While grounded, an aircraft unit has an armor value equal to twice the value of the armor value listed on its unit card.

1 units are treated as 2.
2 units are treated as 4.
3 units are treated as 6.

Only weapons that can target the corresponding armor value can be used to attack a grounded aircraft unit.

Airborne aircraft units ignore terrain restrictions when moving. They may end their movement on spaces with ammo crates, antitank traps, water, smoke, minefields, impassible terrain, and even structures, without being affected.

Airborne aircraft units are not restricted by other units when moving. They can fly over other units freely, but they cannot end their movement on a space occupied by any other unit, including heroes.

An airborne aircraft unit can use a MOVE action to land, entering grounded status. A grounded aircraft unit no longer ignores terrain restrictions. An aircraft unit can only land on a space that is free of obstacles and other units.

A grounded aircraft unit cannot perform ATTACK actions. Additionally, it can only use a MOVE action to change its status from grounded to airborne.

Airborne aircraft units never benefit from cover. However, they are difficult to shoot at because of their altitude. To represent this, aircraft units can never be targeted from more than six spaces away while airborne. For weapons with ranges greater than six, including range U, treat the range of these weapons as six when they are used to target an aircraft unit. This restriction does not apply to attacks made against grounded aircraft units.

Airborne aircraft units are also difficult to shoot at because of their speed. While airborne, aircraft units cannot be targeted by standard ATTACK actions from ground units or aircraft units with the Hover skill. Aircraft units can only be targeted by SUSTAINED ATTACK actions. Additionally, when making a SUSTAINED ATTACK against aircraft units, results are not rerolled. This restriction does not apply to attacks made against grounded aircraft units.
Airborne aircraft units can draw line of sight to any unit on the battlefield, regardless of any obstacles that may stand between them and a target unit (with certain exceptions regarding structures). Likewise, any unit on the battlefield may always target airborne aircraft units as long as its weapon range is sufficient.

Structures are an exception to an airborne aircraft’s ability to draw line of sight to any unit on the battlefield. Airborne aircraft units can only target a unit inside a structure if the unit is on the roof or on a space that shows an exit facing the aircraft. Airborne aircraft units can only be targeted from inside structures if the attacking unit is on a space that shows an exit facing the aircraft (as per the usual rule).

Grounded aircraft units cannot perform ATTACK actions. Additionally, line of sight is drawn to and from an aircraft unit as per the line of sight rules used for non-aircraft units.

TYPES OF FLYING UNITS
There are two types of aircraft units: VTOL planes (units without the Hover skill that are capable of Vertical Take-Off and Landing) and hoverers (units, such as helicopters, that are capable of stationary flight).

VTOL planes follow all of the general rules for units with armor class described above, with the following exceptions:

- To remain aloft, VTOL planes cannot drop below stall speed. To represent this, an airborne VTOL plane must perform at least one MOVE action each round. Because of this, these aircraft units cannot perform a SUSTAINED ATTACK action unless benefitting from special rules, such as the Ace Pilot or Hover skills.

- VTOL planes may target other aircraft units with standard ATTACK actions. In the event that a VTOL plane can perform a SUSTAINED ATTACK action, results are rerolled as normal, even against other aircraft units.

Hoverers follow all of the general rules for units with armor class described above, with the following exceptions:

- Hoverers all have the Hover skill and are not required to perform a compulsory MOVE action on their activation. Therefore, hoverers can perform SUSTAINED ATTACK actions.

- When a hoverer performs a SUSTAINED ATTACK action, extra care must be taken to keep it as stabilized as possible to increase its accuracy. This also makes the hoverer more vulnerable to attacks from other units. After a hoverer performs a SUSTAINED ATTACK action, until the hoverer’s next activation, all other enemy units can target the hoverer with a SUSTAINED ATTACK action of their own. An enemy unit can only perform this SUSTAINED ATTACK as part of its own activation, and must be within range of the hoverer and use a weapon that can target its armor value to do so.
**ENTERING THE BATTLEFIELD**

Flying units may choose to enter play differently from ground units. When deploying an aircraft unit, a player can choose one of the following deployment options:

**Regular deployment:** The aircraft unit enters in the same way as other units. The first action of its first turn is a MOVE action to enter the battlefield. Its second action can be any that it can legally perform.

**Advanced deployment:** The aircraft unit can enter the game board on any space that is not within an opponent’s deployment zone. When entering play using advanced deployment, the aircraft must make a MOVE + MOVE action, so it cannot do anything else during its activation except arrive on this space. It may still be reactivated by a Command Squad.

If the aircraft unit has the Carry Capacity skill, any unit it carries may not exit on the same turn in which the aircraft enters the battlefield using the advanced deployment option.

No matter which deployment option is used, an aircraft unit always enters the battlefield in its airborne state.

**AIRCRAFT AS RESERVE UNITS**

Another feature of aircraft units is their ability to act as reserve units. Aircraft units must be activated each round, but they do not need to enter the battlefield on the first round of the game. They can remain high in the air, far from the fight, until needed.

While in reserve, an aircraft unit cannot use any skill and cannot target another unit with an attack or be targeted itself. It can enter the battlefield on any activation as usual, but it need not be on the first round of battle. If it does not enter the battlefield, it must still be activated, but it does so without taking any actions.

After entering the battlefield, an aircraft unit cannot return to being in reserve during the game. However, if an eliminated aircraft unit is brought back into play by a Command Squad, then it may be held in reserve at that time.

**FLYING TRANSPORTS**

The Carry Capacity skill functions normally for aircraft units, with one important clarification: a unit can only disembark from an aircraft unit with Carry Capacity if the aircraft unit is grounded.

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**AIR ALERT**

When playing with advanced flying rules, do not use the Air Alert skill as described in expansion rulebooks. Instead, use the following skill description: “Units with the Air Alert skill may perform a SUSTAINED ATTACK as normal when spending two actions to fire at an airborne aircraft unit.”