

16. Air Fleet Commander:



From the early stages of World War II, Allied air fleets and German Luftflotten were crucial components of the Strategic Operations on both sides.

As the War progressed, Allied air fleets gained the upper hand, especially in Europe against the German Luftflotte Reich.

Attack: 3

Defense: 4

Move: 4

Cost: 14

Maximum on game board: see below

Enter game from: Late 1940 (round 2)

An Air Fleet Commander is an Air Fleet Headquarter unit (usually led by an Air Marshall or General – for game play reasons, the unit is named **Air Commander** – abbreviated AC).



The unit must be produced by the owner in the owners original Capital at a price of 14 IPC per unit.

AC operates under Fighter rules. This means that an AC can be supported by a Tactical Bomber unit.



An AC can command 3 Air units in any combination.

The units involved are:

- Fighter
- Tactical Bomber
- German Me 262 Jetfighter

When an AC is in command of 3 Air units, the Air Fleet is active.



An Air Fleet can only attack from or defend in a territory or an island.

Use the Air Fleet Board and Markers to display the Air Fleet.

Note 1:

The basic rules concerning an Air Fleet are similar to a Soviet Army Corps and a German Waffen-SS Army concerning organizing, fighting, regrouping etc.

All Air units inside an Air Fleet must belong to the Nation that owns the AC unit.

Note 2:

When an Air Fleet is attacking or defending the AC uses 2 dice and 1 of the Air units within this Air Fleet also uses 2 dice – in other words: the total number of dice roll is 6 for the entire Air Fleet.

Note 3:

The Air units inside the Air Fleet can interact with each other – in other words a Tactical Bomber can support a Fighter unit inside the Air Fleet.

Exception:

An Air Commander unit that is part of an Air Fleet cannot be supported by Tactical Bomber unit.



The Nations that can produce AC and the number of AC for each of these Nations are listed below:

- USA (Washington) : 2
- Germany (Berlin) : 3
- USSR (Moscow) : 2

If Germany takes over Italy, the German player cannot produce AC in *Rome*.

Note 4:

A maximum of 1 Air Fleet from the same alliance or Nation can fight (attack or defend) in each territory/island or sea zone and obtain 6 dice rolls – other Air Fleets of the same alliance or Nation that are present in this territory/island or sea zone can only fight at their individual Air unit combat factor.

Note 5: Air Fleet during Capital Defense:

When *Germany*, *Russia* and *Eastern United States* are defended, a maximum of 2 Air Fleets can be active in each of these territories.

Each of these 2 Air Fleets can defend as an Air Fleet as long as that Air Fleet is intact.

Important:

During the defense of these Capitals, the Air Fleet(s) can defend as described above – even if these Capitals are also defended by land Armies or an Army Group.

During the defense of any other territory/island, if the defender has both an Air Fleet and an Army the defender must choose if the Air Fleet or the Army is active during the land combat phase. Only one of these unit combinations can be active in each territory/island during the land combat phase.

Note 6:

An Air Fleet can also scramble into a sea zone from a territory/island that has an Air Base.

Remember:

This Air Base must be upgraded to *Heavy Industry 2 Units* in order to scramble an Air Fleet.

Note 7:

An Air Fleet that contains only fighters (and/or German Me 262 Jetfighters) can defend against enemy *Strategic Bombing* or *Tactical Bombing* of facilities.

If there is more than one defending Air Fleet in that territory/island – and the attacker is attacking multiple facilities – the defender can choose to defend each facility with a maximum of 1 Air Fleet.

Important:

If a defending territory/island that has more than one Air Fleet is attacked – and the attacker is attacking both on land and conducting *Strategic Bombing* and/or *Tactical Bombing* the defender can choose to defend with one Air Fleet during land combat and also one or more Air Fleets during the defense of facilities (Air-To-Air Combat Over Target Area).

Only 1 Air Fleet can be assigned to each task (land combat, strategic bombing, tactical bombing) in each area.

Other air units that take part in these battles must fight at their individual combat strength.

Remember:

A defending Air Fleet cannot be split up during any defense.

Since the Air Fleet is already organized as an Air Fleet it must defend as an Air Fleet.

On the other hand, the attacking units inside an Air Fleet can be split up during the Combat Movement phase to attack in multiple directions etc. in which case the Air Fleet is no longer intact.

Note 8:

When an Air Fleet takes off from a territory that contains a friendly Air Base the Air Fleet gets one additional movement.

Same rules apply as for other Air units.

Note 9:

During an attack the units inside an Air Fleet are exposed to AAA in the same way as all other Air units.

If any Air unit inside the Air Fleet is hit by AAA then the Air Fleet is no longer intact – any surviving Air units must therefore attack at their individual attack factor.

Note 10:

Units inside an Air Fleet cannot interact with units outside this Air Fleet: a Tactical Bomber unit outside this Air Fleet cannot support a Fighter unit inside this Air Fleet, etc.



Special re-group ability:

After an attack (when all combat on the game board is over) the surviving Air units that took part in the attack now have the option to re-group when they land in a territory or island to form a new Air Fleet during the *Non-Combat Movement* phase.

Other Air units can move in the *Non-Combat Movement* phase from other territories, islands, sea zones or Aircraft Carriers into this territory or island to be a part of a newly formed Air Fleet

A maximum of 1 Air Commander can be part of an Air Fleet.

No Nation can produce more than 1 Air Commander unit in each round.

AC lost in combat can be reproduced.

