

AAF-AAS Conversion v5

Conversion of AAF to AAS:

Each AAF is replaced by 1 Search AAS, 1 Cover AAS, and 1 Attack AAS.

(23.132)

Conversion of AAS to AAF:

(23.142, 23.143)

(1) First convert any eliminated AAS into AAF. (This tells you how many AAF were eliminated and how many remain.)

(a) One AAS is ignored; 2 to 4 AAS form one AAF; 5 to 8 AAS form two AAF, etc.

(2) Then convert on-board AAS into AAF, one air base or mapboard box at a time.

(a) Single AAS are eliminated; 2 to 4 AAS form one AAF; 5 to 8 AAS form two AAF, etc.

(b) Remove or add excess or missing AAFs.

Conversion inversion status:

(23.144)

1 uninverted Search AAS

1 uninverted Cover AAS

1 uninverted Attack AAS



forms 1 **uninverted** AAF.

3 AAS of any other combination

forms 1 **inverted** AAF.

2 AAS of any combination

forms 1 **inverted** AAF.

When AAF^{*} are converted into AAS:

(23.131)

(1) Immediately before any Air Combat involving any NAS on either side. †

(For Counterair, see 23.152 --all AAS that are converted must participate in that Counterair. ‡)

(2) Spotting (22.22F).

(3) Searching (22.4422).

(4) Air Cover (23.2).

(5) Attacking ships at sea (23.7).

When AAS are converted into AAF^{*}:

(23.141)

(1) When beginning/continuing any operation* other than Spotting, Search, Air Cover, or Attacking ships at sea. (23.141A)

(2) When Counteraired without any NAS involved on either side. (23.141A)

(3) After all Counterair with or against NAS in that phase is over. (23.152)

(4) During Unit Construction (unbuilt AAS only). (23.141B)

(5) At the end of the player turn. (23.141C)

* - Pause any operation for Air Combat with or against NAS, then convert back into AAF to complete the air operation (sending inverted AAF back to base). (23.141A, 23.144)

† - AAS are *not* converted back into AAF between rounds of Air Combat. (23.152D)

‡ - All AAS types are equivalent for counterair and air combat. (19.65, 23.153)

‡ - Also Jets and Air Transports. (23.17, 23.18)