

# AIR PACK FAQ

## General Questions

Q: What is the air check value of clear (countryside, desert and winter) terrain?

A: Zero.

Q: Can an airplane fly through another aircraft's hex when flying?

A: Yes, as long as the airplane ends its movement on an unoccupied hex, it may fly through other aircraft, ships or ground unit-occupied hexes during its movement.

Q: When an Airplane is ordered by a *Their Finest Hour Command* card, does it roll an additional die in battle?

A: Yes, the Airplane rolls 1 additional die in any Special action that involves dice rolled (eg Strafing, Kamikaze Attack).

Q: When countering an opponent's Air Sortie played in conjunction with a Section card, the Counter-Attack only counters my opponent's Section card, not the Air Sortie he played along with it (rules p. 4). But what if I have an Air Sortie card in front of me: May I play it along with my Counter-attack on the Section card just played?

A: Yes, you may.

Q: Do Air Check values stemming from underlying terrain and obstacles cumulate?

A: No; only the greater of these Air Check value applies. So a sandbag position over clear countryside hex will have an Air Check value of 1 (for the Sandbag), while a sandbag position over a forest hex will have an Air Check value of 2 (due to the Forest).

The Air Check value may still be increased by the presence of adjacent enemy units, however.

Q: What is a friendly Airfield?

A: Any airfield whose hex(es) are not currently occupied by any enemy unit.

Q: When an Airfield is made up of several contiguous hexes, may an Airplane land on a vacant airfield hex, if units occupy one or more of the other Airfield hexes?

A: Yes, provided that none of these units are enemy units.

Q: When a plane is on the ground, is it still only vulnerable to the grenade symbol when strafed?

A: A plane strafed while on the ground is hit on a Grenade, a Star or a Flag (overriding the rules that states that a plane on the ground is only hit on a Grenade; and a plane on the Ground can't retreat, so a Flag becomes a hit)

### **The Storch**

Q: How many Command cards do I draw at the end of my turn, when ordering my Storch with an Air Sortie card played alone and using the Storch Recon power?

A: None. If you want to benefit from the Storch's Recon power, you should order it using an applicable Command card - or an Air Sortie played along with a Section card -.

Q: How many Command cards do I draw at the end of my turn, when ordering my Storch with a Recon card and using the Storch Recon power?

A: Two cards, not three. The Recon power of the Storch is not cumulative with the Recon power of the Command card itself.

### **Air Planes on the Eastern Front**

Q: Can the Russian player under Commissar rules play an Air Sortie card that is face up next to his card holder along with a pre-programmed Section Command Card?

A: Yes.

Q: Can the Russian player under Commissar rules play a Section Command Card from their hand along with a pre-programmed Air Sortie card?

A: No. Note that the Air Sortie card is never pre-programmed: It is always face up, and never counts toward the pre-programmed limit.

Q: Can the Russian player under Commissar rules play a Section Command Card from their hand along with an Air Sortie card that his face up next to his card holder?

A: Yes, as long as the Section card being played from his hand is a *Recon 1* Command card.

Q: Can the Air Sortie card be played on its own in lieu of the pre-programmed card? i.e. the pre-programmed card remains in place this turn, as it does if a Recon card is played from hand.

A: Yes.

### **Air Planes in Overlord mode**

Q: Will the Air pack be compatible with the Overlord mode?

A: Yes. The rules for doing are available for download on the Memoir '44 Overlord Page:

<http://www.memoir44.com/content/overlord/>

They accommodate both single and multiple copies of the Air Pack played in conjunction with Overlord scenarios.