



## AVIATION RULES

Front: World  
Army: All  
Date: 1939 - 1945

Why do all German soldiers photographed in Normandy have their eyes glued to the sky, and why do they take the trouble to camouflage their vehicles under thick branches, or move only at night?

The answer's simple... Fear!

If you like the sweet sound of Stuka's dive-bombing armoured columns, the song of twin machine gun bursts digging holes in infantry lines, or the concert of 250 kg bombs shaking the whole audience, then these aviation rules are for you.



### AIRCRAFT UNITS



Units with this special ability are not present on the battlefield: **they fly over it.**

### RECRUITMENT



Aircraft Units are recruited with *Orders Options*. The cost of these *Recruitment Options* is defined by the Aircraft you choose, as shown on the Aircraft's *Recruitment Tile*.

When recruiting an Aircraft, place its *Recruitment Tile* next to the *Command Tile* containing the *Orders Option*.



The American player decides to recruit a P-47 Thunderbolt. The *Orders Option* is slotted into the Field Command's *Command Tile* and the aircraft's *Recruitment Tile* is placed next to it. The cost of this *Orders Option* is 55 points.

### FIRING ACTIONS



Aircraft can only take a *Firing Action* when a **Numbered** or **Special Order Token** is placed on its *Recruitment Tile*.

An Aircraft Unit can only be targeted by a *Firing Action* when that Aircraft Unit has a **Numbered**, or **Special Order Token** placed on its *Recruitment Tile*.



When an Aircraft Unit has a **Bluff Order Token** on its *Recruitment Tile*, it's considered to be **out of range** during the *Activation Phase* and can therefore **never be targeted** by a *Firing Action*. **Reveal the assigned Bluff Order Token at the beginning of the Activation Phase.**



Aircraft Units **never** apply the Long Range penalty when taking a *Firing Action* against ground units.



**All Aircraft and ground units always apply the Long Range penalty when taking a *Firing Action* against Aircraft.**



The German player places an *Order Token* on the Aircraft Unit's *Recruitment Tile*, which is then activated and may be targeted that turn.



Aircraft Units always have *Clear Line of Sight* to every Unit, except those inside Buildings.

All *Units*, not in Buildings, also have *Clear Line of Sight* to any Aircraft Units with a *Numbered* or *Special Order Token*.

Units with both **Primary and Secondary Weapons** cannot use their primary weapon for a *Firing Action* against Aircraft Units. However, the *Secondary Weapon* can be used normally against Aircraft Units.



Units with a **Limited Firing Arc** cannot fire at Aircraft Units, unless these Units have the *Anti-Aircraft* special ability. In this case, the *Limited Firing Arc* is ignored.



If an Aircraft fires at a **Heavy Vehicle**, it uses the side *Defense Value*.



Units with the **Limited Range** special ability, as well as Units with a special ability that makes use of any **template**, **cannot** fire at Aircraft Units.



### ANTI-AIRCRAFT

A *Unit* with this special ability can fire at an Aircraft Unit, even if that Aircraft Unit does not have a *Numbered*, or *Special Order Token* placed on its *Recruitment Tile*. In this case, the Long Range penalty is **not** applied, and the **Anti-Aircraft unit can also use its Primary Weapon against Aviation Units.**

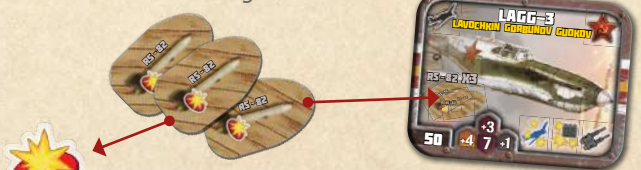


### DUAL WEAPON

During a *Firing Action*, roll two dice and keep the best result.

### BOMBS & ROCKETS

Bomb or rocket tokens shown on an Aircraft's *Recruitment Tile* are used for *Alternate Firing Actions*.



The Russian LAGG-3 has 3 RS-82 rockets. It can use them in an *Alternate Firing Action* with the *Howitzer* special ability, while using the explosion template with the red *Combat Values*.

