

# A World At War

## Summary of Roles and Rules for Air Units

Air Units								
	AAF  5-4	NAS  2-3	Kamikazes  3-3	Jets  Jet	Air Transports  1-4 <sub>3</sub> Airtrans	Strategic Bombers  3	Interceptors  Int 1	CVE  CVE 1
<b>BRPs / Factor</b>	3	1	1	3	3	3	3	3
<b>Research Required</b>	No	No	No	Yes	No	Yes	No	No
<b>Added by Production</b>	Yes	Yes	No (Conversion)	No (Research)	Yes	Yes	Yes	No
<b>Added by Mobilization</b>	Yes	Yes	No	No	No	No	No	No
<b>Related Research Projects</b>	ANDRM	NATR, ANDRM	NATR, ANDRM	Jets, ANDRM	-	Strategic Bombers, Air Range, ANDRM	Air Range, ANDRM	NATR, ANDRM, NNDRM
<b>May enter SW Boxes</b>	No	When on CVs	No	No	No	Yes	Yes	Yes
<b>May Operate on CVs</b>	No	Yes	No	No	No	No	No	-
<b>Permissible Missions</b>	Counterair Air Cover Search Attack Naval Units at Sea Attack Naval Units in Port Bomb Ground Support DAS Intercept DAS Oppose Bombing Intercept Air Trans C-I for Air Trans Attack Patrol Subs Spot for Naval Int <sup>2</sup>	Counterair Air Cover CAP Search Attack Naval Units at Sea Attack Naval Units in Port Ground Support DAS Intercept DAS Oppose Bombing Intercept Air Trans C-I for Air Trans Attack Patrol Subs Spot for Naval Int <sup>2</sup>	Attack Naval Units at Sea in Port	Counterair Escort Attacks on Naval Units Escort Bombings Intercept DAS Oppose Bombings Intercept Air Trans C-I for Air Trans	Air Supply Air Transport Airdrop Grants over Hump	Bomb Certain KEAs Shipyards Naval Units Oil Centers Synthetic Oil Plants Rocket Bases Secondary Targets Deliver Atom Bomb	Escort Bombers Oppose Bombers Oppose Flying Bombs	GS in Seaborne Invasion
<b>Equivalence in AAF</b>	1	1/3	1/3	1 (3 in air combat)	1	1	1	"1"
<b>Basing</b>	5 / city, airbase	1 / CV Factor. 1 / Pac 1-hex Is.	Off Map	5 / city, airbase	5 / city, airbase	SW Box Only	SW Box Only	-
<b>Special</b>	  	UC limited by NATR	Convert or Construct. Act as Elite NAS versus Ships.	+/-1 in Air Combat	Carry 5 BRPs, 1 Factor Infantry or Specialized Unit, Limited Supply to 1 Ground Unit, or Drop 1 Airborne Unit	 	+1 ANDRM	UC Limited by NATR
<b>Effects of Limited Supply</b>	No offensive operations. No Search, Air Cover, and Attacking ships at sea. ANDRM is -1. DAS, Oppose Bombing, and Intercept AirTrans only in Air Base hex.							
<b>Effects of Air Oil Effect</b>	No offensive operations. No Search, Air Cover, and Attacking ships at sea. <sup>1</sup> ANDRM is -1. DAS, Oppose Bombing, and Intercept AirTrans only in Air Base hex. <sup>1</sup>							
<b>Effects of being Unsupplied</b>	Same as Limited Supply, plus cannot redeploy to or through unsupplied air bases.							

<sup>1</sup> - Does not apply to Japanese air units in Japan.

<sup>2</sup> - Does not invert the air unit.