

17. Fighter Ace & Luftwaffe Ace:



From the beginning of World War II, Combat Fighter Pilots were often sent on missions that demanded a will to sacrifice themselves as well as their fighter planes.

Those who survived the initial years of the conflict gained experience that resulted in superior skills. Some of these fighter pilots became Flying Aces – scoring massive kills among enemy fighter pilots.

Attack: 3 (2 dice)

Defense: 4 (2 dice)

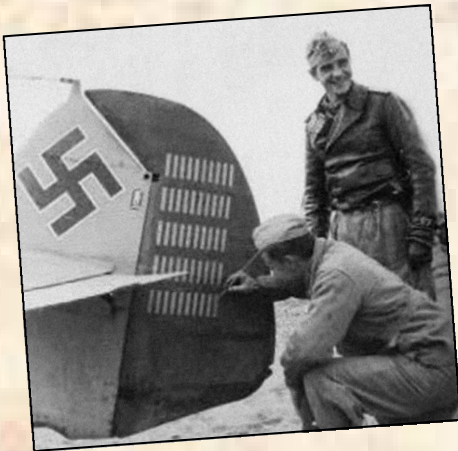
Move: 4

Cost: 11

Maximum on game board: see below

Enter game from: Late 1942 (round 6)

The *Fighter Ace* unit (United States and Soviet Union) and *Luftwaffe Ace* unit (Germany) is a specialized *Fighter* unit.



A *Fighter Ace* & *Luftwaffe Ace* unit cannot be supported by a *Tactical Bomber* unit.

Also, *US Fighter Aces* cannot be part of the *Lend-Lease* rule.

They must be produced in a Major Capital by the original owner of the Major Capital.

The numbers of *Fighter Ace* & *Luftwaffe Ace* units that can be purchased are:

- Germany (*Berlin*): 3
- Soviet Union (*Moscow*): 1
- United States (*Washington*): 2



No Nation can produce more than 1 *Fighter Ace* or *Luftwaffe Ace* unit in each turn.

Fighter Ace units and *Luftwaffe Ace* units operate under *Fighter* unit rules and are treated in the same way as regular *Fighter* units.



Another few restrictions concerning *Fighter Ace* units and *Luftwaffe Ace* units are, that they are limited in numbers and that they must be produced in a Major Capital.

Fighter Ace units and *Luftwaffe Ace* units are not eligible for the *Total War* rule.

Fighter Ace units and *Luftwaffe Ace* units that are lost in combat can be reproduced.

