

25. ANTI-AIRCRAFT. (V 12.09.16)

Air units may undergo enemy anti-aircraft (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.

Anti-aircraft 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:

- a) **AA in Reserve:** May not fire at any GS mission.
- b) **Overstacked AA:** May not fire at any GS mission.
- c) **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.*
- d) **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.*
- e) **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.

- f) **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.*
- g) **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:

- a) Total the AA eligible to fire at the target air unit.
- b) 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.*
- c) Roll two dice to find the combat result.
- d) Check for status increases due to the specific die rolls of each of the two die. Increase status by one level for each modified "7" result as per the COMBAT/AA EFFECTS ON OPERATIONAL STATUS TABLE.

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 ???) and harassment missions (Rule ???) as described below.

Table 1 Anti-Aircraft Fire Table

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

BT* Modifiers to the Bombing Table die roll for all tactical and pinpoint missions.

Modifiers (Cumulative):

- 1 vs. code L air units.
- 1 vs. code V when carrying torpedoes.
- 1 vs. type D from Jan 1 43 on.
- +1 vs. F/FB units flying a pinpoint bombing mission.
- +1 vs HB units on a naval air mission (only hv AA may fire), +2 vs. code S HB
- +2 vs. any jet or rocket (prefix J or R).

- 1 vs. air units on pinpoint bombing, air drop, or assault transport missions.
- +1 vs. units on port or beach interdiction.
- +1 vs. air units on area bombing missions.
- +2 vs. air units flying strategic bombing missions.

- +1 when firing at night.
- +1 vs. any air unit flying the Malta Status Bombing mission (Rule ???).
- +1 Per odd numbered "+ # MP" marker on a firing AA unit.
- +2 When firing during an immediate overrun attack.

Note: 1) Intrinsic AA may only fire at tactical and pinpoint air missions.
 2) Light AA may fire at area, tactical, and pinpoint air missions.
 3) All results are the same as shown on the Air Combat Table.

25.D.3. HARASSMENT ABATEMENT.

Phasing units may use their AA strengths to attempt to abate the effects of enemy harassment on units entering a hex or leaving it if they started in it. To abate harassment, the following restrictions and effects apply:

- a) Units must start in or enter the affected hex.
- b) They must spend ½ of their current MA and end the phase in the hex they are firing abatement AA from. Place a "Abatement" marker on the unit
- c) Each two point of AA in the moving unit and the abating unit reduces the effect of the harassment by ½ MP.
- 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.

Example 1: During the movement phase, two 2-10 AA units with a total AA strength of 4, spend 5 MPs and end their move in a hex having two harassment hits. The effect of the harassment would be reduced by two MPs and thus have no effect on any other units movement.

Table 2 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 (pre Total War)	1	1	1	1	1	1	1
	Europe	Axis units with a combat strength of 9+ (pre Total War games)	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 (pre Total War games)	0	0	0	0	1	1	1
		Luftwaffe divisions (pre Total War games)	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 or 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.

