

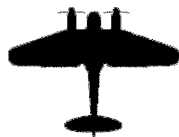


Module II:  
Strategic Bombing



# INTRODUCTION

Strategic bombing was an important part of the war as a means to destroy the industrial production and morale of the enemy, plus, even the threat of a raid forces the enemy to protect their assets with arms that could be in the field, instead. Conducted by bombers only, there are several factors that affect the outcome of any given strategic bombing raid. They are the industrial value of the territory bombed, the amount of bombers, fighter escorts, defending fighters, and the principal enemy of the strategic raid, anti-aircraft guns. Any number of bombers are eligible to conduct bombing raids each turn, however, a bomber that conducts such a raid is ineligible for other attacks on that turn. Note: A strategic bombing raid cannot be conducted as part of a pass-through and raids do not hinder retreats from adjacent combats to the territory being bombed.



## THE RAID



To perform a strategic bombing raid, a nation may direct any number of its bombers to any enemy territories within its normal range of flight. Of course, each bomber may only raid one location each turn, but multiple bombers may strike the same territory. Raids are planned during the combat movement phase and executed during the combat phase. A territory need not have an industrial complex to be subject to a bombing raid, however it greatly increases the damage potential if it does. A bombing raid cannot be conducted in a territory where another land battle occurs on that same combat phase.



## ANTI-AIRCRAFT



All bombing raids are subject to any and all anti-aircraft guns located in the defending land territory. The bombers are not subject to anti-aircraft in territories passed over when traveling to or from the attacked territory. Casualties from anti-aircraft are taken each round of combat, as normal combat rules would dictate, not preemptively.



## DEFENDERS AND ESCORTS



If any fighters exist in the land territory upon which a raid is being conducted, the defending player may choose to use any number of those fighters in defense of its skies. The raiding player may do the same and include fighter escorts into the raid to reduce the casualties of those valuable bombers. Any number of fighters may escort the bombers into a strategic bombing raid. These fighters can act as casualties to the anti-aircraft or defending aircraft. In other words, should the defending nation score casualties with their anti-aircraft, the escort fighters may be taken as casualties in order to save the bombers

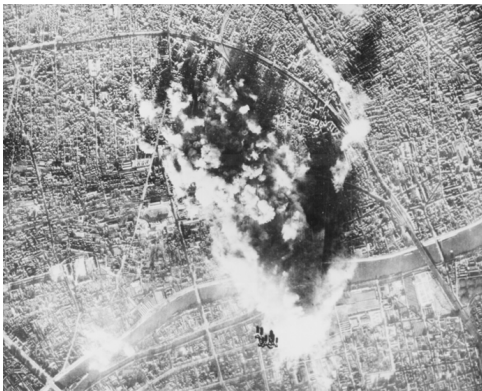
and complete the mission safely. Any escort fighters may also attack any and all defending fighters that have been launched by the defending player against the raid. If the bombers retreat from the battle, the escort fighters may continue, however, this would now be fought as standard combat involving all of the defender's land and air units. In other words, if the escorts stay beyond the sorties of the strategic bombing raid, it's just them against the entire territory's resources. This is the only instance when an attack on a territory can include both a Strategic Bombing raid and a standard land combat.



## CALCULATING DAMAGE



The amount of damage to the raided territory is equivalent to the sum of the appropriate dice rolls for each bomber, for each sortie. A sortie is rolled like regular attack rolls, with other attacking units and defending counterattacks following. The sum of the dice rolled is the amount of money the defending nation will not collect in income on their next turn. Worse than that, control of the bombed territory during that next turn's collect income phase does not reverse the loss in income that turn. As we WWII geeks would say, "The Limeys bomb it, the Yanks go D-Day on it, and the Krauts get their asses handed to them twice." The raid may continue as long as the player wishes to jeopardize their squadron. However, there are maximum amounts of damage for each territory based on its



industrial production value. The amount of damage a territory may sustain is equal to half of the full numerical value of the territory (rounded down), plus the production value of any complexes in that territory. For example, Germany has a value of 20 and a major complex. Therefore, monetary damage up to 30 may be inflicted upon this territory. Calculated as 10 (one-half of the territory's value) + 20 (The production value of the major complex). Another example: Britain conducts a raid on German

occupied Western Poland, which has a minor complex. The maximum amount of damage is 4 (one-half of 5 rounded down, + 2 for the minor complex). The maximum damage calculations are considered for the entire turn. In other words, if British bombers raid Germany and inflict damage equal to 25, and then the U.S.A. follows with another raid on the same turn, the American bombers would only be able to inflict 5 more on Germany to bring the total per turn to 30 for the "Germany" land territory. However, that restriction applies uniquely to each land territory. If there are territories left un-raided in the same turn, they are still fair game to damage. The die roll of strategic damage for each sortie is determined by the bomber's minimum attack roll, as follows:

	Minimum Attack Role	Strategic Bombing Roll
<b>Light Bomber</b>	6 – 7	d12 each sortie (round)
<b>Bomber</b>	8 – 9	2d12 each sortie (round)
<b>Heavy Bomber</b>	10	3d12 each sortie (round)