

Desert Air Force

Unit	Number
1st Flight Spitfire IX C	3
2nd Flight Hurricane IIC	3
3rd Flight Hurricane IIC	3
4th Flight Hurricane IID	3

Can't be used if friendly teams within 16". 1 aircraft re-rolls hits and 3 aircraft re-roll misses.

1 attempt to range in if target within 2" of woods or buildings otherwise automatic. Difficulty depends on target: 2+ Conscript, 3+ Trained, 4+ Veteran.



Unit	Mobility	Weapon	To Hit	Anti-Tank	Firepower	Notes
Hurricane IID	Air	Cannon	3+	11	4+	
Hurricane IIC	Air	Cannon	3+	8	5+	
		Bomb	4+	5	2+	
Spitfire IX	Air	MG	3+	6	5+	
		Cannon	4+	8	5+	