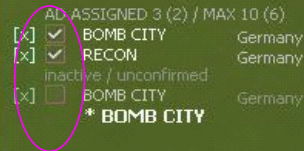# WitW One Page Guide # 4b
Additional Air Functionality

As part of ongoing improvements to WitW a number of additions have been made to the air game to make play easier and more historic. This guide provides an overview of those new functions.
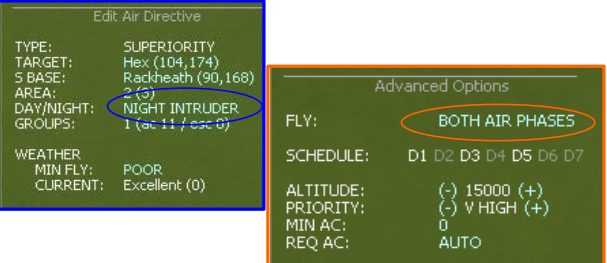
①

A. Air Directive Toggle Using the check boxes which can now be seen either when you are setting an AD or on the AD Summary Screen you can turn ADs on or off. This means that you need not delete ADs you may want to use again later. It also provides an easy way to rest units. You can have up to 20 ADs per Air HQ but you are only allowed to activate the number allowed by the Comd's Air Rating.

AD ASSIGNED 3 (2) / MAX 10 (6)
[x] ☑ BOMB CITY — Germany
[x] ☑ RECON — Germany
inactive / unconfirmed
[x] ☐ BOMB CITY — Germany
* BOMB CITY

Setup Air Directive
TYPE: BOMB CITY
TARGET: <Select target hex>

B. Night Intruder Missions The Air Superiority AD can now fly at night as a Night Intruder Mission. This AD represents NFs trying to locate landing enemy planes and attack them.
The AD is allowed to use one squadron per AD (i.e. 12 planes). Detection and successful attack depends on many factors including:
- Airfield detection
- Air navigation device bonuses
- Weather and moonlight etc
Intruders can get intercepted and are attacked by flak. Once interception is made then the Intruders have strong bonuses in their attacks on the landing planes.

Edit Air Directive
TYPE: SUPERIORITY
TARGET: Hex (104,174)
S BASE: Rackheath (90,168)
AREA: 2 (3)
DAY/NIGHT: NIGHT INTRUDER
GROUPS: 1 (at 11 / est 0)
WEATHER
MIN FLY: POOR
CURRENT: Excellent (0)

Advanced Options
FLY: BOTH AIR PHASES
SCHEDULE: D1 D2 D3 D4 D5 D6 D7
ALTITUDE: (-) 15000 (+)
PRIORITY: (-) V HIGH (+)
MIN AC: 0
REQ AC: AUTO

C. Multiphase Flying AD Toggle Air Superiority & Naval Patrol AD are able to fly both in the Friendly and Enemy Air Phases. A new toggle has been added to the advanced AD option so that the player can set whether the AD is to fly in the friendly air phase or enemy air phase or both. This can help reduce fatigue, maximise fatigue or create surprise.

②

123
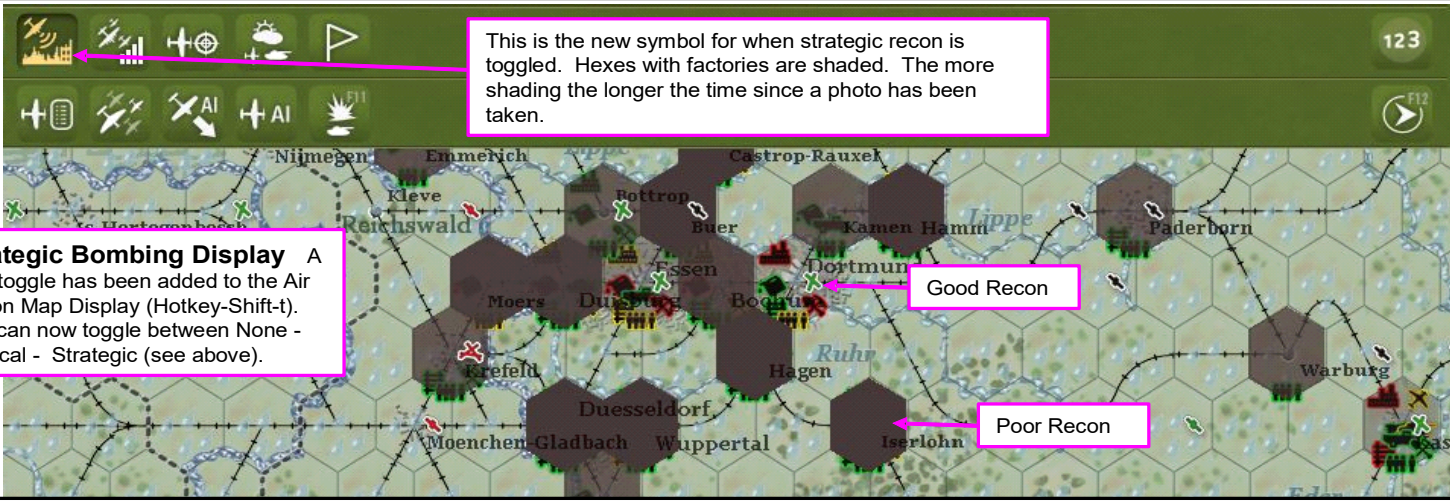
This is the new symbol for when strategic recon is toggled. Hexes with factories are shaded. The more shading the longer the time since a photo has been taken.

Strategic Bombing Display A new toggle has been added to the Air Recon Map Display (Hotkey-Shift-t). You can now toggle between None - Tactical - Strategic (see above).

Good Recon

Poor Recon

③

Airfield FOW Now when FOW is on it won't display a discrete list of enemy air groups anymore, instead each time it recons an enemy air base the game tries to estimate the amount of various planes on the base . The higher detection level the more precise it is.
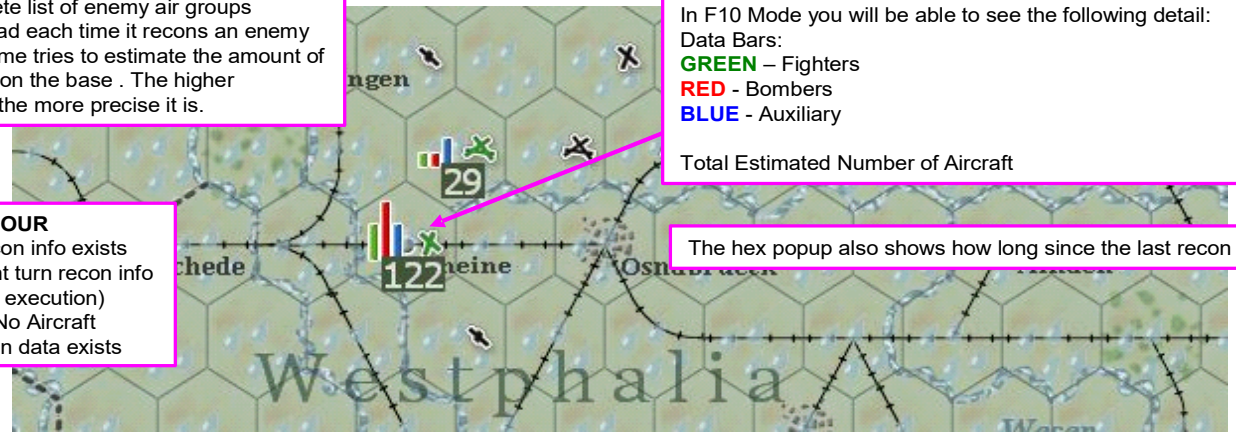
In F10 Mode you will be able to see the following detail:
Data Bars:
GREEN – Fighters
RED - Bombers
BLUE - Auxiliary

Total Estimated Number of Aircraft

The hex popup also shows how long since the last recon

AIR BASE COLOUR
BLACK - no recon info exists
GREEN - current turn recon info (usually after air execution)
RED – recon – No Aircraft
BLUE - old recon data exists

④ Wilde Sau (Wild Boar) Functionality
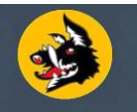
Wilde Sau was the term given to the technique by which British night bombers were mainly engaged by single-seat fighter planes above cities where sufficient light existed to see and engage. Starting from July 1943 the German JG 300/JG 301/JG 302 groups will try to intercept over light and heavy urban areas which will provide significant detection bonus and which is weather dependent.
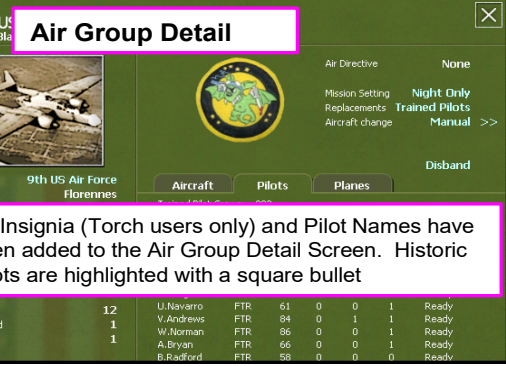
⑤

Logistics Phase Event Log

AIRCRAFT PERFORMANCE STATISTICS		DESTROYED	DAMAGED	DAMAGE POINTS
FRIENDLY				
Beaufighter VIF		7	12	363
	Bf 110F-4	7	12	363
Wellington X		0	2	18
	Bf 110F-4	0	1	16
	Bf 110G-4	0	1	2
Stirling I		0	2	31
	Bf 110F-4	0	2	31
Stirling III		0	6	62
	Bf 110F-4	0	3	46
	Bf 110G-4	0	2	14
	Do 217N	0	1	2
TOTAL		7	22	474

Air Performance Information Additional detail on aircraft performance is now included in the Logistic Event Log so you can see details on how many aircraft were destroyed and damaged and by which enemy aircraft type. The detail is also exported to txt file in the save folder.

⑥ Air Group Detail

Air Directive: None
Mission Setting: Night Only
Replacements: Trained Pilots
Aircraft change: Manual >>
Disband

Air HQ Base
9th US Air Force Florennes

Aircraft | Pilots | Planes

Air Insignia (Torch users only) and Pilot Names have been added to the Air Group Detail Screen. Historic Pilots are highlighted with a square bullet

ready	12	U.Navarro FTR 61 0 1 Ready
damaged		V.Andrews FTR 84 0 1 Ready
reserve	1	W.Norman FTR 86 0 1 Ready
		A.Bryan FTR 66 0 1 Ready
		B.Radford FTR 58 0 1 Ready