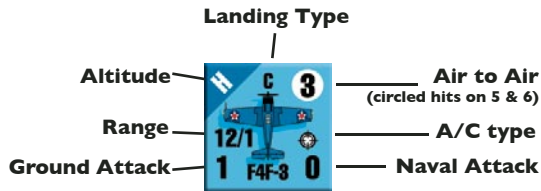


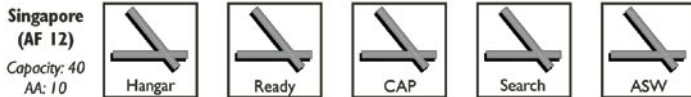
SECOND WORLD WAR AT SEA

5-Minute Air Rules

Each aircraft counter represents a squadron, approximately 12 aircraft (its back side is a half-squadron). Each half-squadron's worth of aircraft is called a "step."



Each player has one or more Airbase cards listing all his airbases and carriers.



Each turn after rolling for weather, players move aircraft counters from Ready boxes into CAP (Combat Air Patrol), Search and ASW (Anti-Submarine Warfare) boxes. They can stay there all day. Aircraft that stay in Ready boxes may fly Strike, Escort or Sweep missions later.

After writing task force movement orders, players perform Air and ASW Searches. Check how many steps are in each base or carrier's Search box. Roll a die for each enemy task force within Search aircraft range (modify for number of steps searching, range and weather), spotting it on a 3 or more.



Do the same for ASW searches, except that seaplane steps count double; you spot subs on a 6+ and can attack them immediately, killing one on a roll of 6.

Players then assign aircraft from Ready boxes to Naval Strike, Land Strike, Escort or Sweep missions, grouping them into "Flights." Write down each flight's target (which must be within Range). Naval Strikes may only target spotted task forces.

After moving and fighting with task forces, send flights to their targets. Each Naval Strike flight must roll a 3 or more (modify for range and weather) to locate its target task force. If not it returns to base without attacking.



Air units in CAP boxes intercept enemy Strike flights on a 3 or more (modify for range and weather). CAP and intercepted flights fight one round of Air to Air (A2A) combat. When a unit fires, roll dice equal to its A2A value (planes with circled values get +1 on each roll, planes shooting at higher-altitude planes get -1). First, CAP fire at any Escorts, then surviving Escorts fire at CAP, then surviving CAP fire at Strike aircraft, and then surviving Strike aircraft fire at CAP. Every 6 or more is a hit, causing an enemy squadron to lose one step (owning player's choice). A "natural 6" always hits.

Then, surviving Strike aircraft attack. In a Naval Strike, the targeted player puts his ships on the Tactical Map (one ship per hex with a hex between ships), and the Strike player puts each air unit on the ship it wants to attack. Anti-aircraft (AA) guns fire first. Land-based AA makes one full-strength attack on all Strike aircraft, while each ship fires full-strength at aircraft attacking it or half-strength at aircraft attacking another ship within 2 hexes. Roll dice equal to half the AA strength. Every 6 is a step of aircraft that can't attack, and half of those steps are destroyed (Strike player's choice).



Then air units that can attack do so. Add up their Land Attack or Naval Attack values and roll that many dice (attack each ship separately). Every 6 or more is a hit (+1 for circled attack factors). Airbase hits destroy aircraft steps on the ground and reduce base launch capacity. Ship hits do damage on the Gunner Damage Table (for bombers) or the Torpedo Damage Table (for torpedo bombers).

Sweep flights intercept CAP at enemy bases on a 3 or more or ASW on a 6 or more. If successful, they fight A2A combat.

At the end of the turn, move aircraft which landed last turn from the Hangar box to the Ready box, and then place this turn's flights in the Hangar box. At the end of any day's last daylight turn, all CAP, Search and ASW aircraft go in the Hangar box.

