




TURN DESCRIPTION

Each game lasts a number of turns set by the scenario. Each turn is made up of 3 successive phases.

1 - THE INITIATIVE PHASE

Players determine who has the initiative for this turn.

2 - THE ACTIVATION PHASE

Players activate all their airplanes and anti-airplane batteries (AA).  including those on surface vessels



3 - THE END OF TURN PHASE

Compulsory movements are carried out, reinforcements placed and the victory conditions are checked. Turns continue until victory conditions are met by one of the players or the number of turns reaches the scenario limit.



PHASE 1 - INITIATIVE

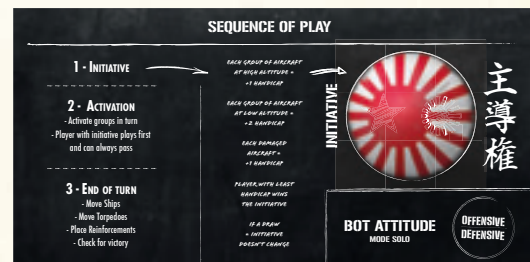
For the first turn, the scenario indicates which player has the initiative. Initiative is determined at the beginning of each subsequent turn as follows:

Each player counts his handicap for all his airplanes still in play:


- + 1 handicap point for an AG at high altitude.
- + 2 handicap points for an AG at low altitude.
- + 1 handicap point per damaged airplane.

The player with the fewest handicap points gets the initiative. The Initiative token is placed on the corresponding side. In the event of a tie, the player with the initiative keeps it.

AA, Ships and Islands do not count in this calculation.



PHASE 2 - ACTIVATION

During this phase, the players alternately activate either one of their AG or AA. When an AG is activated, the player controlling it moves an airplane and resolves its attack (if any), then moves a second airplane in the same AG (if any) and resolves its attack, etc., until all airplanes in the group have been activated. It is then his opponent's turn to possibly activate an AG or AA. Activation markers  are placed next to airplanes or AGs that have completed their activation. An airplane of an AG does not have to end its movement still as a part of the group. It then will form or join a separate AG in the next turn.

AIRPLANE GROUP

The notion of airplane group (AG) is very important for phases 1 and 2. An airplane group (AG) is a set of airplanes that meet these 4 conditions:

- Belonging the same player,
- Adjacent, i.e. a series of hexes that connect by at least one side to form a continuous whole,
- At the same altitude,
- Facing the same direction.



A single airplane forms an AG on its own.

EFFECT OF THE INITIATIVE



The player with the initiative begins the activations, but can let his opponent play first. Generally speaking, the player with the initiative can always skip his turn. He can therefore let his opponent activate all his AGs and then activate all his own. However, he can only activate one AG at a time and must let his opponent play between two of his activations.

MOVEMENT

Each airplane has a speed value that corresponds to the number of movement points (MP) it must spend, except in case of Dodging (see below).

Here are the possible maneuvers of an airplane with their cost in MP:

	ADVANCE – 1 MP : Move forward one hex, straight ahead and do not change direction or altitude.
	SLIDE – 1 MP : Move forward one hex to the right or left and do not change direction or altitude.
	TURN – 1 MP : Turn 60 ° (one notch) to the right or left, then move forward one hex without changing altitude.
	DIVE – 0 MP : Move forward one hex straight ahead and switch from high to low altitude. It can be performed at any time during movement, including when Dodging.
	CLIMB – 2 MP : Move forward one hex straight ahead and go from low to high altitude.
	SPLIT-S – ALL MP : Only available to airplanes with the Fighter trait. It costs the entire MP allowance of the airplane. It can be performed to Dodge. To Split-S, the airplane must be at high altitude. It finishes the maneuver at low altitude, on any hex adjacent to its starting point, with the tail of the airplane pointing towards its starting point.

The movement of an airplane must follow these 4 rules:

1. Use all the MPs.
2. Never perform a maneuver to the right (Slide or Turn) after a maneuver to the left (Slide or Turn) and vice versa.
3. Never perform a Climb and a Dive maneuvers in the same movement.
4. Never end the movement on another airplane at the same altitude.

SHOOTING

Each airplane has a Field of Fire, a set of hexes in which it can shoot at an airplane at the end of its movement (see page 8). The Field of Fire is valid only at the same altitude as the airplane.

It is not possible to shoot an airplane at a different altitude. At the end of its movement, an airplane can shoot at a single target present in its Field of Fire.

1. If the target has not yet been activated, it must Dodge.



2. If the target has already been activated, or is still in the Field of Fire after dodging, then it is hit and takes damage.



If there are multiple airplane in the Field of Fire, the shooter must shoot at the nearest airplane.

It is impossible to shoot to, through or from a cloud or through another airplane. Clouds are always considered to be at high altitude.

DODGING

When an airplane that has not yet been activated is shot at, it must dodge in an attempt to escape the Field of Fire of the airplane firing at it. A Dodge is a compulsory

A6M FIELD OF FIRE



SBD FIELD OF FIRE



movement of one hex to Advance, Slide or Turn, possibly accompanied by a Dive if the player wishes. A Fighter at high altitude can also choose to Split-S in order to Dodge. You can never Climb to Dodge. After a Dodge, the dodging airplane is considered activated. It cannot Dodge or be activated again during this turn.

DAMAGE

Each airplane has an armor value, usually 1 or 2, which indicates the amount of damage it can take before being destroyed.

An airplane with an armor value of 1 is destroyed the first time it takes damage. An airplane with 2 armor must be hit twice to be taken down. To indicate that an airplane with 2 armor points is damaged, place a damage marker under the airplane. If this airplane receives additional damage, it is destroyed and removed from play.

RESPONSE

If an airplane is shot at and survives the damage, it can retaliate as long as the attacker is in its Field of Fire. The original shooter then takes damage and can be destroyed, but that does not negate the effects of its initial shot.



CHAIN REACTION

It is possible that an airplane that has just dodged an attack, now has an enemy in its own Field of Fire, and this enemy if not activated yet can also dodge and in the process of doing so end up aiming at a target of its own. In this case resolve first all the dodges, then all the damages while going up the chain.

ANTI-AIRCRAFT DEFENSES (AA)

All hexes of a warship are equipped with anti-aircraft defenses (AA). Depending on the scenario, AA markers are also placed on certain island hexes. AAs are considered to



be at low altitude and cannot move (however they follow the ship on which they are located). They have a Field of Fire into the 6 adjacent hexes as well as their own hex. AAs are never

grouped for activation, even if they are adjacent. AAs are activated like AGs and can then target an airplane that is in their Field of Fire. The shot is resolved in the same as it is for an airplane. An AA is only activated once per turn. An AA on the mainland can only be destroyed by a bomb. The AA of a ship is put out of action if the hex of the ship where it is located is hit by a bomb or a torpedo.

BARRAGE

Some flak have a high-altitude barrage option that is used instead of normal low-altitude fire.



For the Americans, each segment of a ship and each ground flak have this option.

For the Japanese, only one segment per ship (chosen each turn) and the ground flak can fire a barrage.

After the initiative calculation and before the very first activation, the player with the barrage option may place one barrage marker within 2 hexes of each flak units in question..

These flak units are considered activated and may not fire at low altitude during the turn.

As soon as an airplane, enemy or friendly, passes at high altitude through the marked hex, it automatically suffers one damage. The Barrage marker is left in place. A marker placed directly on an airplane inflicts damage to it without it being able to react.

All Barrage Fire markers are removed during Phase 3 - End of Turn

PHASE 3 - END OF TURN

Once all AGs and AAs have been activated, players move on to phase 3 - End of Turn and do the following actions in that order:

1. Ships are moved.
2. Torpedoes are moved.
3. Activation tokens are removed.
4. Barrage markers are removed.
5. Reinforcements (if any) are placed as indicated by the scenario.
6. Victory conditions are checked.

If neither player wins the game, advance the Turn marker one space forward and start a new turn by determining the initiative.

SHIPS, ISLANDS AND GROUND ATTACKS

SHIPS

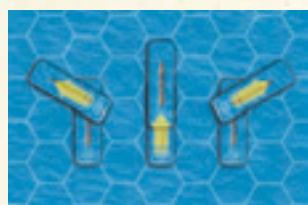
In some scenarios, ships are present and are often targets to be destroyed. All warships are equipped with an AA on each of their segments (2 for Destroyers, 3 for Carriers).



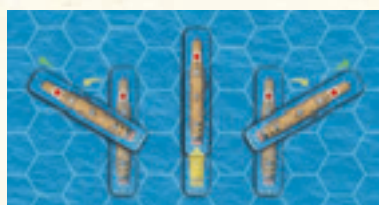
Ships must move during phase 3 - End of turn.

A ship cannot overlap another ship, but its movement is mandatory if an option is possible. If no option is possible, then he stays in place. Airplanes, even at low altitude, can fly over a ship.

Ships of two segments (destroyers) advance one hex either straight ahead, or to the front left, or to the front right. Their back segment is placed on the hex where their front segment was located before movement began. Ships of three segments (airplane carriers) either advance one hex straight ahead or rotate 60° (one notch) to the right or to the left and advance one hex. Their back segment is placed on the hex where their middle segment was located before movement began.



DESTROYER MOVEMENT



CARRIER MOVEMENT



Damage to ships is only possible with bombs or torpedoes. When a segment on a ship is hit, place a damage marker on that segment. The AA of this space is then immediately out of action.



If the back segment of the ship is hit, the ship becomes stationary until the end of the game.

If the center or front segments of an airplane carrier are hit, it will then no longer be able to launch any reinforcements. When a segment is hit once, it is destroyed and cannot be hit again (Victory Points, as described in scenarios, are scored only once per segment).

ISLANDS

Depending on scenarios, islands may contain objectives  or AAs . An island does not hinder the movements of airplanes, but prevents those of ships. Damage to islands is only possible with bombs. When a hex on an island is hit, place a damage marker on that hex. The AA there is immediately out of the action. When a hex is hit once, it is destroyed and cannot be hit again (Victory Points are scored only once per target hex).

TORPEDOES

Airplanes with the Torpedo Bomber trait can be equipped with one torpedo per airplane at the start of the game. To drop a torpedo, the airplane must perform at any time during its movement the Advance maneuver at low altitude, then places a torpedo token on the hex in front of it, facing the same direction, and the airplane can end its movement as the player wishes if it has MPs left. A torpedo cannot be placed this way directly onto a ship. It must be placed on a water hex first.

Torpedoes are moved straight ahead during phase 3: 2 hexes for Japanese torpedoes and 1 hex for US torpedoes.



BOMBS



Airplanes with the Level Bomber trait can be equipped with one bomb per airplane at the start of the game. To drop a bomb, the airplane must perform two Advance maneuvers at low altitude, then place a damage marker on one of the hex it entered. This square is automatically destroyed.



DIVE BOMBS

Airplanes with the Dive Bomber trait can be equipped with one bomb per airplane at the start of the game. Use Bomb Markers, either to indicate airplanes that still have their bomb, or to indicate they no longer have it if it is more convenient to you. To drop this bomb, the airplane must perform a Dive at any time during its movement, then place a Damage Marker on the hex where it is located to mark the location where the bomb fell. The player can then complete the airplane's movement as he wishes if it has MPs left.



AIRPLANES

In addition to their speed, armor and field of fire, airplanes have one or more traits that give them unique abilities.



FIGHTER: Can perform the Split-S maneuver.

LEVEL BOMBER: Can drop a bomb.

DIVE BOMBER: Can drop a dive bomb.


TORPEDO BOMBER: Can drop a torpedo.

AGILE: Can perform a free Pivot of 60° (one notch) left or right at the end of movement while respecting the rules of flight (no left Pivot after a right maneuver and vice-versa). A Pivot is performed on the current hex and does not change the airplane's position or altitude.

20MM GUN: Double the damage on a target on the hex just in front of the airplane.

FLAMMABLE: Take double damage while in the hex just in front of the shooter when it's an airplane with Fighter trait.

USING THE ACTIVATION MARKERS










Place a  marker on an airplane that has completed its activation, or use a single marker for an entire AG in order to use fewer markers.

Use markers of different colors if you have multiple airplanes or AAs on the same hex.










Use the numbered counters in the case of chain reactions to easily resolve Damages after a chain reaction of dodges.



AMERICAN AIRPLANE SPECIFICATIONS

F4F WILDCAT	SBD DAUNTLESS	TBD DEVASTATOR
FIELD OF FIRE	FIELD OF FIRE	FIELD OF FIRE
		
SPEED: 	SPEED: 	SPEED: 
ARMOR: 	ARMOR: 	ARMOR: 
TRAITS: Fighter	TRAITS: Bomber Dive Bomber	TRAITS: Bomber Torpedo Bomber

JAPANESE AIRPLANE SPECIFICATIONS

A6M ZERO	D3A VAL	B5N KATE
FIELD OF FIRE	FIELD OF FIRE	FIELD OF FIRE
		
SPEED: 	SPEED: 	SPEED: 
ARMOR: 	ARMOR: 	ARMOR: 
TRAITS: Fighter Agile 20mm Gun	TRAITS: Bomber Dive Bomber Flammable Agile	TRAITS: Bomber Torpedo Bomber Flammable

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