Nth Fleet Games, Air Rules

1   General

1.1 Use the simultaneous movement rules from *The General, Volume 27, Number 12*. Use Third Fleet rules.

1.2 All combat dice rolls are 2d6-2 (referred to as **2d5**), best implemented by two dice marked zero through five. Submarine detection rolls and random choice rolls are still d10.

2   Air Rules

2.1 Each two-sided air unit is replaced by four air points. Each single sided air unit (typically RCN) is replaced by two air points. Each airbase (CV or land airbase) uses an Air Base Display to record its aircraft. This display has three tracks, one for unused air points, one for used air points, and one for air points that are currently on CAP. Aircraft that are aborted or have completed their mission are moved to the "used" track. The aircraft counters are placed on the tracks to indicate the number of air points of that type. Use loss counters from some other game to record the number of air points when the aircraft are placed on the strategic display.

2.2 All air strikes are allocated using air points. Tactical air strikes can contain as few as one air point. Supporting aircraft (AEW, EW) must roll their number of airpoints on a d4 to be effective.

2.3 Strategic non-intercept missions must roll to be effective. If a strategic non-INT mission contains fewer than 4 air points, then it must roll the number of airpoints or less on a d4 to be effective. For example, a RCN mission with 3 aircraft has only a 75% chance of being effective. Ineffective missions remain in the air until return to base phase.

2.4 The air-surface and ASW values of an air point are pro-rated from the printed values.

2.5 Air-air combat has changed significantly. Aircraft now have separate attack and defence values.

2.6 The printed air-air strength is now the attack value for fighters (INT) in the fighter mode. **Exception**: The attack value of the F15c is 14, and that of the Tornado-F is 13.

2.7 Attack and support aircraft have an attack value equal to half their defensive value, rounded down. This also applies to fighters that are performing a mission using their bombing mode.

2.8 The defence value of an aircraft comes from the Defence Value Table, see Table 1.

2.9 For each side, compute the total air-air attack value by multiplying the number of air points times the air-air attack value for each aircraft type, and adding the values for each aircraft type. Round down to the appropriate column on the air-to-air attack table and roll 2d5. If the number of air-air points exceeds the last column, then split the attack up. For example, 90 attacking air-air points would roll once on the 40 column, and once on the 50 column. A roll of 5 would yield 10+11=21 damage points.

2.10 The air-to-air attack roll is modified +/- 1 for friendly/enemy EW aircraft.

2.11 Fighters on CAP have a +2 Dice Modifier (DM), Aircraft attacking CAP have a -2 DM.

2.12 Damage points are applied simultaneously. A number of enemy air points are shot down whose combined defence values equal the inflicted damage points, rounded down. For example, if 13 damage points have been inflicted, and all the enemy aircraft have a defence of 4, then 3 air points will be shot down. If the opposing force contains air points in an INT mode, then the air points destroyed will be INT's. If damage points are still left over, then apply them to non-INT aircraft.

2.13 If the combat occurs during an activation phase, and the enemy force also contains strike aircraft, then a number of strike *air point*s equal to the number of *air points* shot down are also aborted.

2.14 If the combat occurs during a strategic air phase, then a number of RCN or Tactical Coordination *air point*s equal to the number of *air points* shot down are also aborted.

2.15 Within each category (INT and non-INT), the shooter always decides which aircraft to destroy.