

OPEN BATTLES: AIR MOVEMENT AND AIR COMBAT

Aircraft Units have 4 states READY, ENGAGED, RETURN TO BASE and REFUELLING marked on the edges of the card.

Examples:

ENGAGED

★ **MESSERSCHMITT BF109G**
1 ME BF109G Fighter Aircraft with 2 MGs and 1 2cm autocannon

☐☐☐☐

GERMAN

READY **REFUELLING**

Airframe {2+}

2x MG 131 + MG151/20 Autocannon:
Total ☉ Any AT(1) MG(8) AA(3)

Evasive Always receives a Cover save.

RETURN TO BASE

ENGAGED

★ **SPITFIRE IX**
1 Supermarine Spitfire IX Fighter Aircraft with 2 MGs and 2 2cm autocannon

☐☐☐☐

BRITISH

READY **REFUELLING**

Airframe {2+}

2x .50 Browning + 2x 20mm Hispano Autocannon:
Total ☉ Any [Icon] AT(1) MG(8) AA(3)

Evasive Always receives a Cover save.

Highly Manoeuvrable Re-roll 1 failed Evasion roll.

RETURN TO BASE

★★★ **88 MM FLAK 37 AA GUN**
6 men with 1 88mm Flak 37 AA Gun

☐☐☐☐+

GERMAN

AA Gun 0

PINNED **RETREAT**

Soft Skinned

88mm Flak 37 AA Gun:
☉ Any [AA Icon] AA(5)
☉6 [crewed Icon] AT(4) or HE[5+]

Setup Weapon requires set up and may not move and fire in the same turn.

Defensive Interrupt Fire Discard a Command card to Fire as an Interrupt at an enemy [atr] Unit attacking this Unit or any other Unit within 1MP.

Motorised You may buy a Transport without using an Armour choice.

ENGAGED

★★★ **JUNKERS JU 87D STUKA ACE**
1 Stuka Dive Bomber Aircraft with Ace Pilot

☐☐☐☐

GERMAN

READY **REFUELLING**

Airframe {3+}

2x MG 17 (total) ☉ Any MG(6)

Bombs ☉ Any AT(5) or HE[5+]

Ace Pilot -1 to enemy [WD] when rolling to hit this Aircraft.

Defensive Interrupt Fire: MG 81Z AA(2)
Discard a Command card to Fire as an Interrupt at an enemy [atr] Unit attacking this Aircraft.

RETURN TO BASE

AIRCRAFT MOVEMENT

At the start of the game your [air] Units are “READY”.

Use a Vehicle Move Action to place one of your [air] Units from its airfield onto the tabletop. Place the [air] model in any convenient location on the battlefield. Make sure that its Unit card is turned upright (portrait) showing “ENGAGED”.

The [air] Unit can stay over the tabletop until it has carried out a ground attack or it has failed a morale test. In either of these cases, turn the Unit card to show “RETURN TO BASE”. At the end of the Round, return the [air] model back to its airfield off the table, and turn its Unit card to “REFUELLING”. At the end of the following Round, turn it to “READY” – it is now ready for another mission.

Air Combat results may shorten an [air] Unit’s mission by turning its Unit card. See Air Combat on page xxx.

Reminder: a Basic Order can be used for a Vehicle Move Action.

AIR COMBAT

Air combat follows the rules for ground combat with the following amendments.

[air] Units are Vehicles for the purposes of Fire Actions.

[air] Units with “ENGAGED” status can carry out a single ground attack and / or any number of air attacks. An [air] Unit with “RETURN TO BASE” status cannot carry out an attack; it can still use *Defensive Interrupt Fire*, if it has this ability.

Air to Ground Combat

Use a Fire Action to designate a target enemy Unit and place the [air] model next to the target. Carry out the attack on the target using the weapon type applicable to the target Unit.

[air] Units cannot target concealed Units. All other enemy ground Units are deemed to be in range and line of sight of [air] Units.

After an [air] Unit has used 1 Command card in an attack against an enemy ground Unit, turn its Unit card to “RETURN TO BASE”.

Air to Air Combat

A Fighter or Fighter-Bomber [air] Unit can use its Anti-Aircraft [AA] capability to carry out a Fire Action against an enemy [air] Unit anywhere on the tabletop. Place the attacking [air] model next to the target [air] Unit and use the [AA] weapon type for the attack. Resolve hits as described in Hits on Aircraft below. Bombers cannot attack enemy Aircraft, but may be able to carry out *Defensive Interrupt Fire*.

Defensive Interrupt Fire AA(X). Discard a Command card to Fire specified [AA] as an Interrupt at an enemy [air] Unit attacking this Aircraft. Add this to aircraft with turrets or other defensive fire MGs (eg ME 110, Stukas); mostly these will be AA(1), because we’re not using heavy bombers tactically.

Anti-Aircraft Fire

Any Unit with Anti-Aircraft [AA] capability can use a Fire Action to attack an enemy [air] Unit anywhere on the tabletop. Many [AA] Guns have the ability to use their [AA] capability as an Interrupt, in addition to ordered Fire; this is called *Defensive Interrupt Fire*. Resolve hits as described in Hits on Aircraft below.

Anti-aircraft MGs: Any ground Unit with an MG weapon type is deemed to have an additional ability *Defensive Interrupt Fire* AA(1) vs [air] Unit targeting it or any friendly Unit within 4 inches.

Hits on Aircraft

An Aircraft's initial Hit Dice is shown on its card as an Airframe rating. When you put the Aircraft on the battlefield, place a dice next to it with this value showing — this is the Aircraft's Hit Dice. Keep the Hit Dice with the Aircraft as it moves. [we might use damage chits instead of hit dice]

For example, a Messerschmitt BF109G Fighter Aircraft's Airframe rating is 2+, so place a dice with the 2 face showing next to the Aircraft when it is placed on the battlefield.

The Airframe value is the number of hits the Aircraft can take before it is destroyed. For each hit scored, decrease its Hit Dice by 1. When the Hit Dice reaches 0, the Aircraft is destroyed.

For example, a Spitfire IX attacks at an A-OK BF109G with AA(3) and a [WD] of 5+. The player rolls 3 dice and scores 2, 5 and 6. The BF109G has Evasion, so can roll a dice for each hit, requiring 5+ to prevent the damage. If all the Evasion rolls fail, the BF109G is destroyed. In any case, the German Aircraft has taken 2 hits, so must make a Morale Check. If it fails the Morale Check, its status changes to "RETURN TO BASE".