

Anti-Aircraft Guns and Fire

Hit = 6 on D6; 2(3)* hits = (C), 4(5)* hits = (2C), 6(7)* hits = (XC)

Altitude	15-30mm		37-50mm		≥ 75mm
(Levels)	Light AAA (1 to 3)		Medium AAA (1 to 4)		Heavy AAA (4 to 6)
	Hexes		Hexes		Hexes
Range	0-3	4-5	0-4	5-7	0-16
#D6	12	8	10	8	8

When Flak card is turned aircraft within Altitude and Range may be attacked

Count the number of hexes and altitude of the target plane

(#)* Fighters require 1 extra 6 on a D6 to be hit

AA battery will fire at closest aircraft & only 1 plane can be attacked

(Randomly choose if multiple planes are equally close)

Ground & Sea Attacks

Aircraft may make one type of ground attack each turn

Ground attacks consist of bombing or strafing; Bombs are released in movement & attack all targets in a hex

Fighter-Bombers: use Level Bombing or Dive Bombing; Targets must have a Size (1, 2, 3...) and Damage # (1, 2, 3...)

Hits = 5 or 6 on D6	Level Bombing				Hits = 5 or 6 on D6	Dive Bombing
Load	Light	Medium	Heavy		Load	Light
#D6	3	6	12		#D6	2
Modifiers:					Modifiers:	
Speed (Basic)	+1				Luck	±
Controls Hit	-1				Controls Hit	-1
Per level above one	-1				Per level above one	-1
Two turns straight & level	+2				Two turns straight & level	+2
Target Size <3 per size	-1				Target size >1 per size	+1
Level Bombers					Dive-Bombers	
Move straight & level on last move					May reduce speed any amount up to half	
Cross over target & No turns or Maneuvers					Do a hard dive to altitude 1 on last turn and be above hex	

Torpedo Bombing

Straight & level on last move at altitude 1 & pointed at target by ≤ 4 hexes

Place a torpedo under aircraft it will move 1 hex per turn until it hits or moves 4 hexes than sinks

Torpedo Factor = 12 (Hits on 5 or 6 on D6)

Strafing					
Targets must be in firing arc and must have a "Size & Damage #" (1, 2, 3...)					
Must move straight on last turn at 1 level above target (may strafe while moving but counts as fire)					
The Strafer may do one of the following: (Each shot is resolved separately) ?Could be just one shot "Simple"					
Strafe Three targets each with any 1 short burst					
Strafe Two targets with any 1 medium & any 1 short burst					
Strafe One target with any size burst					
Target is:	Soft roll 5 or 6 on D6 3 hits = 1 Point of Damage	Hard roll 6 on D6 3 hits = 1 Point of Damage	ATTACKER: Factor + Luck + Modifiers + Burst		
Burst Length & Max Burst Modifiers:		Fixed Fire?		Firing Modifiers:	
1 Sec	-4	Short		Close (1-2 hexes)	+2
(H=Head On) 2 Secs	-2	Short	Or Short?	Long (5-8 hexes)	-1
(FD=Fwd Deflection) 3 Secs	0	Medium	Or Medium?	Optimist (over 8 hexes)	-3
4 Secs	+1	Medium		Target Size > 1 (per size)	+1
(RD=Rear Deflection) 5 Secs	+2	Medium	Or Long?	"Jinking" Target	-2
(R=Six O'Clock) 6 Secs	+3	Long		Firer has Wingman	+2
7 Secs	+4	Long		Firer damaged (CH Table)	-3
(Tailing) 8 Secs	+5	Long			
??The above may be to powerful but is a place to start					
Rocket Attacks (Rocket Factor = 10)					
Can fire at ground targets using strafing or at bombers in air and fire once per game					
Soft targets (infantry, truck, light AA guns, small building)					
Armored targets (tanks, heavy AA guns, armored ships & trains, bunkers, large buildings)					
Targets may be unaffected by strafing, such as armored warships, these targets can be damaged by bombs and rockets.					
Damage Points and Target Sizes are determined by the scenario designer					
Stuka's or other dive bombers, who only move half distance in the move of their bombing run (after adjusting for modifiers) and finish the turn at altitude 1. Stuka's should attack in echelon line or line astern formation.					