

28. AIR REPLACEMENT SYSTEM. (V 10.11.23)

During the course of the game, players regroup air units, receive reinforcements and replacements, convert air units, and withdraw air units. A player performs these air replacement activities within the framework of the air replacement cycle. A player's air replacement cycle consists of four consecutive game turns beginning with his first player-turn of each month. All air reinforcement activities are performed during the player's reinforcement phase. All air replacement activities are performed during the player's replacement phase. The AIR OBS list the reinforcements and replacements in the game.

The various activities occur as detailed below. Each player follows these procedures separately for each national force under his control.

28.A. REGROUPING.

During the reinforcement phase, the phasing player may regroup pairs of aborted air units. For each pair, the air units must have identical model, type, and code ratings. *For example, a pair of 7F8 P-51B 2-1/18 may regroup. However, the following pairs could not regroup: a 5A6 B-25J 4-3/24 with a 5B6 B-25J 3-6/24 (different types), a 4A5 A-20G5 4-1/19 with a 5A6 A-20G20 5-2/19 (different models), or a 4B5 Ju88A4 3-7 S 26 with a 4B5 Ju88A4 3-7/26 (different codes).*

For each pair that is regrouped, place one in the ELIMINATED BOX on its AIR CHART and receive the other one as a reinforcement (Rule ??? below).

A player is not required to regroup any air units. Regrouping does not require the expenditure of air replacement points (ARPs; Rule ??? below).

28.B. MILITARY DISTRICT CAPTURE.

If the enemy player captures all the cities and airbases in a MD, all air units must immediately be removed from the ABORTED AIR BOX for that MD and placed in the ELIMINATED BOX for the front.

28.C. AIR UNIT REINFORCEMENTS.

Players receive air unit reinforcements during the game. A player places his reinforcements on the map (in the listed theatre or command) during his reinforcement phase, as operative air units at any friendly-owned, unisolated airbase with a capacity of 1 or more. A player may place air units at an isolated airbase if no unisolated airbase is available. **Exception: Some air unit reinforcements are received aborted; place these air units in the ABORTED AIR BOX for the front.**

If a player has both reinforcements and withdrawals of the same air unit type in the same turn, follow this procedure: for each air unit in play that is withdrawn, place one reinforcement of the same type (if any is available) as an operative air unit at the airbase of the withdrawing air unit. *For example, in the initial phase of an Allied player-turn, the Allied player receives five type F air units (two P-38G, two P-47D, and one P-51B) as reinforcements and is required to withdraw three type F air units (three P-40N). Accordingly, for each of the three withdrawing P-40Ns, the Allied player must place a reinforcing type F at the P-40N's airbase. The remaining two fighter reinforcements may be placed at the Allied player's discretion.*

Some scenario OBs list air reinforcements as "returning". This is the same as a regular reinforcement except that the counter of an air unit previously removed from play via withdrawal is used.

Some OBs list air unit reinforcements as "Anti-Shipping: Arrive." This is the same as a regular reinforcement except that the unit is placed in the appropriate ANTI-SHIPPING HOLDING BOX.

Air reinforcements unable to enter play for any reason are delayed until the next turn. This continues indefinitely.

28.D. AIR UNIT REPLACEMENTS.

Players receive air replacement points (ARPs) in the reinforcement phases at the start of each air cycle (in the listed theatre). The player uses ARPs to replace eliminated air units and to repair aborted air units.

A player may spend, transfer, or accumulate ARPs as follows:

- 1) In the replacement phase, the phasing player may spend up to half his current ARP total. **Exception: A player may always repair one eliminated or aborted air unit if he has enough ARPs.** *For example, if a player has 7 ARPs at the start of the reinforcement phase, he may spend no more than 3.5 ARPs (half of 7) to repair eliminated or aborted air units.*
- 2) If a player has any unspent ARPs at the end of a reinforcement phase, he may transfer up to two ARPs to any other theatre. The transferred ARPs may not be used in the same turn but are accumulated normally.
- 3) If a player has any unspent ARPs in a front at the end of an air cycle, he may accumulate either up to 25% (rounded up) of his unused ARPs, ARPs equal to the cost of his aborted or eliminated air units in the front, or a minimum of two of the total ARPs for use during the next air cycle. He loses all unspent ARPs in excess of this.

28.D.1. REPAIR AND REPLACEMENT PROCEDURE.

A player may spend ARPs to repair and replace different types of air units as shown below:

During the replacement phase player may spend one ARP to repair an aborted air unit in the same theatre. Place the repaired air unit on the replacement track so as to arrive in two turns.

During the replacement phase player may spend the required ARPs (shown below) to replace an eliminated air unit in the same theatre. Place the replaced air unit on the replacement track so as to arrive in four turns.

- a) **Fighters and Heavy Fighters:** 2 ARPs
- b) **Dive Bombers and Assault Bombers:** 2 ARPs
- c) **Bombers and Transports:** 3 ARPs
- d) **Heavy Bombers and Heavy Transports:** 4 ARPs

Replaced and repaired air units are placed on the map during the replacement phase, as an inoperative air unit at any airbase in the same theatre. If possible, the airbase must be unisolated with a capacity of 1 or more. If no unisolated airbase is available, then place the unit at any available airbase in the home country.

28.D.1.a. RARE TYPES.

In any single Air Cycle a player is restricted in the number of specialized air units that he may rebuild from the ELIMINATED AIR UNIT BOX in all of his combined fronts. He may rebuild one each of codes B, V, X, and Z and two each of codes C, F, M, and T in total.

28.D.1.b. IMMEDIATE COMBAT REPLACEMENT.

Air units suffering combat results may expend ARPs from the fronts pool to prevent the air units from being placed in the Aborted or Eliminated pools.

If an air unit suffers a “Damage” result in air combat, upon returning to base the player must either immediately remove ½ ARP from the appropriate pool and place an “X” marker on the air unit or it is “Aborted” and ½ ARP is added to the pool.

If a player has no ARPs remaining in the front’s pool when suffering a “Damage” result, he may place a “-½ ARP” marker in the pool instead of having the air unit become aborted. If another “Damage” result occurs before the pool is replenished, the “-½ ARP” marker is removed and the affected air unit is aborted.

If an air unit suffers an “Abort” result in air combat, upon returning to base the player must either immediately remove 1 ARP from the appropriate pool and place an “X” marker on the air unit or it is placed in the ABORTED AIR BOX for the front.

If an air unit suffers an “Eliminated” result in air combat, upon returning to base the player must either immediately remove enough ARPs from the appropriate pool to replace the air unit and place an “X” marker on it, or it is placed in the ELIMINATED AIR BOX for the front.

Note: Units flying extended air missions may have their damage levels increased before using immediate combat replacement (Rule ???).

28.E. AIR UNIT CONVERSIONS.

Some scenario OBs specify when an air unit converts into another air unit. The player must convert an air unit in his reinforcement phase on the turn the conversion is specified, if possible. To be converted, the air unit must be located at an unisolated airbase with a capacity of 1 or more. Remove the original air unit from play and put the new air unit in its place. The new unit is at “operative” status. If it is not possible to convert the air unit on the turn specified, it must be converted in the first friendly reinforcement phase in which it can be converted. Air units removed from play through conversion are out of play; they are not eliminated and may not be replaced.

28.F. WITHDRAWALS.

The AIR ORDERS OF BATTLE occasionally require the players to withdraw air units from play. Withdraw any air unit that meets the OB’s specifications, as follows:

- 1) If at all possible, withdraw an air unit in play (either operative, inoperative, or extended),
- 2) If none are in play, withdraw an aborted air unit, if possible. If an aborted air unit is withdrawn, the owning player must spend ARPs sufficient to repair it.
- 3) If no aborted air unit is available, withdraw an eliminated air unit. If an eliminated air unit is withdrawn, the owning player must spend ARPs sufficient to replace it

When spending ARPs as required above, the player must spend them before spending ARPs for any other purpose. If a player has insufficient ARPs, he keeps track of his ARP obligation. Whenever he receives ARPs subsequently, he must spend them to meet his obligation.

28.G. TRANSFERS OF AIR UNITS.

Scenario OBs occasionally list the transfer of air units from one front or command to another. Treat transfers as follows:

- 1) If the player controls both the theatre/command from which the air unit is transferring and the theatre/command to which the air unit is transferring, ignore the OB listing. (Per Rule 64.C, a player may operate the forces in his theatre/commands under his control as he wishes.)
- 2) If the player controls the theatre/command from which the air unit is transferring but not the command to which the air unit is transferring, transfer the indicated air unit. Treat all required transfers as withdrawals.
- 3) If the player does not control the command from which the air unit is transferring but does control the command to which the air unit is transferring, receive the indicated air unit as a reinforcement.

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