



V. AIR RULES



GENERAL QUESTIONS

Q. Which planes can you bring onto the board?

A. The Air Pack rule book and Airplane reference cards tell you which planes are available to which nations, depending on the date of the scenario. Players can only bring on planes that were available to them during that time of the war.



Q. If the Air Pack symbol is at the top of the page, but nothing is said in the special rules, do both players get one **Air Sortie** card (if they agree to use Air Rules)?

A. The Air Pack symbol may just indicate that some terrain from the Air Pack is being used. If the special rules don't say anything about the Air Rules, the scenario was not designed for the Air Rules and they were not used for play testing, so it may change the balance in an unexpected way. The goal is to have fun though, so if both players want to use the Air Rules, each player gets one **Air Sortie** card.

Q. When I draw an **Air Sortie** card, I understand that it is placed face up next to the cardholder and another card is drawn immediately. If an **Air Sortie** card is drawn after a **Recon 1** card is played, how does this work?

A. Same way, actually. When the an **Air Sortie** card is drawn as one of your two cards, place it face up next to the cardholder and draw another card immediately. You then choose between these two cards. It is possible that more than one **Air Sortie** card could be drawn and if this happens follow the same rule and place it face up next to the cardholder and draw another card immediately until you have two non- **Air Sortie** cards to choose from.

Note: The **Air Power** card is not placed face up because it is an **Air Sortie** equivalent and if drawn as one of your two cards, you will need to choose either the **Air Power** card or the other card to keep.

AIRPLANES IN OVERLORD MODE

Q. Is the Air Pack compatible with the Overlord mode of Memoir '44?

A. Yes. The rules for using Air Rules are available for download on the Memoir '44 Overlord Page:

<http://www.memoir44.com/content/overlord/>. They accommodate both single and multiple copies of the Air Pack played in conjunction with Overlord scenarios. A reference page is also available under the Rules & Goodies section of the web site.

Q. When using Air Rules in an Overlord game, is the **Air Power** card played by the Commander-in-Chief or is it handed to a Field General to initiate an air action in his sector?

A. The Commander-in-Chief may never play **Air Power** or **Air Sortie** cards from his hand. Both cards must be given to Field Generals. **Note:** A Field General could receive a Section card to play with an **Air Sortie** card but must play **Air Power** alone.

AIR SORTIE



- ✦ Triggered by **Air Sortie** or equivalent
- ✦ When played on Airplane already on battlefield, cancels need for Air Check
- ✦ Airborne Airplane must be ordered every turn or removed at no medal cost
- ✦ Airborne Airplane is ordered by: order from matching Section card, **Direct from HQ**, star rolled on **Their Finest Hour** or **Air Power** (and equivalent)
- ✦ When ordered, Airborne Airplane must make successful Air Check

Q. When countering an opponent's **Air Sortie** played in conjunction with a Section card, the **Counter-Attack** only counters my opponent's Section card, not the **Air Sortie** he played along with it (Air Pack rules p.4). But what if I have an **Air Sortie** card in front of me? May I play it along with my **Counter-Attack** to imitate the Section card just played?

A. Yes, you may.

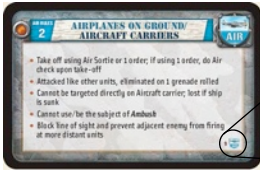
Q. Usually the scenario indicates what to do with the **Air Sortie** cards, but if the Special Rules don't specify what Air Rules are in effect, what should players do?

A. First, the **Air Power** card should never be removed from the Command cards. If the special rules don't specify that Air Rules are in effect, then from a historical perspective, Air Rules should not be used and **Air Sortie** cards are not used, although the **Air Power** card is always used. However, players ALWAYS have the option of using Air Rules if both sides agree. If players agree to use the Air Rules but there is an absence of other instructions, each player gets one **Air Sortie** card.

Q. Can the **Air Sortie** card be played on its own, in lieu of the pre-programmed card when using Russian Command rules? i.e. the pre-programmed card remains in place this turn, as it does if a **Recon 1** card is played from the hand.

A. Yes. **Note:** Air Sortie equivalents (the **Air Power** card and **Recon 1** cards when Air Strikes are available) must be played from the Commissar Chip like normal cards.

AIRPLANES ON GROUND / AIRCRAFT CARRIERS



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- ✦ Take off using **Air Sortie** or 1 order; if using 1 order, do Air check upon take-off
- ✦ Attacked like other units, eliminated on 1 grenade rolled
- ✦ Cannot be targeted directly on Aircraft carrier; lost if ship is sunk
- ✦ Cannot use/be the subject of **Ambush**
- ✦ Block line of sight and prevent adjacent enemy from firing at more distant units

Q. When an Airplane is on the ground and is strafed, is it still only hit on the Grenade symbol?

A. No. An Airplane strafed while on the ground is hit on a Grenade, a Star or a Flag (overriding the rules that states that an Airplane on the ground is only hit on a Grenade; and an Airplane on the ground can't retreat, so a Flag becomes a hit).

Q. Do Ready-To-Take-Off Markers and grounded Airplanes block Line Of Sight?

A. Yes

Q. Can an Airplane on the ground capture an objective hex?

A. Yes, but an Airplane could only capture an airfield hex because those are the only hexes they are allowed to land on.

AIRBORNE AIRPLANES



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- ✦ One airborne Airplane per side max, at all times
- ✦ May move up to 4 hexes and do a single Special Action each turn
- ✦ May fly over any hex but must end its move on a vacant hex with no unit
- ✦ Underlying ground units may not move onto or through an Airplane-occupied hex
- ✦ Do not block line of sight and do not prevent adjacent enemy ground units from firing at more distant units

Q. Can an Airplane fly through another Airplane's hex when flying?

A. Yes, as long as the Airplane ends its movement on an unoccupied hex, it may fly through other Airplanes, Ships or ground unit-occupied hexes during its movement.

Q. Can an airborne Airplane capture an objective hex?

A. No. **Note:** An Airplane on the ground can capture an objective hex, but only if the hex is an airfield since an Airplane isn't allowed to land on any other hex.

AIR CHECK



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- ✦ Roll a number of dice equal to Air Check value of underlying terrain hex, +1d for each adjacent enemy ground unit / +2d for each adjacent enemy Airplane
- ✦ If at least 1 of his unit is adjacent to Airplane, Opponent makes the Air Check roll
- ✦ If at least 1 grenade is rolled, Airplane is lost. Remove it from the board. Opponent gains a Medal only if one of his units was adjacent to Airplane at the time of the Air Check

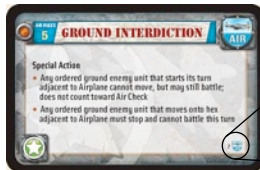
Q. What is the Air Check value of clear (countryside, desert and winter) terrain?

A. Zero.

Q. Do Air Check values stemming from underlying terrain accumulate with obstacles?

A. No. Only the greater of these Air Check value applies. So a sandbag position over clear countryside hex will have an Air Check value of 1 (for the Sandbag), while a sandbag position over a forest hex will have an Air Check value of 2 (due to the Forest). The Air Check value may still be increased by the presence of adjacent enemy units, however.

GROUND INTERDICTION



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Special Action

- ✦ Any ordered ground enemy unit that starts its turn adjacent to Airplane cannot move, but may still battle; does not count toward Air Check
- ✦ Any ordered ground enemy unit that moves onto hex adjacent to Airplane must stop and cannot battle this turn

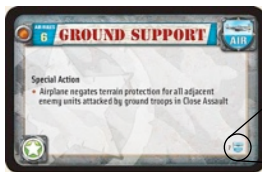
Q. If my Airplane has used Ground Interdiction on a group of units and then one of my other units rolls a retreat flag against one of them, does the Interdicted unit retreat or not? If the unit retreats, is it released from the Interdiction?

A. The Interdicted unit must retreat. The Bomb Crater Marker is not removed from the unit when it retreats. The unit may not move on its turn, though it may still battle, even though it is no longer adjacent to the Interdicting plane.

Q. If an enemy unit is forced to retreat adjacent to my Airplane that is doing Ground Interdiction, is the new enemy unit under my Interdiction?

A. No.

GROUND SUPPORT



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Special Action

- ✦ Airplane negates terrain protection for all adjacent enemy units attacked by ground troops in Close Assault

Q. When an Airplane uses Ground Support to strip a unit of 'terrain protection', does this only apply to the Battle Dice reduction or does it also apply to the ability to ignore a Flag?

A. Ground Support negates any and all terrain protection, both Battle Dice reduction and the ability to ignore Flags.

KAMIKAZE



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Special Action

- ✦ Roll 2d against adjacent enemy ground or ship unit, ignoring terrain protection
- ✦ Any hit scored eliminates entire unit
- ✦ Airplane is lost and removed; gives a Medal to opponent if at least 1 grenade was rolled
- ✦ Flags and stars rolled are ignored

Q. If a Kamikaze attack rolls a grenade, which brings *both* players to the Victory Medal objective, is the game a tie?

A. Yes, I guess it would be a tie.

RECON



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Special Action

- ✦ If Airplane is adjacent to at least 1 enemy unit when you replenish your hand of Command cards, you may draw 2 Command cards instead of 1, choose 1 and discard the other.

Q. How many Command cards do I draw at the end of my turn, when ordering my Storch with an **Air Sortie** card played alone and using the Storch Recon power?

A. None. A new Command card is not drawn to replace the **Air Sortie** card when played alone. If you want to benefit from the Storch's Recon power, you should order it using an applicable Command card - or an **Air Sortie** played along with a Section card.

Q. How many Command cards do I draw at the end of my turn, when ordering my Storch with a **Recon 1** card and using the Storch Recon power?

A. Two cards, not three. The Recon power of the Storch is not cumulative with the Recon power of the Command card itself.

Q. The rule book states that Recon can only be used when your plane is adjacent to enemy *GROUND* units. The summary card makes no distinction and appears to include enemy Airplanes as well. Which is correct?

A. The rule book is correct. Unfortunately, the word 'ground' is indeed missing from the summary card (**Air Rules - 8**).

Note: Enemy ships do not qualify for this purpose either, as they are not ground units.

RESCUE



STRAFING



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Special Action

- ✦ Roll 1d on enemy units in up to 3 contiguous adjacent hexes along flight path, ignoring terrain protection
- ✦ Unit's symbols, grenades, and stars rolled all score hits
- ✦ Flags cannot be ignored

Q. When an Airplane is ordered by a **Their Finest Hour** Command card, does it roll an additional die when strafing?

A. Yes. The Airplane rolls 1 additional die in any Special Action that involves dice rolled (e.g. Strafing, Kamikaze Attack) when ordered by **Their Finest Hour**.

