

21. AIRBASES. (V 10.11.22)

Air units take off and land at airbases. When not flying a mission, an air unit must be on the ground at friendly-owned airbases. It may not use an enemy-owned airbase or an airbase with a “Collateral Damage” marker for any purpose. Some airbases allow for the examination of enemy stacks within a certain range as per Rule ???.

21.A. AIRBASE CAPACITY.

A supplied airbase may increase the operational status of the phasing players air units (up to a maximum of its operational capacity) for free during the phasing players. *Note: HB (heavy bomber) air units count as two air units unless at a strategic airfield. If the operational airbase capacity is exceeded, all air units count as two when improving their status. (Rule ???)*

There is no limit to the number of operative or extended (“X”) air units that may fly missions from an airbase. There is no limit to the number of air units that may land or be present at an airbase.

An air unit landing at an airbase with no operational capacity, must roll on the SUCCESS TABLE to see if it suffers ill effects. A “S” places an “X” marker on the air unit; an “F” damages the unit; an “F*” aborts it. If already suffering effects due to air combat, AA fire, or if flying an extended air mission, increase damage as per Rule ???.

Airbase capacities are shown on the AIRBASE CAPACITY TABLE. The total capacity of an airbase is the capacity of the largest airbase in the hex. *Note: The maximum capacity of any airbase in a hex is 12.*

Table 1 Airbase Capacity Table

AIRBASE CAPACITY TABLE	
TYPE	CAPACITY
Major city hex	3
Dot city	3
Reference city	1
Town	0
Fortress	+1
Fortified Zone	+1
Strategic Airfield	3, 6, 9, or 12*
Permanent Airfield	1, 2, 3, 6, 9, or 12*
Temporary Airfield	1 or 2
Functioning Minor or larger coastal port	1 Floatplane

* Built in increments of 3 by engineers.

*Note: HB units count double when they are made operative unless at a strategic airfield.
Note: The maximum capacity of a temporary airfield in poor weather is reduced to 1.*

21.B. TYPES OF AIRBASES.

There are three types of airbases with differing effects as described below:

21.B.1. TEMPORARY AIRFIELDS.

Temporary airfields may be build in increments by engineers (Rule ???) and are removed in bad weather (Rule 42.A.2) in non-Arid weather zones unless occupied by an engineer capable of building it. Heavy bomber, rocket, and jet air units may not fly out of temporary airfields.

21.B.2. PERMANENT AIRFIELDS.

Permanent airfields may be built in increments by engineers (Rule ???). A temporary airfield may also be upgraded to a permanent airfield. Permanent airfields also include all cities and fortresses on older maps and intrinsic airfields on new maps (an “A” with a circle around it). HB units count double when made operative at a permanent airfield.

21.B.3. STRATEGIC AIRFIELDS.

Strategic airfields cost double and take twice as long to build as permanent airfields. Any air unit (including HB units) counts normally when being made operative. *For example, a 12 point strategic airfield could have 12 HB units made operative in the initial phase.*

Strategic air wings are counted as HB units when using airbase capacity. Each 6-point strategic airfield may have one strategic wing fly from it. This uses all 6-points of capacity. A 12-point strategic airfield could support two strategic wings. The ENGLAND HOLDING BOX has no limits. *Note: A 12-point permanent airfield can instead support one strategic wing.*

21.C. AIR UNIT ESCAPE.

When an enemy ground unit gains ownership of an airbase hex, each air unit on it (whether operative or inoperative) attempts to escape. When an airfield is removed from play for any reason (such as lack of maintenance (Rule ???) or being abandoned (Rule ???)), all air units on it (whether operative or inoperative) attempt to escape.

Airbase capacity is not considered (even if the capacity is 0 or less) when seeing if units may attempt to escape except as it modifies the SUCCESS TABLE die roll. Roll a die for each air unit trying to escape:

Table 2 Air Unit Escape Results and Modifiers

AIR UNIT ESCAPE	
Results:	
D:	Disaster: The attempt fails. The air unit is eliminated. The next air unit to attempt an escape suffers a -1 on the Success Table.
F*:	Complete Failure: The attempt fails. The air unit is eliminated.
F:	Failure: The attempt fails. Fly a long-range staging and receive a “D” upon arrival at the airbase.
S:	Success: The attempt succeeds. The air unit escapes and may fly a long-range staging mission.
S*:	Great Success: The attempt succeeds. The air unit escapes and may fly a normal transfer mission. The next air unit to attempt an escape gains +1 on the Success Table.
Modifiers (Cumulative):	
-1	Air unit has an “X” marker on it
-1	HB units trying to escape.
-1	Airbase captured by amphibious/airborne assault.
-1	Airbase overrun or undefended.
-1	Airbase captured in the surprise phase.
-1	Airbase capacity of 0 or less (or airbase is removed from play).
+1	Airbase capacity equal to or greater than ½ the number of escaping air units.
+1	Airbase capacity equal to or greater than the number of escaping air units.

Note: An escaping air units still applies all normal penalties to its status for the mission type.

After rolling for all air units at the airbase, the owning player immediately conducts a series of air operations for the escaping air units. Each escaping air unit may have its own air operation, or several may fly in the same operation (if they all have the same target hex). The air operation follows the

standard air operation sequence (Rule ???), with the escaping air units flying regular transfer or long range staging missions (Rule ???). *Note: Normal effects of these mission types are in addition to results suffered due to the die roll.*

If there is no friendly-owned airbase within the missions range, an escaping air unit is automatically eliminated.

21.D. AIRBASE CAPTURE.

All enemy airbases (except temporary airfields in non-Arid weather zones) may be captured and used. Enemy airbases are captured when a friendly ground unit gains control or ownership of the hex. A captured airbase immediately has a “Collateral Damage” marker placed on it if called for on the SUCCESS TABLE (Rule ?). A captured airbase immediately becomes a friendly airbase and is usable the instant that it has operational capacity.

A temporary airfield in a non-Arid Weather Zone is immediately destroyed when an enemy unit gains ownership of its hex unless construction or combat engineers (Rule ???) advance into the hex.

21.E. AIRBASE DAMAGE.

Airbases may be damaged due to a variety of causes. Use “Airbase Hit” markers to show this damage. Each “Airbase Hit” marker on an airbase reduces its operational capacity by one. *For example, 2 hits on major city airbase would reduce its capacity to one. A “Collateral Damage” marker on an airbase reduces its operational capacity to 0. Damaged airbases may be repaired to remove “Airbase Hit” and “Collateral Damage” markers respectively (Rule ???). No airbase may have more “Airbase Hit” markers on it than shown on the MAXIMUM INSTALLATION DAMAGE TABLE. *For example, the maximum damage a major city airbase could have on it would be 4 “Airbase Hit” and 1 “Collateral Damage” markers.**

A ground unit damages the capacity of an airbase by spending MPs to do so in the airbase's hex. Necessary MPs are shown on the ENGINEERING SUMMARY and the NON-ENGINEERING SUMMARY.

The capacity of an airbase is also reduced by airbase hits placed because of airbase bombing (Rule ???), air unit bombing (Rule ???), and partisan attacks (Rule ???).

An airbase can never be destroyed by placing hits on it. It can only be removed by engineers spending the required time to dismantle it (Rule ???).

21.F. UNPREPARED AIRBASES.

Many airbases in East Africa, French Morocco, and Algeria were unprepared to handle air operations fully during the rainy season. To show this, mark airbase hexes in Weather Zones H1, H2, and H3 of East Africa with “Unpreparedness” hits at the beginning of the game; and mark airbase hexes in French Morocco and Algeria with “Unpreparedness” hits when French North Africa enters the war in any fashion (such as having its neutrality violated). Mark the airbase hexes as follows:

- 1) One unpreparedness hit per hex containing airbases with a total capacity when undamaged of 3 or less.
- 2) Two unpreparedness hits per hex containing airbases with a total capacity when undamaged of 4 or more.
- 3) **Exception: The Port Lyautey (25A:1417) and Asmara (WW14:2207) airbase hexes never receive unpre-**

paredness hits. (The airbases there were fully prepared for operations during rainy weather.)

During clear weather, unpreparedness hits exist only as potential damage (i.e., they are ignored for all purposes except that they may be repaired as described below).

During mud weather, unpreparedness hits have the same effect as airbase damage hits (Rule ???).

Unpreparedness hits may be repaired the same as regular airbase damage hits (Rule ???). *Note: This allows construction units to “prepare” airbases for the rainy season.*

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