



11. THE AIR PHASE

During the Air Phase the active player may issue orders to his air units. Unlike the Surface and Submarine Phases, the Air Phase consists of only a single step, which combines movement and combat. You do not actually move the air units on the map. Instead, you may assign air units to one of two activities: **strategic missions** and **attack missions**.

STRATEGIC MISSIONS

During the Air phase, the active player may assign eligible air units to strategic missions. See [Section 12](#).

ATTACK MISSIONS

During the Air phase, the active player may attack enemy units and bases with his eligible air units using the following procedure:

1. Select a friendly airfield or carrier containing the air unit. Alternately, you can click repeatedly on the aircraft icon in the Phase Indicator box at the top of the screen. Each time you click on this icon, the computer will select an eligible unit to which order may be issued. Clicking the left mouse button selects a new unit; clicking the right mouse button selects the previous unit. The computer places this unit in the center of the OPS Display map. Note: At the start of a phase, the computer will select a unit of the appropriate type automatically. You do not have to issue orders to this unit; you may issue orders to another submarine if you wish.
2. Click once on the ATTACK button at the top of the OPS display, flipping it to the open position.
3. Select the enemy unit or base you wish to attack by clicking on it. The Combat screen will appear. See [Section 14](#).
4. After you have decided upon an attack mission for an air unit, select other eligible air units and issue attack missions to them as you wish. The Air phase ends when you have assigned all the air missions you want (both strategic and attack).
5. Return to the OPS display from the Combat screen and click the EXECUTE button to carry out all assigned air missions.

