

Fighter Missions - Friendly Player-Turn (continued)

Mission	Interceptor	Hunt	Patrol	(PI) Patrol-Interdict (1)	Escort	Stage	Move to Sea	Move Sea Zone
Return (4)		Intercepted, unconverted, and used Hunters return to airbase at end of player-turn	Intercepted Patrollers return to airbase at end of player-turn	Intercepted Patrol-Interdictors return to airbase at end of player-turn	Escorts return to airbase at end of player-turn	Not Applicable		

Fighter Missions - Enemy Player-Turn

Operation	Enemy aircraft entering Air ZOC trigger Intercept Range (5)							
Continuing Mission	MAY convert to Interceptors					May now be used as Interceptors		
Move From	Friendly airbase, OR any full sea hex for unit in Sea Zone, OR patrol hex for converted Patrollers and PIs							
Range	1. Intercept Range (5), 12 hexes max per leg; 2. OR, 12 hexes max to enemy airbase. Total move 24 hex max							
Move to	1. Hex with enemy air units; 2. OR, enemy airbase with air units on ground; 3. OR, vacant hex with no air units							
Operation	1. Attack Hunters, Patrollers, and PI at normal strength on ACT, enemy return fire at normal strength. 2. Attack escorted enemy bombers and air transport and escort at double strength on ACT; bombers and escort return fire at half strength (round fractions up) 3. Attack unescorted bombers and air transport at triple strength on ACT (no return fire) 4. Attack enemy aircraft on ground at double strength on ACT, grounded air units return fire at half strength (fractions dropped) 5. Wait out enemy attacks in vacant hex						1. Enemy units moving into PI ZOC of 4 factors or more (TAC factors doubled at range 3 or less) must stop. 2. PI MAY strafe ground units in ZOC at double strength on ACT; ground units return fire at half their attack strength. (fractions dropped)	
Return (4)	Return to any airbase friendly since beginning of prior player-turn, OR for units from sea, to same Sea Zone							

Fighter Mission Notes

Actions in blue occur during friendly player-turns; actions in red occur during enemy player-turns.

Friendly Airbase is Friendly City hex.

Out of Supply air units may only Stage or, for units at sea, Move Sea Zone.

Red MAY NOT post Patrol and PIs during set-up.

(1) TAC units may perform PI missions. TAC range is 8 hexes max per leg --16 hexes total per turn. When matching enemy on 1 for 1 basis, 2 TAC equal 1 FTR. TAC engage enemy at 1/2 strength. At less than half range TAC factors are doubled making Armor ZOC. TAC MAY NOT convert to Interceptors.

(2) Air unit alone in airbase that comes under enemy ZOC is eliminated, but if ground units are present, air unit may stage to a friendly airbase or stay and survive as long as ground unit is present. When in enemy ZOC, air unit MAY NOT conduct any missions except Stage.

(3) Maximum range Fighter can move is 12 hexes per leg with a total of 24 hexes maximum for its entire mission (Stage mission excepted). If Patroller moves 12 hexes to Patrol hex and later converts to Interceptor and moves 3 hexes to a target, it could not move back to its original base. It would have to land at another friendly airbase within 9 hexes. Suicide missions are not allowed, so if only friendly airbase available was its original base, it would not be able to perform interception from its Patrol hex.

(4) Air units that did not begin movement in Sea Zone must land in a friendly city including those made friendly by removal of an enemy ZOC during the friendly movement phase. Air units beginning movement from a Sea Zone may return to that Sea Zone or to any friendly city.

(5) Intercept Range is inclusive distance enemy air unit moved between entering friendly ground unit ZOC, Air ZOC, or full sea zone hex with 10 or more air and ground (defensive) factors in zone and its target.