

Anti-Aircraft Guns

AA guns are placed on the table at the start of the game accordingly to the scenario rules. They never move or turn. AA guns start the game with an artillery counter on them, in the center of the card showing they are loaded

Turn x



At the **end of the planning phase**, just before maneuvers are revealed, the player controlling the AA gun can place the artillery counter anywhere on the table with the counter edge no further than 2 rulers distance away from the red dot at the center of the gun card. The artillery counter may **not** be placed on the AA gun card.

Turn x+1



In the **firing phase** of the next turn, if one or more airplane bases (friend or foe) overlap at least part of the artillery counter, each of them takes a damage counter as indicated by the firepower of the AA gun card and the artillery counter is removed from the table. If no airplane overlaps the counter, the counter is removed without inflicting any damage. Anti- aircraft fire is resolved simultaneously with all other types of fire.

Turn x+2



At the **end of the first planning phase** after the AA artillery counter has exploded, the gun begins to reload. The owner takes an artillery counter and places it besides the appropriate gun card.

Turn x+3



The next turn, at the **end of the planning phase**, he places the counter in the center of the card to show that the gun is reloaded and ready to fire. **The gun can fire during any later turn as normal.**

Turn x+4

If the anti aircraft gun is loaded at the beginning of the turn it can fire during that turn.