

AIR SUPPORT

[excluding DYO and E 7.6: Arial Observation]

Arrival: RPh (E 7.2)

All rolls in this section must be made for all aircraft as a group

Must make dr during owner's RPh
(EXC: Observation Planes always available.
For Seaborne Assaults, see G14.262)
dr < current Game Turn # then must
place next MPH

Upon entry make two dr:

- 1) # of aircraft = dr x ½ (FRU)
 - 2) Type/Bombs (E 7.21): dr on table below
- Rolling ≤ # = aircraft are armed with bombs
 - Stukas:** Italy & Axis Minors in '42-3, dr = 1
German pre '44, roll < Bomb Availability dr

Bomb Availability dr ("exponent" in H 1.531)

	'37	'38	'39	'40	'41	'42	'43	'44	'45
German	-	-	5	5	4	3	3	3	3
USSR	-	-	3	3	3	4	5	5	5
USA	-	-	-	1	2	3	4	5	5
British	-	-	1	1	2	3	4	5	5
Italian	-	-	1	2	2	2	-	-	-
Japan	4	4	4	4	4	4	3	3	3
France**	-	-	1	-	-	-	-	-	-
GMD	2	2	1	1	1	1	2	3	3

** Includes Allied Minor and Vichy

† **Napalm (G17.4):** If bombs present, available if opt. subsequent secret dr ≤ 1 (-2 dr if PTO).
AVAILABILITY: USA - PTO 7/44, ETO 8/44
British - PTO '45, Italy 4-5/45
G.M.D. - Burma 7/44-'45, China 4-8/45

Aerial Combat: CCPh (E 7.22)

- Place ≥ 1 undamaged FB on top of ≥ 1 enemy aircraft (ATTACKER's choice) & cover with a CC marker.
- Sequential CC with ATTACKER first
- ATTACKER attacks (including ROF; 7.222) & applies results before any surviving DEFENDER can fire

Dogfight Resolution (E 7.221): Player designates all attacks then makes one DR per attack:

DRM	Cause	Results
+1	Firer is Stuka	Final DR ≤ 4: target eliminated
+1	Firer has bombs	Final DR = 5: target damaged (Recalled unless held in Melee)
+1	Firer Damaged	Final DR ≥ 10: target has optional Recall at end of CCPh
-1	Target Damaged	Original DR = 11 vs. Stuka: ATTACKER hit †
-1	Target not a FB	Original DR = 12: MG malfunction (E 7.223) §
-1	Target has bombs	ROF (only FB, not Stukas): 1 if carrying bombs, 2 if not (E 7.222) If ROF maintained, attack immediately (may designated new target)
† If Original colored die = 6 then ATTACKER eliminated, otherwise damaged		
§ may recall at end of CCPh if not held in melee		

Arial Melee: Planes of both sides still remaining and ≥ 1 undamaged FB with functioning MG of *either* side wishes to hold opposing aircraft in Aerial Melee [EXC: Recall; 7.224], mark with 'Melee' counter. Aircraft in Melee cannot perform any other activity [EXC: 7.223-.225]. Normal CC Withdrawal rules do not apply

Ground Support: Opponent's MPH or plane's DFPh (E 7.4)

- Aircraft attack individually; they may not form a FG, but may attack the same target(s) and leave Residual FP normally.
- To Hit Table notes applicability of To Hit DRM to Aerial attacks.
- Walls / hedges / roadblocks do not provide any TEM to a Ground Support attack.
- An aircraft cannot attack a Location to which it has no LOS
- Cannot Interdict.
- May attack both moving/non-moving units during Defensive First Fire with the same attack
- Stukas making a Strafing Attack may not use bombs
- Prior to making any attack on a specific hex, a plane with bombs may designate it will use those bombs to attack that specific hex, with or without an accompanying MG attack. It must be pre-designated if will also use a MG attack. Bombs are resolved after any MG attack. Once a bomb To Hit DR is made, that aircraft may not continue to strafe during that player turn (although it must still move to last hex attacked, taking light AA fire)
- A target AFV cannot change its CE/BU status before the initial attack is resolved, but can thereafter (within the limits of D5.33) as can any other vehicles in subsequent target hexes, provided they do so before their hex becomes eligible for attack. (E 7.43)

GROUND SUPPORT PROCEDURE

1. **Move to attack position (E 7.4-.403)** (adjacent to target if Stuka making a Point Attack, otherwise 4 hexes distant)
2. **Make Sighting TC (E 7.3)** [EXC: Mistaken Attack (E 7.32)]
3. **Light AA** (done after airplane's attack if Point Attack by Stuka)
4. **Attack** (at 7-12 hex range)
 - a. Initial Location(s) attacked cannot be devoid of enemy units [EXC: Observation Planes]
 - b. If Stuka making point attack, infantry in target hex are pinned (E 7.403) (EXC: those normally immune to Pin effects)
5. **Designate strafing (E 7.401) or point attack (E 7.402)** (EXC. Stuka designates this in step one)
6. **Advance one hex**
7. **Light AA** (done after airplane's attack if Point Attack by Stuka)
8. **Attack** (at 7-12 hex range, unless making a Point Attack which is resolved at the 0-6 hex range)
9. **Advance one hex**
10. **Light AA**
11. **Attack if making strafing attack** (at 7-12 hex range)
12. **Advance one hex**
13. **Light AA**
14. **Attack if making strafing attack** (at 7-12 hex range)
15. **Move along hex grain until occupy last attacked hex, possible light AA in each hex** (EXC: Stukas making a Point Attack move for a total of 3 hexes after attack)
16. **Move to an out-of-the-way corner of the map**

MG Armament (E 7.41)

- Not subject to Cowering
- Effect each level of a building in LOS with the same IFT Effects DR
- To Hit DR unnecessary except vs. armored target
- Uses the Vehicle Target Type and Black To Hit Numbers
- MG Basic To Kill # is either 39F, 42F, or 44F [EXC: Stukas always use 39F]
- Modified only by the Aerial AF of an AFV (C7.12). Aerial Advantage (C7.22), and rear Target Facing (C7.21)
- Neither To Kill Case C (CH) nor Case D (Range Effects) apply
- May attack other unarmored targets in the same hex as the AFV using the Original To Hit DR vs the AFV as the IFT Effects DR (modified appropriately)

Bombs (E 7.42)

- Each level of the building in LOS with the same IFT Effects DR
- Black To Hit Numbers
- If a target hex contains both vehicles & non-vehicular targets, the same To Hit DR is applicable against both Target Types

Bombs vs. AFV (E 7.421)

- Modified only by the Aerial AF of an AFV (C7.12). Aerial Advantage (C7.22), and rear Target Facing (C7.21)
- Final To Hit DR ≤ half of Basic TH# = Direct Hit (use full HE Basic TK# or FP)
- Final To Hit DR > half of Basic TH# = Near Miss (use ½ HE Basic TK# or FP)
- If hit, all unarmored targets in the same Location are also attacked with the same IFT or To Kill DR.

Area Target Type (E 7.422)

- May make a bomb attack using the ATT at ½ FP
- All in-LOS ground units in the target hex are affected if hit

Jettison (E 7.225)

A plane may jettison its bombs during its own MPH (even if in Melee) to improve its' chances in Aerial Combat.

Stuka	4 FP
FB prior to '42	6 FP
FB 1942 to '43	8 FP
FB 1944 to '45	12 FP

Aerial LOS: (E 7.25)

- Cannot cause loss of "?" or prevent the gaining of "?" by "seeing", must score at least a PTC result on the IFT (then only if attacked unit is within the LOS of a Good Order enemy ground unit).
- Unit moving in Open Ground is not considered concealed to the aircraft, although may not be inspected unless a Sighting TC is first passed. (If only Dummy unit, owner has the option of counting that Sighting TC as its' only allowed Sighting TC {if declined, it is still subject to Light AA fire}).
- The number of Blind Hexes is never more than one hex (the Blind Hex created by bocage is the hex formed by the bocage hexside)
- May see INTO any Depression barring other LOS obstacles.
- Aerial Range (E.5) is double normal range.



Sighting TC (E 7.3)

- Before a Ground Support attack, must first pass a Sighting TC based on the easiest target to spot in its initial target hex
- Only one aircraft counter may attempt a Sighting TC before allowing the ATTACKER to expend at least one MF/MP with one of his units.
- Morale Level of all aircraft is 8

DRM	Condition Affecting Sighting TC
+x	SMOKE Hindrance DRM as per E.6, LV Hindrances (Mist; 3.32)
+3	Target is in building/woods/rubble/orchard (in season)
+1	Target is in brush/grain/marsh/crag/graveyard
+1	Target is within 4 hexes of non-HIP vehicle/MMC friendly to & in the LOS of the aircraft
+1	Mist/Dust/Heat-Haze (regardless of Aerial Range)
-1	Target is vehicular, or boat in water
-1	Target entered a new hex / used VBM / been in Motion during this Player Turn*
-1	Target is part of a Convoy or Column
-1	Target has been attacked by a friendly plane during this Player Turn
-2	Target is not entirely concealed/HIP

* Dashing or movement totally inside a building / trench / pillbox is not applicable

Pass: Begin attack (E 7.4)

Fail and Final TC DR <12:
Done for this MPh/DFPh,
immune to light AA

Fail and Final TC DR ≥12:
Mistaken attack (E 7.32,
see below)

Original DR =12: Recall
(after mistaken attack, if
applicable) (E 7.31)

Mistaken Attack (E 7.32): The ATTACKER may immediately move the aircraft and attack (without a new Sighting TC) the DEFENDER's non-hidden onboard ground unit that is closest (in hexes) to the aircraft's initial target and not in a completely Blind Hex (ATTACKER's choice if equidistant). If strafing, this attack must be continued (using MG/bombs) to include any other onboard ground units within the range and Hex Grain of a normal Strafing Run. The plane can use a different Hex Grain and type of attack than that initially planned by the DEFENDER. (See G 14.34 for Seaborne assaults / evacuations)



AA Fire (E 7.5)

An AA counter must be placed on any AA-capable weapon that attacks an Aerial target while not in AA mode, and the AA counter is removed from any weapon that fires on a ground target while in AA mode [EXC: Vehicular AAMG do not use AA counters and can fire at ground/Aerial targets without consideration of AA mode].

Whenever a weapon's AA counter is placed or removed due to its making an attack, its ROF is reduced by one for that one attack only

An AA-capable weapon's AA mode can also be changed at the end of any fire phase in which that weapon can / does change its CA (C3.22)

An AA-capable weapon may not fire at an Aerial target from a Location that is Blind to that target [EXC: Heavy AA; E 7.52], nor from inside a building or pillbox.

May not form a FG [EXC: Mandatory FG; A7.55] or use a Fire Lane vs

Aerial targets, nor may it use Subsequent First Fire / Intensive / Sustained Fire vs. aircraft or any ground target in that Player Turn

Never leaves Residual FP or affects more than one Aerial target.

A unit that exhausts its full ROF in AA fire is marked with a Prep Fire (or Bounding Fire if a moving vehicle) counter as well as retaining the AA marker.

Heavy AA (E 7.52)

AA Gun without a printed IFE

Only during that Gun's normal PFPh/DFPh (not MPh).

May attack any Aerial aircraft onboard (including Observation Plane; 7.6).

Original 2 To Hit DR eliminates an aircraft; an Original 3 To Hit DR Damages it (7.226), an Original 4 DR prevents it from attacking during that Player Turn (mark it with a TI counter).

Normal Gun Malfunction/ROF rules apply.

If > one aircraft are onboard (including friendly aircraft), the target is determined by Random Selection. A -1 drm for friendly aircraft applies to the Random Selection dr, unless those aircraft are in Aerial Melee (7.22).

Each time a Heavy AA Gun fires, the white dr indicates how many hexspines the CA of the Gun must change in a clockwise direction (even if that CA change results in the Gun facing a Blind Hex)

Light AA (E 7.51)

A form of Defensive (First) Fire by the ATTACKER

Only when conducting an attack run after a successful Sighting TC or in Intended Landing Hex

Only AA Guns with IFE (use the IFE & ROF reduced by one, without a To Hit DR), Infantry-manned HMG (Δ), vehicular AAMG, & AA-capable MA/CMG

MG lose multiple ROF & are subject to Cowering

May not attack the same Aerial target more than once in the same target hex per Player Turn.

Vehicle conducting Light AA fire is subject to Bounding First Fire penalties only if it is in Motion or has already expended a MP during that MPh. A vehicle does not have to expend a MP between each shot.

Light AA is resolved on the ★ Vehicle Line of the IFT (Δ)

- Never modified by TEM or Hindrances other than LV/SMOKE
- Not subject to FFMO / FFNAM
- Subject to a special positive DRM equal to the number inside the ★ symbol on the aircraft counter

RESULTS:

Final IFT DR < the ★ Vehicle Kill Number: aircraft eliminated

Final IFT DR = the ★ Vehicle Kill Number: aircraft Damaged

Final IFT DR is one > the ★ Vehicle Kill #: aircraft breaks off & evades*

Unlikely Kill (E 7.512): if elimination otherwise impossible, an Original IFT DR of 2 vs an aircraft make a subsequent dr: 1, aircraft eliminated; 2, it is Damaged; if a 3, it is forced to break off its attack and evade. If the Original 2 DR would have Damaged the aircraft or forced it to evade (regardless of the subsequent dr), that Original result applies instead unless superseded by a more severe result via the subsequent dr.

* A Damaged / evading aircraft still receives all Light AA fire until it exits the hex it last attacked or first sighted (whichever occurred last) [EXC: a Stuka making a bomb attack must extend its "flyover" another three hexes as per E 7.403]. Damaged / evading aircraft must add a +1 DRM to its IFT DR (or To Hit DR for bombs) for any attack it makes from its current hex during that Player Turn, and may make no further Ground Support attacks during that turn.