



12. STRATEGIC AIR MISSIONS

During the Air phase, the active player may assign eligible units to strategic air missions. There are three types of air missions:

CAP MISSION

Air units on CAP (Combat Air Patrol) circle over a specific location, protecting their parent carrier or base from enemy attack.

INTERCEPT MISSION

Air units on Intercept fly to a zone and attempt to interfere with enemy units performing strategic air missions in that zone. Alternately, they will attempt to protect friendly air units performing missions in that zone.

RECON MISSION

Air units on Recon fly to a zone and attempt to detect enemy surface and submarine units in that zone. Each air unit placed on Recon increases the chance of detecting and accurately identifying enemy units. Note: Enemy airfields and ports are considered detected at all times throughout a scenario.

HOW TO ASSIGN UNITS TO MISSIONS

1. Select a friendly carrier or airfield containing the air unit. The selected carrier/airfield will be highlighted (i.e. surrounded by a white hexagon). Alternately, you may 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 carrier or airfield with at least one unit which may be assigned a mission. Clicking the left mouse button selects a new carrier/airfield; clicking the right mouse button selects the previous carrier/airfield. The computer places this carrier/airfield in the center of the OPS Display map. Note: At the start of a phase, the computer will select a carrier/airfield automatically. You do not have to assign missions to air units in this hex; you may assign other units to missions first if you wish.

2. From the OPS display, click the AIR MISSIONS button to access the Strategic Air Missions Screen. This screen, which is similar in appearance to the Strategic Display, shows the entire map.
3. The selected carrier/airfield is shown in the lower right, and its location is indicated by a flashing red circle on the map. Directly above the selected carrier/airfield is a list of all the air units situated at this location. Individual air units may be selected from this list. Clicking the name of a unit will turn the name from gray to white, and the selected air unit will appear in the Selected unit box above the list.
4. After an air unit is selected from the list, it may be assigned a mission using one of the buttons at the top of the screen: CAP (**red**), Intercept (**green**), or Recon (**yellow**). Missions that the selected unit is eligible to perform will have their names appear in color — if ineligible for a mission, the mission name will appear in white.
5. If you wish to assign a strategic mission, you must designate the zone where the selected unit will perform its mission. Click on one of the white squares on the map and a light blue X will appear in the selected zone.
6. Now select the type of mission by clicking the name of the mission at the top of the screen. (Be sure to click the name and not the light above the name.) The light above the selected mission will illuminate. Also, the name of the unit in the list will change color to reflect the selected mission type.
7. When you have finished assigning missions at this carrier/airbase, click once on the carrier/airbase in the lower right. The computer will move to the next carrier/airbase with eligible units. Repeat steps 3 through 7 as desired.
8. When you have finished assigning air missions, return to the OPS DISPLAY. Click the EXECUTE button only when you are finished assigning air missions (strategic and attack) in the current air phase.

Important: An air unit will remain on its current mission until you change it in a subsequent air phase. Furthermore, it must remain on a mission for at least three turns. To remove it from its current mission, click the appropriate mission button and the light will go off. The exception to this rule is aircraft flying from carriers — if you move the carrier to another zone, its aircraft on INT and Recon missions will land automatically after three turns.

DISPLAY BUTTONS

At the top of the Strategic Air Missions screen are buttons for SURFACE SHIPS, SUBMARINES, AIRCRAFT, and AIR MISSIONS. These buttons toggle on and off the positions of the the corresponding units on the map (as with the Strategic Display).

TOTAL CAP AA

Displays the total Anti-Aircraft (AA) value of all units assigned to CAP over this carrier/airbase. The higher the number, the more effective the CAP mission.

LENGTH OF MISSIONS

Recon and INT missions last throughout the current turn and the following two turns. In the third turn following a Recon or INT mission, an air unit may be assigned another mission — strategic or attack.

CAP missions last through the current turn. Units CAP may be reassigned the following turn.

An air unit will be automatically re-assigned to the same mission if the player does not alter its assignment.

Units on strategic missions may be forced to return to base early by enemy INT missions.

