



Module IV:
Air Supremacy Rules



“Never in the field of human conflict was so much owed by so many to so few.”
- Winston Churchill

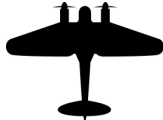
The concepts of these rules are two-fold. Firstly, that aircraft would prioritize their attacks on controlling the skies, with subsequent combat directed toward land or sea units. Secondly, that aircraft may be dispatched to defend an area larger than just one sea zone or land territory.



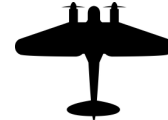
FIGHTERS



When fighters are used in attack or defense, all hits may be first applied to other aircraft. Then, additional hits are applied toward remaining land or sea units. In the case of a fighter's land/sea roll being different from its air combat roll (i.e. 8/4 Dive Bomber – available with the Manufacturing and Recruiting Handbook), fighters would be chosen and rolled one-by-one by the defending player until all air targets are hit. After all attacking air units are shot down, rolls would be made for remaining fighters against enemy land or sea units, with the fighters using their land/sea rolls at that point in combat. This is done each round of combat during the respective player's turn to roll.



BOMBERS



When bombers are used in defense, the same rules for fighters apply as far as prioritizing hits toward aircraft, then toward land or sea units. In other words, a defending basic unit bomber (8/8/2) could use its air roll of 2 to first hit an attacking aircraft, then use the 2 to defend against land or sea units in subsequent rounds of combat after all attacking aircraft are gone. When attacking, the bomber could use its air roll against defending aircraft, and then switch to bombs on subsequent rounds, or simply use its bombs each round and forgo the air attack roll. Of course, the bomber is an air unit, and therefore could be hit by defending fighters or bombers, so bringing fighters to escort a bomber into an attack becomes very wise when facing defending aircraft.



ANTI-AIRCRAFT



Having anti-aircraft in a defending land territory adds another element to consider when choosing which rolls to apply first. When a player is making their defending rolls, they first choose which units to roll one-by-one from defending fighters, bombers, and anti-aircraft at their discretion until all attacking aircraft is destroyed, then make the rolls for remaining units and apply them to attacking land units.

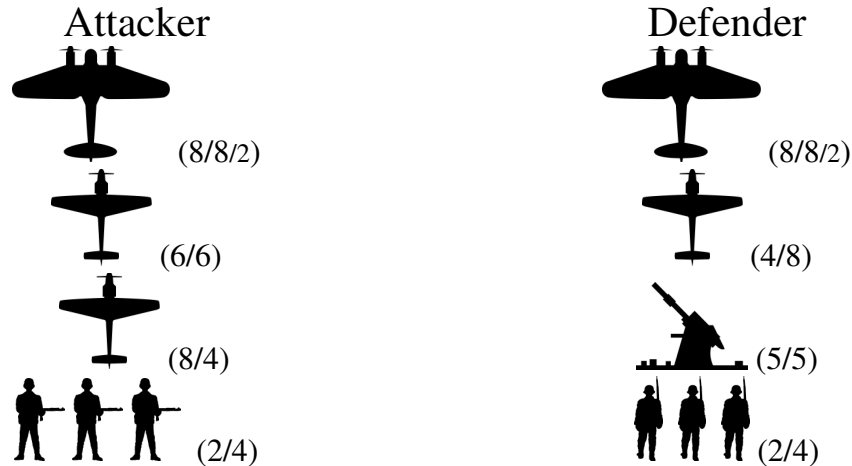
Grounding Aircraft

Defending air units may avoid the battle for air supremacy during any round of combat by remaining on the ground or below deck on a carrier. This option might be chosen if the attacker has a superior air force and the defender would rather protect their aircraft and put their hopes in the remaining land or sea units to repel the attack. In the case of grounding, fighters and bombers are both disallowed a defense roll, and are still subject to being taken as casualties if no other defending units remain. Needless to say, "below deck" fighters sink with their carrier. Therefore, on any given round of combat, if any fighters are chosen to remain below deck, and the carrier is destroyed on that same round,

the fighters would be lost as well. Also, grounded bombers or fighters that choose to retreat must take to the air to do so and would therefore be subject to attack on the round in which they retreat. Below deck fighters in a carrier that retreats would be spared if the carrier survives the retreat. Note: Hits from attacking bombers dropping bombs on land units can be applied toward grounded aircraft at the defender's discretion or necessity.

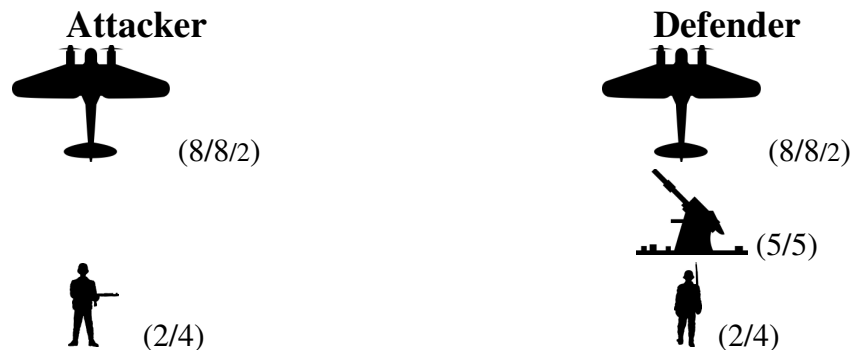
Sample Air Supremacy Battle

A bomber (8/8/2), fighter (6/6), dive bomber (8/4) and two infantry (2/4) are attacking a bomber (8/8/2), dogfighter (4/8), anti-aircraft gun (5/5), and three infantry (2/4)



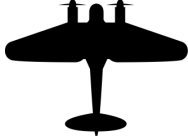
Round 1:

The defender would probably declare that they're grounding the bomber on the first round of combat, hoping to eliminate the threat in the air. The attacker would likely choose to first roll their fighter (6) to try to hit the lone defending aircraft, and if successful, roll their dive bomber (8) to hit the defender's land units, followed by the bomber (8/8) and infantry (2) rolls to possibly finish off the infantry, anti-aircraft gun, and if all are hits, the grounded bomber. The defender would almost surely roll their dogfighter (8) and anti-aircraft (5) against air targets. Then the defender would roll their infantry (4) against the invading infantry. Let's assume that the following survives the first round of combat:



Round 2:

The attacker might call off the entire battle, fearing the defending anti-aircraft gun, but if not, the defender would now surely choose to retreat the bomber. However, the defender would be hoping the attacker didn't score both bomber hits (8/8) and one of the infantry hits (2) and decimate everything.



AIR SUPREMACY



Fighters may be dispatched to maintain air supremacy and defend any land or sea zone adjacent to their current location. Bombers may also be dispatched, but only for their air defense roll, not for bombing, or troop drops. Any aircraft adjacent to a land territory or sea zone where an attack is being conducted may be dispatched on any round of combat to arrive and engage, defensively, in that combat on the round following dispatch. Unless the land territory or sea zone from where the aircraft originated is, itself, being attacked. In that case, the aircraft would not be able to declare a dispatch until a combat round when its location is no longer being attacked. The attacking player must give the defending player the opportunity to make any aircraft dispatches at the same time they allow retreat declarations.

Dispatched aircraft are committed to at least one round of combat, unless the battle is completely resolved prior to the arriving round. Surviving aircraft must return to the location from which they were dispatched, not to a new location. Each aircraft may be dispatched to the defense of only one location each round during an opponent's combat phase. Think of it this way, if you send a fighter off to defend to the North, and it engages there on the following round, it must take one combat round to return to its original location before being dispatched again the next round and arriving in the new location the round after that.

Looking at it through a non-specific example: If in round one a plane is sent North, but the battle is over before it arrives, it still spends round two returning and cannot be dispatched to the South until round three; arriving there on round four. In these cases, run the relevant battles round-by-round to insure every defensive air possibility. In theory, aircraft may be dispatched to three or more locations if the attacks last long enough for the aircraft to return and be re-dispatched. Another example: Say two fighters are dispatched to the North on round one. They arrive on round two and defend there. On round three, one fighter retreats back, the other stays and fights. Standard retreat rules prevent the retreating fighter from engaging further in combat that player's turn. However, the fighter that stayed helps its fellow defenders to win and decimate the attacker on round three. The dispatched fighter would return on round four and could be dispatched on round five to the South and arrive to defend there on round six, in the unlikely event that combat is still active at that time. Of course, if dispatched during one attacker's turn, aircraft can still be dispatched to defend on the turn of an entirely different opponent (minor nations are considered the same opponent as a major nation when their turn is taken simultaneously). If an opponent is conducting a naval pass-through, aircraft may be dispatched on the first round of combat to defend in the second sea zone of the pass-through. In this case, the aircraft would be there when the passing-through fleet begins its second round attacks in the second sea zone, unless no attack occurs, then the dispatch is called off. The same applies to a land territory amphibiously attacked after a naval pass-through.

Example 1: Legal Dispatch Locations

Below is an illustration of two Japanese fighters and the locations where they may be dispatched to defend.

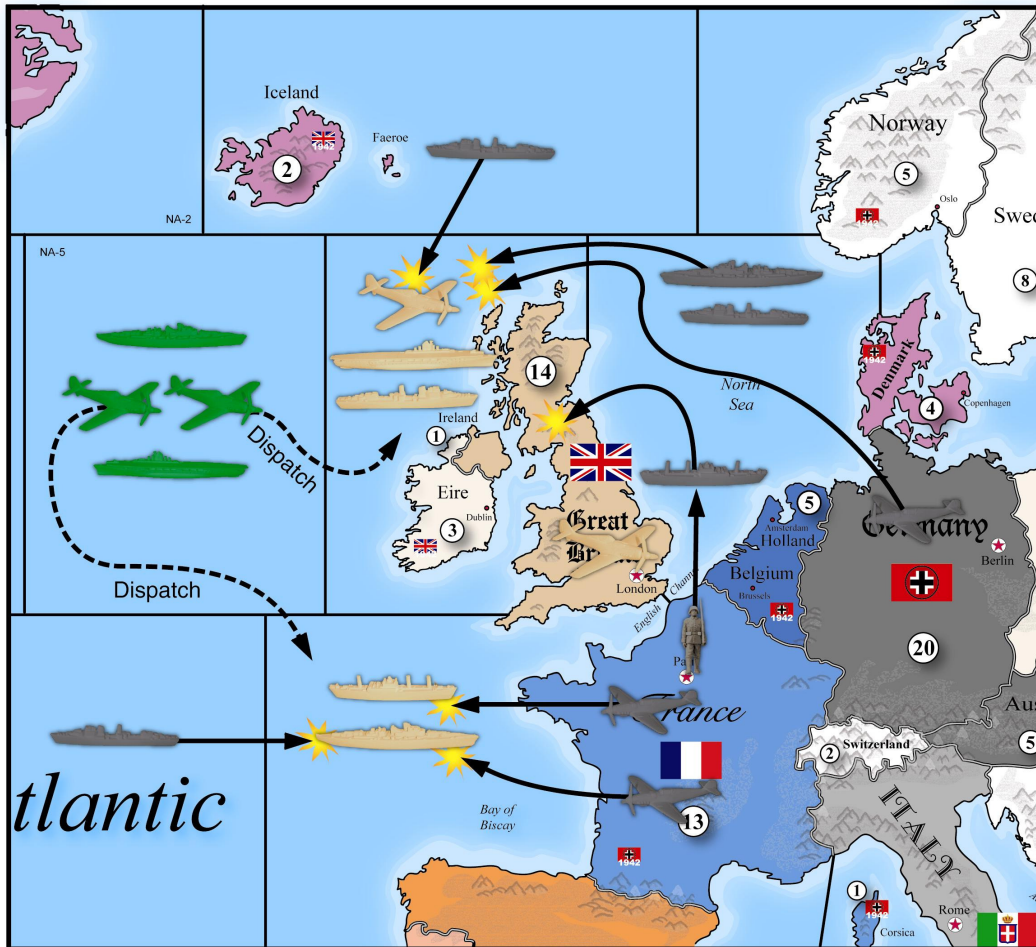


The Japanese fighter on South Manchuria could be dispatched to defend enemy attacks on Peking, Inner Mongol, North Manchuria, Vladivostok, Korea, and the Yellow Sea. The Japanese Fighter on the Aircraft Carrier in the Sea of Japan could be sent to defend Korea, Vladivostok, Sea of Okhotsk, Sakhalin, Hokkaido, NP-1, Japan, and the East China Sea.

Note: You can only dispatch to a land territory or sea zone where your units, or friendly units, are being attacked. You cannot dispatch to an empty sea zone, to a land territory where no friendly units exist, or to where no attacks are being conducted. Japan and the U.S.S.R. may only dispatch to land territories or sea zones where their own units are being attacked. Germany may dispatch to defend Italian positions and vice versa. The remaining allied nations (U.K., France, U.S.A., and China) may use aircraft to defend each other at sea or on land when one or more of the other allies is attacked.

Example 2: Germany Attacks British Naval Positions

Attack: The German battleship and destroyer in the North Sea join a fighter from Germany and a destroyer from Iceland to attack a British aircraft carrier, destroyer and fighter. Simultaneously, a German destroyer moves into the Bay of Biscay, joining two fighters from German occupied France to attack a British battleship and transport. Finally, the German transport in the North Sea amphibiously lands a single infantry from France onto the Isle of Great Britain.



Defense: In addition to British retreat options, any aircraft dispatches must be declared before any attack rolls are made. Since the German player cleverly sacrificed a single infantry on the east coast of Great Britain, the British fighter there would not be available for dispatch to either sea zone until the round following the elimination of the German infantry. Therefore, the only decision on round one is whether, and to where, the two American fighters in NA-5 would be dispatched. The U.S. player decides to send one fighter to each sea zone. Assuming there is still a fight on round two, they will arrive then. If the German attack on the British carrier group ends on the first round of combat, then the U.S. fighter designated for dispatch to that attack could be sent to the attack off France on round three, arriving on round four. Likewise, if the German infantry landing on Great Britain is killed in the first round, the British fighter on Great Britain could be dispatched to either sea attack on round two, arriving on round three. Because of this, it is imperative that all of these combats are conducted simultaneously round-by-round.

Example 3: Germany Attacks Isle of Great Britain

Attack: The German battleship and destroyer in the North Sea provide support shots for the amphibious landing of two infantry combined with two fighters from German occupied France and one fighter from Germany. To delay American air support from the Bay of Biscay, a German destroyer is sent on a suicide run against the entire allied fleet. In the first round, the German player hopes to knock out the British fighter on the Isle of Great Britain, survive any A/A guns, and still have enough air superiority to continue when the dispatched allied planes arrive.

Defense: The British player could dispatch both fighters on the carrier on round one of combat, and they'd arrive to defend Great Britain on round two. Since the allied fleet off the coast of France is likely to beat the crud out of the German destroyer on the first round, the U.S. player would likely dispatch their fighters to Great Britain on round two, arriving on round three.

Of course, these combats should be fought simultaneously round-by-round to allow dispatches and/or retreats to happen at proper times. Remember, should the German fighters retreat from their attack on Great Britain, they'd be subject to a counterattack if all forces can't retreat entirely. In other words, if at least one of the amphibiously landing infantry survives the round of combat, the fighters could not retreat unscathed in the next.

