

Defensive Flak

The common term of 'Flak' was used in world War 2 for ground-based weapons used to attack aircraft, abbreviated from the German word *Flugzeugabwehrkanone* or 'aircraft defence cannon'. It was quickly found that unprotected targets were completely at the mercy of marauding aircraft so as the war progressed the density of flak jumped up noticeably on all fronts. Flak was absolutely loathed by combat pilots because it made survival a matter of sheer luck.

Flak firing in the End phase

At the end of each turn light flak shoots at the nearest Disadvantaged aircraft within 6" range. Flak will always target the nearest Disadvantaged aircraft whether it is friend or foe; unfortunate mistakes in identification were rather commonplace around flak as gunners tended to let fly at anything with wings.

If no Disadvantaged aircraft are within range at the end of the turn the owning player may use 50% of the light flak Firepower (rounding up) to shoot at a nominated Neutral enemy aircraft within range instead. Light flak firepower dice can be divided among multiple Neutral targets if desired.

Light flak cannot attack Advantaged aircraft.

Disadvantaged	Neutral	Advantaged
Defend vs strafing attacks. Shoots closest aircraft in End phase.	Shoots with 50% FP in End phase only.	May not attack

