

20. AIR RULES INTRODUCTION. (V10.11.25)

20.A. AIR UNITS.

Air units are shown on the UNIT DESCRIPTION CHART.

20.A.1. TYPES OF AIR UNITS.

There are three basic categories of air units: fighters, bombers, and transports. Each category contains several specific air unit types, as shown on the UNIT DESCRIPTION CHART. *For example, the fighter category contains both fighters (type F) and heavy fighters (type HF).*

Unless otherwise noted in the rules, rules about “fighter”, “bomber”, and “transport” pertain to all air unit types within their respective categories. *For example, a rule describing the abilities of fighters applies to all fighter types.*

20.A.2. AIR UNIT PREFIXES.

Air unit types may have one or more prefixes, as listed on the UNIT DESCRIPTION CHART. *For example, a type JF is a jet fighter: type F (fighter) and prefix J (jet propelled).* A prefix modifies, but does not change, the category of an air unit. *For example, a jet fighter (type JF) is still a fighter.* Unless indicated otherwise in the rules, any ability of a category in general or a type in specific, includes all prefixes for that type or category. *For example, a rule applying to type F air units applies to F, NF, JF, RF, and NJF.*

20.A.3. AIR UNIT CODES.

Air units may have one or more codes, as listed on the UNIT DESCRIPTION CHART. Codes define certain specific or special capabilities of air units. *For example, a type HB with a code M is a heavy bomber that carries anti-shipping missiles.*

20.B. CONCEPTS.

General concepts of the air system are described below.

20.B.1. OPERATIONAL STATUS.

An air unit may be at one of seven operational statuses:

20.B.1.a. OPERATIVE.

The air unit is capable of flying a mission during the current player-turn with no penalties. An operative air unit will be “face up” (ratings side up) at an airbase.

20.B.1.b. INOPERATIVE.

The air unit has become extended (“X” marker) in a previous player-turn (and has had its status improved) or has already flown a non-extended air mission during the current player-turn. An inoperative air unit will be “face down” (with “Inop.” displayed) at an airbase. An inoperative air unit will usually become operative in the next friendly initial phase if the airbase it is on has sufficient capacity (Rule ???).

An inoperative air unit may fly an air mission during any phase and only suffer a minor air combat penalty.

20.B.1.c. EXTENDED (“X”).

Any air unit may receive an extended “X” result in one of two ways:

- i) Any operative or inoperative air unit that suffers a “Extended” air combat result immediately places an “X” marker on itself and may continue to fight. It may also choose to return to base during the air return step. If returned to base, the unit is also flipped to inoperative status (if not already inoperative).

- ii) An air unit flying an extended air mission that suffers no combat results, places an “X” marker on itself when it returns to base at the end of the appropriate air operation
- iii) An air unit flying an extended air mission that suffers a combat result, increases the combat result marker already on it by one level before implementing the results upon returning to base. *For example, an operative bomber flying a strategic bombing mission and unaffected by AA or air combat would become inoperative and place an “X” marker on itself when returning to base. If it had received a “D” result due to AA fire, it could choose to increase the “D” to an “A” result, spend 1 ARP and place an “X” on the inop air unit or increase the “D” to an “A” and place the unit in the ABORTED AIR BOX*

During the next player-turn when using an airbase to improve the status of air units, remove one “X” marker from the air unit but do not flip it to its operative side.

Note: An extended air unit may fly an air mission during any phase. It suffers an air combat penalty both for being inoperative and having an “X” marker on it. It is also more vulnerable to damage upon returning to base as the initial “X” marker will increase any other marker by one level (including the one received upon landing if it flew an extended mission).

20.B.1.d. RETURN (“R”).

Any air unit that suffers a “Return” air combat result, places an “R” marker on itself if continuing air combat or returning to base. If returned to base, replace the “R” with a “X” marker when it lands. *Note: A unit flying an extended air mission would increase the return result to a damage result as it receives an “X” when landing (see above).*

20.B.1.e. DAMAGE (“D”).

The air unit has been damaged (due to air combat or anti-aircraft fire). Place an “D” marker on the unit if continuing air combat or return it to base. If returned to base, either immediately pay ½ ARP and replace the “D” with an “X” marker or add ½ ARP to the pool and place off-map in the ABORTED BOX.

20.B.1.f. ABORTED (“A”).

The air unit has been aborted (due to air combat or anti-aircraft fire). Place an “A” marker on the unit if continuing air combat or return it to base. If returned to base, either immediately pay the repair cost and replace the “A” with an “X” marker or place off-map in the ABORTED BOX.

20.B.1.g. ELIMINATED (“E”).

The air unit has been eliminated (due to extensive damage from such causes as air combat or anti-aircraft fire). Place an “E” marker on the unit if continuing air combat or return it to base. If returned to base, either immediately pay the repair cost and replace the “E” with an “X” marker or place off-map in the ELIMINATED BOX on the owning player’s AIR CHART for the theatre it was lost in.

20.B.2. TERMS.

The following general terms are used:

20.B.2.a. AIR OPERATION (Air Op).

An air operation consists of one player flying one or more missions to a particular target hex, together with all subsequent activities that may occur when resolving the air operation such as interception by the enemy player, air combat, anti-aircraft fire, mission resolution, and air units returning to base.

20.B.2.b. ESCORT.

An escort is a fighter flying an escort mission.

20.B.2.c. INTERCEPTOR.

An interceptor is a fighter flying an interception mission.

20.B.2.d. MOVEMENT GROUP.

A movement group consists of one or more air units flying missions to a target hex in an air operation (Rule ???).

20.B.2.e. MISSION FORCE.

A mission force consists of all air units flying missions in a target hex other than those flying combat air patrol, escort (the escorts), or interception (the interceptors).

20.B.2.f. TARGET HEX.

The target hex of an air unit is the hex in which it is to perform its mission. *For example, the target hex of a bomber flying the ground support mission is the hex occupied by the enemy units to be bombed.* No hex may be the target of more than one air mission in a phase.

20.B.3. AIR ORDERS OF BATTLE.

The AIR OBS organize air units by tactical/strategic assignment, theatre, and organization.

20.B.3.a. THEATRES.

The air OBs list air units by specific theatres (see Rule ???) and by “combined” theatres. A player will use a particular OB based on what scenario is being played, as listed per scenario (Rule ?). *Note: Players use the combined OBs for the grand campaign scenarios (in which they control more than one theatre).* When using the combined OBs, players deploy and operate air units and ARPs wherever they wish in their controlled theatres.

Some scenarios will call for air units to appear at specific “commands” or “fronts” in a theatre (Rule ???). After appearing, these units may be subsequently transferred to any other theatre or command under the control of the player.

20.B.3.b. ASSIGNMENT.

The AIR OBS divide players’ air units among tactical (tac air), strategic (strat air), and anti-shiping (anti-ship) assignments.

The AIR OBS do not cover all strategic assignment, which are outside the scope of the game. Instead, the strategic air war is covered abstractly, and players have limited abilities to call upon their strategic air assets (Rule ???).

20.B.3.c. ORGANIZATION.

For each theatre and assignment, the AIR OBS define a specific organization, consisting of air units from one or more forces. Organizations typically follow national and armed forces distinctions (*for example, the American USAAF is a distinct organization in the MTO TAC AIR OB*), but the ANTI-SHIP AIR OBS merge several forces into one organization. Organizations are used as described in the following rules, typically for air replacement purposes (Rule ???).

20.B.4. AIR CHARTS.

The players have AIR CHARTS for each theatre to help administer their air units. Each AIR CHART is divided into a number of sections as described below.

20.B.4.a. ELIMINATED AIR UNITS BOX.

Each theatres AIR CHART has a box, which holds the theatre’s eliminated air units.

20.B.4.b. ABORTED AIR UNITS BOX.

Each theatres AIR CHART has a box, which holds the theatres aborted air units. This box is divided into smaller boxes which list the fronts in the theatre. When air units are aborted they are placed in the corresponding fronts box.

20.B.4.c. STRATEGIC AIR ASSETS BOX.

This holds air units engaged in the strategic air war.

20.B.4.d. THE AIR TRACK.

This section tracks the player’s current air situation. Various markers are placed in the numbered boxes to show such things as the status of the strategic air war.

20.B.5. GARRISON AND HOLDING BOXES.

These boxes hold various air units either required to garrison certain areas of the map or to ease stacking.

20.C. AIR ACTIVITIES PHASING.

Air missions occur “on demand” whenever a player wishes as long as the mission is eligible to be flown during the phase. **Exception: No more than one air mission may be flown to a target hex during a phase.** The air missions rule (Rule ???) lists, by individual mission, which missions are eligible to be flown in air operations that can occur in the various phases of the player-turn.

Air operations occur in each player-turn, as follows.

20.C.1. INITIAL PHASE.

The following occurs in the initial phase of each player-turn, in this sequence:

- a) **All inoperative air units of the phasing player which are at an airbase may improve their status. Inoperative air units may be made operative and units marked with “X” markers may remove one “X” marker but are still inoperative. The current airbase capacity is the maximum number of air units that can improve their operational status. This is done one unit at a time. If the number of operative air units present at the base is equal to or greater than its current capacity at any time, it takes two airbase capacity to improve the operational status of one air unit. For example, if an airbase currently has a capacity of 2, and there are 6 air units there, four of which are operative, one inoperative and one with an “Extended Air Mission” marker on it at the start of the phase, the owning player could make the inoperative air unit operative and keep the air unit with the “Extended Air Mission” at the same status. The owning player could instead, remove the “X” marker off the one unit thus ending with four units operative and two units inoperative.**
- b) **Both players may fly CAP air operations one at a time, alternating players until both players choose not to fly in sequence. Other available air operations may then be flown as shown on the AIR MISSION CHART.**

20.C.2. REINFORCEMENT PHASE.

The phasing player performs all air reinforcement actions: reinforcements and withdrawals.

20.C.3. INITIAL ENGINEERING PHASE.

All airfields under construction or augmentation have their “C#” markers reduced as appropriate (Rule ?).

20.C.4. MOVEMENT PHASE.

Players fly any eligible “on demand” air operations during this phase at any time during the phase they wish.

20.C.5. REACTION PHASE.

Players fly any eligible “on demand” air operations during this phase at any time during the phase they wish.

20.C.6. INITIAL COMBAT PHASE.

Before any ground combat is resolved, the following occurs in the combat phase in this sequence:

- a) **The non-phasing player flies half-strength DAS air operations.**
- b) **The phasing player flies OGS air operations.**

Ground combat is resolved after all DAS/OGS air operations are initiated. As players resolve ground combat, OGS and DAS air units suffer applicable AA fire, resolve their missions and return to base.

20.C.7. EXPLOITATION PHASE.

Players fly any eligible “on demand” air operations during this phase at any time during the phase they wish.

20.C.8. EXPLOITATION COMBAT PHASE.

OGS and half-strength DAS air missions may be flown in this phase in the same manner as in the initial combat phase. *Note: Tactical and strategic bombing factors are halved again when used in the exploitation phase or exploitation combat phase.*

20.C.9. SECONDARY ENGINEERING PHASE.

Airfields with “Repair” markers have them removed.

20.C.10. SUPPLY MOVEMENT AND JUDGEMENT PHASE.

Players fly any eligible “on demand” air operations during this phase at any time during the phase they wish. At the end of this phase (which is the end of the player-turn), both players return to base all of their fighters still flying CAP.

20.C.11. REPLACEMENT PHASE.

The phasing player performs all air replacement actions: regrouping and replacements (Rule ???).

20.D. AIR OPERATION SEQUENCE.

Unless otherwise stated for a particular mission, air operations are resolved in the following air operations sequence. In general, one player initiates an air operation and flies one or more missions to a target hex, and the other player, the reacting player, will fly interception missions. The order of initiation alternates between players but begins with the phasing player. The following general restrictions govern air operations:

- 1) One player, the initiating player, announces that he is initiating a specific air operation. Should both sides wish

to initiate an air operation at the same time, the phasing player first initiates an air operation, and, when that operation is over, the non-phasing player may then initiate an air operation. He may decide not to do so. *For example, the outcome of the phasing player's air operation may have removed the reason for the non-phasing player to initiate an air operation.* Continue to alternate air operations between the two sides until both sides no longer wish to initiate air operations at the same time.

- 2) An air operation consists of the initiating player flying one or more missions to a particular target hex. Until the initiating player's air units reach the target hex, the player is not required to reveal them to the opposing player.
- 3) The initiating player flies one or more missions to the air operation's target hex and may fly escort missions for his movement groups. The player may not fly missions to any other target hex during this air operation. The particular missions the player may fly in an air operation are restricted by mission type and phase. *For example, in a combat phase, the phasing player may fly offensive ground support air operations (only). In a OGS air operation, only air units flying the GS bombing mission and fighters flying the escort mission may fly.*
- 4) The other player, the reacting player, may fly interception missions against the initiating player's air units. The reacting player may also have eligible fighters already flying combat air patrol missions, intercept the initiating player's air units. The reacting player may not fly any other missions during this air operation.
- 5) The type of air missions in the target hex are declared.
- 6) After the missions are resolved and air units return to base (see below), the air operation is over. Once the operation is over, a player may initiate a new air operation. *Note: The same player could initiate a new air operation but could not select the same target hex as the previous operation.*
- 7) Unless specifically stated otherwise in a rule below, the following conditions apply to air operations:
 - a) **Only one air operation can occur at the same time.**
 - b) **Once an air operation is initiated, all other game activities are paused until the air operation is resolved.**

An air operation is resolved in the following sequence.

20.D.1. MISSION MOVEMENT STEP.

The initiating player initiates the air operation and flies all air units that will fly missions in the air operation. In general, these air units will fly to the operation's target hex. (Escorts do not necessarily fly all the way to the target hex, as explained in the escort mission, Rule ???).

20.D.2. INTERCEPTOR MOVEMENT STEP.

The reacting player may fly interception missions to the operation's target hex (Rule ???) or declare CAP to be intercepting if within range. The number of interceptors (but not their strengths) is declared.

20.D.3. AIR COMBAT RESOLUTION STEP.

Players resolve air combat between their air units.

20.D.4. AA FIRE STEP.

The reacting player resolves any anti-aircraft (AA) fire against the initiating player's air units (Rule ???). The sequence may be paused for some units at this point depending on the type of air mission.

20.D.5. MISSION RESOLUTION STEP.

The initiating player resolves transport and bombing missions.

20.D.6. AIR UNIT RETURN STEP.

Both players return to base all air units flying missions. Air units returning to base immediately become inoperative (unless stated otherwise in the rules for specific missions).

Air units flying extended air mission, previously inoperative air units, and those that have been affected by combat results will become inoperative with an "X" marker on them. Air units flying extended air missions that have combat results markers already on themselves will suffer additional results as per Rule ??? above.

Air units that have been affected by combat results may be required to expend ARPs to avoid being removed from the map.

20.E. AIR CORPS MARKERS.

"Air Corp" ("Wing," "Gruppen," and "Air Corp" markers are similar to "Corps/Army" markers (Rule ?). Use "Air Corp" markers to hide the types, but not the number, of air units flying to a target hex (Rule ?). Place the "Air Corp" marker in the hex and place the air units in the matching marked box on the CORP/ARMY SHEET. For all game purposes, the air units are treated as being in the hex occupied by the marker.

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