

## 26. SPECIAL AIR RULES. (V 10.11.25)

### 26.A. FIGHTER CAPABILITIES.

Fighter units have special abilities as described below.

#### 26.A.1. FIGHTERS ON BOMBING MISSIONS.

A type F (not FB) air unit flying a bombing mission has its air attack and defence strengths reduced by 2 (but never below 1) for the duration of the mission. *For example, an Me 109E fighter (7F5) flying a bombing mission would have an air attack strength of 5 and an air defence strength of 3.*

A fighter flying a bombing mission may jettison its bomb load during air combat preparation, at the option of the owning player. Upon doing this, the fighter reverts to its printed air attack and defence strengths, but it may not complete the bombing mission. The fighter is still treated as if it were part of the mission force but is not fired at by AA.

#### 26.A.2. SCRAMBLE.

If an airbase is in the target hex of an air operation, the reacting player's fighters at that airbase may scramble after the interceptor movement step of the operation when the mission is declared. Both operative and inoperative fighters at the base may scramble.

A scrambling fighter flies a 1-leg air transfer mission (per Rule ???). Only CAP missions may intercept air units that scramble.

Upon arriving at its destination airbase:

- 1) An operative air unit becomes inoperative.
- 2) An inoperative fighter has an "X" marker put on it.
- 3) A fighter with an "X" marker becomes damaged ("D").

### 26.B. EXTENDED RANGE.

Air units may fly at extended range on various missions.

- 1) Fighters may fly extended range escort and CAP missions during turns in 1943-45 at no cost. It costs ¼ SP per fighter during 1940-42 to fly extended range. A fighter flying at extended range has its mission range doubled, but its attack and defence strengths are each reduced by 2 (but never below 1).
- 2) Bomber and transport air units may fly most bombing missions at extended range by carrying reduced bomb loads. **Exception: DAS bombing missions, may not be flown at extended range by any air unit.** A bomber or transport flying an extended range bombing mission has its mission range doubled, but its bombing strengths are reduced by 2/3rds. *For example, a bomber with a bombing strength of 3-6 would have its TBF reduced to 1 and its SBF reduced to 2.*
- 3) Transports may fly extended-range transport missions. A transport flying an extended range regular transport, air drop, or aerial minelaying mission has its mission range doubled, but its cargo capacity is halved.
- 4) Alternatively, a transport may fly a one-way regular transport mission at extended range, with a range three times its printed movement rating, but its cargo capacity is halved.

An air unit with an asterisk after its movement rating has its range multiplied by 1.5, instead of doubling it, when flying at extended range. *For example, the British Lancaster, with a printed range of 40\* would have an extended range of 60 hexes.*

An air unit flying at extended range may also return to base using its extended range.

Use "Extended Range" markers to indicate air units using this option.

### 26.C. DEDICATED AIR MISSIONS.

If there is enemy AA in a hex, the phasing player may declare some or all air units flying bombing and transport missions to be flying dedicated air missions. *Note: Only German, British, American, Polish, Finnish, Soviet Guards, French, and Greek air units may fly dedicated air missions.* This is stated before AA fire is resolved. AA fire gets a -1 die modifier on the ANTI-AIRCRAFT FIRE TABLE.

Dedicated air units complete their missions before being affected by the results of AA (but after results have been seen), with the following effects:

- 1) An air unit on a bombing mission has its bombing strength halved if affected by the die roll.
- 2) An unaffected air unit on a bombing mission gets an additional -1 DRM on the BOMBING TABLE.
- 3) An air unit on a transport mission lands its cargo.
- 4) Air drop missions (Rule 23.G.2.b) suffer the following effects when rolling on the AIRDROP EFFECTS TABLE:
  - a) Units carried by a single transport add -1 to the die roll for an (X) result, -2 for an ® result -3 for a (D) result, and -4 for an (A) result.
  - b) Units carried by two or more transports add -1 for an ® result, -2 for a (D) result, -3 for an (A) result, and -4 for a (E) result. If two or more transports carrying a unit suffer (E) results, the air drop may not be attempted.

All the above modifiers are cumulative with each other and with the normal AIRDROP EFFECTS TABLE modifiers. *Note: The increased damage to the air units does not take place until after the AIRDROP EFFECTS TABLE modifiers are calculated.*

*Note: Air units flying to a hex with no AA, are always assumed to be flying dedicated air missions. This is why they get a -1 die roll modifier.*

### 26.D. NIGHT AIR OPERATIONS.

An air operations occurs either during daytime or at night. (All other rules describe daytime air operations.) At the start of an air operation, the initiating player declares whether it is a day or night operation.

For the purposes of this rule, a night air unit (Rule ???) is an air unit with an "N" prefix before its air unit type letter (such as NB or NHF); all other air units are day air units.

Day air units may participate in some night air operations, but suffer penalties when operating at night as described later.

Night air operations may only be flown from an airbase that was friendly-owned at the start of the player turn.

All air units flying night air operations may suffer damage due to difficult landings. Roll one die and consult the SUCCESS TABLE. *Note: This includes night air units.*