

7. Carrier Based Fighter Aircraft



During the heavy fighting in The Pacific Theatre both Japan and USA depended on their aircraft carrier based fighters.

Attack: 3

Defense: 4

Move: 3

Cost: 6

Maximum on game board: 8 per Nation

Enter game from: *Game start (Early 1940)*

Japan and USA can each have a maximum of 8 Carrier Based Fighter Aircraft units on the game board including the 2 Carrier Based Fighter Aircraft units they each get in round *Late 1942* (see: Section II, §2: *Increased Ship Building* rule).

They must be produced in *Japan* and in *Western United States* respectively.

These fighters can only take off from and land on undamaged Aircraft Carriers. They each cost 6 IPC to produce and have a limited range of 3 spaces. They operate under fighter plane rules.



When produced, they must be placed directly on an undamaged Aircraft Carrier that is present in the SZ adjacent to the factory site.

This Aircraft Carrier can be produced on a previous turn or on the same turn as the Carrier Based fighter.

Japanese and US Carrier Based fighters can only perform missions from the North to the South in The Pacific and Indian Oceans including the coastal territories and islands – these operations extend as far West as the East Coast of Africa

and the most eastern sea zones of the game board (Pacific Ocean).

If a defending Aircraft Carrier takes one damage hit or is sunk the Carrier Based fighters belonging to this Aircraft Carrier must try to land on another friendly Aircraft Carrier or Island/territory in this SZ after the battle – or be lost at sea.

If an attacking Aircraft Carrier takes damage or is sunk the Carrier Based fighters belonging to it must try to land on another friendly aircraft carrier within their flight range – or be lost at sea.

Attacking Carrier Based fighters cannot land on a territory/Island.



Defending Carrier Based fighters that lands on a territory/Island after battle, cannot take part in any battle that might occur in this territory/island – they are simply considered as cargo.

If the territory/island is captured by enemy forces the Carrier Based fighters are lost and removed from play.

These stranded Carrier Based fighters can only be placed on another friendly Aircraft Carrier in a future *Non-Combat Movement* phase when this friendly Aircraft Carrier is in the same SZ as the island/territory where the Carrier Based fighters are stranded.

In this case you simply move the Carrier Based fighters onto the Aircraft Carrier.

Carrier Based Fighter Aircraft units can be reproduced when they are lost in combat.