Avalanche Press

Great War At Sea



RULES

In 6 Volumes

Volume IV

All Things Air

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11.7 Weather

11.73 Conditions and Effects

6. Gale

- Any *Aircraft* or *Airships* on the map is destroyed
- No *torpedo attacks* **including** those made *by submarines*, may be made
- *Aircraft* (**14.0**) may not *take off*, *land* or *spot* enemy **Fleets**
- *Visibility* on the **Tactical Map** is *limited* to **one hex**
- Subtract -2 from the die roll for all *contact attempts* (**5.4**)
- Add +3 to the *foundering* die roll (**8.52**)

5. Storm

Aircraft and *Airships* may not attack
Airships: -

- may not *spot* enemy **Fleets** (**17.3**)
- assist in making contact (**5.4**)

Subtract -3 from *Aircraft take-off* and *landing* die rolls (**14.0**)
Airships have their speed reduced to **1**
No *torpedo attacks*, including those made *by submarines*, may be made
Visibility on the **Tactical Map** is limited to **two hexes**
Subtract -1 from the die roll for all *contact attempts* (**5.4**)

4. Squall

- *Aircraft* and *Airships* may not attack.
- *Aircraft* and *Airships* may not spot enemy **Fleets** (**17.3**) or assist in *making contact* (**5.4**).
- Subtract -2 from *Aircraft* take-off and landing die rolls (**14.0**).
- *Airships* and *torpedo boats* have their speed reduced to **1**.
- No torpedo attacks, *including* those made by *submarines*, may be made.
- *Visibility* on the **Tactical Map** is limited to **two hexes**.
- Subtract -1 from the die roll for *all contact* attempts (**5.4**)

3. Fog

- *Airships* may not attack and may only spot enemy ships *in the same* **Sea zone**.
- Subtract -1 from *Aircraft* take-off and landing die rolls (**14.0**).
- Visibility on the **Tactical Map** is limited to two hexes.
- Subtract -1 from the die roll for all contact attempts (**5.4**).

2. Mist

Daylight *visibility* on the **Tactical Map** is limited to **three hexes**.

1. Clear

No effect.

17.0 Airships

- Some scenarios make *Airships* available to *either* or both players
- At the start of the scenario, place all *Airships* of that nationality in an **opaque container**
- The *owning* player then *randomly draws* the number of *Airships counters* specified and places them as the *scenario instructions* direct.
- Airships have **3** ratings: -
  - **Movement** (top centre)
  - **Bombs** (top right)
  - **Air Defence** (bottom right)

17.1 Movement

- An *Airship* may move *a number of* **zones** per turn as indicated on its counter
- Its movement is plotted as for a Fleet with an **Intercept** mission

17.2 Flight Paths

An *Airship* may enter any **zones**, even those containing only land.

17.3 Recon

- If an Airships enters a Sea zone either: -
  - containing and enemy **Fleet**
  - adjacent to an enemy **Fleet**

17.31 Recon Results

- The enemy player must reveal the number of ships including how many are: -
  - *Capital* ships
  - *Light* ships
  - He declares **other** classifications of ships to be *either: -*
    - *Capital* ships
    - *Light* ships

  There's a Plot Afoot

  If an *Airship* spots an enemy **Fleet**, *orders* for the **future movement** of the *Airship* and *any* friendly **Fleets** in the same zone as the *Airship* may be **replotted**.

17.4 Endurance

- An *Airship* must return to its *base* (**noted** in the scenario instructions) within **60 turns** or it is lost
- *Airships* may not **refuel** within the scope of the game
- *Airships* are treated as combat *Aircraft*, but are not assigned to **Air** missions
- *Airships* are placed on the operational map and do not require **Fleet** markers

22.1 Airship Damage & Victory Points

- *Airships* are **two-step** units
- **Two** hits are necessary to destroy an *Airship*
- A destroyed *Airship* is worth **six victory points** to the destroying player

22.2 Spotting an Airship

- *Airships* may be spotted by enemy *Aircraft* just like a **Fleet**
- They are also *automatically spotted* by **enemy ships** that *end their movement in the same* **Sea zone** as the *Airship*

22.3 Attacking an Airship with Aircraft

- *Aircraft* may attack enemy *Airships* **under two** conditions:
  - **CAP** *Aircraft* may attack enemy *Airships* which attack the **Fleet** or **port** *they protect*
  - A **Strike** mission *may be plotted* against a spotted enemy *Airship* just like an enemy **Fleet**, but *Airships* can only be attacked in *Air-to Air* combat

22.31 Attacking an Airship with Ships AA Guns

- Ships may not fire on an enemy *Airship* unless the *Airship* **attacks them**

22.4 Airship Missions

22.41 Airships Engaging Enemy Fleets

- *Airships* are always considered to be on an **Intercept** mission for plotting purposes (**5.2**), and they may attack enemy **Fleets**
- Resolve an attack by an *Airship* against an enemy **Fleet** as a **Strike** mission

22.43 Shadowing the Fleet

- If an Airship spots an enemy **Fleet**, it *may shadow* the **Fleet**: -
  - for as long as the *Airship*-owning player desires
  - as long as the *Airship*'s endurance allows
- Place the *Airship* piece on the enemy **Fleet** marker; it moves wherever the fleet moves

  Fleets on Raid Missions – Restricted by Being Shadowed
  - a **Raid Fleet** *shadowed* by an *Airship* may not be *removed* from the **map**

22.5 Airship Endurance (17.4 amended)

- An *Airship* must return to its *base* (**noted** in the scenario instructions) *or* any friendly **port** within **60 turns** or it is lost
- *Airships* may not **refuel** within the scope of the game

22.6 Airship Movement Restrictions

- *German Airships* may not enter any of the following *coastal* or *land* **zones (**unless scenario instructions say otherwise): -
  - **Norway**
  - **Sweden**
  - **Denmark**
  - **Netherlands**
- *German Airships* may enter land zones belonging to the following countries as desired: -
  - **France**
  - **Germany**
  - **Russia**
- but they may not enter land zones on the continent: -
  - **south of row AG** numbered **29 or more**
    - For example they can't get home from a raid on Britain by *crossing the channel* and they flying back to *Cuxhaven* overland

22.7 Local Air Patrols

- At the end of every **Air Operations Phase**, each **German** *Airship* that was in any **British** or **French** *Coastal* or *Land* **zone(s)** *at any point* during the **turn** must **roll two dice**
  - Subtract -2 from the result if the *Airship* was never in an **all-Sea zone** during the **turn**
  - On a *modified* result of **2 or less**, the *Airship* is **shot down by local air patrols** and eliminated
  - The *Allied* player scores normal **VP**s for **German** *Airships* eliminated in this way

25.3 Additional Weather Effects Airships Taking Off & Landing

- Players must make take-off and landing die rolls for *Airships* just as they do for other *Aircraft*, per rule **20.3**
  - On a modified result of **-1**, the *Airship* is damaged and: -
    - flips to its damaged side
  - It is destroyed if: -
    - already damaged
    - it does not have a damaged side
- This does not override the prohibition on *Airships* taking off in **weather condition 5** (*storm*) or **6** (**gale**)

20.0 Aircraft Operations

Aircraft Counters In Jutland represent *Aircraft* capable of attacking enemy: -

- *Aircraft*
- *Ships*
- **Ports**
- *Airship S*heds

Each counter represents a group of **10** to **12** *Aircraft*.

20.1 *Aircraft* Basing

- Combat *Aircraft* counters include designations of their base type, as follows:
  - **CV** = Carrier
  - **L** = Land

20.11 Carrier Aircraft

- Carrier *Aircraft* may *take off* from and *land* on friendly: -
  - *Aircraft Carriers* (**CV**)
  - **Ports**

20.111 Carrier Aircraft landing at & Leaving Ports [Jutland]

- When landing at **ports**, treat *Carrier Aircraft* as if they were *Land Aircraft*
- They may still return to a friendly Carrier if available and in range.

20.12 Land Aircraft & Carrier-use [Jutland]

- Land *Aircraft* may only *take off* from and *land* at **ports** (not on carriers)
- There are no land *Aircraft* present in **Jutland** scenarios

20.13 Carriers - Aircraft Capacity

- Each *Aircraft Carrier* has **holding boxes** on its carrier card
- *Aircraft* based on a *Carrier* are placed in its **holding boxes** when not *flying* missions
- The boxes represent the *maximum number* of *Aircraft* which **may operate** from the ship
- **Each box** on a *Carrier* may hold **two** steps of *Aircraft*

20.14 Carrier Sinking & the Loss of On-board Aircraft

If a *Carrier* is **sunk**, all *Aircraft* in the *Carrier*'s **holding boxes** at the time **it is sunk** are destroyed

20.15 Carrier Sinking & in-flight Aircraft Options

- If a carrier is sunk while its planes are flying a mission, the planes may do one of the following: -
  - If a *friendly* **port** is within range, they may land there
    - They may then land on another friendly *Carrier* later in the game if it is: -
      - **within range**
      - has space available in its **holding boxes**
  - They may land on another *Carrier* if it is: -
    - **within range**
    - has space available in its **holding boxes**

20.16 Type-L Aircraft

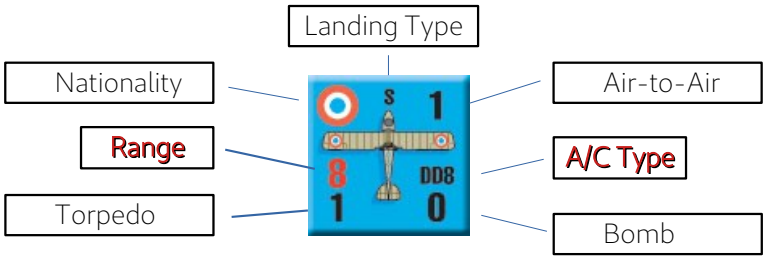
- **Type-L** *Aircraft* may only *land* on or *take off* from a *friendly* **port**
- Any number may operate from the same **port**

20.2 Combat *Aircraft*

Combat *Aircraft* usually have values greater than zero in two or — more of the following four factors (see the counter key):

- Landing Type
- Nationality
- Air-to-Air
- Range

Aircraft Type
Bomb
torpedo



Aircraft Key

Air-to-Air Value

- The number of dice the *Aircraft* rolls when attacking enemy *Aircraft*
  - Every **6** rolled is a hit
  - *Aircraft* whose **air-to-air factor** is printed on *a circle* hit on every roll of **5** or **6**

Range

- The number of **zones** which the *Aircraft may move* per turn
- the maximum range from the *Aircraft*'s base at which it can: -
  - search for enemy fleets (**20.5**)
  - perform *combat air patrol*

Torpedo Factor

- The number of dice the *Aircraft* rolls when attacking enemy ships with torpedoes
- Roll as normal, using a **D20** and counting the range as "**0**" hex

Bombing Factor

- The number of dice the *Aircraft* rolls when attacking enemy ships or ports with bombs
- Every **6** rolled when *attacking ships* is a **hit**
- *Aircraft* whose *bombing factor* is printed ***on a circle*** **hit** ships on every roll of **5** or **6**
- All *Aircraft* performing *ground attack* hit on a **5** or **6**.

20.3 Take-off and Landing Safety Test

Roll **one** die (**D6**) when an aircraft is taking off or landing, adding following modifiers to the result: -
When an Aircraft takes off or lands, applying the following modifiers: -

- *Fog* (weather level **3**) weather: +1
- *Squall* (weather level **4**) weather: -2
- *Storm* (weather level **5**) weather: -3
- **Night** turn:
  - -3 for landing
  - take-off is prohibited

If Taking Off or Landing at an Airbase

- *Aircraft* taking off from or landing at an **Airbase** are eliminated on a modified result of -1 or less

If Taking Off or Landing on a Carrier

- Aircraft taking off from or landing on a carrier are eliminated on a modified result of 0 or less

- *Aircraft* return is the *very last action* of each **turn**
- All *Aircraft* may fly again on the *tum after* they return to base

20.4 Air Missions

- Combat aircraft missions must be plotted in advance
- Plotting of **CAP** and **Search** missions is performed in the **Weather Phase** of the **first daylight turn** of *each day*
- *Aircraft* are committed to the mission for the *entire day*, landing at the end of the *last daylight* **turn**. *Aircraft* on **Search** missions **roll each turn** to find enemy **Fleets**
- Players plot **Strike** missions immediately after *locating* enemy **Fleets** by air search
- Plot **Air** missions in secret on a spare sheet of paper
- *Aircraft* **may be assigned** any mission unless they're incapable of performing it (planes without torpedo or bombing factors cannot perform a **Strike** mission)
- The missions are as follows:

Search

- In the **Weather Phase** of the *first daylight* **turn** of each **game day** (*after* the weather roll has been made), players designate which of their aircraft will fly Search missions that day
- **Place** *Carrier*-based Search *Aircraft* on their *Carrier* counter
- Place l*and-based* search *Aircraft* on the map at their base **port**, and indicate that they're assigned to a **Search** mission
- Search *Aircraft* are committed to the **Search** mission for the *entire day*, landing at the end of the *last daylight* **turn**
- Aircraft on **Search** missions **roll each turn** during the *Air Operations Phase* to find enemy **Fleets** (**20.5**)

Strike

- If friendly Search aircraft locate enemy **Fleets**, or if enemy **Fleets** are located by *coastal contact*, the friendly player *may plot* **Strike** missions for his *Aircraft* which are not currently on **Search** or **CAP** missions (**20.6**)
- Strike aircraft may only be committed to attack enemy Fleets which have *been spotted* in the current turn (depending on the air-strike die roll, they may actually hit it on the next turn, **20.61**)
- **Strike** missions are plotted during the **Air Operations Phase** after all *Air* searches are complete
- **Strike** *Aircraft* may *move a number of zones* equal to their range **on the turn** *they take off*
- On the **next turn** they must return to: -
  - the **base** they came from
  - any other friendly **base** *in range* at which they are eligible to land
    - Land-based *Aircraft* cannot land on a *Carrier*
    - *Carrier*-capable *Aircraft* can only land on a *Carrier* if there are slots available

Combat Air Patrol (CAP)

- In the **Weather Phase** of the *first daylight turn* of (**Dawn**) each **game day** (*after* the weather roll has been made), players designate which of their aircraft will fly **CAP** missions that day
  - They are committed to the **CAP** mission for the entire day, landing at the end of the *last daylight turn*
- **CAP** *Aircraft* protect friendly **Fleets** and **ports** from enemy *airstrikes* (**21.1**)
- The owning player selects one friendly **Fleet** or Port for each **CAP** *Aircraft* unit to protect (it doesn't have to be the **Fleet** containing the **CAP** *Aircraft's Carrier*)
- It may only protect that one **Fleet** or **port** during the *current* game day
- Only a **Fleet** or **port** that is no farther away from the **CAP** *Aircraft's* base than the **CAP** *Aircraft's* range may be protected by it
- *Place* the **CAP** *Aircraft* counter either: -
  - in the **Fleet** box of the **Fleet** it wishes to protect
  - on the map at the **port**
- If the **Fleet** moves outside the **CAP** *Aircraft's* range, remove the **CAP Aircraft** counter from the **Fleet** box and place it back at its base
  - The **CAP** *Aircraft* may not fly again that day

20.5 Air Search

Searching is conducted during the *Check for Contact Step* of the **Air Operations Phase**.

20.51 Air Search Procedure

- Players resolve search attempts on the **Air Search Table** (see the game map)
- Select a **port** or *Carrier* where friendly **Search** *Aircraft* are based, and check to see if any enemy **Fleets** are within the range of *Aircraft* searching out of the port or from a *Carrier*
- For *each* such **Fleet**, total the **number of steps** of search *Aircraft* at the selected **port** and/or *Carrier* that have the range to reach the **Fleet**, and find that number in the "*Aircraft* Steps" column on the **Air Search Table**
- Check the number in the same row in the "**Roll to Locate**" column, and roll **one** die (**D6**)
- If the number rolled *is equal to or greater than* the "**Roll to Locate**" number, the searching *Aircraft* spot the enemy **Fleet**
- **Repeat** this procedure for each enemy **Fleet** within range of each friendly **port** or *Carrier* where search *Aircraft* are based

  Air Search Results

  - If the fleet is spotted by **Air Search**, the player owning the **Fleet** *reports the number* of: -
    - *Capital* ships
    - *Light* ships
  - And whether any of the following are with the **Fleet**: -
    - *Aircraft Carriers*
    - *Transports*

    Example:
      - **Three** steps of **W.12** *Aircraft* and **two** steps of **FF.49** *Aircraft* are searching from the *German Carrier* **SMS** *Ausonia* in clear weather
      - One *Allied* fleet is **5 zones** away and another is 8 **zones** away
      - The Central Powers player rolls **one** die (**D6**) for *each* **Fleet** and consults the **Air Search Table**
        - He rolls a '**4**' for the **Fleet** that's **5 zones** away, and since **five** *German* air steps have the range to reach it, he spots the **Fleet**
        - He rolls a '**3**' for the **Fleet** which is **8 zones** away, and since only **two** air steps (the **FF.49**s) have the range to reach it, he does not spot the **Fleet**

20.52 Searching for Raid Missions

- The searching player may also attempt to locate enemy **Fleets** with **Raid** missions which are not on the Operational map (**5.2**)
- The *searching player* selects a friendly **port** or *Carrier* and **tells the enemy player** how many *Aircraft* steps are searching out of that **port** or *Carrier* and their range
- He then rolls one die (**1D6**), and the enemy player consults the **Air Search Table** and places his **Raid Fleet** on the map *if the search is successful*
- If the ships spotted are a **Raid Fleet**, he tells the searching player: -
  - how many *Capital* ships are in the **Fleet**
  - How many *Light* ships are in the **Fleet**
  - whether any *Aircraft Carriers* and/or *Transports* are with it

20.53 Searching Multiple Enemy Fleets in the Same Zone

If *more than one* enemy **Fleet** occupies the same **Sea** **zone**, the searching player resolves air searches *separately* for each **Fleet**

20.54 Enemy Fleets Spotted by Aircraft Spotter Modifier

If an enemy **Fleet** is *spotted* by air search *this turn*, **add** +2 to the die-roll for friendly **Fleets** *attempting to contact* it on the surface **next turn** (**5.4**).

20.6 Airstrike Factors

Airstrike Strike missions can be influenced by range-to-target and other factors.

20.61 Strike Time to Target

- The owning player rolls one die (**D6**) when he launches a strike & on a result: -
- *greater than the range* between the *Aircraft*'s base and the target **Fleet**: -
  - the strike hits the **Fleet** *this turn*
  - *returns to base on the subsequent turn*
- On *any other result* the strike both hits the **Fleet** and *returns* to base on the **next turn**
- If the targetted enemy **Fleet** moves *beyond the range* of the strike *Aircraft* **next turn**, then they return to base without striking the enemy **Fleet**
- A strike may not hit a **Fleet** during a **Night** turn
- if the roll indicates a strike will hit a fleet on a **Night** turn, the strike aircraft return to base without striking the **Fleet**

Dawn or Dusk

- Even though *Dusk* & *Dawn* can be treated as **Night** they are not for the purposes of a **Strike** Mission (though *Aircraft* cannot take off or fly at **Night**)

20.62 Finding the Enemy Fleet

- When the strike *Aircraft* arrive at the **Sea zone** containing the **Fleet** they are plotted to strike, the *Aircraft*-owning player rolls **one** die (**D6**)
  - If the result is **1** - **5**, the strike attacks the **Fleet**
  - On a result of **6**, the strike does not find the **Fleet** and *returns* on the next tum without attacking

Modifiers

- Add +1 to the die-roll if: -
  - the current *weather condition* is **Fog**
  - it is a *Dawn* or *Dusk* Turn

20.63 Separate Strikes

- **Strikes** from separate **Airbases** or **Fleets** *arrive individually* and are engaged one at a time by any defending **CAP** and *Anti-Aircraft* fire (**21 31**)
  - If **CAP** *Aircraft* are present over the **Fleet**, proceed to the **Air-to-Air step** (**21.1**)
  - If no **CAP** *Aircraft* are present the **Strike** *Aircraft* proceed *directly to* attacks against enemy ships (**21.3**)

21.0 Air Combat

21.1 Air-to-Air Combat

- Combat between opposing *Aircraft* occurs when: -
- **Strike** mission *Aircraft* attack a **Fleet** or **port** protected by **CAP** mission *Aircraft*
- The **Strike** mission player *can either:* -
  - Keep all their *Aircraft* together in a **unified attack force**
  - Divide them into an **attack force** and an **escorting force**
- The players then conduct **Air-to-Air combat** as follows:
  1. Resolve combat between the escorting and **CAP** forces
  - The **CAP** player **first** announces which of their *Aircraft* will attack which enemy *Aircraft* Each *Aircraft* unit may attack only one enemy *Aircraft* unit
  - One **CAP** *Aircraft* unit must be allocated *to attack each* **Escort** *Aircraft* unit
  2. Once the **CAP** player has chosen targets, they rolls **one** die (**D6**) for each **Air-to-Air factor**
  - a **hit** is scored on an **escort** *Aircraft* unit when: -
    - a '**6**' is rolled
    - **a '5' or '6'** is rolled for *Aircraft* with **Air-to-Air factors printed on a circle**
  3. The **Strike** player now allocates their **Escorting** *Aircraft* to attack **CAP** *Aircraft* and one die for each **Air-to-Air factor** using the procedure above.
  - Each **hit** reduces the target *Aircraft* unit by **one step** (see *Aircraft* Damage, **21.2**)

21.1a Air-to-Air Combat (Tabletop Rules)

- Combat between opposing *Aircraft* and *Aircraft* or *Airships* is handled slightly differently as follows: -
  - Aircraft and *Airships* can start their movement (this may include take-off and landing) at either Low Altitude or High Altitude. A change in Altitude takes pace at the end of an Impulse. Zeppelins & the Sopwith Pup & Camel fighters can reach Very High Altitude which puts them safe from AA and fighters that cannot reach that altitude.
  - *Aircraft* must move each Movement Phase when in the air (see the QRS) and *Airships* may do so.
  - Either type manoeuvrers differently depending on whether it is laden with bombs/torpedoes or not (see Impulse Sequence) except *Aircraft Bombers* who are always counted as laden.
  - To shoot at each other *Aircraft* counters must be touching & at the same Altitude.
  - To shoot at or from an Airship counters must be within half an inch (½") of any part of a counter and at the same altitude or an *Aircraft* directly beneath an *Airship* at the same altitude.
  - *Bombers* and *Airships* may Bomb from High Altitude, others and all torpedo attacks must be from Low Altitude. Bombs are released directly above the target and torpedoes with range.
  - Landing and taking-off takes a full Impulse and deploying (or vice versa) a *Seaplane* into the water another.
  - Aircraft taking -off or landing must do so facing into the wind unless on a turntable platform above a Primary or Secondary gun turret.

Simultaneous Air-to-Air Combat

- Since **air combat** results take effect *simultaneously*, a **Strike** *Aircraft* destroyed or reduced by **CAP** *may still return fire* at its **original strength** before being reduced or removed from play

Undamaged CAP Engages the Enemy Attack Force

- Once combat is resolved between **CAP** and **Escort** *Aircraft* **CAP may engage** the *attack* **Force** using the same procedure, except that the attack **Force** may not *return fire*, if:-
  - *those **CAP** Aircraft* which were not hit by **Escort** *Aircraft*
  - if there was no **Escort**

4. Once the **CAP** *Aircraft* have *resolved their fire* against the attack **Force**, surviving attack **Force** *Aircraft may attack* **enemy ships** (**21.3**)

26.1 Combat between Airships and Aircraft

- Combat between *Airships* and *Aircraft* is not simultaneous Instead, the *Airship* **fires first** at the *Aircraft*
- Any results are applied to the *Aircraft*
- Then the *Aircraft* attacks the *Airship*
- For each **hit** scored by an *Airship* on an *Aircraft,* the *Airship* player rolls **two dice** (**2D6**) and applies the results from the **table** below:

Die-roll Result	Effects
2 - 8	No Effect
9 - 11	The *Aircraft* suffers a -1 penalty **to each die rolled** when it *returns fire* at the *Airship* (so *Aircraft* that would only hit on a '**6**' cannot hit the airship)
12	The *Aircraft* counter loses **1 step** and cannot fire at the *Airship*

21.2 Aircraft Damage

- Each **hit** on an *Aircraft* piece reduces the unit by **one step**
- Most but not all Aircraft pieces have **two steps**
- The **front** is the full strength side
  - an *Aircraft* piece on its full-strength represents **two steps** of *Aircraft*
- The back is the *reduced-strength* side
  - an *Aircraft* piece on its reduced-strength side represents **one step** of *Aircraft*
- An *Aircraft* piece with **only one side** represents **one step** of *Aircraft*
- The **first hit** on a **two-step** aircraft unit causes it to *flip to* its **reduced-strength side**
  - the **second hit eliminates** it
  - The **first hit** to a **one-step** *Aircraft* unit eliminates it

21.3 Air-to-Ship Combat

- After all **Air-to-Air combat** is has been resolved, all ships in the defending **Fleet** are placed on the **tactical map** face-up.
- The *Aircraft* abort **MAY** choose to **abort** the **Strike** and not attack after the Ships are revealed.
- Combat between the *Aircraft* and ships is conducted as each attack *Aircraft* which did not function as an **Escort** *is placed* on the ship it wishes to attack
  - There is no limit to how many *Aircraft* **may attack** the same ship
- Ship Air Defence
  - Each *Capital* ship has an anti-aircraft (**AA**) factor of **two**, have a range of: -
    - **one** hex for **one factor** (4" – 12" if using tabletop rules, increasing actual distance by x 1.5 per Altitude band difference)
    - **two factors** at a range of **'0'** hexes (up to 4" if using tabletop rules, increasing actual distance by x 1.5 per Altitude band difference)
  - Each *Light* ship has an **AA factor** of **one** and a range of '**0**' hexes (up to 4" if using tabletop rules, increasing actual distance by x 1.5 per Altitude band difference)
- Total the **AA factors** of all the ships in the **Fleet** which the *airstrike player* has targeted
- If the number of targeted ships is less than eight, the fleet player may add the **AA factors** of *additional* ships [in range] until he has reached **eight** ships in total
  - they then divides the sum of all the selected ships' **AA factors** by **three**
  - The result (round any fraction up) is the number of AA shots the Fieet gets against the attacking planes.
- The **Fleet** player allocates each **AA shot** against attacking *Aircraft* units as they pleases, except that: -
  - each *Aircraft* must be **fired on once** before any may be fired on **twice**, etc.
- Once the **Fleet** player has *allocated* **AA**, they roll *a number* of **dice** *against each* attacking *Aircraft* **equal to** the number of shots allocated against it
  - Every '**6**' rolled is a **hit** and eliminates **one** *Aircraft* step from the targeted *Air* unit
- Once **damage** from **AA fire** has *been applied* to attacking *Aircraft*, the attacking player decides whether each surviving *Aircraft* unit will attack with its **torpedo** *or* **bomb factors** (it can't attack with both)
- They then rolls **one die** for each attacking **torpedo factor** *or* **bomb factor** and add any applicable **die roll modifiers** from the list below
  - use to hit roll of **12 or more** on a D20 with the appropriate modifiers for **bombs** (*gunnery*) or **torpedoes** [**note**: *aerial* torpedoes only have a range of '**0**' hexes]

21.32 Bombing & Aerial Torpedo Attack Die-roll Modifiers

Use the appropriate modifiers in the Advanced Tactical Combat section

21.4 Torpedo and Bomb Damage

- **Torpedo hits** are resolved by rolling on the **Torpedo Damage Table** (as with *ship-launched torpedoes*)
- **Bomb hits** are resolved by rolling on the **Gunnery Damage Table**

21.41 Bomb Hits Are Primary Gun Hits

Bomb hits *are considered* **Primary gunnery hits** (they penetrate all armour except as noted below)

21.42 Bomb Hits & Plunging Fire

Bomb hits receive no bonus for plunging fire, and do not penetrate hull armour which is immune to plunging fire (**8.8**).

21.43 Bomb Hit Excess Damage on Light or No Armour

A bomb hit on light or no armour *may cause* **excess damage** (**8.3**)

21.5 Ground Attack Against Ports

- *Aircraft* and *Airships* may attack enemy **ports** where *Aircraft* are based
- A **port** under air attack may take **three AA shots** at **EACH** attacking *Aircraft* and *Airship*
- Attacking *Aircraft* may only use **bomb factors** to attack a **port**
- After applying **any damage** to the attacking *Aircraft* from any *defending*: -
  - **AA**
  - **CAP** *Aircraft*
  - the attacking player rolls one die (**1D6**) for **each bomb factor** on the *surviving* attack *Aircraft*
  - Every result of '**5**' or '**6**' is a **hit**
  - Each **hit** destroys **one step** of enemy *Aircraft* based at that **port**

21.6 Shelling Airfields and Zeppelin Sheds

- **Ports** in *Coastal* or *Island* **zones** may be **bombarded** by warships
- Roll **one die** (**D6**) *for each* **Primary factor** bombarding
  - Every '**6**' rolled is a **hit** and destroys **one step** of *Aircraft* or **one** *Airship* based that **port**

Restrictions

- Only *Aircraft* and airships actually on the ground at a **port** may be engaged by ground attack or bombardment
- This therefore excludes those in the air on **CAP** or **Strike** missions at the time