

25. ANTI-AIRCRAFT. (V 10.11.23)

Air units may undergo enemy antiaircraft (AA) fire when they fly certain missions. Various ground units, naval units, forts, and map features have AA strengths.

There are two types of AA: heavy and light as per Rule ????. This distinction is used for both for ATEC purposes, and for AA fire.

25.A. AA CAPABILITIES OF UNITS.

Different kinds of units, markers, and map features have different AA capabilities as shown in the INTRINSIC AA SUMMARY (see below).

25.B. AA CAPABILITIES OF INSTALLATIONS.

Different kinds of installations and map features have different AA capabilities as shown in the INTRINSIC AA SUMMARY (see below).

25.C. SPECIAL WEATHER ZONE EFFECTS.

Special weather zones may add a variable number of intrinsic AA points to any hex in special weather zones depending on the nationality of the air unit being fired upon or the year (Rule ???).

25.D. AA FIRE RESOLUTION.

Antiaircraft fire is resolved as described below.

25.D.1. RESTRICTIONS ON AA FIRE.

During the AA fire step of an air operation, the reacting player may fire AA against enemy air units flying air transport and bombing missions in the operation's target hex. The player may not fire AA against air units flying any other missions. *For example, AA may not fire against fighters flying escort in a hex.*

If an air mission is targeting a hexside (or a map feature on a hexside), the reacting player may choose any one adjacent hex to fire AA from.

In general, all AA strength in a hex (including that of river flotillas) except that of naval units may fire upon the appropriate air units. The exceptions are:

- AA in Reserve:** May not fire at any GS mission.
- Overstacked AA:** May not fire at any GS mission. It may fire on any other mission if it is positional AA. Mobile AA may be marked as acting in all ways as positional AA (including combat effects). There is no MP cost to do this but it must be done during a friendly movement phase.
- Against type HB:** Usually, only heavy AA may fire upon type HB air units. Both light and heavy AA, however, may fire upon a type HB air unit that is flying a transport mission (such as aerial minelaying), the naval-units-in-port bombing mission, the port interdiction bombing mission, or the naval patrol/strike bombing mission.
- Against air units flying the naval patrol/strike bombing mission:** Only the naval task force (or two individual ships) at sea in the hex with the highest AA strength may fire. No other AA in the hex may fire. *For example, if German air units fly a naval patrol bombing mission against an Allied naval group consisting of a USN task force (AA of 5) and several naval transports (AA of 2 each), the task force fires AA.*
- Against air units flying the naval-unit bombing mission:** All non-naval unit AA in the hex may fire, and the naval task force (or two individual ships) in port or on a

river with the highest AA strength may fire. No other unit may fire AA. *For example, if Allied air units fly a naval-unit-in-port bombing mission against an Italian port containing 3 points of light position AA, and several naval transports (AA of 2 each) in port, the position AA and one transport may fire, for a total of 5 light AA strength points. If the naval unit is on a non-port coastal hex, all non-naval AA is halved.*

- Against air units flying the port bombing mission:** All non-naval unit AA in the hex may fire, and the naval task force (or two individual ships) in port with the highest AA strength may fire. No other naval unit may fire AA.
- Against air units flying DAS bombing missions:** Ground units attacking an enemy hex may fire AA against enemy air units flying DAS in the hex. Only ground units participating in the attack on the hex may fire. Total the AA strengths of the attacking units and divide this total by the number of hexes containing units attacking the hex. The resulting number is the strength of the AA fire. *Example: Soviet air units are flying defensive support over Smolensk. The German player is attacking Smolensk with units in three adjacent hexes; his attacking units have 3 AA points in one hex, 1 in the second hex, and 2 in the third. The German player's total of 6 AA points is divided by 3 (since the attackers occupy 3 hexes); thus, a 2 strength point AA attack is made on each of the defensive air support air units.*
- Against air units flying multi-hex harassment missions:** Either the total AA in the hex in which the harassment mission is being flown may fire its entire strength, or $\frac{1}{3}$ of the total AA in the 7 hexes affected by the mission may fire. This is the defenders choice.

Each AA strength point in a hex may fire upon each enemy air mission it is eligible to attack in the phase. *For example, if two air operations (in different phases) of four air units each were bombing a hex containing a 3 strength point position AA counter, the AA counter may fire upon each of the air missions, making a 3 strength point attack upon each (which may affect multiple air units).*

25.D.2. PROCEDURE.

For each AA attack, follow this procedure:

- Total the AA eligible to fire at the target air unit.
- Find the appropriate AA column on the ANTI-AIRCRAFT FIRE TABLE. Use the AA factor that most closely matches (without exceeding) the strength of the AA attack. *Note: If the firing AA strength is less than $\frac{1}{2}$, the AA fire automatically has no effect. For example, 8 points of AA firing would use the 7 column.*
- Roll two dice to find the row on the ANTI-AIRCRAFT FIRE TABLE used for losses.

AA is not fired during the mission resolution step against air units flying defensive support missions. Instead, the air mission is suspended until immediately before the ground combat is to be resolved. When firing AA against these air units, total the AA strengths of the units attacking the hex and divide this total by the number of hexes containing the attackers (excluding lone range artillery). *Note: The units must be attacking the hex in order to use their AA strengths in this manner.*

Units may fire AA during the movement, reaction, and exploitation phases against air units flying interdiction (Rule [23.A.2.j.1](#)) and harassment missions (Rule [23.A.2.h](#)) as described below.

Table 1 Anti-Aircraft Fire Table

ANTI-AIRCRAFT FIRE TABLE (2d6)													
ANTI-AIRCRAFT STRENGTH													
DIE	½	1	2	3	5	7	9	11	13	15	17	21	26
1	R	D	D	A	A	A	A	E	E	E	E	E	E
2	X	R	D	D	D	A	A	A	A	E	E	E	E
3	-	X	R	R	D	D	D	A	A	A	A	E	E
4	-	-	X	X	R	R	D	D	D	D	A	A	A
5	-	-	-	-	X	X	R	R	D	D	D	A	A
6	-	-	-	-	-	X	X	R	R	D	D	D	D
7	-	-	-	-	-	-	-	X	X	R	R	D	D
8	-	-	-	-	-	-	-	-	-	X	X	R	R
9+	-	-	-	-	-	-	-	-	-	-	-	-	X
BT*	-1	+0			+1			+2					

* Modifiers to the Bombing Table die roll for B, T, and HB unit types.

Modifiers (Cumulative):

- 1 vs. dedicated air missions.
- 1 vs. type B, HT, or T on GS, harassment, interdiction, or air drop missions.
- 1 vs. air units landing at a friendly airbase in a dual ownership hex.
- 1 vs. code V when carrying torpedoes.
- 1 vs. type D from Jan 1 43 on.
- 1 vs. pinpoint bombing missions from Apr 1 44 on.
- +1 vs. type B (except code L) on any mission other than GS, harassment, interdiction, naval unit, port interdiction, naval patrol, or air drop missions.
- +1 vs. any jet or rocket (prefix J or R).
- +1 when firing at night.
- +1 vs. Code S type HB on any mission (both light and heavy AA fire).
- +1 vs type HB on naval unit, naval patrol, or harassment missions (both light and heavy AA may fire).
- +1 vs non-code S type HB on any mission not otherwise modified (only heavy AA may fire).

Note: All results are the same as shown on the Air Combat Table.

Note: Interdiction abatement affects only the hex (and its hexsides) that the AA units are firing from.

Table 2 Harassment/Interdiction Abatement Table

HARASSMENT/INTERDICTION ABATEMENT TABLE	
DIE (2d6)	EFFECT
12 or less	No effect on harassment/interdiction.
13 - 18	Reduce harassment/interdiction level by one for current phase.
19 - 23	Reduce harassment/interdiction level by two for current phase.
24 - 27	Reduce harassment/interdiction level by three for current phase.
28 - 30	Reduce harassment/interdiction level by four for current phase.
31 or 32	Reduce harassment/interdiction level by five for current phase.
33 or more	Ignore all harassment/interdiction in hex for current phase.

Modifiers (Cumulative):

- + # Where # equals the total eligible AA making the abatement AA attack.
- +1 From April 1 44 on.
- +5 If firing on an interdiction level.

Note: 1) The results of this AA fire do not actually affect any air units, but simply the harassment/interdiction level.
 2) Only a single hex is affected unless a reduction of 3 or 4 occurs. In this case, harassment hexes surrounding the abatement hex are affected also.
 3) Interdiction abatement affects only the hex that the AA units are firing from.

Example 1: During the movement phase, phasing units with an AA strength of 4 attempt to abate harassment in a hex having two harassment bits. The phasing player rolls a 10 and adds four (for the AA strength) to produce a result of 14, negating one of the harassment bits in the hex for the rest of the movement phase. If there had also been a level 3 interdiction level in the hex, +5 would be added to the die to see the effects on it. In this case it would have been reduced by two.

Example 2: During the movement phase, phasing units with an AA strength of 14 attempt to abate interdiction in a hex having level 5 interdiction. The phasing player rolls a 6 plus 5 for the interdiction modifier and adds 14 (for the AA strength) to produce a result of 25, negating 3 levels of interdiction in the hex for the rest of the movement phase.

25.D.3. HARASSMENT/INTERDICTION ABATEMENT.

Phasing units may use their AA strengths to attempt to abate the effects of enemy harassment and interdiction missions during any movement phase they fire. To abate harassment or interdiction effects, the following restrictions apply:

- a) Units must start in or enter the affected hex/hexside.
- b) They must spend ½ of their current MPs and end the phase in the hex they are firing abatement AA from.
- c) Only one abatement AA attack may be made per hex/hexside per movement, reaction, or exploitation phase.
- d) Only reserve units may attempt an abatement AA attack during the reaction phase.
- e) Only c/m units or reserves may move and fire abatement AA during the exploitation phase.
- f) Position AA, naval units, and intrinsic AA may not make an abatement AA attack for the purposes of this rule.

For each abatement AA attack, the firing player rolls two dice on the HARASSMENT/INTERDICTION ABATEMENT TABLE, to determine the affect on all harassment/interdiction missions in the hex.

If a successful result occurs, replace the harassment or interdiction level marker with a new one showing the reduced level. Note: The results of this AA fire do not actually affect any air units, but simply the harassment/interdiction level.

Table 3 Intrinsic AA Summary

INTRINSIC AA SUMMARY			Sep 1	Jan 1	Jan 1	Jan 1	Jan 1	Mar 1	Jan 1
Units, Markers, and Map Features with Intrinsic AA			39	40	41	42	43	44	45
Allies	Africa	Each Major or Great Port	1	1	1	2	2	3	3
		Each Suez Canal Port	0	0	1	2	2	2	2
		Each 3-Capacity Permanent Airbase	0	0	0	1	2	2	2
		Each hex of Malta and Gozo	1	1	2	3	5	7	7
		Gibraltar	0	1	2	3	3	5	5
		Each Hex in a Naval Interdiction Zone	5	5	5	5	5	5	5
		Each item of Naval Cargo	2	2	2	2	2	2	2
		Each US, British, or Free support division (and their cadres, support group, or HQs)	1	1	1	1	1	1	1
	Europe	Each Major or Great Port never enemy occupied (Britain in brackets)	1(2)	2(3)	2(4)	2(4)	3(5)	3(5)	3(5)
		Each Standard Port never enemy occupied (Britain in brackets)	0(1)	1(2)	1(2)	2(3)	2(4)	2(4)	2(4)
		Each Major or Partial hex city							
		Allied units with a combat strength of 9+	1	1	1	1	1	1	1
		Each US, Commonwealth, and Free support division (and their cadres, or HQs)	0	0	1	1	1	1	1
Axis	Africa	Each Standard or Major Port in Eritrea or Italian Somaliland	1	1	1	1	1	1	1
		Each item of naval cargo	1	1	1	1	1	1	1
		Each German or Italian support division (and their cadres), and c/m HQs	1	1	1	1	1	1	1
	Europe	Axis units with a combat strength of 9+	1	1	1	1	1	1	1
		Combat motorized divisions (and their cadres or HQs)	0	0	1	1	1	1	1
		SS c/m brigades	0	0	0	0	1	1	1
		Luftwaffe divisions	0	0	0	0	1	1	1
Soviet	Europe	Units with a printed attack strength of 9+	1	1	1	1	1	1	1
		Guards mechanized corps	0	0	0	0	1	1	1
Other	Africa	Each Egyptian Major City hex	1	1	1	1	1	1	1
		Each Vichy French Dot or Major City hex	0	1	1	1	1	1	1
	Europe	Each non-Allied full hex city (Britain and Greater Germany in brackets)(Britain +3 extra)	2	2(3)	2(4)	3(5)	3(7)	3(7)	3(7)
		Each non-Allied partial hex city (Britain and Greater Germany in brackets)	2	2(3)	2(3)	2(4)	3(5)	3(5)	3(5)
		Each non-Allied dot city hex (Britain and Greater Germany in brackets)	1	1(2)	1(2)	1(3)	2(3)	2(3)	2(3)
		Each non-Allied reference city hex	0	1	1	1	2	2	2
		Each 3-capacity airbase (or multiple thereof)	0	1	2	2	2	2	2
		Fortified Area, Stalin Line, RAD Fortified Areas	1	1	1	1	1	1	1
		Fortified Zone or Fortress	2	2	2	2	2	2	2
		Each non-Allied Major or Great Port (Greater Germany in brackets)	1(2)	1(2)	2(3)	2(3)	2(3)	2(3)	2(3)
		Each non-Allied Standard Port (Greater Germany in brackets)	0(1)	0(1)	1(2)	1(2)	1(2)	2(3)	2(3)

Notes: 1) All values are cumulative.
2) All intrinsic AA is 1/2 heavy AA (rounded down) and 1/2 light AA (rounded up).
3) Naval interdiction zone AA may only fire at air units flying the naval interdiction mission.