units within the same hex may operate individually to conduct distinctly different missions, or may cooperate to conduct and/or participate in the same mission (if otherwise eligible to do so) as circumstances may warrant.

Whether rendezvousing in the target hex, or flying together, each individual air unit expends MPs individually, and only for each of the hexes it actually enters.

[4.10] Air Reconnaissance (Sea)

[4.10]

During the Naval and Air Phase, Offensive Phase and/or the End Phase, a player may designate any friendly, supplied combat air unit (if otherwise eligible) to conduct a “reconnaissance attempt” of any enemy naval unit, stack and/or task force (within range). A *successful* reconnaissance attempt is required to permit a player to conduct any Air-Naval attack(s) upon a particular enemy naval unit, stack or task force (although a successful air reconnaissance never requires any air unit to conduct an Air-Naval attack). A player may also conduct a reconnaissance attempt simply to acquire information and to deduce the strategic intent of an opponent.

Eligibility

If within range, **each** *uncommitted* combat air unit (i.e., not an ATP) is permitted to conduct **one** reconnaissance attempt **per** each enemy *flotilla** **per** each *sea area* (and per each *coastal hex*) **per** each eligible *Phase* (whether successful or not), **regardless of the current Step**. The quantity of reconnoitering air units is irrelevant with regard to allowable reconnaissance attempts (upon the same flotilla) in the same sea area or coastal hex during the same Phase. Moreover, a reconnaissance attempt does not commit the reconnoitering air unit.

**Regardless of the quantity of naval units, groups and/or task forces in that flotilla.*

EXAMPLE: A UK task force enters the Mediterranean Sea from the Gibraltar hex. Thus, the German player declares a reconnaissance attempt with an uncommitted 2-22 Bomber (Fw-200) presently based at Cagliari. Unfortunately for the German player, his reconnaissance attempt is unsuccessful. Thereafter, that UK task force may not be reconnoitered again (by *any* air unit) unless it enters another sea area (or a coastal hex), or until an ensuing Phase, even if it continues to move within that same sea area. In this case, the UK task force does not enter another sea area or a coastal hex before ending its movement, and thus may not be reconnoitered again during that same Phase. However, later during that same Phase, a UK battleship also enters the Mediterranean Sea from Gibraltar. Thus, the (uncommitted) German 2-22 Bomber (Fw-200) is eligible to conduct another reconnaissance attempt upon that UK battleship (i.e., because it is a different flotilla). Whether successful or not, that UK battleship also may not be reconnoitered again (by *any* air unit) unless it enters another sea area (or coastal hex), or until an ensuing Phase.

Air Reconnaissance (Sea) Procedure

When eligible (as explained above), a player may designate one particular reconnoitering air unit, and declare a *reconnaissance attempt* upon an enemy naval unit, stack or task force (if the enemy naval unit, stack or task force is within the reconnoitering air unit's range). If the reconnaissance attempt is *into and/or from within** a particular non-hexed large sea area, the **MP = #** (number) of that large sea area is added to the total range calculation, regardless of the target naval unit's, stack's or task force's location therein. In a normal sea area, the range to the target is calculated as hexes **from** the reconnoitering air unit's base **into** the *actual* hex of the enemy's naval unit, stack or task force. For example, the range from an Allied air unit in London to an Axis naval unit in the Cherbourg coastal hex is three hexes.

The range of an air reconnaissance from any Naval-Air unit (aboard an aircraft carrier) within a non-hexed large sea area is calculated to be the printed **MP = # (number) of that large sea area. If the printed **MP = #** of that large sea area exceeds the current allowable range of any particular Naval-Air unit therein, that Naval-Air unit is therefore not eligible to conduct an air reconnaissance therein (although it remains eligible to conduct Air-Naval Interceptions upon any located enemy naval unit, stack or task force therein normally; see [4.15]).*

NOTE: A reconnoitering air unit is **not** actually physically moved from its base (nor is it or the reconnaissance attempt itself susceptible to any enemy air interception).

Once the air range has been determined, the reconnoitering player must then roll two dice (6-sided), resolved as follows:

Range of 1 hex	= (Automatic)
Range of 2 hexes	= Die roll of 4+
Range of 3 hexes	= Die roll of 5+
Range of 4 hexes	= Die roll of 6+
Range of 5 to 6 hexes	= Die roll of 7+
Range of 7 to 8 hexes	= Die roll of 8+
Range of 9 to 10 hexes	= Die roll of 9+
Range of 11 or 12 hexes	= Die roll of 10+
Range of 13+ hexes	= Die roll of 11-12+

- +1** : Per each *additional* uncommitted air unit (that is also within range) assigned to participate in the reconnaissance attempt.
- +1** : If the targeted enemy naval unit, stack or task force is in a coastal hex.
- +1** : If a friendly land and/or naval unit (even if in port) occupies the **same** coastal hex as the targeted enemy naval unit, stack or task force, or if **any** friendly naval unit is currently within **2** hexes of the targeted enemy stack or task force.
- +1** : If the targeted enemy naval unit, stack or task force had been successfully located via a previous reconnaissance attempt during the current Phase.

Aside from the normal weather effects upon air units (see [1.5]), inclement weather does not affect reconnaissance attempts. If a reconnaissance attempt is successful, **all** of the enemy naval units within that **same** hex (e.g., not just one particular enemy stack or task force) are considered successfully located. Enemy naval units at sea, and enemy naval units in port (in the same hex) are regarded as separate, however, and subject to individual searches (and Flotilla Sighting Reports; see below).

NOTE: Reconnaissance attempts upon enemy ports are automatically successful, although any naval units there (if any) are subject to a Flotilla Sighting Report normally (see below).

Large Sea Areas

Any reconnaissance attempt(s) into (and/or from within) a large sea area must be directed at a specific (i.e., specified) naval unit, stack or task force in that large sea area. If a declared reconnaissance attempt is successful, that specified naval unit, stack or task force is considered "located". As per the aforementioned rule, **each** air unit (except ATPs) is allowed to conduct **one** naval-search (if within range) **per** specified naval unit, stack or task force, **per** large sea area, **per** Phase.

As mentioned, any reconnaissance attempt(s) into a large sea area must include the printed **MP = #** therein (i.e., when determining the air range to the target), regardless of the target's actual location within the large sea area.

Automatic Successful Air Reconnaissance (Sea)

A reconnaissance attempt upon an enemy naval unit, stack or task force is automatically successful if - at any time - the enemy naval unit, stack or task force moves within one hex of any eligible reconnoitering air unit (weather permitting). In such a case, the enemy naval unit, stack or task force is considered immediately "located".

Furthermore, if any naval unit, stack or task force that *successfully* intercepts any enemy naval unit, stack or task force, both are considered automatically reconnoitered (and located) while in that hex, even if no eligible air unit(s) are currently available to actually perform any reconnaissance attempt(s).

Flotilla Sighting Reports

If a *reconnaissance attempt* upon any particular enemy naval unit, stack or task force is *successful*, **all** of the enemy naval units in that same hex* are collectively and immediately subject to a Flotilla Sighting Report. As such, the reconnoitered player must secretly roll one die (6-sided) and compare the result with the Flotilla Sighting Report table (see Player Aid Card "I"). The die roll indicates the amount (and nature) of information that must be provided to the reconnoitering player. In any case, a reconnoitered player is only ever required to render one Flotilla Sighting Report *per* successful reconnaissance attempt.

**Naval units that are in port are considered separate from naval units that are in the same hex, but not actually docked in that same port. As such, each must be reconnoitered separately (and is subject to a separate Flotilla Sighting Report).*

NOTE: Naval units are always reported in terms of naval unit **chits** (regardless of their current status), **not** steps.

After determining the results of any Flotilla Sighting Report, the owning player may always round off (either up or down) a legally falsified sighting report to the next whole number (i.e., the owning player may round off to the next higher or lower whole number).

EXAMPLE: A Flotilla Sighting Report for three ships (which may be reported as + or - 50%) may be reported as only **one** naval unit (if rounding down), or as **five** naval units (if rounding up). In other words, if a task force of three ships is being reported as + 50%, three ships may be rounded up by 50% to 4.5. Since a Flotilla Sighting Report of 4.5 ships is not legal, the owning player may round the 4.5 *up* to a round number of 5, if he prefers.

Air-Naval Attacks

Following a Flotilla Sighting Report, the reconnoitering player is then eligible to commence any normal Air-Naval attack(s) upon that located naval unit, stack or task force - while within air range - at any time during that same Phase, even if the reconnoitered enemy naval unit, stack or task force (or any component thereof) exits the reconnoitering air unit(s') range, and then subsequently reenters the reconnoitering air unit(s') range (if located again). As stated, any Air-Naval attack(s) must occur within the attacking air unit(s') range.

Of course, Air-Naval attacks are not permitted upon any enemy naval unit or task force that had not been successfully located. In addition, no further air reconnaissance attempts are permitted upon the same naval unit, stack or task force in that same hex.

A successful reconnaissance is considered defunct as of the moment that the reconnoitered enemy naval unit, stack or task force enters any other hex or sea area. Hence, a reconnoitered enemy naval unit, stack or task force is no longer considered located as of the moment it enters another hex or sea area, and thus not susceptible to any enemy Air-Naval attack(s) until located again.

If a reconnoitered enemy naval unit, stack or task force subsequently joins up with another non-reconnoitered enemy naval unit, stack or task force (in the same reconnoitered hex), or splits off as multiple groups (in that same reconnoitered hex), each subsequent naval unit, stack, task force or group is considered - and remains - located as well (while in that hex). In the latter case, any additional groups remain located throughout the current Phase (while in that hex), although each subsequent group is considered a separate stack (though no longer located) as of the moment it exits the previously reconnoitered hex (or enters or exits a port, as in relation to the location of the original located enemy naval unit, stack or task force). Henceforward, each group may only be attacked separately thereafter.

Commitment Status

No air unit is ever "committed" if attempting to reconnoiter any enemy naval unit, stack or task force during any Phase, regardless of the result. Any air unit(s) that launch to conduct any Air-Naval attack(s) are considered Currently Committed thereafter normally.

[4.11] Air Reconnaissance (Land)

[4.11]

During the Offensive Phase, a player may designate any friendly, supplied combat air unit (if otherwise eligible) to conduct a "reconnaissance attempt" of any enemy land hex (within range). A reconnaissance of any land hex is **not** required to permit a player to conduct any operation, but is solely to acquire information and to deduce the strategic intent of an opponent.

Eligibility

If within range, **each uncommitted** combat air unit (i.e., not an ATP) is permitted to conduct **one** reconnaissance attempt **per** each enemy *hex** **per** each *Offensive Phase* (whether successful or not). The quantity of reconnoitering air units is irrelevant with regard to allowable reconnaissance attempts (upon the hex) during the same Phase.

**Regardless of the quantity of units therein.*

Air Reconnaissance (Land) Procedure

When eligible (as explained above), a player may designate one particular reconnoitering air unit, and declare a *reconnaissance attempt* upon a particular enemy hex (if the enemy hex is within the reconnoitering air unit's range).

NOTE: A reconnoitering air unit is **not** actually physically moved from its base (nor is it or the reconnaissance attempt itself susceptible to any enemy air interception).

The reconnoitering player must then roll **one die** (6-sided), resolved as follows:

Die roll of **1** = Unsuccessful reconnaissance.
Die roll of **2 to 6** = Successful reconnaissance.

- **2** : Target hex is a forest hex.
- **2** : During any inclement weather.
- **1** : Target hex is a mountain hex.
- **1** : Target hex is a city and/or resource hex.
- **1** : If the reconnoitering air unit is a Fighter (not a Fighter-Bomber) unit.
- **1** : If the enemy player has any friendly Fighter-type air unit(s) within range of the reconnoitered target hex (Naval-Air units aboard aircraft carriers **are** eligible).

NOTE: A reconnaissance attempt of an enemy land hex is exclusive of any reconnaissance attempt of any enemy naval unit, stack or task force. Thus, no particular air unit may conduct a reconnaissance attempt of an enemy land hex **and** any enemy naval unit, stack or task force per [4.10] during the same Offensive Phase, whether successful or not.

If a reconnaissance is successful, the reconnoitering player may inspect all* air and land units within the reconnoitered hex. Any naval units in that hex, however, are not subject to inspection, even if presently docked in port (i.e., naval units are only eligible to be reconnoitered per [4.10]).

If a fort **chit (even if a coastal fort) is present in that hex, the owning player is always eligible to conceal up to **one** land chit from any successful reconnaissance attempt.*

[4.12] Moving Air Units

[4.12]

The lower right printed number of an air unit represents its maximum range (i.e., the number of hexes that it may be moved from its current base to a target hex). The printed range number also indicates the maximum distance (in hexes) from the target hex back to an eligible friendly base. When conducting a Change Base mission, an air unit's range is calculated at double its printed number as the maximum transfer range from the starting base into the ending base.

Hexes

Air units must expend one MP to enter any hex (whether over land or sea); never less and never more. Impassable hexes are never applicable to moving air units, except with regard to the Dakar hex (i.e., no air unit may ever enter the Dakar hex from Morocco). Additionally, air units may never enter Switzerland. Of course, no air units may ever enter any blank off-map hex.

Non-Hexed Sea Areas

The MP cost for any air unit to enter *any* non-hexed sea area is determined by the printed **MP = #** (number) therein. Thus, to enter any non-hexed large sea area, a moving air unit must have a sufficient range (as printed, but as modified by weather effects, if any) from its current base to move toward and then into a particular non-hexed sea area. Naval-Air units (aboard aircraft carriers) that are presently within a non-hexed large sea area are automatically considered *within* that large sea area. As such, they do not expend any movement therein, and are assumed to be within range any enemy or friendly naval unit(s), stack(s) or task force(s) therein.

NOTE: A Naval-Air unit (i.e., aboard an aircraft carrier) may **never** exit any large sea area in which it currently operates and/or resides.

Neutral Hexes

Any air unit(s) may over-fly a neutral nation's *coastal* hex(es) without affecting its neutrality, provided that the air unit(s) do not cross any neutral all-land hexside.

NOTE: If an air unit crosses a neutral **all-land** *hexside*, it is considered a declaration of war, even if from a coastal hex to another coastal hex.

[4.13] Air Interception

[4.13]

As any enemy air unit moves (including any *accompanying* enemy air units), any **non-aloft** friendly Fighter-type air units (if within interception range) - if otherwise eligible - may then declare an air *interception* of the moving enemy air unit(s). Air interceptions must be declared **as** enemy air units move. A player may not retroactively declare an interception after an enemy air unit has exited a particular hex, or moved beyond the intercepting friendly air unit's interception range. As such, this necessitates that players - as they move air units - trace a movement route (hex by hex), indicating which hex each moving air unit is actually entering as it moves.

NOTE: Air units may **never** be intercepted as they are **returning** to base (after conducting an air mission or operation).

Only a Fighter-type air unit (launched as a Fighter) that is presently at a base (i.e., is not aloft) may intercept a moving enemy air unit. Moreover, the intercepting Fighter-type air unit must not - itself - be over-stacked (i.e., at an over-stacked airbase).

Air interceptions may occur whenever any type of enemy air mission occurs* (weather permitting), including during the Strategic Warfare Phase, assuming that interception occurs within the intercepting air unit's legal interception range (see below).

**Except "reconnaissance attempts", which do not require the reconnoitering air unit to be launched, and therefore cannot be intercepted.*

Air Interception Range

Any Fighter, Fighter-Bomber and/or Naval-Air unit possesses an interception range of **4 hexes or 1/2 of their own printed range number**, whichever is *greater* (i.e., the higher value) from (but not counting) the intercepting air unit's own base hex and then to (i.e., including) the target air unit(s) hex itself. **If weather effects reduce any Fighter-type air unit's printed range (see [1.0]), that Fighter-type air unit's allowable interception range is still 4 hexes or 1/2 of that reduced range, whichever is greater.**

EXAMPLE: The US P-51 has a printed range of "10". Therefore, its allowable interception range is **5 hexes** (i.e., half of 10). An Italian Re 2001, however, has a printed range of "6". Because half of 6 (i.e., 3) is less than 4, the Re 2001's interception range is a **4**.

Air Interception Procedure

As an enemy air unit (or air units) enters within the air interception range of any eligible **non-aloft** friendly Fighter-type air unit(s), the intending player may declare his intent to perform an air interception (temporarily halting the movement of the targeted enemy air unit or units). At that time, the intercepting player then launches his intercepting air unit(s) - from one base at a time - toward the targeted enemy air unit(s). The intercepting air unit(s) from that particular base are then moved incrementally (i.e., from their base) along a path (hex to hex) toward the targeted enemy air unit(s) if within the intercepting air unit's legal air interception range.

Air interceptions are only permitted when any enemy air unit(s) actually move within an eligible **non-aloft** friendly Fighter-type air unit's own air interception range (i.e., not in anticipation or expectation of such). However, an interception need not necessarily be declared in the first hex within interception range. The intercepting player may declare an air interception of a moving enemy air unit at any time during its movement (within air interception range). If an enemy air unit - during the course of its movement - subsequently exits the intercepting Fighter-type air unit(s)' air interception range, no air interception may then be declared upon that enemy air unit (unless it subsequently re-enters the eligible Fighter-type air unit's air interception range).

NOTE: Launching from any base (including an aircraft carrier) is considered "movement", even if not actually exiting the base hex. As such, a launching air unit may be intercepted normally as it launches (i.e., over its own base) before it exits its own base hex (if within the intercepting air unit's air interception range).

An enemy air unit is susceptible to air interception in each hex it launches from and enters, although an intercepting Fighter-type air unit may only attempt one air interception (into one particular hex) per allowable Step (i.e., each air interception upon the same enemy air unit - in each hex - must involve different intercepting friendly Fighter-type air units). When an air interception is declared upon a targeted enemy air unit, **all** of the intended interceptors must arrive* in the interception hex (even if they are from different bases) before air combat is commenced (i.e., a declared interception hex must include all due air units before air combat begins).

**Unless aborted or eliminated en route, as a result of a counter-interception.*

Coordinated Air Interceptions

As any intercepting Fighter-type air unit(s) move toward a targeted enemy air unit, they *may* "collect" any additional (if eligible) friendly Fighter-type air unit(s) - if over-flying their base hex - while en route to the targeted enemy air unit's hex. Of course, each of the collected friendly Fighter-type air units must also be within air interception range of the targeted enemy air unit as well.

Air Counter-Interception(s)

As any intercepting Fighter-type air unit(s) are moved toward a targeted enemy air unit, they may likewise be *counter-intercepted* by other eligible **enemy** Fighter-type air units (if they are not already currently "aloft") per the aforementioned interception procedure. An intercepting Fighter-type air unit (as it moves toward a targeted enemy air unit) may be counter-intercepted in any hex it launches from or enters (if within the counter-intercepting Fighter-type air unit's own air interception range), including its destination hex. In addition, any counter-intercepting enemy Fighter-type air unit(s) may then also be *counter-counter-intercepted* by other eligible **friendly** Fighter-type air units (again, if within air interception range). Moreover, the counter-counter-intercepting Fighter-type air unit(s) may possibly then be *counter-counter-counter-intercepted*, and so forth. Counter-interceptions may continue to occur in this manner until either side has no more available (and/or eligible) Fighter-type air units to do so. Each interception is resolved in the order from last to first to occur (see below).

Air Interception Combat Order

After any declared interception or counter-interception, **each** air combat **engagement** (see [4.16]) is not resolved until **all** of the participating air units **arrive in and** occupy the hex or location **where the air combat engagement is occurring**. Because of the multifaceted sequence of interceptions and counter-interceptions, all counter-counter-interceptions, counter-interceptions, and interceptions, must be resolved in that order. Inasmuch as an air interception may occur pending the resolution of a subsequent counter-interception, the **last** declared counter-interceptions must be resolved **before** the **first** declared interceptions of the current Step (i.e., all air interceptions are resolved in the reverse order they were declared). As such, the last declared interception is always resolved first, and each preceding interception is then resolved next (depending on the outcome of the former), until no further interceptions are pending resolution.

NOTE: A launched air unit that is merely moving *through* a hex where a preceding pending air interception has occurred cannot be intercepted by any aloft enemy air unit(s) in that engagement hex.

All air interceptions (and counter-interceptions) must be resolved before commencing any subsequent air, land or naval attacks and/or combat that is due to occur in any particular combat hex.

After each *interception* is resolved (i.e., after air combat), the surviving* intercepted air units (if any) may then continue their intended movement and/or mission, or discontinue their movement and/or mission (i.e., to be returned to base when normally legal to do so) per the owning player's discretion. After air combat, all surviving* intercepting Fighter-type air units (if any) must be set aside until the end of the current Offensive or Step, at which time they are returned to base normally.

**Neither aborted or eliminated.*

Canceling Air Interceptions

Once any air interception(s) or counter-interception(s) have been declared **and** launched, an interception or counter-interception may only be canceled if occurring *before* any resulting engagement, and only if agreed upon by all relevant players.

[4.14] Strafing Airbases and Airfields

[4.14]

During the Naval and Air Phase (only), any Fighter-type air unit(s) may fly to an enemy airbase or airfield (within range) to attempt a Strafing Attack. Any Fighter-type air unit that is conducting a Strafing Attack is susceptible to enemy air interceptions normally (including from any enemy Fighter-type air units based at the target airbase or airfield itself). If an enemy player elects to intercept an encroaching Fighter-type air unit (en route to conduct a Strafing Attack), air combat is then resolved normally instead.

NOTE: An aircraft carrier may **never** be strafed.

However, if an enemy player deems an air interception to be particularly disadvantageous (e.g., if numerically and/or qualitatively disadvantaged), he may simply decline to do so. As such, when any Fighter-type air unit(s) enter a target airbase or airfield hex (to conduct a Strafing Attack), the enemy player **must** then announce his intent to either “evacuate” or “ride out” the Strafing Attack.

NOTE: Air units that participate in air combat (i.e., conduct an air combat attack) are **not** eligible to conduct a Strafing Attack.

Air Evacuation

If a player chooses to “evacuate” (with any air unit), he must determine the number of *friendly* controlled land hexes over-flown by the closest enemy strafing Fighter-type air unit(s) *en route* to the target airbase or airfield (including the target airbase or airfield hex itself). The evacuating player must then roll one die (6-sided) **per** each evacuating air unit - of any type - that is attempting to “evacuate”. If the die roll is **equal-to** or **less-than** the *number* of friendly land hexes over-flown by the enemy strafing Fighter-type air unit(s), that air unit successfully “evacuates”. If the die roll result **exceeds** the *number* of friendly land hexes over-flown by the enemy strafing Fighter-type air unit(s), that air unit cannot “evacuate”.

If an air unit successfully “evacuates”, it must *immediately* transfer* to another friendly airbase (or perhaps airfield, if it is a Fighter-type air unit) within its own transfer range (i.e., up to twice the air unit’s printed range, weather permitting). If no eligible airbase (or airfield) is currently available, no evacuation may then occur.

**Not subject to enemy air interception.*

NOTE: Any air unit(s) that successfully “evacuate” become marked as Currently Committed as a result.

Air Evacuation Restrictions

- ★ No Naval-Air unit may ever evacuate to any aircraft carrier.
- ★ No evacuating air unit may ever over-stack at any base as a result of an evacuation.
- ★ No air unit may ever “evacuate” to the same hex it is evacuating *from*, even if to a different base within the same hex.
- ★ A nation’s air units may **not** evacuate while that nation is subject to the Blitzkrieg Bonus (see [10.2]).

If a Fighter-type air unit is unable (or fails) to evacuate, it is eligible to participate in air combat normally. However, if any Fighter-type air unit *unsuccessfully* attempts to “evacuate” (and subsequently participates in air combat), it is **not** entitled to any combat strength bonus if fighting *over its own base*. (i.e., the base from where it is evacuating from).

“Riding Out” a Strafing Attack

After resolving all air interceptions and counter-interceptions (if any) preceding a Strafing Attack, any other air unit(s) presently remaining based at a targeted airbase or airfield must then “ride out” an impending Strafing Attack (i.e., if unable to “evacuate”, and/or if intending to avoid air combat). In such a case, those air unit(s) simply remain based at the targeted airbase or airfield (i.e., on the ground), and are then subject to a Strafing Attack (see below).

Strafing Attack

After resolving any air interceptions and counter-interceptions (if any) preceding a Strafing Attack, **each** surviving* Fighter-type air unit **that did not participate in air combat** (i.e., did not conduct any actual air combat attack) may then conduct **one** Strafing Attack upon **one** enemy target air unit - presently based at the targeted airbase or airfield - (i.e., if not presently aloft).

**Neither aborted or eliminated.*

EXCEPTION: Any air unit(s) presently based on **Malta** (and/or any airbase built there) may **not** be strafed (although Malta’s **airbase** may be bombed normally; see [4.26]).

Each Strafing Attack is calculated and resolved exactly like a normal air combat attack, although any strafing Fighter-type air unit must automatically suffer a **+1** air combat **die roll penalty**, *unless* the target air unit is currently marked as “out-of-supply”. **The Blitzkrieg Bonus die roll modifier is not applicable to any Strafing Attack, however.**

NOTE: Only **hit** results are applicable when conducting Strafing Attacks. Abort results are always ignored.

Obviously, air units that are presently based at a targeted airbase or airfield (i.e., if not presently aloft) are ineligible to perform any air combat attacks during an enemy’s Strafing Attack (nor may Heavy Bombers conduct “return fire”). After each eligible Fighter-type air unit conducts and resolves one Strafing Attack, all air units are returned to their base normally at the end of the current Air Movement Step. A Strafing Attack mission never consists of more than one “round” (per air combat parlance).

[4.15] Air-Naval Interception

[4.15]

During the Naval and Air Phase and/or the Offensive Phase, any eligible Bomber, Fighter-Bomber (flying as a bomber) and/or Naval-Air unit or units (flying as a Bomber) may declare an air-naval interception of any moving enemy naval unit, stack or task force (if that enemy naval unit, stack or task force has been located; see [4.10]). An air-naval interception must be declared **as** an enemy naval unit, stack or task force moves. A player may not retroactively declare an air-naval interception in a particular hex after an enemy naval unit, stack or task force has exited that particular hex, or moved beyond the intercepting air unit’s printed range. As such, this necessitates that players - as they move naval units, stacks or task forces - trace a movement route (hex by hex), indicating which hex (or large sea area) each moving naval unit, stack or task force is entering.

NOTE: Any Air-Naval interception(s) upon any particular enemy naval unit, stack or task force must always precede any Reactive naval interception upon that same naval unit, stack or task force (if occurring in the same hex or large sea area).

Only a Bomber-type air unit (launched as a Bomber) that is presently at a base (i.e., is not already “aloft”) may intercept a **located** enemy naval unit. Moreover, the intercepting Bomber-type air unit(s) must not – itself/themselves - be over-stacked.

Air-naval interceptions may occur whenever any enemy naval movement occurs (weather permitting), assuming the enemy naval unit, stack or task force is located, and assuming the air-naval interception occurs within intercepting air unit’s allowable range.

NOTE: A Naval-Air unit aboard an aircraft carrier - within a large sea area - is always assumed to possess sufficient air range to reach any located enemy naval unit, stack or task force within that same large sea area.

Air-Naval Interception into a Large Sea Area

If a naval unit, stack or task force is located while in a large sea area*, it is susceptible to enemy air-naval interception normally. However, when calculating the range to a located naval unit, stack or task force presently in a large sea area, the printed **MP = #** within that large sea area is **added** to the total distance *from* the intercepting air unit’s current base **to** the large sea area itself. When in any large sea area, an entering enemy air unit is automatically considered to be within range of any located naval unit, stack or task force currently therein.

If not currently assigned as Convoy Duty Escorts. Naval units assigned as Convoy Duty Escorts are **not susceptible to enemy air-naval interception.*

EXAMPLE: A German task force has been located in the large sea area adjacent to the Iceland Box. The UK player desires to intercept the German task force with a 2-14 (Blenheim), which is based at Glasgow (W 4314). Thus, the UK player flies the Blenheim directly from Glasgow to the edge of that large sea area. So far, the Blenheim has expended 4 MPs to do so. Then, however, the Blenheim must expend an additional 10 MPs to actually enter the large sea area (i.e., the large sea contains a printed **MP = 10**). Hence, the total movement to enter therein (directly from Glasgow) is 14 MPs. Fortunately for the UK, the Blenheim’s printed range is 14 hexes, thus allowing it to enter that large sea area.

NOTE: Weather effects apply normally within any large sea area(s) in an affected weather zone.

Air-Naval Interception within a Large Sea Area

Any eligible Naval-Air unit(s) presently aboard a functioning (i.e., not presently damaged) aircraft carrier (**within** a large sea area) may conduct an Air-Naval interception upon any **located** enemy naval unit, stack or task force therein. In such a case, the large sea area’s MP = # is ignored (because the Naval-Air unit or units are already within that large sea area), and the intercepting Naval-Air unit(s) are assumed to possess sufficient range to reach any *located* enemy naval unit, stack or task force therein (i.e., even if the Naval-Air unit(s)’ printed range is actually less than the large sea area’s printed MP = #).

NOTE: A Naval-Air unit (i.e., aboard an aircraft carrier) may **never** exit any large sea area in which its aircraft carrier presently resides.

Air-Naval Interception Procedure

As a *located* enemy naval unit, stack or task force enters within the printed range of any eligible friendly Bomber-type air unit(s), the intending player may declare his intent to perform an air-naval interception (temporarily halting the movement of the located naval unit, stack or task force). At that time, the intercepting player then launches his intercepting air unit(s) - from one base at a time - toward the located enemy naval unit, stack or task force. The intercepting air unit(s) from each particular base are then moved incrementally (i.e., from their base or bases) along a path (hex to hex) toward the located enemy naval unit, stack or task force within the intercepting air unit(s)’ printed range.

NOTE: Bomber-type air units (conducting air-naval interceptions) are susceptible to enemy air interception normally.

Air-naval interceptions are only permitted when any enemy naval unit, stack or task force actually enters within any eligible friendly Bomber-type air unit’s own printed range (i.e., not in anticipation or expectation of such). However, an air-naval interception need not necessarily be declared in the first hex (or large sea area) within range. The intercepting player may declare an air-naval interception of a moving enemy naval unit, stack or task force at any time during that enemy naval unit’s, stack’s or task force’s movement (if within range). If an enemy naval unit, stack or task force - during the course of its movement - subsequently exits the intercepting Bomber-type air unit(s)’ printed range, no air-naval interception may be retroactively declared upon that enemy naval unit, stack or task force (unless that enemy naval unit, stack or task force subsequently *re-enters* any eligible Bomber-type air unit’s printed range).

An enemy naval unit, stack or task force is susceptible to an eligible air-naval interception in each hex it enters, although an intercepting Bomber-type air unit may only attempt one air-naval interception (into one particular hex or large sea area) per Step (i.e., each air -naval interception upon the same located enemy naval unit, stack or task force - in each hex or large sea area - must involve different intercepting friendly Bomber-type air units). When an air-naval interception is declared upon a located enemy naval unit, stack or task force, **all** of the intended Bomber-type air units must arrive* in the target hex (even if from different bases) before any Air-Naval attacks commence. Furthermore, air-naval interceptions always precede any naval interceptions within the same hex or location.

**Unless aborted or eliminated en route as a result of any enemy counter-interception(s).*

NOTE: For purposes of clarification, any naval unit(s) that are “in port” are always considered to be in a different location from any naval unit(s) that are *not* in port, even if in the same hex. As such, each location must be intercepted/attacked separately.

Coordinated Air-Naval Interceptions

As any intercepting Bomber-type air unit(s) move toward a located enemy naval unit, stack or task force, they *may* “collect” any additional (if eligible) Bomber-type air unit(s) - if over-flying their base hex - while en route to a located enemy naval unit’s, stack’s or task force’s hex. Of course, each of the collected friendly Bomber-type air units must also be within allowable air range of the located enemy naval unit, stack or task force.

Any Bomber-type air units in the same airbase hex may also launch and then fly over any other friendly base hexes to “collect” friendly *Fighter-type* air units presently based there, and may then collectively fly on toward a located enemy naval unit, stack or task force (being susceptible to eligible enemy air interception as they move). Any “collected” air units also may **not** be split up as they are moving, or attack a different target hex. Any launching Bomber-type air unit(s), however, may fly over as many friendly base hexes as desired (within movement allowances) and may collect as many eligible friendly air units as are available in each base hex (while en route to the target). Any “collecting” Bomber-type air unit(s) are not considered to actually be landing, but are merely over-flying any friendly base hex(es) that they enter along the way. When “collected”, all such air units may then move on toward the located enemy naval unit, stack or task force, provided that all of those air units still possess sufficient movement (i.e., range) to reach the target hex (or large sea area). All such air units are susceptible to normal eligible enemy air interceptions along the way. Any Fighter-type air units (collected as *escorts*, for example) that do not possess enough movement may fly within - or up to the extent of - their own printed movement range. The movement (i.e., the flight toward and into the target hex) of any air unit(s) launched from a particular airbase (as well as any friendly air units “collected” en route) must be completed before any other non-collected air unit(s) from any other airbase are launched and moved toward and into the same target hex during that same Step.

NOTE: Bombers or other air units are never required to be “collected” if over-flown by any other Bomber-type air unit(s) *en route* to a target hex. An intercepting player is free to choose as few or as many eligible air units to be “collected” as he desires.

Fighters, Fighter-Bombers, and/or Naval-Air units that do not or cannot fly with any attacking Bomber-type air unit(s) on toward a particular target hex must simply stop in their last occupied hex (whether by choice, or as a result of their own movement limit) as the Bomber-type air unit(s) and other accompanying (i.e., “collected”) air units (if any) continue on. *Each* accompanying air unit may fly within or up to the extent of its own printed range, irrespective of any other accompanying Fighter-type air unit(s) or Bombers-type air unit(s) they are with during that air-naval interception. Accordingly, each air unit - as it is left behind - is subject to any eligible enemy air interceptions (as are any air units that continue on). Fighter-type air units that have stopped or have reached the extent of their printed movement range simply remain in the last hex that they occupied (unless aborted) until the end of the current Offensive or Step.

Fighter-type air units flying **with** any Bomber-type air unit(s) - as *escorts* - cannot *intercept* or *counter-intercept*. Of course, any enemy air interceptions upon such air units automatically results in air combat in their own hex.

EXAMPLE: A German task force is moving from Hamburg (W 3823) toward Stavanger (W 4422). As it is moving north, it enters within the printed range of a UK 4-10 (Hampden) Bomber based at Scapa Flow (W 4717). Thus, the UK player declares a reconnaissance attempt upon the German task force (temporarily halting the task force’s movement). The reconnaissance is successful, and the German task force is then considered “located”. Thus, the UK player declares an air-naval interception. Because of the presence of German Fighters in the vicinity of the task force, the UK player elects to launch a Z-16 (Whitley) Bomber from Liverpool (W 3915) instead. While en route to the located task force, the Whitley Bomber over-flies Hull (W 3917), and “collects” a 4-4/3 (Spitfire) Fighter based there. Then, the Whitley and the Spitfire fly together toward the located German task force. However, after moving four hexes from Hull, the Spitfire must stop (because it is the extent of the Spitfire’s printed range). The German player has decided not to intercept the Whitley and Spitfire for now (knowing that the Spitfire cannot escort the Whitley beyond the fourth hex). Nevertheless, the Whitley continues to move (leaving the Spitfire behind) toward the German task force. Now, the German player opts to launch all of his available Fighters, intercepting the Whitley after it moves another additional hex. The UK player declines any counter-interceptions, but before air combat is resolved, the UK player then launches the aforementioned Hampden from Scapa Flow, and then moves it toward the German task force. Unfortunately for the absent-minded German player, all of his available German Fighters are currently “aloft” (intercepting the Whitley). Thus, the Hampden presently flies undisturbed toward (and into) the task force’s hex. Before the Hampden may attack the German task force, the German Fighters and the Whitley must resolve air combat. Remarkably, however, the German air combat attack rolls are all misses during the first round of air combat. If the German Fighter’s miss again during the second round of air combat, the Whitley will be eligible to continue on toward the task force. However, the UK player decides not to risk it, and voluntarily aborts the Whitley (knowing the Whitley is unlikely to survive a second round of air combat, and realizing that the Hampden is currently eligible to attack the German task force). Now that all air interceptions and air combat have been resolved, the UK player commences his attacks upon the German task force with the Hampden Bomber.

All Bomber-type air units that are participating in the same air-naval interception (including “collected” Bombers) must attack the same target hex. No Bomber-type air units may be collected, fly, or otherwise participate in an air-naval interception if they lack sufficient movement* (i.e., range) to actually reach the located naval unit, stack or task force (as the “collecting” air units). In other words, any Bomber-type air units that are launched or collected must all possess enough available movement to be capable of reaching the same target hex. Not all such Bomber-type air units are necessarily required to fly all the way to the target hex, but they must at least possess enough available movement to do so. As such, any number of Bomber-type air units may be “dropped off” while *en route* to the located naval unit, stack or task force, although they are ineligible to conduct any attacks (as they are “dropped off”), and thereafter are Committed just the same, if pertinent. Nevertheless, a player may desire (during the course of an air-naval interception) to leave some of the participating Bomber-type air units (and/or escorting Fighter-type air units) behind (before reaching the target hex) if, for example, he wants to avoid subjecting any particular air unit(s) to further potential air combat and/or anti-aircraft fire.

**Fighter-type air units may be launched as intermediate escorts, even if they do not possess sufficient range to actually reach the intended target hex. Any such Fighter-type air units may fly to the extent of their own printed range, even if short of the target hex itself (but, of course, must end their movement when at the extent of their own range).*

NOTE: A Fighter-type air unit that will be escorting an Air-Naval attack is permitted to be launched first and then flown to collect the participating Bombers (i.e., in that order). Of course, All range (and weather) considerations apply normally.

Air-Naval Interception Restrictions

- ★ U-boats may never be intercepted at sea.
- ★ Tactical submarine chits may never be intercepted as they are *moving* (see [3.29]).
- ★ Naval units that are currently assigned as Convoy Duty Escorts may never be intercepted.
- ★ During the End Phase, only naval units, stacks or task forces that **were** outside of the eligible range of any particular enemy Bombers-type air unit, **and then moved within** any such air unit's eligible range (if uncommitted), are liable to air-naval interception (and Air-Naval attacks). Any naval unit, stack or task force that began the End Phase *already* within any particular Bomber-type air unit's eligible range cannot be attacked by that air unit during the End Phase.

[4.16] Air-to-Air Combat

[4.16]

If opposing (and aloft) air units ever occupy the same hex or location (and if at least one of the air units is a Fighter-type air unit), air combat **must** be resolved in that hex or location.

Because of the mechanics of air interceptions, counter-interceptions, counter-counter interceptions, and so forth, air combat may conceivably occur more than once during the same actuation, depending upon the circumstances and the participating air units' eligibility.

Air-to-Air Combat Eligibility

Any Fighter-type air unit, when airborne (i.e., aloft), is eligible to attack while engaged in air combat (i.e., conduct an air combat die roll). A Fighter-type air unit is defined as any Fighter, Fighter-Bomber (flying as a Fighter) or Naval-Air unit (flying as a Fighter). Heavy Bombers (i.e., those with a circled quality rating) engaged in air combat - **if** hit or aborted during that air combat - are eligible to resolve a "return fire" air combat attack (see [4.19]).

Any air unit may *participate* in air combat, but only Fighter-type air units may actually attack enemy air units. Nevertheless, any air unit may *be attacked* during air combat. ATPs, Bombers, Fighter-Bombers (flying as Bombers), and Naval-Air units (flying as Bombers) cannot attack while engaged in air combat, unless (in the case of Fighter-Bombers or Naval-Air units) reverting to a Fighter-type role (i.e., "dumping ordnance"), or in the case of any *hit* or *aborted* Bomber with a circled quality rating conducting "return fire" (see [4.19]).

Air-to-Air Combat Sequence

Each air combat engagement entails **two** sequential bouts, known as "rounds" (i.e., ROUND 1 and ROUND 2). Only air units that endure the first air combat round (i.e., were neither hit or aborted) will be eligible to participate in the second air combat round (**if** the owning player desires), regardless of the participating aircraft type. Likewise, only air units that endure the second air combat round will be eligible to participate in any *subsequent* air, land or naval combat thereafter during the same Step or Phase (if the owning player desires).

NOTE: Half-step Naval-Air units (i.e., Naval-Air units that are *blank* on the reverse side) are **not** eligible to participate (i.e., fight in air combat) in the **second** air combat round (although a half-step Naval-Air unit may *remain* in the air combat hex during the second air combat round). Other half-step (i.e., depleted) air units are never encumbered by this restriction, however.

Air-to-Air Combat Sequence

Air combat is resolved in accordance with the following sequence and procedure:

ROUND 1

- [1]** Both players agree that no additional intercepting air units will be flying toward and entering the current air combat location.
- [2]** Both players must declare whether any Fighter-Bomber(s) - launched as a Bomber role - will remain in the Bomber role, or will "dump ordnance" and revert to the Fighter role. The player with the first air unit(s) in the air combat location must decide first, followed by the second player. **Players must denote which Fighter-type air unit(s) will be attacking any Bomber(s), if any.**
- [3]** Each friendly Fighter-type air unit then attacks any one enemy air unit (of any type) once. All friendly air combat hits and aborts are then noted, but not implemented yet. Then, each enemy Fighter-type air unit returns fire as well. All enemy air combat hits and aborts are then noted, but not implemented yet.

(REFER TO THE AIR-TO-AIR COMBAT PROCEDURE BELOW)

- [4]** All air combat hits and aborts inflicted during ROUND 1 are implemented now. All hit and aborted air units are set aside for now (to be returned to base after ROUND 2 is resolved).
- [5]** Both players may *voluntarily* abort **any** remaining air units now, if desired, irrespective of the other player's intent or status.

ROUND 2

- 1** Both players decide which air units will remain during ROUND 2. The player with the first air unit(s) in the air combat location must decide first, followed by the second player.
- 2** Fighter-Bombers that had remained in the Bomber role may “dump ordnance” and revert to the Fighter role. Again, the player with the first air unit(s) in the air combat location must decide first, followed by the second player. **Players must denote which Fighter-type air unit(s) will be attacking any Bomber(s), if any.**
- 3** Air combat* is resolved for Round 2 (per the same procedure described above).

(REFER TO THE AIR-TO-AIR COMBAT PROCEDURE BELOW)

- 4** All air combat hits inflicted during ROUND 2 are implemented now.
- 5** Air combat is concluded. All surviving hit and aborted air units (from both rounds) are returned to base at the end of the Offensive or Step.

**Half-step Naval-Air units are ineligible to attack during the second round of air combat, although they may remain in the air combat location (and may be targeted by enemy Fighter-type air units normally). Any half-step Naval-Air unit is eligible to impart air superiority nonetheless (if it is not aborted or eliminated during the second round of air combat).*

Air-to-Air Combat Procedure

When air combat occurs, both players must array (off the map) their opposing air units, revealing every air unit that had been in the same air combat hex.

After determining which Fighter-type air units are eligible to attack, the friendly player (i.e., the player with the first air unit in the hex) nominates one attacking Fighter-type air unit (flying as a Fighter) and one target air unit. Each attacking air unit is permitted to conduct one attack (i.e., one die roll) per air combat round (in which it is participating in air combat), regardless of its air combat attack result. An attacking Fighter-type air unit may **not** attack an opposing air unit that has already been attacked during the current air combat round **unless** every opposing air unit (in that same air engagement) has already been attacked at least once. Likewise, an attacking Fighter-type air unit may **not** attack an opposing air unit that has already been attacked twice **unless** every opposing air unit (in that same air engagement) has already been attacked twice, and so forth.

The attacking player may resolve each attack before declaring the next (i.e., one at a time), thereby allowing him to consider the outcome of each attack before declaring the next attack (but in compliance with the aforementioned targeting restriction).

After designating any eligible attacking air unit(s) and the opposing target air unit(s), each air combat attack is calculated and resolved as follows:

- 1** Add the attacking Fighter-type air unit's **combat strength** number and **quality rating** number.
- 2** Subtract the **enemy target's quality rating** number, and determine the final total (known as the “air target number”).

NOTE: Any air unit **without** any printed quality rating number is always assumed to possess a quality rating of “0”.

- 3** After determining the “air target number”, roll one die (6-sided), resolved as follows:
- 4** If the die roll is **less than** the “air target number”, the target air unit is **hit** (and aborted, unless eliminated as a result of that hit).
- 4** If the die roll is **equal-to** the “air target number”, the target air unit is **aborted**.
- 4** If the die roll is **greater than** the “air target number”, it is a **miss**.

After the friendly player has resolved the attacks of all his eligible Fighter-type air units in that same air engagement, the enemy player then determines which Fighter-type air units are eligible to attack. After determining which Fighter-type air units are eligible to attack, the enemy player (i.e., the intercepting player) nominates one attacking Fighter-type air unit (flying as a Fighter), and one target air unit. Each attacking air unit is permitted to conduct one attack (i.e., one die roll) per air combat round (in which it is participating in air combat), regardless of its air combat attack result. An attacking Fighter-type air unit may **not** attack an opposing air unit that has already been attacked during the current air combat round **unless** every opposing air unit (in that same air engagement) has already been attacked at least once. Likewise, an attacking Fighter-type air unit may **not** attack an opposing air unit that has already been attacked twice **unless** every opposing air unit (in that same air engagement) has already been attacked twice, and so forth.

The attacking player may resolve each attack before declaring the next (i.e., one at a time), thereby allowing him to consider the outcome of each attack before declaring the next attack (but in compliance with the aforementioned targeting restriction).

Air Combat Considerations

- ★ A die roll (or die roll result) of “1”, if a “1” does not actually calculate to be an abort or a hit, is considered an *automatic abort*.
- ★ A die roll result of “5”, if less than the air target number, is considered an *automatic abort* (i.e., a “5” result is never a hit).
- ★ A die roll (or die roll result) of “6”, if a “6” actually calculates to be an abort or a hit, is considered an *automatic miss*.

Concluding Air Combat

After air combat, any surviving unaborted air unit(s) may continue their intended mission(s), if otherwise eligible to do so, or remain idle in the present air combat hex to be returned to their base(s) when stipulated by the Sequence of Play (see [viii]).

[4.17] Air-to-Air Combat Results

[4.17]

There are **three** possible air combat results (only), listed as follows:

★ Hit

A hit result inflicts a combat depletion upon the target air unit. If the target air unit is presently depleted (or if the back side of the chit is blank), the target air unit is therefore eliminated. If the target air unit is presently full-strength, it must be flipped to its back (i.e., depleted) side of the chit.

NOTE: If a full-strength air unit is hit, it is also considered automatically “aborted” as well (see below).

★ Abort

An abort result averts the air target from the current air engagement. When an air target is aborted, it is set aside until the conclusion of the current air combat engagement. It cannot attack (or be attacked), or participate in air, land or naval combat for the duration of the current mission or operation. Afterward, it is returned to base normally (at the end of the current Offensive or Step).

If an air unit is aborted while performing a Change Base mission, it must return to the last base it occupied before the abort.

An abort result has no other effect upon an air target. When an aborted air target is returned to base, it may then be launched and operate normally thereafter (including during a subsequent Step of the same Land Offensive), if otherwise eligible.

★ Miss

A miss result has no effect upon the target air unit.

[4.18] Air-to-Air Combat Modifiers

[4.18]

Air combat may be modified, if any of the following circumstances apply:

★ Air Combat Over an Air Unit's Own Airbase

Any Fighter-type air unit that engages in air combat over (i.e., in the same hex as) its own airbase (i.e., the same airbase it has launched from and/or is transferring to) automatically receives a **+1** bonus to its own **combat strength** number during *both* air combat rounds. Air units that attempt (but fail) to “evacuate” are not entitled to this bonus. This bonus does **not** ever apply, however, during the Strategic Warfare Phase. In addition, an aircraft carrier is never considered a “base”. As such, a Naval-Air unit (launched from an aircraft carrier) is never entitled to this bonus. This bonus never applies over any grass airfield.

NOTE: An air unit that is changing base **is** entitled to the +1 bonus over **each** airbase it transfers to (i.e., per “hop”).

★ Blitzkrieg Bonus

If any German Fighter-type air unit engages in air combat during the **first** monthly game-turn (but not the second monthly game-turn) of a German invasion of any nation (**except** the UK and US) when the Blitzkrieg Bonus is in effect, each German Fighter-type air unit will automatically receive a **-1** air combat die roll bonus to its own air combat attack die rolls during *both* air combat rounds. **The Blitzkrieg Bonus does not apply when conducting a Strafing Attack, however.**

★ Escorted Bombers

If any *enemy* Fighter-type air unit attacks a friendly Bomber (or a friendly Fighter-Bomber or Naval-Air unit that is flying as a Bomber), any other eligible **untargeted** friendly Fighter-type air unit in that same air combat hex (that is itself not currently targeted) will automatically receive a **+1** bonus to its own **combat strength** number when attacking that enemy Fighter-type air unit.

★ Finnish versus Soviet Bonus

If the Finnish 4-6/1 (D.XXI) Fighter unit engages any Soviet air unit (only) in air combat, the Finnish 4-6/1 (D.XXI) Fighter will automatically receive a **-1** air combat die roll bonus to its own air combat attack die rolls during *both* air combat rounds. **The “Finnish versus Soviet Bonus” remains in effect until Finland becomes conquered.**

★ Radar

Each Western Ally (except French) Fighter-type air unit that engages in air combat in or adjacent to any UK Radar Site hex (as printed on the map) will automatically receive a **-1** air combat **die roll** bonus to its own air combat attack die roll during the **first round** (only) of air combat (see [10.26]).

★ Strafing Attack

If any Fighter-type air unit conducts a Strafing Attack (see [4.14]) upon an enemy air unit that is *currently* based at an airbase or airfield (i.e., if the enemy air unit is not presently aloft), the strafing Fighter-type air unit must automatically suffer a **+1** air combat attack **die roll** penalty, *unless* the target air unit is currently marked as “out-of-supply” (in which case no penalty is incurred).

[4.19] Heavy Bomber “Return Fire”

[4.19]

Bombers may never attack enemy air units during air combat, although a Heavy Bomber (any Bomber with a **circled** quality rating) will be eligible to conduct Heavy Bomber “return fire” if ever hit by an enemy Fighter-type air unit during air combat.

NOTE: Heavy Bombers cannot conduct “return fire” if hit during a Strafing Attack (i.e., if not presently aloft).

Whenever any *Heavy Bomber* is **hit** (even if it is eliminated as a result) during air combat, that particular Heavy Bomber chit is then immediately eligible to conduct a “return fire” air combat die roll. In such a case, the owning player (of the Heavy Bomber) simply rolls one die (6-sided), adding the Heavy Bomber’s quality rating to the die roll, but subtracting the Fighter-type air unit’s quality rating (i.e., the Fighter-type air unit that caused the Heavy Bomber to be aborted or hit). If the final net die roll result is **greater than** that Fighter-type air unit’s quality rating, that Fighter-type air unit is considered to be **hit** by the Heavy Bomber’s “return fire”. If the net die roll is only **equal-to** that Fighter-type air unit’s quality rating, that Fighter-type air unit is considered to be **aborted**. If the net die roll is **less-than** that Fighter-type air unit’s quality rating, it is considered a **miss**. A Heavy Bomber’s “return fire” die roll of “6” is *always* considered a “hit”, however, regardless of the aforementioned calculation. **Conversely, a Heavy Bomber’s “return fire” die roll of “1” is always considered a “miss”, regardless of the aforementioned calculation.**

EXAMPLE: A German 4-4/3 (Me-109) Fighter intercepts and attacks a US 12-20[2] (B-17) Bomber, thereby depleting it. Accordingly, the US player immediately rolls one (6-sided) die (rolling a “3”), and adds the US 12-20[2] (B-17) Bomber’s quality rating (i.e., “2”), for a total of “5”. The German 4-4/3 (Me-109) Fighter’s quality rating (i.e., “3”) is then subtracted from that total (“5”), for a **grand total** of “2” (i.e., “5” - “3” = “2”). The grand total of “2” is less-than the German 4-4/3 (Me-109) Fighter’s quality rating (i.e., “3”), and is therefore considered to be a “miss”.

[4.20] Air-Naval Attacks

[4.20]

As of the commencement of a successful air-naval interception engagement (and after resolving any preceding air interceptions and air combat up to and in the interception hex or large sea area), any eligible Bomber-type air unit(s) that are in the same hex (or stacked together in the large sea area) with a located enemy naval unit, stack or task force may then conduct any eligible Air-Naval attack(s).

Air-Naval Attack Sequence

When a player is eligible to conduct any Air-Naval attack(s), he must do so via the following sequence:

- [1]** The attacking player may examine **all** enemy naval units in the target hex (or stacked together in a large sea area).
- [2]** Calculate the current “anti-aircraft value” (see [4.21]).
- [3]** The attacking player may target any particular enemy naval unit(s) in the target hex (or stack, if in a large sea area). The attacking player is not required to specify all of his intended attacks now. He may resolve each Air-Naval attack before declaring the next.

NOTE: A player is never required to conduct any Air-Naval attack(s).

- [4]** The attacking player rolls **2** dice (6-sided) once per each eligible Air-Naval attack (against one specific naval unit chit). Inflict each naval hit as it occurs.

(REFER TO THE AIR-NAVAL ATTACK PROCEDURE BELOW)

- [5]** After resolving all Air-Naval attacks, implement all anti-aircraft hits inflicted hitherto (i.e., occurring during Step **[4]**).

Air-Naval Attack Procedure

Each attacking Bomber-type air unit is eligible to conduct a number of attacks (i.e., dice rolls) equal-to its own printed combat strength rating (e.g., a 4-10 Hampden is eligible to conduct up to four attacks during each air-naval interception engagement). Bomber-type air units with an *underscored* combat strength number (e.g., 6) are limited to a number of attacks equal-to **half** of that printed combat strength number (rounded down).

NOTE: No Bomber-type air unit may ever conduct more than **4** attacks, regardless of its printed combat strength number (e.g., a 14-25 [1] Lancaster Bomber may conduct up to 4 attacks, **not** 7).

If a particular Bomber-type air unit is capable of conducting multiple Air-Naval attacks, each attack may be directed at a distinctly different enemy naval unit, disseminated among multiple enemy naval units, or all against a single enemy naval unit (in any order). Each Air-Naval attack is resolved separately and irrespective of any other attack(s). The attacking player may resolve each attack before declaring the next (i.e., one at a time), thereby allowing him to consider the outcome of each Air-Naval attack before declaring the next Air-Naval attack.

Air-Naval Attacks

When designating and conducting each eligible Air-Naval attack, the attacking player rolls 2 dice (6-sided). If an Air-Naval attack dice roll is **equal-to** or **greater-than** the target naval unit’s printed armor rating, the target naval unit is successfully **hit**. If the roll is **less than** the target naval unit’s printed armor rating, the target naval unit is **missed**.

NOTE: If a target naval unit’s printed armor rating *exceeds* 12, a **net** Air-Naval attack die roll result of “12+” **is** always considered to be a hit. For example, a battleship with a printed armor rating of “14” will be considered hit by a Naval-Air unit attack dice roll of “9” (i.e., +3; see Air-Naval attack modifiers below = “12”).

**Not applicable to naval combat.*

When a naval unit is hit, it is flipped to its “damaged” or depleted side. If a hit naval unit is already currently damaged or depleted (or if the reverse side of the chit is blank), it therefore is “sunk” by that hit.

NOTE: As per naval combat, any attack roll of “doubles” (if equal-to or greater-than the target naval unit’s armor rating) is always considered an automatic “sink”, even if the target naval unit is not currently damaged or depleted. An attack roll of “doubles” has no additional effect upon STPs, however (see [3.18]).

Air-Naval Attack Modifiers

The following Air-Naval attack dice modifiers must be applied to any Air-Naval attack, when applicable:

- +3** : If the attacking aircraft is a Naval-Air unit which is attacking a named naval unit (i.e., a CV, CVL, BB, CA or a Raider).
- +2** : If the attacking air unit is a land-based Bomber-type air unit with **no** underscored combat rating which is attacking a named naval unit (i.e., a CV, CVL, BB, CA or Raider).
- +2** : If the targeted naval unit (of any type) is presently “in port”.
- +1** : If the attacking air unit is a land-based Bomber-type air unit with an underscored combat rating which is attacking a named naval unit (i.e., a CV, CVL, BB, CA or Raider).
- +1** : If the attacking aircraft is a German Naval-Air unit which is attacking during the **first monthly game-turn** of a German invasion of any nation that is subject to the Blitzkrieg Bonus (see [10.2]).
- 1** : If the attacking air unit is any Italian Bomber-type air unit which is attacking any enemy naval unit during 1939, 1940 or 1941. This modifier automatically ends in 1942.
- 1** : If the attacking aircraft is a land-based Bomber-type air unit with a *circled* quality rating (i.e., a *Heavy Bomber*). This modifier is not applicable when attacking STPs, however.

NOTE: All Air-Naval attack modifiers are cumulative, if applicable.

[4.21] Naval Anti-Aircraft Effects

[4.21]

Aside from anti-aircraft results incurred via the Bombing Table, bombing air units will be subject to anti-aircraft effects as follows:

When attacking any naval unit, stack or task force, the probability of a naval anti-aircraft *hit* upon each attacking air unit is directly relative to the number of naval units present in the target location. Before any Air-Naval attacks begin, the attacking and defending player must determine the current “anti-aircraft value” of the targeted naval unit, stack or task force in the target location.

NOTE: Escorting Fighter-type air units are never susceptible to anti-aircraft during any Air-Naval attack, even if they are in the target location. Only attacking Bomber-type air units may be hit by anti-aircraft.

Naval Anti-Aircraft Value

When determining an “anti-aircraft value”, the total current gunnery rating of **all** naval units in the same target location* is added as a sum, and then **divided by 10** (always rounding down). The resulting number is the “anti-aircraft value”.

**Even if from different stacks or task forces (except those assigned as Convoy Duty Escorts).*

NOTE: Naval units docked “in port” are always considered to be a separate location from those that are not docked in port, even if in the same hex.

EXCEPTION: A submarine unit’s gunnery rating is never applicable when determining an “anti-aircraft value”, nor is any naval unit’s torpedo rating (if any).

After determining the naval units’, stack’s or task force’s “anti-aircraft value”, the attacking player *may* then commence any normal eligible Air-Naval attacks. Thus, if any Air-Naval attack **roll** (not including any Air-Naval attack modifiers) is **equal-to** or **less-than** the determined “anti-aircraft value” for that location, the currently attacking Bomber-type air unit is considered **hit** by the anti-aircraft fire (and consequently depleted), although any anti-aircraft hit(s) are not *implemented* until **after** all pending Air-Naval attacks (during that air-naval interception engagement) are resolved. If any attacking Bomber-type air unit incurs *several* anti-aircraft hits (beyond eliminating the air unit), the additional anti-aircraft hits are **not** applied to any other air units (i.e., they are simply ignored). Any incurred anti-aircraft hit only applies against the currently attacking air unit itself (but is not implemented until after all pending Air-Naval attacks during that air-naval interception engagement are resolved).

EXAMPLE: Two German 6-12 (He-111) Bombers conduct an air-naval interception upon a located UK task force in the North Sea. The UK task force consists of the Battleship Nelson (a gunnery rating of “**5**”), Rodney (a gunnery rating of “**5**”), and the Queen Elizabeth (a gunnery rating of “**4**”), plus the Heavy Cruiser London (a gunnery rating of “**2**”), seven Light Cruisers (a gunnery rating of “**1**” each, for a total of “**7**”), and four Destroyers (each with a gunnery rating of “**0**”). Thus the total gunnery value is determined to be **23** points. As such, the task force’s “anti-aircraft value” is calculated to be **2.3** (i.e., a division of 10), which is rounded down to the whole number “**2**”. After considering the UK task force’s “anti-aircraft value”, the German player elects to conduct Air-Naval attacks with both He-111 Bombers. Each He-111 is eligible to conduct three attacks (because its combat strength rating is an *underscored 6*). With the first He-111 Bomber, the German player rolls a 3, 5 and 7 (i.e., no anti-aircraft hits). With the second He-111, however, the German player rolls a 2 (an anti-aircraft hit, which is not implemented yet), a 6, and then another 2 (a second anti-aircraft hit, which is also not implemented yet). After concluding the Air-Naval attacks, the German player must then implement the anti-aircraft results. In this case the *second* German He-111 Bomber had suffered two anti-aircraft hits; eliminating it (i.e., the first hit depleting it, and then the second hit eliminating it). If that He-111 had actually suffered three hits, however, the third hit would simply be ignored (i.e., it is **not** applied to the other German He-111).

Naval Anti-Aircraft Modifiers

The following anti-aircraft modifiers must be applied (cumulatively) to any calculated “anti-aircraft value”, when applicable:

- +2 : Anti-aircraft value if the targeted naval units, stack or task force is presently docked in a friendly major or fortified port.
- +1 : Anti-aircraft value if the targeted naval units, stack or task force is presently docked in a friendly Minor Port.
- +1 : Anti-aircraft value if the *total* number of friendly Destroyer (DD) chits **equals or exceeds** the total number of *all other* friendly naval unit chits (in that same location, including each STP *chit, not point*) - **OR** - if there is at least **one undamaged** friendly named aircraft carrier (in that same location).
- +1 : Anti-aircraft value if the targeted naval units, stack or task force contains at least **50%** US naval units as of **1944** or later.

If a target’s “anti-aircraft value” is at least **one**, (even if only because it is in port), **or if any Destroyer (DD) chits are present**, an Air-Naval attack dice roll of “2” (i.e., a “snake eyes”) is always considered an anti-aircraft “hit”. Conversely, a single hex’s “anti-aircraft value” **never exceeds** “4”, regardless of the total number of naval units and/or modifiers therein (i.e., even if the net anti-aircraft value exceeds “4”).

NOTE: When determining a Bomber-type air unit’s Air-Naval attack, the *dice* roll itself (i.e., irrespective of any applicable modifiers) is the only determinant regarding anti-aircraft hits. Thus, it is possible for an attacking Bomber-type air unit’s actual dice roll to be below a target’s “anti-aircraft value” (i.e., an anti-aircraft hit), but also result in a successful hit upon the targeted naval unit (if the *modified* result equals or exceeds the target’s armor rating). An anti-aircraft hit does **not** nullify a successful Air-Naval attack hit.

A target hex’s “anti-aircraft value” may change (i.e., diminish) as a target stack or task force suffers hits and/or losses (e.g., a stack’s total gunnery value may become sufficiently decreased as a result of enemy Air-Naval attack hits, thereby reducing the stack’s accrued “anti-aircraft value”). As such, a target hex’s “anti-aircraft value” must be recalculated as Air-Naval attack hits occur.

[4.22] Ground Support

[4.22]

When any player declares any land combat attack* during the Offensive Phase, the attacking and/or the defending player may launch any eligible friendly air unit or units (Bomber-type and/or Fighter-type air units) to fly to that land combat hex as “ground support”. There is no Offensive or EP expenditure required to do so. Rather, any eligible air unit(s) may simply launch, fly to and participate in the concurrent land combat attack, explained as follows:

**And/or Paratroop.*

Ground Support Procedure

After either side declares any land combat attack(s) within the printed range of any eligible friendly Bomber-type or Fighter-type air unit(s), either player *may* declare his intent to fly Ground Support to the specified combat hex(es). If both the attacker *and* the defender intend to launch any air unit(s) as Ground Support to a particular combat hex, the attacker must do so first (although the attacker is only obligated to fly one air unit at this time, even if he intends to subsequently launch other air units as Ground Support to the same combat hex). Air interceptions and counter-interceptions (if any) occurring while the launched Bomber-type air unit(s) are en route are then resolved normally. Thereafter, the defender (**if** he intends to fly in Ground Support) must also launch at least one air unit as Ground Support (again, resolving any air interceptions and counter-interceptions occurring en route normally). Both the attacker and the defender must alternate launching and flying any air units (flying as Ground Support) in this manner, until either side declines to launch any additional air units. **Then**, as per the normal air interception rules, all air interceptions and air combat occurring in the target hex is resolved *before* computing Ground Support (to any land attack).

NOTE: If both players agree, they may forgo alternating launching friendly air units (e.g., if it is obvious or inconsequential which air units will be launched as Ground Support). Nevertheless, all air movement procedures and stipulations apply normally (i.e., each participatory air unit is moved incrementally from its base along a path toward the combat hex, within its allowable range).

An eligible Bomber-type air unit may only be launched and flown as Ground Support into one land combat hex per Step. When any player declares his intention to fly as Ground Support to a land combat hex, **all** of the intended Bomber-type and Fighter-type air units must arrive* in the combat hex (even if from different bases) before that land combat attack can be resolved.

**Unless aborted or eliminated en route as a result of any interception(s), counter-interception(s), et cetera.*

Coordinated Ground Support

As any Bomber-type air unit(s) move toward a combat hex, they *may* “collect” any additional (if eligible) Bomber-type air unit(s) - if over-flying their base hex - while en route to the combat hex. Of course, each of the collected friendly Bomber-type air units must also be within air range of the combat hex.

Any Bomber-type air units in the same airbase hex may also launch and then fly over any other friendly airbase hexes to “collect” friendly *Fighter-type* air units presently based there, and may then collectively fly on toward a combat hex (being susceptible to eligible enemy air interception as they move). Any “collected” air units also may **not** be split up as they are moving, or fly on to a different combat hex. Any launching Bomber-type air unit(s), however, may fly over as many friendly base hexes as desired (within movement allowances) and may collect as many eligible friendly air units as are available in each base hex (while en route to the combat hex). Any “collecting” Bomber-type air unit(s) are not considered to actually be landing, but are merely over-flying any friendly base hex(es) that they enter along the way. When “collected”, all such air units may then move on toward the combat hex, provided that all of those air units still possess sufficient movement (i.e., range) to reach the combat hex. All such air units are susceptible to normal eligible enemy air interceptions along the way. Any Fighter-type air units (collected as *escorts*, for example) that do not possess enough movement may fly within - or up to the extent of - their own printed movement range. The movement (i.e., the flight toward and into the target hex) of any air unit(s) launched from a particular airbase (as well as any friendly air units

“collected” en route) must be completed before any other non-collected air unit(s) from any other airbase are launched and moved toward and into the same target hex during that same Step.

NOTE: Bomber-type air units and/or Fighter-type air units are never required to be “collected” if over-flown by any other air unit(s) *en route* to a land combat hex. A launching player is free to choose as few or as many eligible air units to be “collected” as he desires.

Fighters, Fighter-Bombers, and/or Naval-Air units that do not or cannot fly with any other Ground Support air unit(s) on toward a particular combat hex must simply stop in their last occupied hex (whether by choice, or as a result of their own movement limit) as any of the other air unit(s) continue on. *Each* accompanying air unit may fly within or up to the extent of its own printed range, irrespective of any other accompanying air unit(s) they are with during that Ground Support operation. Accordingly, each air unit - as it is left behind - is subject to any eligible enemy air interceptions (as are any air units that continue on). Fighter-type air units that have stopped or have reached the extent of their printed movement range simply remain in the last hex that they occupied (unless aborted) until the end of the current Offensive or Step.

Fighter-type air units flying **with** any Bomber-type air unit(s) - as escorts - cannot *intercept* or *counter-intercept*. Of course, any enemy air interceptions upon such air units will automatically result in air combat in their own hex.

All air units that are coordinating to conduct Ground Support (including “collected” air units) must support the same combat hex. No Bomber-type air units may be collected, fly, or otherwise participate in Ground Support if they lack sufficient movement* (i.e., range) to actually reach the same combat hex (as the “collecting” air units). In other words, any Bomber-type air units that are launched or collected must all possess enough available movement to be capable of reaching the same land combat hex. Not all such Bomber-type air units are necessarily required to fly all the way to the combat hex, but they must at least possess enough available movement to do so. As such, any number of Bomber-type air units may be “dropped off” while *en route* to the combat hex, although they are ineligible to contribute as Ground Support in any other hex (as they are “dropped off”), and thereafter are Committed just the same (if applicable). Nevertheless, a player may desire (during a Ground Support operation) to leave some of the participating Bomber-type air units (and/or escorting Fighter-type air units) behind (before reaching the target hex) if, for example, he wants to avoid subjecting any particular air unit(s) to further potential air combat.

**Fighter-type air units may be launched as intermediate escorts, even if they do not possess sufficient range to actually reach the intended combat hex. Any such Fighter-type air units may fly to the extent of their printed range, even if short of the combat hex itself.*

NOTE: A Fighter-type air unit that will be escorting any Bomber-type air units is permitted to be launched first and then flown to collect the participating Bomber units (i.e., in that order). Of course, All range (and weather) considerations apply normally.

Air Superiority Effect

Air Superiority is defined in three terms; **Friendly Air Superiority**, **Enemy Air Superiority** or **No Air Superiority**. If one player or the other possesses friendly air units in a particular combat hex (but the opposing player does not), *that* player imparts *Friendly Air Superiority**. If the opposing player possesses enemy air units in a particular combat hex (but the friendly player does not), then the opposing player imparts *Enemy Air Superiority**. If both sides (i.e., both the attacker and the defender) possess air units in a particular combat hex, then *No Air Superiority* exists in that combat hex.

**If - after resolving all air combat - air units remain in the combat hex (i.e., neither aborted or eliminated).*

NOTE: Half-step Naval-Air units are eligible to impart air superiority (after Round 2 of air combat), despite their inability to attack (i.e., fight in air combat) during the second air combat round (see [4.16]), assuming they remain in the land combat hex throughout Round 2 (and are not aborted or eliminated).

If either the friendly or the enemy player imparts air superiority, that player (with the air superiority) is automatically entitled to a land combat die roll bonus, as either a **+1** or **- 1** (i.e., favorable to the player imparting air superiority). The presence of any combat air unit (i.e., not ATPs) is eligible to impart air superiority (if possessing a printed combat strength of **at least 2** points), even if not actually contributing any land combat strength to the combat hex (i.e., even if merely present in the land combat hex).

EXCEPTION: Air superiority is never applicable during any inclement weather that is affecting air operations (i.e., “Half Strength”, and “Half Strength and Range”). Inclement weather, in and of itself, does not abrogate air superiority, however.

NOTE: Air superiority is only ever in effect **if** the participating air unit(s) collectively and presently inhere a total combat strength of at least **2** combat strength points (even if *not* actually being applied to any friendly land units, as in the case of Fighter-type air units). Two friendly “1” strength air units may be combined to net **2** total combat strength points (to achieve air superiority), although a single “1” strength air unit (whether a Bomber-type air unit or a Fighter-type air unit) **cannot** - if the only friendly air unit in the combat hex - impart air superiority (although that Bomber-type air unit may still apply its single strength point to the total strength of any friendly land units - in that combat hex - normally).

Adding Bomber Combat Strength

Aside from air superiority modifiers, each Bomber-type air unit (i.e., any air unit actually flying as a “Bomber”) may contribute its own (full*) printed combat strength rating to any land combat hex (in which it is conducting Ground Support), thereby adding its strength number to the attacking or defending land units (and potentially modifying the land combat odds). Each Bomber-type air unit (which had not been aborted or eliminated hitherto) is eligible to add its full combat strength* (ignoring an underscore, if any), unless “halved” as a result of inclement weather effects, forest terrain, swamp terrain and/or forts (see below). The attacker and the defender are each entitled to add the total combat strength of **all** present (unaborted) Bomber-type air units (i.e., whether flying offensively or defensively), regardless of which side is actually conducting the Land Offensive.

**Except Heavy Bombers, which are always halved when contributing combat strength to any land combat hex.*

NOTE: Fighter-type air units (flying as “Fighters”) may never contribute their combat strength to any land combat attack.

Regardless of the number of Bomber-type air units present in a combat hex, the total combat strength that may be contributed to an attacking or defending land units cannot exceed the total current land combat strength* of the friendly land units (i.e., that are being “supported” by the Bomber-type air units) that are participating in the current land combat.

Including Generals, but **after any halving effects for land units attacking across a river or a peninsula (e.g., an 8-5 armor unit that is attacking across a river - which is therefore halved to 4 - may accrue a maximum of 4 more combat strength points from any participating Bomber-type air units - flying as Ground Support - for a total of 8 points, **plus** the printed combat strength of a participating General).*

Halving Bomber Ground Support Combat Strength

- ★ The combat strength number of a participating Bomber-type air unit is automatically **halved** when supporting any land combat attack upon a **fortified** hex (unless the land combat attack is upon a coastal fort from an adjacent land hex, or upon a permanent fort hex from a non-fortified hexside). Round fractions **up**.
- ★ The combat strength number of a participating Heavy Bomber (i.e., any Bomber with a circled quality rating) is automatically **halved** when supporting any land combat. Round fractions **up**.
- ★ The combat strength number of a participating Bomber-type air unit is automatically **halved** when supporting any land combat (as the attacker or the defender) occurring in a **forest** or **swamp** hex. Round fractions **up**.
- ★ The combat strength number of a participating Bomber-type air unit is automatically **halved** if inclement weather effects currently apply (see [1.3] or [1.4], as is presently applicable). Round fractions **up**.

NOTE: Halving *effects* are **not** cumulative. A Bomber-type air unit can only be halved once (i.e., a Bomber-type air unit’s combat strength number can never be quartered, etc).

[4.23] Air Transport

[4.23]

Air Supply chits and some land units may be transported via “air transport”. Only Air Transport Point (ATP) chits are eligible to transport any Air Supply chits or land units via “air transport”. Moreover, Paratrooper units may only conduct Paradrops in tandem with ATPs.

ATPs

ATPs exist as numbered chits. An ATP chit with a “1” signifies **one** Air Transport Point; an ATP chit with a “2” signifies **two** Air Transport Points. Each ATP chit point is considered a separate air unit, although multiple ATP points (even if among multiple ATP *chits*) presently based at an airbase are always counted as one air unit when determining any airbase’s available air capacity, regardless of the actual quantity of ATP chits or points based there.

Multiple ATP points may be freely interchanged and composed at any time while stacked together at any friendly airbase. Multiple ATP points cannot, however, be interchanged while aloft (i.e., in flight).

NOTE: ATPs may never base at any grass airfield, even temporarily.

Moving ATPs

ATPs move like normal combat air units when conducting Air Transport or Change Base missions, except that an ATP chit is never required to return to base after performing an Air Transport mission (i.e., an ATP may fly to and remain in any airbase it transports to). However, an ATP may return to its origin airbase, if desired, after performing an Air Transport mission.

EXAMPLE: An Italian X-14 ATP in Rome (W 2025) may embark an Air Supply chit or unit there and then simply fly (i.e., as an Air Transport mission) to Tripoli (W 0726), and remain there - **or** - return to Rome immediately afterward instead.

During an Air Transport mission, Any ATP(s) may be moved *first* to any friendly (functioning) airbase, load any Air Supply chit(s) or unit(s), and then move again (even to another airbase to unload and/or load again), and then move on to its intended destination, provided that the total distance moved (i.e., during the same movement) does not exceed the ATP’s *printed* range number. Loading and/or unloading an ATP does **not** require an expenditure of any movement points.

ATPs in Combat

ATPs are susceptible to enemy air interception normally. ATPs, however, possess no combat ability whatsoever. They have no air combat or bombing capability (or any “return fire” ability), nor do they ever impart any air superiority.

ATP chits are unique in that they cannot be targeted during air combat unless unescorted, or unless ever friendly escorting Fighter-type unit (flying as a Fighter) is also targeted (e.g., an ATP that is escorted by two friendly Fighters cannot be attacked if it is intercepted by one or two enemy Fighters). If an intercepting enemy flight outnumbers an ATP’s escorts, then each *excess* enemy Fighter (i.e., not attacking a friendly escort) may then target any ATP (in the air combat engagement).

If an ATP chit is attacked during air combat, it has no quality rating. Each air combat hit upon an ATP chit eliminates one of the ATP’s “points”. If the ATP chit is only a “1” point chit, it is eliminated if hit (and any cargo it is carrying, if any). If the ATP chit is a “2” point chit, one point is eliminated (and any cargo it is carrying, if any), and the other is unaffected. The other ATP “point” simply remains in the target hex (pending a second round of air combat, if any) and - if it subsequently survives - may continue its movement thereafter (i.e., it is not aborted merely because the other ATP point is eliminated).

If a “2” point ATP chit is carrying cargo (whether an Air Supply chit or a unit), the owning player may always choose which ATP “point” is actually hit during air combat (and which ATP is carrying any specific cargo, and/or which cargo to lose).

Air Transport Procedure and Capacity

During a friendly Naval and Air Phase, or Offensive (as part of a friendly Air Offensive), each ATP “point” may automatically load any Air Supply chit in its own hex*, any **one-step** infantry unit, any paratrooper unit (whether half-strength or full-strength), or any single HQ chit. Additionally, any number of Generals may also “ride along” with any ATP (even if with another land unit or chit). No other type of unit or chit may ever be transported via any ATP, regardless of how many ATPs are accumulated.

*An Air Supply chit may be “created” instantly in any legal (and non-isolated) supply source.

NOTE: A land unit that will be transported during the Offensive Phase may **not** have been *previously* Activated or moved (before being loaded and transported) during that same Offensive Phase.

As it is, no two-step infantry unit may ever be transported by any ATP chit, even if with a 2-point ATP chit. A 2-point ATP chit may collectively carry two *individual* one-step infantry units, but an ATP chit’s capacity is not proportionately multiplied as a factor of its point value.

NOTE: A unit need not be in supply to be transported, although an ATP that is marked as “out-of-supply” cannot transport any chit or unit.

Transporting Land Units

Transported land units need not be Activated, nor do they become Activated as a result*. When any ATP arrives in a destination airbase, its cargo is considered immediately offloaded (into that hex) at **no** MP cost. Transported land units may be subsequently Activated via a Land Offensive, re-embarked aboard any eligible ATP(s) or STP(s), or moved normally during the Movement Phase (if not Activated), including via rail movement.

*Although paratrooper units must be Activated to conduct a Paratroop (see [4.24]).

NOTE: Any two depleted land units (of the same exact type) may be combined to form one full-strength land unit (if in the same hex) during the Movement Phase (at no movement cost). See [8.6].

Paradrops

To conduct a Paratroop, a full-strength paratrooper unit must **begin** the current Offensive Phase in the same functioning (and supplied) airbase hex as an uncommitted ATP. An ATP’s movement during the preceding Naval and Air Phase is irrelevant with regard to Paratroop eligibility.

Air Transport Restrictions

- ★ All weather air effects apply normally to ATPs.
- ★ An ATP chit that is Activated as part of any Air Offensive is marked as Previously Committed immediately thereafter.
- ★ An ATP chit that is “marked” as “out-of-supply” may only change base to another friendly airbase (within twice its own printed range) during the Offensive Phase (but **not** during the Naval and Air Phase). An ATP “marked” as “out-of-supply” may only change base once (i.e., one “hop”) to one other airbase, until back in supply. An ATP is never subject to depletion as a result of being “marked” as “out-of-supply”, however.

[4.24] Paratroopers and Paradrops

[4.24]

An eligible paratrooper unit (only) may be transported aboard an eligible (and uncommitted) **friendly** ATP to conduct a Paratroop (during the Offensive Phase), either individually or in conjunction with any qualified land combat attack normally (or even in conjunction with another Paratroop).

Paratrooper units, while on land, function like normal infantry units, **except that** a paratrooper **unit** is never applied against stacking limits, **and** does not ever exert any ZOC.

Paradrops

To conduct a Paratroop, a paratrooper unit must be full-strength (i.e., not depleted), and must **begin** the current Offensive Phase in the same functioning (and supplied) airbase hex with an uncommitted ATP. An ATP’s movement during the preceding Naval and Air Phase is irrelevant with regard to Paratroop eligibility.

A paratrooper unit need not necessarily be within the command radius of any Command Agent to conduct a Paratroop. As such, a paratrooper is considered to be automatically Activated **if** conducting a Paratroop *in conjunction with* a land combat attack. Any paratrooper unit that is Activated in conjunction with a land combat attack **must**, however, perform the Paratroop within the printed Activation range (see [5.0]) of the Activating Command Agent (i.e., the Command Agent that is Activating the land combat attack). Lone Paradrops (i.e., those **not** in conjunction with any land combat attack), are simply Activated via a Land Offensive (when the transporting ATP is launched), and conducted individually.

Paratroop Procedure

The ATP (with the paratrooper unit) is flown from its starting airbase hex to the intended target hex (within the ATP’s printed range). If the Paratroop is being conducted in conjunction with a normal land combat attack, the ATP must be launched before any supporting Bomber, Fighter-Bomber and/or Naval-Air unit(s). A launched ATP may be accompanied by eligible escorting friendly fighters normally, however.

When launched, an ATP is susceptible to enemy air interception normally. Eligible friendly Fighter-type air units may counter-intercept as well, and additional enemy Fighter-type air units may counter-counter-intercept, and so forth. Air combat is resolved normally as it occurs (see [4.23]; ATPs in Combat).

NOTE: An ATP cannot be targeted by enemy Fighter-type air units during air combat, unless every other friendly Fighter-type (i.e., flying as a Fighter) air unit (if any) is also being targeted during the same air combat round.

Once an unaborted ATP is in a desired Paradrop target hex (and after resolving all air combat in that hex, if any), the owning player then simply announces his intent to conduct a Paradrop (and if he is employing "Gliders"; see below), and rolls one die (6-sided), resolved and modified (cumulative) as follows:

Die roll of ≤ 2 = Paratrooper eliminated
Die roll of **3 to 4** = Paratrooper depleted
Die roll of **5 to 6** = Paratrooper intact

+1 : If with the Blitzkrieg Bonus.
+1 : Gliders (Germany, UK or US only).
+2 : Friendly air superiority in the drop hex.
- 1 : Paradrop in woods, swamp or mountain hex.
- 2 : Enemy air superiority in the drop hex.
- 1 : Any inclement weather (i.e., *air effects*) in the drop hex.
- 1 : If the drop hex is not adjacent to any friendly land unit.*

**Land units aboard STPs that shall be conducting an Amphibious Assault onto the same hex of an impending Paradrop qualify as "adjacent", as does a paratrooper unit dropped anytime previously (if it was not eliminated).*

Gliders

After declaring a Paradrop, but before the Paradrop die roll, the owning player may declare that he is employing Gliders. He may then apply a +1 die roll bonus to his Paradrop die roll. Immediately after the Paradrop (regardless of the result), the paratrooper unit's ATP (i.e., 1 point) is then automatically eliminated (and returned to the force pool). The usage of a Glider modifier has no other effect. Only German, UK or US paratrooper units may utilize Gliders.

Participatory Generals

Three specific Generals (German General "Student", UK General "Urquhart", and US General "McAuliffe") may participate in a Paradrop **with** a paratrooper unit (of their own nationality). As such, each General is denoted with an airborne symbol (on the chit). No General contributes any special Paradrop modifier, but does contribute combat strength points to any land combat involving any paratrooper unit (even if not actually conducting a Paradrop). General "Student", "Urquhart" and "McAuliffe" have no Breakthrough or Exploitation capability, and - in fact - do not ever contribute any combat strength to land combat unless stacked with at least one paratrooper unit.

When conducting a paradrop in conjunction **with** a normal land combat attack, General Student, Urquhart or McAuliffe is always considered to be a separate stack (for purposes of contributing combat strength). After resolving a paradrop and the conjunctive land combat attack involving another normal General, General Student, Urquhart or McAuliffe (assuming they survived the Paradrop) are then subject to the normal limitations regarding multiple friendly Generals occupying the same hex (see [5.10]). If General Urquhart and General McAuliffe are dropped together during the same Paradrop, only one may contribute its combat strength, however, to the same land combat attack.

Canceling Paradrops

A player may cancel any intended Paradrop at anytime before the actual Paradrop die roll (but always after any pending air combat). If a Paradrop is canceled, the ATP is then returned to base with the paratrooper unit. The ATP is marked as Previously Committed, and the paratrooper unit is marked with an Active chit.

Paradrop Combat Effects

If a paratrooper unit lands in an unoccupied hex, that hex immediately becomes friendly to the paratrooper (and any compatriot units). A paratrooper unit does not contest any enemy ZOC adjacent to it, although a paratrooper does inhibit enemy ZOC into its own hex.

If a paratrooper lands in any enemy-occupied hex (including enemy hexes containing a fort*), it must immediately resolve a land combat attack upon any fort(s) and/or unit(s) in the Paradrop hex. If any other friendly land units are also attacking that same hex, the paratrooper is automatically considered part of that attack (thus adding their own combat strength to the land combat attack).

**An unoccupied enemy coastal fort, however, is automatically eliminated when occupied by a paratrooper unit.*

If a paratrooper unit is conducting a Paradrop and/or attacking alone, the paratrooper may be supported by friendly air and/or naval units normally. As per the normal rules, a paratrooper's current combat strength cannot be more than doubled by any such Ground Support and/or Naval Bombardment (see [5.14]; **Strength Point Variations**).

After resolving a successful Paradrop (i.e., landing as intact) into an enemy occupied target hex (whether alone or in conjunction with a normal land combat attack), the paratrooper unit automatically applies a **+1** land combat die roll bonus to the ensuing land combat attack die roll. A paratrooper landing as depleted, however, still contributes its combat strength, but **no** die roll bonus.

Supply

After resolving a successful Paradrop (and a successful land combat attack, if any), each paratrooper unit automatically receives **one** Air Supply chit in the Paradrop hex - **unless** - a friendly line of supply may already be *currently* traced to that Paradrop hex. A paratrooper unit is subject to all normal supply rules (see **PART 7**).

Paradrop Restrictions

- ★ A paratrooper may not move (on land) during the same monthly game-turn in which it conducts a Paradrop. After a Paradrop, a paratrooper must remain in the Paradrop hex (although a paratrooper is subject to any retreat result normally, nonetheless).
- ★ A paratrooper cannot conduct any attacks before or after conducting a Paradrop (notwithstanding a Paradrop conducted upon an enemy occupied hex, if any).
- ★ A depleted paratrooper unit may not ever conduct a Paradrop (although a depleted paratrooper may be transported normally).
- ★ A *full-strength paratrooper unit is considered to be a two-step land unit (e.g., Construction; see [8.6]), although a full-strength paratrooper unit cannot be merely depleted to comply with any required land combat step loss. However, a paratrooper may be eliminated (whether it is full-strength or depleted) to comply with one required land combat step loss.*
- ★ If any enemy land unit(s) remain in a Paradrop hex *after* a Paradrop therein (i.e., if the Paradrop's target hex is not vacated), the paratrooper is then automatically eliminated, regardless of the actual combat result. In such a case, the paratrooper's elimination **is** counted as one attacker step loss (even if the paratrooper unit is full-strength) if relevant.

[4.25] Air Offensives

[4.25]

An Air Offensive occurs specifically during the Offensive Phase (and appropriately require the expenditure of an Offensive), and thus allow air units to conduct specific air missions. Each Air Offensive may entail up to **two** distinctly separate air missions (although *each* actuated air unit may only participate in one particular air mission, not both, and is committed normally thereafter). There is no limit to the number or type of uncommitted air units that may participate in a single particular air mission (if otherwise eligible) during a friendly Air Offensive, although all air movement, range, combat and commitment rules apply normally. An Air Offensive does **not** require any specific Command Agent. An Air Offensive is simply expended to conduct the intended air mission(s).

A single air mission is defined as one of the following operations:

- ★ Air-Naval attacks (see [4.20]).
- ★ Change Base (see [4.1]).
- ★ Air Transport (see [4.24]).
- ★ Bombing Installations (see [4.26]).

Eligible Units

When a player announces that he is conducting an Air Offensive, he may actuate any uncommitted friendly air unit(s) to conduct a specified air mission (if available). Air units designated to conduct an Air Offensive may be anywhere on the map (although any particular air unit's participation is subject to the air unit's printed range limit; see [4.12]). Air units are **not** subject to any command radius restrictions, although any air units that will be launched to participate in a particular air mission must be *eligible* to do so.

NOTE: Air units that are "marked" as "out-of-supply" are not eligible to participate in any Air Offensive.

Any Naval-Air unit(s) aboard a functioning aircraft carrier may conduct (or participate in) an air operation or mission during the Offensive Phase normally. However, only a Naval-Air unit that is aboard a functioning aircraft carrier that is presently on **Standby** or **Active** status is eligible to conduct (or participate in) an air operation or mission during the Offensive Phase (i.e., via an Air or Land Offensive). In other words, an aircraft carrier that is not presently on Standby or Active status cannot launch and/or recover any Naval-Air unit (via an Offensive).

NOTE: An aircraft carrier on Standby status need **not** be *Activated* to entitle a Naval-Air unit to conduct (or participate in) an air operation or mission during the Offensive Phase.

Eligible and uncommitted air units from two or more allied **major** powers may coordinately participate in a Combined Air Offensive (unless specifically prohibited by cooperation restrictions). As such, each participating **major** power must expend one Offensive normally (although an Impromptu Offensive cannot be used to do so). Unlike normal Combined Offensives, however, a Combined Air Offensive requires no EP expenditure.

NOTE: Minor partner air units may not participate in any Combined Air Offensive (although a minor nation may conduct an Air Offensive individually). During an enemy Air Offensive, however, minor partner Fighter-type air units may operate with any allied Fighter-type air units normally (i.e., when attempting air interception or counter-interception).

Enemy Air Interception

During an Air Offensive, enemy Fighter-type air units (i.e., flying as Fighters) are eligible to attempt air interception normally (and are likewise susceptible to counter-interception normally), **even if Currently Committed** (although enemy Fighter-type air units that are currently marked as Previously Committed - such as those committed during the Strategic Warfare Phase - are ineligible to attempt air interception). Moreover, during an Air Offensive, uncommitted enemy Fighter-type air units do not become committed after conducting air interception(s).

During an Air Offensive (only), any Bomber-type air unit(s) may fly to an enemy installation hex (within range) to attempt to bomb any installation(s) there (even if “under-construction”). A Bomber-type air unit that is conducting an Air Bombing mission is susceptible to enemy air interceptions normally (including from enemy Fighter-type air units based at the target location, if an airbase or airfield is located there). If an enemy player elects to intercept an encroaching Bomber-type air unit (i.e., en route to conduct an Air Bombing mission), air combat is first resolved normally.

However, if an enemy player deems an air interception to be particularly disadvantageous (e.g., if numerically and/or qualitatively disadvantaged), he may simply decline to do so. As such, when any Bomber-type air unit(s) enter the target installation hex (to bomb), the enemy player **must** then announce his intent to either “evacuate” or “ride out” the Air Bombing (see [4.14] per the same procedure as during a Strafing Attack).

NOTE: Any Fighter-Bomber or Naval-Air unit (flying as Bombers) that reverts to a Fighter-type (i.e., “dumping ordnance”) cannot bomb any installation.

Air Bombing Mission

After resolving any air interceptions and counter-interceptions (if any) preceding an Air Bombing mission, **each** surviving* Bomber-type air unit in the target installation hex may then participate in one Bombing attack upon that targeted installation hex.

**Neither aborted or eliminated.*

To resolve the Air Bombing mission, the bombing player must first specify precisely which Bomber-type air unit chits are attacking which installations (if there are multiple Bomber-type air units and/or installations within the target hex). The bombing player may bomb **one** installation with any specific Bomber-type air unit(s), bomb **some** of the installations with any specific Bomber-type air unit(s), or bomb **all** of the installations with any specific Bomber-type air unit(s). As such, the bombing player must determine the total bombing strength (i.e., the total combat strength of all the participating Bombers) that is bombing each targeted installation. Each **bombing (whether targeting one installation or multiple installations)** must be resolved separately (i.e., as a single, separate dice roll).

After determining the target(s), and the participating Bomber(s), the bombing player resolves each bombing attack, as follows:

[1] Add the total bombing strength of all attacking unaborted Bomber-type air units, comparing it with the appropriate *strength point* column on the Bombing Table (e.g., if the total bombing strength is 13 points, it is therefore compared with the 12-16 column).

[2] Determine the “target computation”:

Grass Airfield	=	1 (+2, if the hex is fortified).
Small Airbase (chit or map)	=	1 (+2, if the hex is fortified).
Large Airbase (chit or map)	=	2 (+2, if the hex is fortified).
Coastal Fortification	=	1 (+ the total airbase capacity in the hex).
Fortification	=	2 (+ the total airbase capacity in the hex).
Permanent Fortification*	=	4 (+ the total airbase capacity in the hex).
Port	=	X = the <i>port's</i> airbase capacity (+ the total airbase capacity in the hex; +2, if the hex is fortified).
Mulberry	=	2 (+ the total airbase capacity in the hex; +2, if the hex is fortified).
Radar	=	4 (+ the total airbase capacity in the hex; +2, if the hex is fortified).
Rocket Site	=	1 (+ the total airbase capacity in the hex; +2, if the hex is fortified).

**The Maginot Line hexes (W 2921 to W 3121) and the Malta hex (W 1128) may never be destroyed via a Bombing mission.*

[3] The bombing player then rolls two dice (6-sided)* **once**, and compares that dice roll result with the corresponding *strength point* column on the Bombing Table. If the bombing dice roll result is **equal-to** or **greater-than** the “target computation”, the targeted installation is destroyed. If the dice roll result is less than the “target computation”, there is no effect.

**The US Daylight Strategic Bombing bonus is not applicable when bombing any installation.*

NOTE: When calculated, *each* Bombing mission is resolved as a single attack (i.e., **one** dice roll), regardless of the number of participating Bomber-type air units or their combat strength.

[3] If the bombing result includes an asterisk (*), then **one** Bomber unit is considered **hit** by anti-aircraft. As such, one Bomber unit (per attack roll) in the target hex suffers an immediate step-loss. The player with the Initiative always chooses which Bomber is “hit”, if multiple Bombers are participating in the attack. Fighters, Fighter-Bombers and Naval-Air units (as escorts) are never hit by any anti-aircraft result. Likewise, Bombers that did not actually participate in the Air Bombardment mission are immune from anti-aircraft, even if they are *in* the target hex at the time of the attack. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

[4] If the targeted installation is destroyed, place a “Destroyed Installation” chit (as printed on the reverse side of the “Out-of-Supply” chits) in that hex, atop the destroyed installation (however, a destroyed grass airfield is removed from the map).

The destruction of any particular installation has no effect upon any other installation(s) in the same hex, even if the destroyed installation also functions as another installation (such as a port, which also functions as an airbase).

NOTE: If the hex contains multiple map-printed installations (e.g., a Major Port, which also functions as a Small Airbase or a Large Airbase if a resource symbol is printed in that same hex), the owning player must maintain an accessible* record of which installation is destroyed in a particular hex. Otherwise, an effective *house-rule* is to simply write “port”, “airbase” and/or “fort” et cetera on some extra “Destroyed Installation” chits from the counter-mix, and place them as needed.

*All players are always entitled to know such information.

A destroyed installation is not eliminated (i.e., it remains on the map*), but is functionally non-existent for all intents and purposes (e.g., air units may not operate from a destroyed airbase), until repaired. Land units and/or supply chits in the same hex are not ever ipso-facto affected by a bombardment result. If a port is destroyed, all naval unit(s) presently docked there are automatically (and immediately) considered to be displaced into the port’s coastal hex (i.e., they are not considered to be in port), but are not ipso-facto subject to enemy naval interception. If an airbase is destroyed, any air unit(s) presently based there (aside from those eliminated by collateral damage; see below) are automatically (and immediately) subject to a Forced Rebase (see [4.7]), but are not ipso-facto subject to enemy air interception.

*Except a destroyed grass airfield, which **is** eliminated (i.e., removed from the map) if destroyed, or if currently “under-construction” (see below).

EXCEPTION: If a **Major Port** is destroyed, it is actually considered reduced to a *Minor Port* thereafter (until repaired), and functions like a normal *Minor Port*. If that **Major Port** is destroyed *again* (i.e., before it is repaired), it is considered destroyed normally (i.e., as if a destroyed *Minor Port*). A **Major Port** is repaired normally, however, even if destroyed as a *Minor Port*. A destroyed **Major Port** is **not** first repaired to a *Minor Port*, and then to a **Major Port**, but - rather - is fully repaired per the normal rules (i.e., at a cost of 1 EP).

Collateral Destruction Effects: Airbase/Airfield (Air Units)

If an airbase or airfield is destroyed, any air units presently based there (i.e., riding out the attack) are subject to collateral effects. If the bombing result (on the Bombing Table) indicates a number result **greater than** the number needed to destroy the airbase or airfield (i.e., greater than the “target number”), **one** air unit **step*** based there is eliminated per each **even** dice roll number **greater than** that needed to destroy the airbase or airfield. If multiple air unit steps are eliminated, the defending player chooses the first air unit step loss, the attacking player then chooses the second, the defending player chooses the third, and so forth.

*Or an ATP “point”.

EXAMPLE: Two 5-22 (Wellington) Bombers are bombing a fortified airbase (a target number of 3). The Bombing attack is therefore resolved on the 7-11 column of the Bombing Table. As such, the bombing player must roll at least a “9” to destroy the airbase (i.e., a bombing result of “3”, which is *equal to* the target number of 3). In this case, the bombing player rolls a “12” (i.e., a “box cars”), which destroys the airbase (but not the fort, since it was not targeted). Additionally, because there are two **even** dice roll numbers **greater than** that needed to destroy the airbase (i.e., 10 and 12), two air unit steps there are eliminated. The defending player chooses the first step to be eliminated (in this case, he chooses to lose an ATP point). Then, the attacker chooses the next air unit step to be eliminated (although, in this case, there are no other air units there, and no further effect occurs).

Collateral Destruction Effects: Ports (U-boats)

If a port is destroyed, any U-boat chits presently docked there are subject to collateral effects. If the bombing result (on the Bombing Table) indicates a number result **greater than** the number needed to destroy the port (i.e., greater than the “target number”), **one** U-boat unit **step** docked there is eliminated per each **even** dice roll number **greater than** that needed to destroy the port.

NOTE: No other type of naval unit is ever subject to Collateral Destruction Effects.

Under-Construction Destruction Effects

If an installation (except a grass airfield) is destroyed while it is still “under-construction”, the bombing player must (immediately) rolls two dice (6-sided)*. If the dice roll is a “**doubles**” result, the installation is eliminated (i.e., removed from play), and cannot be completed during the following Seasonal Turn. Any other dice roll result, however, has no effect (i.e., the installation is completed normally during the ensuing Seasonal Turn). *Before* the bombing player rolls the dice, however, the owning player may elect to expend 1 EP (from Economic Reserve, if any), and automatically nullify the dice roll. In such a case, the installation is completed normally during the ensuing Seasonal Turn (unless destroyed again before the Seasonal Turn, in which case the aforementioned procedure must be repeated).

*Except for grass airfields, which are automatically eliminated when destroyed.

[4.27] Committing Air Units

[4.27]

If any air unit conducts (or participates in) an air operation or mission during a Phase, it is usually considered *committed*, thereby limiting (although not *necessarily* prohibiting) its eligibility to conduct (or participate in) other air operations or missions during the same Phase and/or monthly game-turn. As such, there are two possible types of commitment statuses:

- ★ **Currently Committed** status refers to air units that are committed during a segment of a Phase (as they conduct or perform an air operation or mission), but are *potentially eligible* to conduct or participate in **subsequent** air operations or missions during the same monthly game-turn (i.e., during subsequent segments, Steps and/or Phases of the same monthly game-turn).

- ★ **Previously Committed** status refers to air units that are committed during a segment of a Phase (as they conduct or perform an air operation or mission), but are **not** eligible to conduct or participate in subsequent air operations or missions during the same monthly game-turn.

Players do not commit air units before they declare an air operation or mission (i.e., players are not required to anticipate any air unit's potential use during a Phase), although an air unit is considered committed as it conducts or participates in an air operation or mission, regardless of the outcome. Air units are only ever committed once per operation or mission.

All types of air units will be committed as follows:

- ★ **Strategic Warfare Phase**

Any air unit launched at any time during the Strategic Warfare Phase (whether bombing, escorting, intercepting, counter-intercepting, etc) is considered (and remains) "Previously Committed" for the duration of the current monthly game-turn. Mark each air unit (including intercepting enemy air units) with a "(Previous)" commitment chit, indicating that it is **not** eligible to conduct or participate in any subsequent air operations/missions during the same monthly game-turn.

- ★ **Naval and Air Phase**

Any air unit launched at any time during the Naval and Air Phase (regardless of its mission*) is considered to be "aloft" during the commission of its mission, and remains as such until returned to its base. As such, any aloft air unit's launching base is marked with a "(Current)" commitment chit, indicating that the air unit is currently committed (to the mission it is conducting) until returned to base, **but** is eligible to operate again during a subsequent Air Movement Step - if any - (of the current Naval and Air Phase), and/or also during the Offensive Phase and/or End Phase (if otherwise eligible). When any air unit is returned to its base (see the Sequence of Play), remove its "(Current)" commitment chit, indicating that the air unit is then immediately eligible to operate subsequently. In any case, remove all "(Current)" commitment chits at the end of any Air Movement Step.

**Any air unit that successfully Evacuates (see [4.14]) is considered "Currently Committed".*

NOTE: Air units that conduct a Change Base mission (and are therefore transferred to a new base) are considered to be "Currently Committed" until the end of the Naval and Air Phase. However, air units that conduct a Change Base mission **into or out of** a weather zone affected by any inclement weather effects (see [1.5]) are considered to be "Previously Committed" instead, and remain as such for the duration of the current monthly game-turn.

- ★ **Offensive Phase (Friendly Offensive)**

Any **friendly** air unit launched via (or as a participant in) any friendly Offensive (regardless of its mission, or the Offensive) is considered to be "aloft" during the commission of (or participation in) a friendly Offensive, and remains as such until returned to its base (at the conclusion of that Offensive). As such, any participating air unit's launching base is marked with a "(Current)" commitment chit, indicating that the air unit is currently committed (to the Offensive it is conducting or participating in). Unlike during the Naval and Air Phase, however, any air unit that is committed during the Offensive Phase remains committed for the duration of the Offensive Phase, even after it is returned to base (at the end of that actuating Offensive).

- ★ **Offensive Phase (Enemy Offensive)**

During an enemy Land Offensive (i.e., during an enemy land combat attack), eligible friendly combat air units may be launched and flown to defend any friendly land unit(s), if within range. Eligibility is tabulated as follows:

[A] Friendly "Currently Committed" combat air unit(s) are eligible to fly in defense of any friendly **Activated** land unit(s) during any enemy land combat attack(s).

NOTE: Friendly "Currently Committed" air units are **not** eligible to fly in defense of any *unactivated* land unit(s). If any defending hex contains both Activated and unactivated defending land units, any supporting "Currently Committed" Bomber-type air unit(s) - if any - may only contribute combat strength points to the Activated land unit(s) - up to double their combat strength - but **not** to any *unactivated* land units in that same hex. Any applicable Land Combat Modifier(s), however, (e.g., Air Superiority) apply to all defending land units in the hex.

[B] Friendly uncommitted combat air unit(s) are eligible to fly in defense of any friendly **Activated** land unit(s) during an enemy land combat attack (i.e., during an enemy Land Offensive), but become "Currently Committed" as a result.

[C] Friendly uncommitted combat air unit(s) are eligible to fly in defense of any friendly **unactivated** land unit(s) during an enemy land combat attack (i.e., during an enemy Land Offensive). Any uncommitted combat air unit that is flown in defense of any friendly unactivated land unit(s) is **not** committed* as a result, however.

**If half or more of the defending land units (i.e., chits) are not of the same nationality (i.e., they are allied units) as the uncommitted combat air unit(s), the uncommitted combat air unit(s) do become "Currently Committed" instead.*

NOTE: Unoccupied defending hexes (i.e., if attacked as an Amphibious Assault or a Paradrop) are always considered to be "unactivated" for purposes of determining air unit eligibility.

During an enemy Air Offensive (regardless of the mission type), any friendly Fighter-type air unit (i.e., whether it is Currently Committed or uncommitted) may be launched - if flying as a Fighter - and flown to intercept or counter-intercept any enemy air unit that is launched during the commission of (or participation in) that enemy Air Offensive (of course, if within air interception) range. Any friendly Fighter-type air unit that is flown during any enemy Air Offensive is **not** committed as a result, however.

NOTE: Any friendly air unit that successfully Evacuates (see [4.14]) is considered "Currently Committed". However, any air unit that is subject to a Forced Rebase (see [4.7]) is considered "Previously Committed" instead.

★ **End Phase**

Any air unit that is eligible to fly during the End Phase is subject to the same commitment stipulations as is applicable during the Naval and Air Phase.

[4.28] Intensive Air-Naval Attacks

[4.28]

A Naval-Air unit **launched** from an aircraft carrier (i.e., even if presently “aloft”) is *always* eligible to attack (i.e., as an Intensive Air-Naval Attack) any enemy *surface* naval unit, stack or task force that enters *and* conducts a **successful** naval interception in that Naval-Air unit’s own hex - weather permitting - *even if that Naval-Air unit is marked as Currently Committed* (although a Naval-Air unit marked as Previously Committed is not eligible to ever conduct an Intensive Air-Naval Attack).

Each attacking Naval-Air unit is eligible to conduct a number of Air-Naval attacks equal to its own printed combat strength rating normally. Because the Intensive Air-Naval Attack occurs after a successful enemy naval interception, no air reconnaissance is ever required. Any enemy naval unit(s), stack(s) or task force(s) that did not conduct a successful naval interception cannot be attacked as an Intensive Air-Naval Attack, even if in the same hex.

NOTE: Naval-Air units that are conducting an Intensive Air-Naval Attack are susceptible to enemy air interception by any eligible enemy air unit(s) normally.

Any number of friendly Naval-Air units (in the same hex) are eligible to conduct Intensive Air-Naval Attacks, if otherwise eligible, although all Intensive Air-Naval Attacks are resolved *before* any Evasion declaration (see [3.8]) or before any pending naval combat begins in that same hex. Intensive Air-Naval Attacks may never occur after naval combat has commenced, or during naval combat.

After resolving all Intensive Air-Naval Attacks, all surviving Naval-Air unit(s) are then immediately returned to their launching aircraft carrier(s), and marked as “Currently Committed” (whether they were committed beforehand or not).

[4.29] Commitment Irrelevancies

[4.29]

If any **non-Naval-Air** Bomber-type air unit(s) are launched and conduct any Air-Naval attack(s) in a hex containing only **two or less** enemy naval unit chits (regardless of the naval unit’s type*) during any eligible Step, the attacking Bomber-type air unit(s) are **not** considered “committed” as a result (*unless* the naval units are presently *in port*), regardless of the Air-Naval attack results (it is assumed that an insubstantial enemy flotilla would not nearly require the entire compliment and resources of a full wing of aircraft, and therefore unjustifiably requires that entire wing to be “committed” as a result). Accordingly, the launched Bomber-type air unit(s) are then immediately returned to their base(s) after resolving the Air-Naval attack(s) thereupon (rather than at the end of that current Step). As such, any surviving naval unit(s) in that same hex cannot be attacked by the same Bomber-type air unit(s) during that same Phase, even if the surviving naval unit(s) move. Each attacking Bomber-type air unit is (upon returning to its base) eligible to be launched normally thereafter (i.e., as if never launched or committed). All other standard rules apply normally, however (including all combat effects, if any, incurred during that mission).

** Whether depleted or full-strength, or whether a 1-point or a 2-point STP chit.*

NOTE: If (unbeknownst to the launching player) the target hex actually contains more than two enemy naval unit chits (even if in a separate task force in that same hex), and/or if the attacking air unit is a Fighter-Bomber that reverts to the Fighter role (see [4.16]) at any time during that Step, the launched air unit(s) are then considered committed per [4.27] normally.