

The Wardrooms Flights 101

List Building:

You can either purchase individual flights up to 25% of the list total (or 100% of list total if no ships or MTBs are included). Limited to the year of the game same as refits. (pg 129)

And /OR – flights are included free with a carrier (pg 129), the number of flights included is listed on the carrier's stats. These flights are limited to Carrier capable, and to the year of the game same as refits. The type and role should be noted when building the list – (April FAQ)

Deployment:

All flights individual purchased are deployed like a ship in one go.

Each carrier automatically deploys 2 flights as CAP (pg 52), however if you have 7+ Scouting points you may deploy up to half of your flights (rounding down) or all of the carriers flights if you have 10+ scouting points instead (pg 56)

Movement:

After all ships and MTBs on the table have been moved the player with initiative moves all their flights, once they are done then the opposing player moves theirs. (pg 50+68)

Flights that are base to base with an enemy flight may not move. (pg 52)

Only flights with the role **fighter** may move into base to base with an enemy flight (pg 52)

Fighters may only engage escorted flights if the escorting fighter role flight is already engaged. (pg 52)

If a flight is moved over an enemy ship, then the opposing player rolls AA attack dice to the number of their **Local X Trait**. There is no limit to the number of times a single ship can do this in a turn. (pg 49)

Fighters are counted as escorting if they are touching one or more flights with the bomber, dive bomber, torpedo bomber or ASW role. Only 1 fighter flight may escort 1 other role flight. (pg 52)

Launching /Recover:

A ship with the carrier trait may launch or recover 1 flight (2 if given the scramble order (pg 47) whilst the fore arc is pointing towards the wind direction and it hasn't turned or performed the Evade! order (pg 52) or have a crew area critical level 2+. Flights launched or recovered must be carrier capable.

To Launch the flight(s) is placed within 1" of the carrier after it has moved. The flight may not move again this turn. (pg 52)

If the carrier is in deep deployment then launched flights are placed touching the players table edge instead of 1" away from the carrier.

To recover a flight the flight must be carrier capable and moved to touching the rear of the ship. (pg 53)

Carriers in Deep deployment cant recover flights – FAQ

A carrier may not have more than its flight capacity onboard at any one time. (inferred)

A carrier may recover flights brought individually or launched from another carrier (inferred)

A flight can attempt to be reequipped with its one-shot weapon whilst on a carrier in the end phase with a crew Quality Check, roll for each flight. (pg 53)

Shooting at Flights:

Light Guns with **DP Trait** are not AA Batteries and may only fire when the Ship is selected to fire. **DP Trait** ignores the **Tough & Very Tough Traits**. However as Anti-Aircraft Attack Dice they still benefit the +1 for shooting flights with the **Large Trait**, and unable to target Dogfights.

At the start of the gunnery phase, before ships are chosen to fire, AA Batteries must fire at any /all flights & MTBs in range. – each Attack Dice can only be rolled once.

All shooting against Flights hits on 6s (pg 50) unless:

Flight has the **large trait** (+1) (pg 49)

Flight is a **torpedo bomber** & in base contact with the firing ship then target score is 5s. (pg 50)

Flight is a **kamikaze**, and the dice are from the **Local X Trait** (+1, if a flight is both **Kamikaze** and **large** then the modifiers will stack) (pg 53)

Flights in a Dogfight can't be targeted by AA attack dice.

Shooting by Flights:

Flights weapons have the **one-shot Trait** (pg 52), Except for Dogfighting, attacking MTBs & those with the ability to conduct more than one attack as listed in the Damage Dice Column.

Flights use their own to hit table (pg 52)

Against ships and MTBs, flights to hits are not modified (Pg 52+ FAQ)

All Flights v Subs use the anti-sub modifiers (pg 62)

All **Torpedo**, **Kamikaze** and **Dive Bombers** have the **Devastating Trait** on their stat line, so ignore armour value of the target but not **Armoured Deck** or **Torpedo Belt Traits** (pg 48).

All of a single players flights not involved in a dogfight conduct their attacks at the same time, chosen instead of a ship, in the gunnery phase. (pg 52)

Dogfights are worked out at the end of the gunnery phase after all ships, MTBs and flights attacking ships /MTBs, have been. (pg 52)

Flight v Flight is called a dogfight. It is worked out by both players rolling a D6 + modifiers of the engaged flight & +1 for every friendly flight touching an engaged friendly but not an enemy flight. The player with the lower total score has their engaged (ie touching base with the enemy flight) flight destroyed, if the scores are a drawn then all flights stay locked in the Dogfight. Roll for the dogfight again at the end of the next gunnery phase (pg 52)

Attacking Deep-Deployment Carriers: (pg 53 + FAQ)

1. Flights may leave the enemy board edge to attack an enemy carrier in deep deployment – nominate which carrier if more than one in deep deployment when removing flight off the board. Ignore the existence of any other carrier & the flights they have onboard.
2. Any flights with the fighter role on the carrier may attempt to intercept *1 attacking flight*, conducting a dogfight to defend the carrier as if it had the fighter role.
3. Any surviving flights may then attack the enemy carrier as normal. (No AA from the carrier).
4. Attacking flights are then removed from the game but do not grant VPs as they have not been destroyed or made a tactical withdrawal.