

**22. MOVEMENT OF AIR UNITS.** (V 10.07.20)**22.A. GENERAL RULE.**

Air units fly to their target hexes using movement points. An air unit's movement rating is the basic number of MPs the air unit has. An air unit's movement rating may be modified, depending on its mission (see the AIR MISSION CHART). The modified movement rating is the air unit's range for the mission; the maximum number of MPs the air unit may use when flying to its target hex.

An air unit always spends 1 MP for each hex it enters.

**22.B. MOVEMENT GROUPS.**

Air units flying missions fly in movement groups. A group can consist of one or more air units. As a group moves to its target hex, other movement groups (which are flying missions to the same target hex) can merge with the group. In any hexes along the path to the target hex, movement groups may join with or split off from the main movement group. All air units in a movement group move together as a stack. Air units may fly to their target hex in any number of movement groups; it is not required that all air units flying to the same target hex fly in a single group.

*Note: Air units may have spent differing amounts of MPs when they join a particular movement group. If necessary, use numbered markers to keep track of MPs for individual air units in a movement group.*

**22.C. RETURN TO BASE.**

Air units flying missions return to base during the air unit return step (Rule ???) of the air mission sequence. Unless stated otherwise, an air unit has the same range (it's modified movement factor) when returning to base as it did when flying to its target hex.

If for any reason there is no friendly-owned airbase within range when an air unit must return to base, the air unit is immediately eliminated.

Any air unit flying an extended air mission places an "X" marker on itself when returning to base. If it has been affected by a combat result and already has a marker on it, increase the level of the air combat marker by one and implement the results as per the AIR COMBAT TABLE.

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