Allied Aircraft Purchase Guide

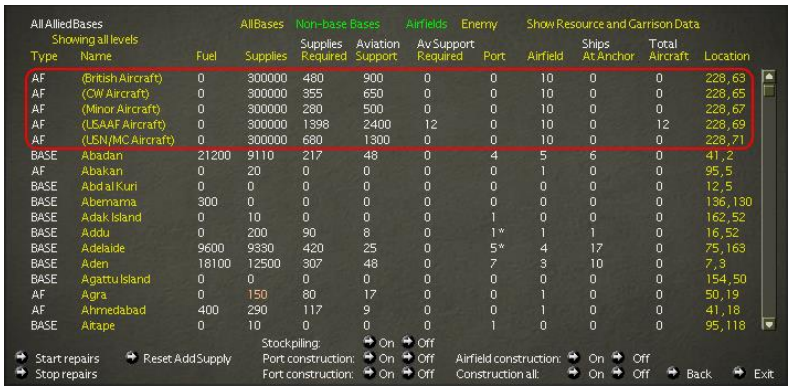
General

The following is a description of the Allied Aircraft Purchase (AAP) system and how to use it. This system was developed as a way to allow the Allied player to exchange Political Points (PPs) for additional airframes, granting a degree of flexibility in the face of a changing theatre.

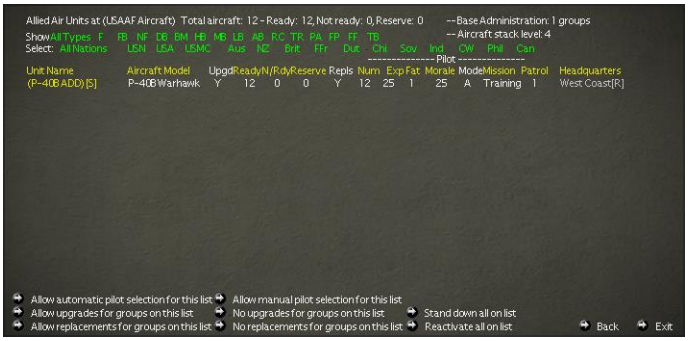
The Bases

The system adds 5 new 'non-map' bases, completely removed from play, which exist purely to store the purchasable squadrons. They are kept at these bases to ensure that they are not accidentally used or moved by the player. The 5 bases are split between USAAF, USN/USMC, British/Indian, Commonwealth and Minor (China & Dutch) nationalities. The bases are located to the east of the continental US.

These bases cannot be accessed by clicking on them and instead the steps described below must be used to access them and their air groups.

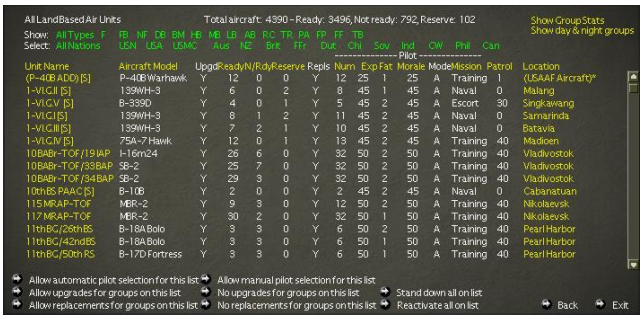


Air Groups corresponding to the bases nationality will arrive throughout the war. To access the bases, use the 'Bases' list at the top of the game interface (the white star on a green background) to open a list of bases in the game. The 'purchase' bases have their names enclosed by round brackets, making them easy to find at the top of the bases list.



You can access the air groups by clicking on the base in this list, and then going to the 'air groups at this base' list.

Alternatively, simply going to the 'land based air groups' list from the main interface (the plane icon on the green background) will also let you find these air groups, as they also have their names enclosed in round brackets, making them easy to find at the top of the air group list.



The Air Groups

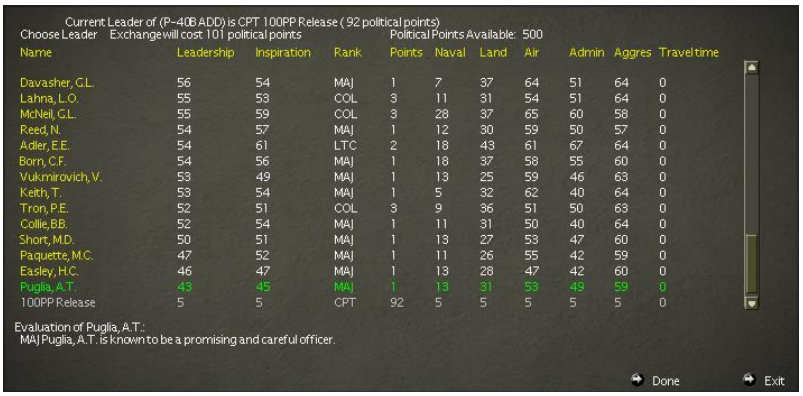
Each of the purchasable air groups falls into one of 4 categories, depending on the type and number of airframes and when they arrive. These categories are;

- Reserve, representing obsolete or second rate aircraft already out of production. Abbreviated RES or R.
- Additional, representing aircraft in production and available to the Pacific theatre. Abbreviated ADD or A.
- Divert, representing aircraft in production mainly for other theatres than the Pacific. Abbreviated DIV or D.
- Prototype/Preproduction, for limited aircraft available before large scale production. Abbreviated PRT or P.

This classification forms part of the air group name, with the abbreviated designation at the end. USAAF and USN/MC air groups use the longer abbreviation, and British/Commonwealth ones use the short one.

Therefore a (P-40E ADD) would designate additional P-40Es for purchase. Likewise, a (B-17E DIV) would represent B-17E airframes diverted from the ETO.

In addition, each squadron has a 'release cost', which is listed as part of the group commander's name. In the case of the P-40B squadron above, this is 100PP. This is the amount of PPs that the Allied player must pay to release the aircraft from this unit (in this case 12 P-40Bs).



To release a squadron, the Allied player simply changes the '##PP Release' leader to a regular one, in the process paying (approximately) the stated number of PPs.

After this is done, to release the airframes to the pool, the Allied player 'disbands' the squadron, telling it ***not*** to reform. This results in the 12 P-40Bs being placed into the aircraft replacement pool, and the 'purchasable' squadron is completely removed from play.