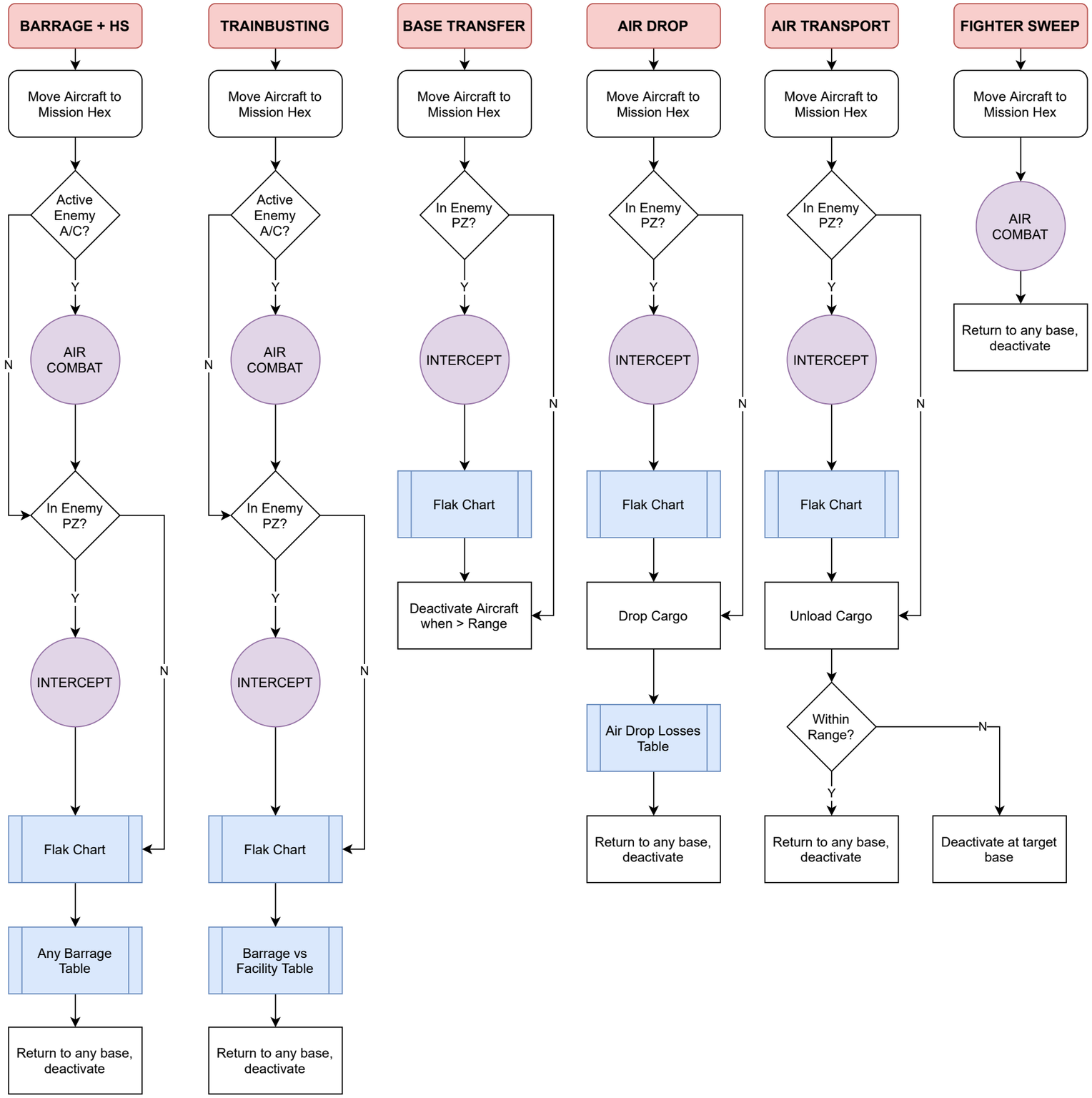
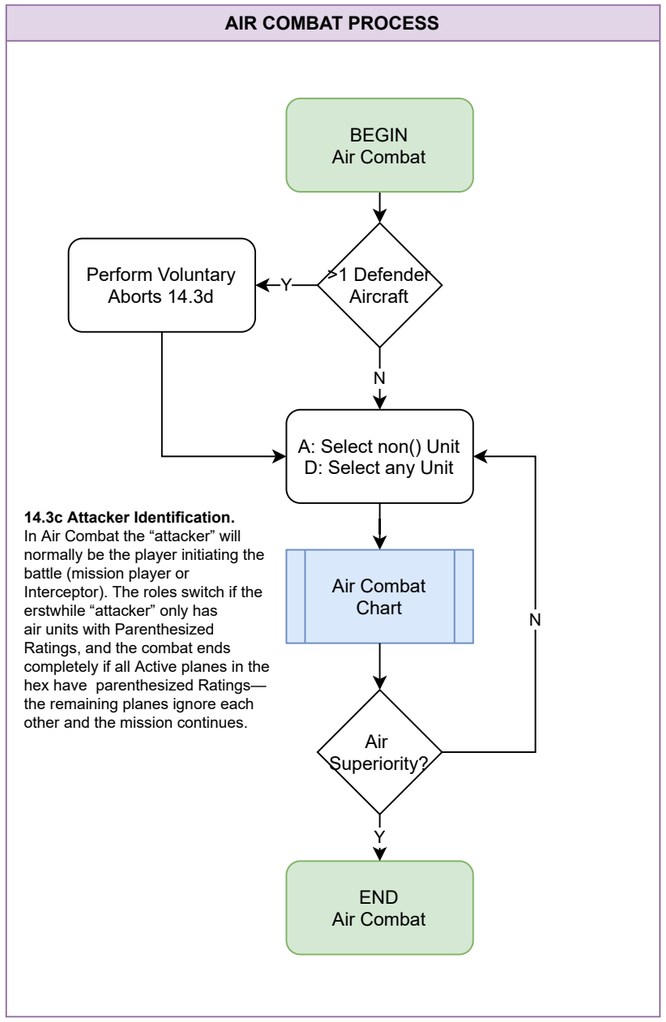
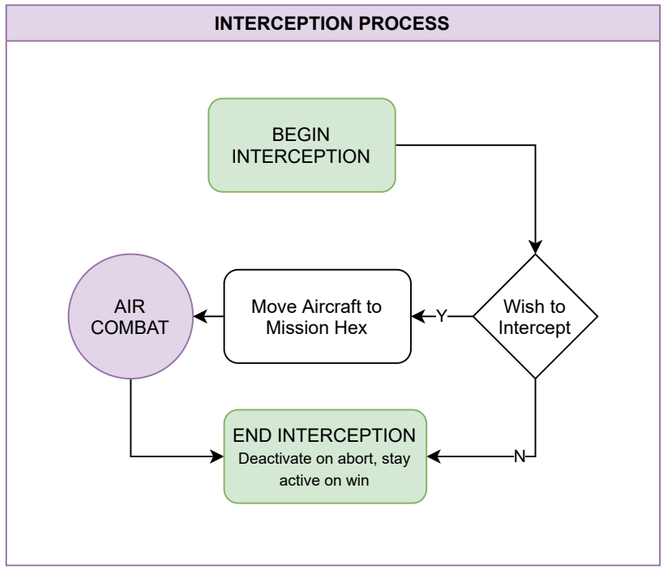




14.3c Attacker Identification. In Air Combat the "attacker" will normally be the player initiating the battle (mission player or Interceptor). The roles switch if the erstwhile "attacker" only has air units with Parenthesized Ratings, and the combat ends completely if all Active planes in the hex have parenthesized Ratings—the remaining planes ignore each other and the mission continues.



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