

Land-Based Air Attacks on Naval Units at Sea Outside of Naval Combat

2017

- A. When a player announces his intent to attack a naval force at sea, that naval force forms into CGs.** 22.421
1. There can be more than 6 CGs.
- B. CAP:** 23.33
1. Up to a third (round up) of that CG's NAS may fly CAP over that CG only.
- C. Allocate land-based air units to CGs as air cover.** 23.23
1. CGs are defended on a prorated bases, the defender deciding how to assign specific squadrons as he wishes, within that constraint.
- D. One air strike is permitted against each CG in that hex.** 23.72B, 23.75
1. Attacker blindly chooses which CGs to attack, with no information other than how many CGs there are.
 2. Air strikes are not an offensive mission, and they may be made by either player.
 3. Air units from different bases may combine in a single air strike.
 4. Air units may attack all naval forces that come within range.
 5. After the air strike, the surviving air units return to base and remain uninverted.
 - a. They will be inverted at the end of the player turn. 18.58
 6. Air strikes may only occur in a hex if the naval force is not involved in naval combat in that hex.
- E. Air strike sequence:** 23.4, 23.7
1. No surprise is rolled for. 23.75E
 2. Resolve the first air strike before announcing the second, etc. 22.461B
 3. Up to 4/8/12 squadrons may attack together (ANDRM of 1/2/3). 23.73
 4. Up to 4/8/12 air cover/CAP squadrons may engage the attackers. 23.41
 - a. Defender chooses which of his squadrons engage, and how many. 23.415A
 - b. An equal number (up to all) of the attacking squadrons must engage these defenders in air combat. 23.415B
 - i. CAP defending alone receive a +1 DRM. 23.415D
 - ii. Defender ignores abort results. 23.416B
 5. All attacking squadrons not eliminated/forced-to-abort must attack ships. 23.424
 6. Attacking squadrons face an Air Defense roll. 23.42
 - a. If any squadrons survive the Air Defense roll without being eliminated or aborting, the defender reveals the contents of the CG. 23.425
 7. Air strikes versus naval units: 23.44
 - a. Each non-eliminated, non-aborting squadron chooses a target: 23.43
 - i. An individual named ship, or
 - ii. All light ships, as a group.
 - b. After all targets are chosen, roll for effects. 23.44

Land-Based Air Attacks on Naval Units in Port

2017

A. Naval units are attacked as one large group. 23.52

B. This is an offensive mission. 23.5

1. Land-based air attacks on naval bases are never combined with attacks from carrier-based air units.
2. Air attacks are evaluated as a counterair attack, an air attack against naval units, or both, as desired by the attacker. 23.411
3. Attacking air units from different air bases may combine in a single air strike.

C. Attacker may counterair with all, some, or none of his attacking air units. 23.41

1. Any NAS concealed by TF markers are revealed before the attacker decides.
2. Only air units based in the attacked port provide protection for that base. 23.414
 - a. Inverted defending air units do not participate unless the attacker elects to counterair them. 23.413
3. If all attacking air units choose to counterair, treat this attack as a counterair attack only. No air defense dice roll is made; no naval units may be attacked. 23.411A
4. If some of the attacking air units counterair, one round of air combat is conducted between the defenders and the counterairing attackers. No counterairing attackers may attack naval units this round. 23.411B
5. If no attacking air units counterair, all uninverted defending air units make one air attack dice roll. 23.411C
6. Attacking air units that are forced to abort may participate in future rounds, but do not attack naval units this round. 23.412B
 - a. If the defender's air combat result exceeds the number of attacking air units assigned to counterair, the excess is taken from air units which would have otherwise attacked the naval units. 23.412B
7. Defending air units forced to abort in the final round of attack against their hex are inverted. 23.412A

D. Attack on Naval Units:

1. No surprise is rolled for. 23.7411A
2. All attacking squadrons not eliminated/forced-to-abort by counterair must attack ships. 23.424
3. Attacking squadrons face an Air Defense roll. 23.42
 - a. Attacking AAF take losses as air factors from the Air Defense dice roll. 23.53
 - b. If any squadrons survive the Air Defense roll without being eliminated or aborting, the defender reveals the contents of the TFs. 23.425
4. Air strikes versus naval units: 23.44
 - a. Each AAF or land-based NAS is considered to be one squadron when using the Naval Attack Table. 23.53
 - b. Each non-eliminated, non-aborting squadron chooses a target: 23.43
 - i. An individual named ship, or
 - ii. All light ships, as a group.
 - c. After all targets are chosen, roll for effects. 23.44

E. Additional sorties may be flown with all surviving air units. 23.54

1. Defending air and naval units may flee. 23.46
 - a. The attacker may continue to attack naval units as they flee.