

## 20. AIR RULES INTRODUCTION. (V11.07.29)

### 20.A. AIR UNITS.

Air units are shown on the UNIT DESCRIPTION CHART.

#### 20.A.1. TYPES OF AIR UNITS.

There are three basic categories of air units: fighters, bombers, and transports. Each category contains several specific air unit types, as shown on the UNIT DESCRIPTION CHART. *For example, the fighter category contains both fighters (type F) and heavy fighters (type HF).*

Unless otherwise noted in the rules, rules about “fighter”, “bomber”, and “transport” pertain to all air unit types within their respective categories. *For example, a rule describing the abilities of fighters applies to all fighter types.*

#### 20.A.2. AIR UNIT PREFIXES.

Air unit types may have one or more prefixes, as listed on the UNIT DESCRIPTION CHART. *For example, a type JF is a jet fighter: type F (fighter) and prefix J (jet propelled).* A prefix modifies, but does not change, the category of an air unit. *For example, a jet fighter (type JF) is still a fighter.* Unless indicated otherwise in the rules, any ability of a category in general or a type in specific, includes all prefixes for that type or category. *For example, a rule applying to type F air units applies to F, NF, JF, RF, and NJF.*

#### 20.A.3. AIR UNIT CODES.

Air units may have one or more codes, as listed on the UNIT DESCRIPTION CHART. Codes define certain specific or special capabilities of air units. *For example, a type HB with a code M is a heavy bomber that carries anti-shiping missiles.*

### 20.B. CONCEPTS.

General concepts of the air system are described below.

#### 20.B.1. OPERATIONAL STATUS.

An air unit may be at one of seven operational statuses as described below. Any time an air unit conducts an air operation or participates in air combat, the operational status it had at the start of its mission may be increased as follows:

- a) Increase by one level upon landing at an airbase if the air unit has not been affected by a combat result or already been flipped to “inop” status.
- b) Voluntarily flip to “inop” status any time during air combat.
- c) Suffer combat effects due to air combat or AA fire.

##### 20.B.1.a. OPERATIVE.

The air unit is capable of flying a mission during the current player-turn with no penalties. An operative air unit will be “face up” (ratings side up) at an airbase.

##### 20.B.1.b. FLOWN (“\*”).

Any air unit will receive an “Flown” marker as follows:

- i) If its status is “Operative” when in lands at an airbase in the return to base phase, it increases it to “Flown”.
- ii) An inoperative air unit that improves its status using the abilities of the airbase or by expending ARPs becomes “Flown”.

##### 20.B.1.c. INOPERATIVE (“Inop”).

An inoperative air unit may not fly a mission during the current player-turn or participate in the second round of air combat. An inoperative air unit will either be “face down” (with “Inop.” displayed) on the AIR COMBAT DISPLAY or at a friendly owned airbase.

##### 20.B.1.d. RETURNED (“R”).

Any air unit that suffers a “R” result due to air combat or anti-aircraft fire, increases its status level to “Returned” on the AIR COMBAT DISPLAY and flips to “Inop.”

##### 20.B.1.e. DAMAGED (“D”).

Any air unit that suffers a “D” result due to air combat or anti-aircraft fire, increases its status level to “Damaged” on the AIR COMBAT DISPLAY and flips to “Inop.” When returned to base, either immediately pay ½ ARP and keep the unit “Inop” on-map or add ½ ARP to the pool and place it off-map in the ABORTED BOX.

##### 20.B.1.f. ABORTED (“A”).

Any air unit that suffers a “A” result due to air combat or anti-aircraft fire, increases its status level to “Aborted” on the AIR COMBAT DISPLAY and flips to “Inop.” When returned to base, either immediately pay the 1 ARP repair cost and keep the unit “Inop” on-map or place it off-map in the ABORTED BOX.

##### 20.B.1.g. INEFFECTIVE (“I”).

Any air unit that suffers a “I” result due to air combat or anti-aircraft fire, increases its status level to “Ineffective” on the AIR COMBAT DISPLAY and flips to “Inop.” When returned to base, either immediately pay ½ ARP less than the units full ARP replacement cost and keep the unit “Inop” on-map or add ½ ARP to the pool and place it off-map in the ELIMINATED BOX.

##### 20.B.1.h. ELIMINATED (“E”).

Any air unit that suffers a “E” result due to air combat or anti-aircraft fire, increases its status level to “Eliminated” on the AIR COMBAT DISPLAY and flips to “Inop.” When returned to base, either immediately pay the appropriate full ARP replacement cost (2 or 3 ARPs) and keep the unit “Inop” on-map or place it off-map in the ELIMINATED BOX of the theatre’s AIR CHART.

### 20.B.2. TERMS.

The following general terms are used:

#### 20.B.2.a. AIR OPERATION (Air Op).

An air operation consists of one player flying one or more missions to a particular target hex, together with all subsequent activities that may occur when resolving the air operation such as interception by the enemy player, air combat, anti-aircraft fire, mission resolution, and air units returning to base.

#### 20.B.2.b. ESCORT.

An escort is a fighter flying an escort mission.

**20.B.2.c. INTERCEPTOR.**

An interceptor is a fighter flying an interception mission.

**20.B.2.d. MOVEMENT GROUP.**

A movement group consists of one or more air units flying missions to a target hex in an air operation (Rule ???).

**20.B.2.e. MISSION FORCE.**

A mission force consists of all air units flying missions in a target hex other than those flying combat air patrol, escort (the escorts), or interception (the interceptors).

**20.B.2.f. TARGET HEX.**

The target hex of an air unit is the hex in which it is to perform its mission. *For example, the target hex of a bomber flying the ground support mission is the hex occupied by the enemy units to be bombed.* No hex may be the target of more than one air mission in a phase. *Note: Ignore the hex's first CAP mission for this purpose.*

**20.B.3. AIR ORDERS OF BATTLE.**

The AIR OBS organize air units by tactical/strategic assignment, theatre, and organization.

**20.B.3.a. THEATRES.**

The air OBs list air units by specific theatres (see Rule ???) and by “combined” theatres. A player will use a particular OB based on what scenario is being played, as listed per scenario (Rule ?). *Note: Players use the combined OBs for the grand campaign scenarios (in which they control more than one theatre).* When using the combined OBs, players deploy and operate air units and ARPs wherever they wish in their controlled theatres.

Some scenarios will call for air units to appear at specific “commands” or “fronts” in a theatre (Rule ???). After appearing, these units may be subsequently transferred to any other theatre or command under the control of the player.

**20.B.3.b. ASSIGNMENT.**

The AIR OBS divide players’ air units among tactical (tac air), strategic (strat air), and anti-shipping (anti-ship) assignments.

The AIR OBS do not cover all strategic assignment, which are outside the scope of the game. Instead, the strategic air war is covered abstractly, and players have limited abilities to call upon their strategic air assets (Rule ???).

**20.B.3.c. ORGANIZATION.**

For each theatre and assignment, the AIR OBS define a specific organization, consisting of air units from one or more forces. Organizations typically follow national and armed forces distinctions (*for example, the American USAAF is a distinct organization in the MTO TAC AIR OB*), but the ANTI-SHIP AIR OBS merge several forces into one organization. Organizations are used as described in the following rules, typically for air replacement purposes (Rule ???).

**20.B.4. AIR CHARTS.**

The players have AIR CHARTS for each theatre to help administer their air units. Each AIR CHART is divided into a number of sections as described below.

**20.B.4.a. ELIMINATED AIR UNITS BOX.**

Each theatre’s AIR CHART has a box, which holds the theatre’s eliminated air units.

**20.B.4.b. ABORTED AIR UNITS BOX.**

Each theatre’s AIR CHART has a box, which holds the theatre’s aborted air units. This box is divided into smaller boxes which list the fronts in the theatre. When air units are aborted they are placed in the corresponding fronts box.

**20.B.4.c. STRATEGIC AIR ASSETS BOX.**

This holds air units engaged in the strategic air war.

**20.B.4.d. THE AIR TRACK.**

This section tracks the player’s current air situation. Various markers are placed in the numbered boxes to show such things as the status of the strategic air war.

**20.B.5. GARRISON AND HOLDING BOXES.**

These boxes hold various air units either required to garrison certain areas of the map or to ease stacking.

**20.C. AIR ACTIVITIES PHASING.**

Air missions occur “on demand” whenever a player wishes as long as the mission is eligible to be flown during the phase. **Exception: No more than one air mission (excepting the first CAP mission) may be flown to a target hex during a phase.** The air missions rule (Rule ???) lists, by individual mission, which missions are eligible to be flown in air operations that can occur in the various phases of the player-turn.

Air operations occur in each player-turn, as follows.

**20.C.1. INITIAL PHASE.**

The following occurs in the initial phase of each player-turn, in the sequence shown below:

- a) All “Flown” air units of the phasing player which are at an airbase may improve their status. Flown units remove the “\*” marker and become operative.
- b) Inop air units may be made “Flown” by flipping them to their operative side and then placing a “\*” marker on them.
- c) *Note: The current airbase capacity is the maximum number of air units that can improve their operational status. This is done one unit at a time. If the number of operative air units present at the base is equal to or greater than its current capacity at any time, it takes two airbase capacity to improve the operational status of one air unit. For example, if an airbase currently has a capacity of 2, and there are 6 air units there, four of which are operative, one “Inop” and one “Flown” at the start of the phase, the owning player could make the “Flown” air unit operative and keep the “Inop” air unit at the same status. The owning player could instead, improve the “Inop” units status thus ending with four units operative and two units “Flown”. If the airbase capacity was 6, both air units could improve their status one level.*
- d) Both players may fly CAP air operations one at a time, alternating players until both players choose not to fly in sequence. Other available air operations may then be flown as shown on the AIR MISSION CHART.

**20.C.2. REINFORCEMENT PHASE.**

The phasing player performs all air reinforcement actions: reinforcements and withdrawals.

**20.C.3. INITIAL ENGINEERING PHASE.**

All airfields under construction or augmentation have their “C#” markers reduced as appropriate (Rule ???).

**20.C.4. MOVEMENT PHASE.**

Players fly any eligible “on demand” air operations during this phase at any time during the phase they wish.

**20.C.5. REACTION PHASE.**

Players fly any eligible “on demand” air operations during this phase at any time during the phase they wish.

**20.C.6. INITIAL COMBAT PHASE.**

Before any ground combat is resolved, the following occurs in the combat phase in this sequence:

- a) The non-phasing player flies all their half-strength DAS air operations.
- b) The phasing player flies all OGS air operations.

Ground combat is resolved after all DAS/OGS air operations are initiated. As players resolve ground combat, OGS and DAS air units suffer applicable AA fire, resolve their missions and return to base.

**20.C.7. EXPLOITATION PHASE.**

Players fly any eligible “on demand” air operations during this phase at any time during the phase they wish.

**20.C.8. EXPLOITATION COMBAT PHASE.**

OGS and half-strength DAS air missions may be flown in this phase in the same manner as in the initial combat phase. *Note: Tactical and strategic bombing factors are halved in addition to any other effects when used in the exploitation phase or exploitation combat phase.*

**20.C.9. SECONDARY ENGINEERING PHASE.**

Airfields with “Repair” markers have them removed.

**20.C.10. SUPPLY MOVEMENT AND JUDGEMENT PHASE.**

Players fly any eligible “on demand” air operations during this phase at any time during the phase they wish. At the end of this phase (which is the end of the player-turn), both players return to base all of their fighters still flying CAP.

**20.C.11. REPLACEMENT PHASE.**

The phasing player performs all air replacement actions: regrouping and replacements (Rule ???).

**20.C.12. END OF PLAYER TURN.**

At the end of each player-turn, the players return to base all of their air units still flying missions.

**20.D. AIR OPERATION SEQUENCE.**

Unless otherwise stated for a particular mission, air operations are resolved in the following air operations sequence. In general, one player initiates an air operation and flies one or more missions to a target hex, and the other player, the reacting player, will fly interception missions. The order of initiation alternates between players but begins with the phasing player. The following general restrictions govern air operations:

- 1) One player, the initiating player, announces that he is initiating a specific air operation. Should both sides wish to initiate an air operation at the same time, the phasing player first initiates an air operation, and, when that operation is over, the non-phasing player may then initiate an air operation. He may decide not to do so. *For example, the outcome of the phasing player's air operation may have removed the reason for the non-phasing player to initiate an air operation.* Continue to alternate air operations between the two sides until both sides no longer wish to initiate air operations at the same time.
- 2) An air operation consists of the initiating player flying one or more missions to a particular target hex. Until the initiating player's air units reach the target hex, the player is not required to reveal them to the opposing player.
- 3) The initiating player flies one or more missions to the air operation's target hex and may fly escort missions for his movement groups. The player may not fly missions to any other target hex during this air operation. The particular missions the player may fly in an air operation are restricted by mission type and phase. *For example, in a combat phase, the phasing player may fly offensive ground support air operations (only). In a OGS air operation, only air units flying the GS bombing mission and fighters flying the escort mission may fly.*
- 4) The other player, the reacting player, may fly interception missions against the initiating player's air units. The reacting player may also have eligible fighters already flying combat air patrol missions, intercept the initiating player's air units. The reacting player may not fly any other missions during this air operation.
- 5) The type of air missions in the target hex are declared.
- 6) After the missions are resolved and air units return to base (see below), the air operation is over. Once the operation is over, a player may initiate a new air operation. *Note: The same player could initiate a new air operation but could not select the same target hex as any previous operation flown in the same phase.*
- 7) Unless specifically stated otherwise in a rule below, the following conditions apply to air operations:
  - a) Only one air operation can occur at the same time.
  - b) Once an air operation is initiated, all other game activities are paused until the air operation is resolved.

An air operation is resolved in the following sequence.

**20.D.1. MISSION MOVEMENT STEP.**

The initiating player initiates the air operation and flies all air units that will fly missions in the air operation. In general, these air units will fly to the operation's target hex. (Escorts do not necessarily fly all the way to the target hex, as explained in the escort mission, Rule ???).

**20.D.2. INTERCEPTOR MOVEMENT STEP.**

The reacting player may fly interception missions to the operation's target hex (Rule ???) or declare CAP to be intercepting if within range. The number of interceptors (but not their strengths) is declared.

**20.D.3. AIR COMBAT RESOLUTION STEP.**

Players resolve air combat between their air units.

**20.D.4. AA FIRE STEP.**

The reacting player resolves any anti-aircraft (AA) fire against the initiating player's air units (Rule ???). The sequence may be paused for some units at this point depending on the type of air mission.

**20.D.5. MISSION RESOLUTION STEP.**

The initiating player resolves transport and bombing missions.

**20.D.6. AIR UNIT RETURN STEP.**

Both players return to base all air units flying missions. Operative air units returning to base immediately increase their status by one level (unless stated otherwise in the rules for specific missions).

Inoperative air units do not increase their status upon landing. Air units that have been affected by combat or AA results may expend ARPs to prevent being placed in the ABORTED/ELIMINATED BOX. Air units flying in Arid or Arctic weather zones may also suffer additional results as per Rule ???.

**20.E. AIR CORPS MARKERS.**

"Air Corp" ("Wing," "Gruppen," and "Air Corp" markers are similar to "Corps/Army" markers (Rule ?). Use "Air Corp" markers to hide the types, but not the number, of air units flying to a target hex (Rule ?). Place the "Air Corp" marker in the hex and place the air units in the matching marked box on the CORP/ARMY SHEET. For all game purposes, the air units are treated as being in the hex occupied by the marker.

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