

Air Deck Rules and Use

Note: This is a first draft of the Air Deck rules. Any problems or suggestions can be posted in the forum thread or mailed to PanzerRunes on the Days of Wonder site. Suggestions that are valid or work well will be written in to this rules set.

Scenario will detail if any Air Deck cards need to be removed from the deck.

Only one Air Deck card can be held at a time unless the scenario specifies otherwise.

Air Deck can be drawn from only after playing a Recon 1, Air Sortie, or Air Power card.

Air Deck cards can only be used in the section specified on the card.

Meaning the aircraft must enter in the section and perform its function in the section. If able on the next turn it may move into another section and perform the same function.

Aircraft will have movement values indicated and will be ordered as infantry or armor depending on the card. The plane must enter via the ordered section as above. If the air unit is not ordered in the following turn it must be removed from the board. If ordered on the second turn it must be removed at the conclusion of the second turn of being in play.

Only enemy units adjacent to the plane may attack it. Roll one die and score a hit on a star only.

Two ground units, artillery or armor, may be designated as anti-air units by adding a battle star to the unit. Scenario designer may indicate which units.

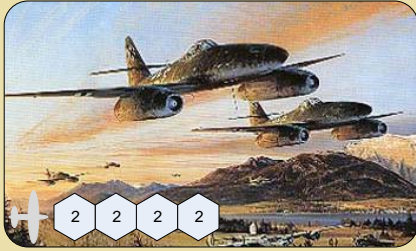
When playing a campaign roll 2 dice and if the result is a grenade and a star anti-air artillery is designated. If an armor and star are rolled a anti-air armor unit is designated.

Armored anti-air units may move two or attack. 3-3-2-2

Artillery anti-air units may move one or attack. 3-3-2-2

Heavy and medium bombers have the ability to level town hexes. This is done if three stars are rolled for a given hex. Units in the town hex will suffer 2 attack dice. Replace the town tile with a rubble/ruins tile. Artillery caught in a destroyed town may not move out or retreat. It may still attack. Surviving armor caught in a ruined town may exit but may not re-enter.

Veteran Fighter Pilots



L C R

Attack each hex sequentially, ignore defensive terrain modifiers. Axis reduce by one die. Stars hit armor and planes. Flags may not be ignored. Plane may be ordered next turn as an armor unit with a movement of 6. Must move full 6 and exit after next turn.

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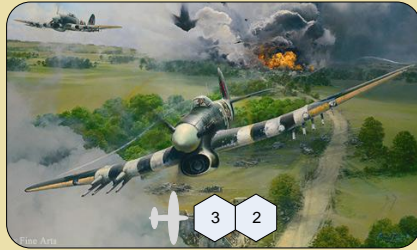
Close Air Support



L C R

Target and attack each hex sequentially, ignore defensive terrain modifiers. Flags may not be ignored. Stars hit armor and bunkers. Plane may be ordered next turn as an armor unit with a movement of 6. Must move full 6 and exit after next turn.

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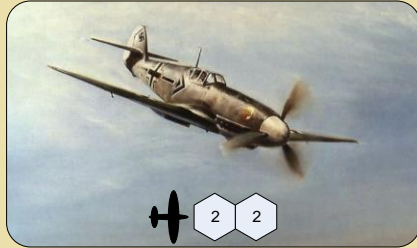
Novice Fighter Pilots



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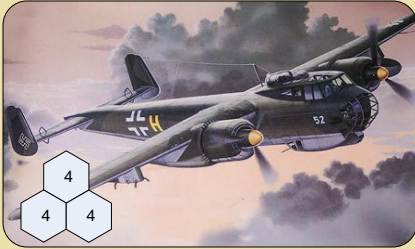
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Heavy Bomber Support



L **C** **R**

Attack each hex with 4 dice, ignore terrain modifiers. Flags may not be ignored. Reduce town hex to rubble if 3 stars are rolled. Each unit in a destroyed town hex must roll 2 dice and apply the result. Units moving through a bomb hex roll 2 dice and apply the results

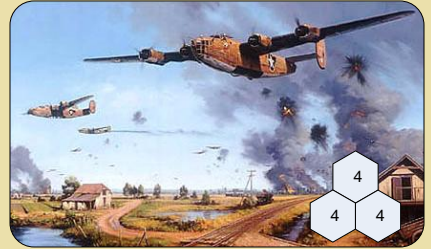
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Medium Bomber Support



L **C** **R**

Attack each hex with 3 dice, ignore terrain modifiers. Flags may not be ignored. Reduce town hex to rubble if 3 stars are rolled. Each unit in a destroyed town hex must roll 2 dice and apply the result. Units moving through a bomb hex roll 1 dice and apply the results

Medium Bomber Support



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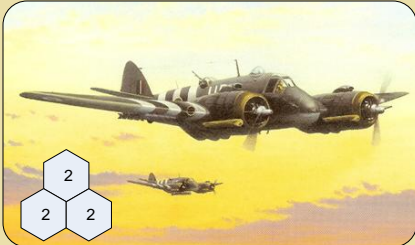
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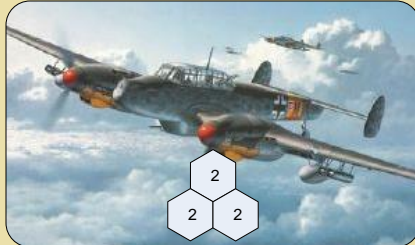
Fighter Bomber Support



L **C** **R**

Each targeted hex is attacked with two dice, ignore defensive terrain modifiers. Flags may not be ignored. Stars hit armor units and bunkers.

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Fighter Bomber Support



L **C** **R**

Each targeted hex is attacked with two dice, ignore defensive terrain modifiers. Flags may not be ignored. Stars hit armor units and bunkers.

Naval Bombardment



L **C** **R**

Target one enemy unit, must be in line of sight of a friendly unit. Roll one die, star hits targeted hex, any other result roll a d6 and apply the result. Hex is then attacked with three dice, ignore defensive modifiers. Stars count as hits. 3 stars will reduce town to a rubble hex.

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Airborne Assault



L **C** **R**

Target a hex, roll 1 die, star lands on desired hex, other result roll a d6 and apply. If the Landing hex has any terrain roll three combat dice and apply result. If illegal terrain or any unit occupies landing hex the paratrooper unit is destroyed award 1 medal to opponent.

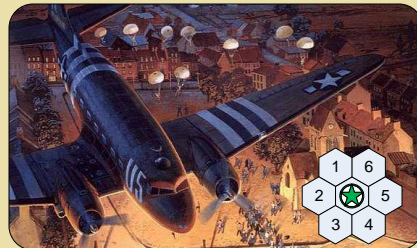
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Air Drop Supplies



L **C** **R**

Target a hex, roll 1 die, star lands on desired hex, other result roll a d6 and apply. If friendly unit is in the hex roll 2 dice revive 1 figure per matching symbol. If an enemy units occupies the landing hex, 1 infantry can be revived, otherwise place a battle star.

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Rescue



L **C** **R**

Target a friendly infantry unit in open terrain with one figure. Roll a die, a star is a successful landing. Next turn the plane may be ordered as infantry moving 4 hexes. Follow rules for planes on the ground. Loaded plane can be attacked and destroyed for 2 medals.

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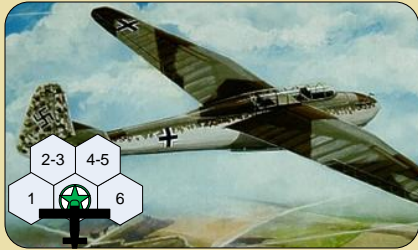
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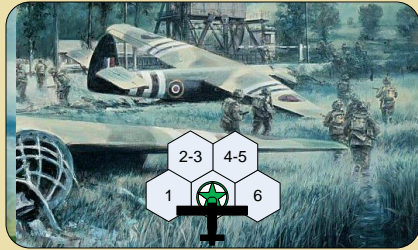
Glider Assault



L **C** **R**

Select landing hex, roll 1 die. Star lands on the targeted hex, any other result roll a d6 and place an infantry unit on the landing hex. If the landing hex has any terrain roll three attack dice and apply the results. If enemy units occupy the landing hex the glider is destroyed resulting in a medal for the opponent.

Glider Assault



L **C** **R**

Select landing hex, roll 1 die. Star lands on the targeted hex, any other result roll a d6 and place an infantry unit on the landing hex. If the landing hex has any terrain roll three attack dice and apply the results. If enemy units occupy the landing hex the glider is destroyed resulting in a medal for the opponent.

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Airlift



L **C** **R**

One transport lands at airfield. Order as infantry with a move of 5 hexes. Roll one die.
Infantry - brings a reserve infantry unit
Star - 2 battles stars use as medics and mechanics
Flag - Evacuate/rescue a single figure infantry unit
Remove from board if not ordered in flight.

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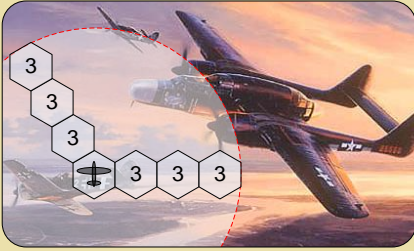
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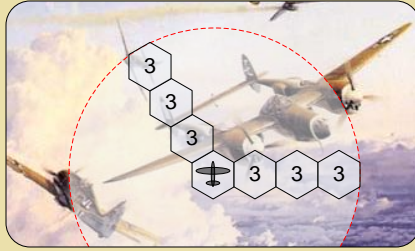
Air Interdiction



L **C** **R**

Attack enemy air units up to three hexes away with three dice. Plane may be ordered next turn like an armor unit with a movement of 6, must exit after next turn.

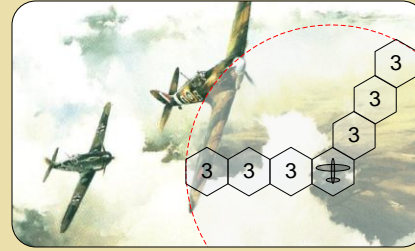
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Ground Interdiction



L **C** **R**

Enemy units adjacent to the plane cannot move, but may attack at -1 die. Targeted ground units lose their defensive terrain cover from all attacks. Plane may be ordered next turn like an armor unit with a movement of 6, must exit next turn.

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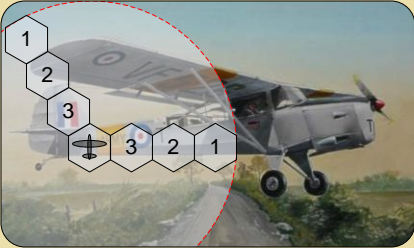
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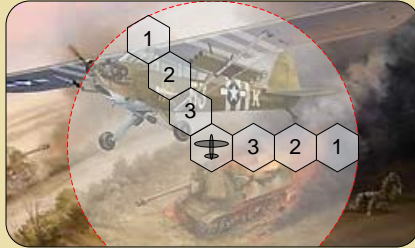
Spotting



L **C** **R**

Reconnaissance plane is ordered as infantry with move 4. Recon plane can spot one enemy unit up to three hexes away per turn. Roll dice, apply terrain restrictions. Each star rolled adds one attack die on spotted hex. Remove plane if not ordered.

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