23. AIR MISSIONS. (V 12.09.16)

Air units may fly any of several missions, depending upon their air unit types. Possible air missions are described in detail below. Each mission may list which air unit types may fly the mission, what their ranges are, and what the effects of the mission are. What phase the missions may be flown is listed on the Air MISSION CHART.

An air unit may fly multiple missions per phase but may suffer combat penalties unless they expend ARPs to improve their operational status.

23.A. BOMBING.

Any air unit with a bombing strength greater than 0 may fly bombing missions. *Note: Air units with no strategic bombing strength may not fly strategic air missions.* Air units may fly bombing missions as shown on the AIR MISSION CHART.

Unless stated otherwise, an air unit's bombing range is its printed movement rating.

The target hex of a bombing mission is any hex within bombing range that contains a bombing target. Bombing targets vary by bombing mission, as explained below.

Air units of the same type flying the same bombing mission must combine their bombing strengths to make a single bombing attack. Air units of differing types may combine bombing strengths but they use the worst die roll modifier. *For example, two B type and one D type air unit are bombing a bridge. One die roll is made for the total of the type B factors and another is made for the type D factors. If they combined strengths, the -1 die roll modifier for type D would not be applied. Note: A combined bombing strength greater than 50 may roll more than once, once on the 50 column and again on the column representing the difference between the bombing strength and 50.*

Unless otherwise stated, bombing missions are resolved during the mission resolution step by face up ("operative" or "flown") air units, after air combat and anti-aircraft fire in the hex is resolved. Before resolving the AA fire for any bombing attack, the phasing player announces the specific bombing mission, its target and the air units involved. *Note: Status increases from air combat and enemy AA does not prevent the bombing mission from occurring.*

Several bombing missions require the use of the BOMBING/NAVAL GUNNERY TABLE to resolve bombing attacks. For each such attack, use the bombing strength column that most closely matches (without exceeding) the bombing strength of the attacking air units. (If the bombing strength is less than ½, the bombing attack automatically misses.) *For example, a bombing attack with a strength of 24 points would use the 22 column.*

Roll the die and modify the number rolled with the appropriate modifiers on the BOMBING TABLE. Cross-index the bombing strength column with the modified die roll to obtain a result. There are several possible results; a blank, an "H" (one hit), or a numerical result showing two or more hits on the target. Hits affects the target as described in each mission.

The following conditions may affect the bombing strengths of air units:

1) In weather other than clear, air units that do not roll on the bombing table have their TBF modified as per the Weather Effects Table (Rule ???).
2) In rough and stormy sea conditions, air units bombing naval targets instead have their bombing strengths multiplied by ⅔ and ⅓ respectively.
3) Terrain in the target hex as per the TEC and mission.
4) The mission type.
5) The phase the mission was flown in.
6) *Note: Any air unit made "Inop" because of air combat or enemy AA fire does not complete its mission.*
7) *Note: All bombing strengths are modified by the above conditions even if no roll is required on the bombing table.*

If a bombing mission is to affect the targets future reinforcements, it is marked as such and the marker is removed when the reinforcement turn occurs.

23.B. TYPES OF BOMBING MISSIONS.

There are four types of bombing missions which can in general terms be divided into approximate altitude bands as follows:

1) Strategic air missions (SBF at 12,000 ft. and higher).
2) Area air missions (TBF at 8-12,000 ft.).
3) Tactical air missions (TBF at 4-8,000 ft.).
4) Pinpoint air missions (TBF up to 4,000 ft.).

Note: The altitude bands give a general idea of the height of the air missions but this does not apply in all cases.

Table 1 Bombing Mission Table

BOMBING MISSION TABLE

MISSION TYPE			
Strategic (SBF	Area (TBF)	Tactical (TBF)	Pinpoint (TBF)
Factories	Factories	Airbase - Air Units	Airbase - Air Units*
Industry	Industry	Airbase-Infrastructure	Bridges
Oilfields	Oilfields	Harassment	Coast Defences
Ports**	Ports**	Interdiction	Interdiction (F/FB*)
Terror Bombing	Terror Bombing	Naval Strike/Malta	Naval Strike/Malta
Supply Centre	Naval Patrol		Naval Units
Resource Centre	Port or Beach Interdiction	Port or Beach Interdiction	Rail Lines
Rail Marshalling Yards	River Marshalling Yard	Ground Support (B/T/HB at ½ TBF)	Close Air Support (B/T/HB at Full TBF)
Replacement City	V1 Bombing	SPs and SRPs	

** Type F/FB units add 1 to their TBF

* ½ damage if a natural harbour, x2 damage if a artificial harbour, catastrophic port hit possibility if NTs used for SLP cost reduction.

Note: 1) Type S, M, and V halve their TBF if flying a non-naval air mission.

23.B.1. STRATEGIC BOMBING MISSIONS (Strat).

Weather affects strategic bombing missions normally but all terrain effects are ignored. All air units flying strategic bombing missions have their operational status increased by one level if the enemy player rolls doubles during air combat or AA fire.

23.B.2. BOMBING MISSIONS USING TBF (Area, Tac, Pinpt).

Any unit with a tactical bombing factor (TBF) may fly area, tactical, and pinpoint bombing missions unless specifically prohibited. The general mission type may affect the firing AA strength points and ANTI-AIRCRAFT FIRE TABLE modifiers (Rule ???). The specific kinds of missions using the TBF missions are described after the general rules.

23.B.2.a. GENERAL RULES.

Some general rules affect all TBF missions.

23.B.2.a.1. EFFECTS ON NAVAL AIR UNITS.

Code "S", "M", and "V" type units (Rule ???) are naval air units. They halve their TBF when flying non-naval air missions.

23.B.2.a.2. NO OPPOSITION.

The following conditions may not occur if a mission is to have no opposition:

i) Both friendly and enemy GS missions occur in the same hex.

ii) It is opposed by enemy fighters. *Note: The fighters only have to intercept any GS mission in the hex to nullify the doubling; they do not have to damage the mission force in any way or even get past the escorts.*

iii) The air unit is under a "Flown" marker or is "Inop."

iv) It is fired on by any mobile AA unit.

v) It is a ground support or area effect mission fired on by two or more factors of positional or intrinsic AA. *Note: AA units do not have to damage the air units to negate the doubling; they only have to exist in one of the attacking or defending hexes with a strength of one or more (two for positional or intrinsic AA) after the number of attacking hexes and supply is considered, but before reserves are moved into the hex (i.e., reserve AA moving into the hex in the reaction phase does not undouble enemy air factors).*

vi) It is a installation bombing mission fired on by one or more factors of positional or intrinsic AA.

vii) The hex contains a city or fortification that would negate the doubling (see the TERRAIN EFFECTS CHART).

viii) The mission is flown against a CDA strength point.

23.B.2.a.2.i. BOMBING INSTALLATIONS.

All unopposed air units using their tactical bombing factors to bomb installations have 1 subtracted from the die roll on the BOMBING TABLE.

23.B.2.a.2.ii. UNOPPOSED GROUND SUPPORT.

All air units flying unopposed GS missions (any type) have their tactical bombing factors doubled.

23.B.2.a.2.iii. UNOPPOSED AREA EFFECT MISSIONS.

All air units flying unopposed area effect missions have their tactical bombing factors multiplied by 1½.

23.B.2.a.3. TERRAIN EFFECTS ON TBF.

The terrain type of the target hex of a bombing mission will only affect the TBF of the mission force if the units are attacking an installation with a non-pinpoint bombing mission. *For example, if an airbase in a forest hex was being bombed, the air units would do so at full strength but if a unit in the hex was being attacked, all OGS or DAS would be halved.* See the TERRAIN EFFECTS CHART for the effects of terrain on tactical bombing missions.

23.B.2.a.4. OPERATION STATUS EFFECTS ON TBF & SBF.

The operational status of an air unit will affect its TBF or SBF as shown below:

i) **Flown:** -1 to TBF/SBF.

ii) **Inop:** -2 to TBF/SBF.

23.B.2.a.5. DELAYED MISSION RESOLUTION.

If missions are flown where the resolution is delayed until a later phase, the air units are left in the hex and are returned to base after the mission is resolved. The specific mission types of the air units should be noted/remembered.

23.B.2.a.6. MULTIPLE EFFECTS.

If two different air missions are to affect the same target, use the mission that will have the largest effect and ignore the other one.

23.B.2.b. AIRBASE - AIR UNITS (Tactical/Pinpoint).

The target of this mission is any enemy air units at airbases (i.e., not flying missions). A fighter's tactical bombing strength is increased by one (prior to any other modifications) when flying this mission as a pinpoint bombing mission. *For example, a fighter with a tactical bombing strength of 0 would have a strength of 1 when flying this mission.* Consult the BOMBING TABLE for each bombing attack made against the target. A hit on an air unit increases it's status by four levels.

Air units bombed on the ground are picked randomly. A die is rolled for each hit to see which unit is bombed. Remove the destroyed units immediately so there are fewer units to pick from.

23.B.2.b.1. ADDITIONAL DAMAGE.

If hits are achieved on an air unit or units when they are undergoing a tactical bombing attack, a corresponding "Airbase Hit" marker is also placed on the airbase for each 2 hits on the air units. *For example, if air units are being bombed while on an airbase and the mission force does 4 hits to the air units, 2 "Airbase Hit" markers would also be placed on the airbase, lowering its capacity by 2. Note: Total hits placed on the airbase are calculated by totalling all hits placed on air units then dividing by 2 and rounding down.*

23.B.2.b.2. SOVIET PENALTIES. (Russia)

Whenever a tactical bombing attack is made on a Soviet airbase in a hex other than Moscow, Baku, or Leningrad before Mar 1 43, the AA die roll is modified by +1 and the bombing die roll is modified by -1.

23.B.2.c. AIRBASE INFRASTRUCTURE (Tactical).

The target of this mission is any enemy airbase (Rule ?). Consult the BOMBING TABLE for each bombing attack made against the target. Each hit achieved on the airbase decreases the capacity by 1 and is shown by placing a "Airbase Hit" marker on the airbase. When the maximum number of hits, as shown on the MAXIMUM INSTALLATION DAMAGE TABLE, has been done to an airbase, all further hits are ignored.

Each "Airbase Hit" marker placed on an airbase due to a single mission also increases the status of one randomly chosen air unit by two levels.

23.B.2.d. BRIDGES (Pinpoint).

The target of this mission is any enemy-owned hex with a bridge on one hexside (Rule ???). Consult the BOMBING TABLE for each bombing attack made against the target. Mark each hit with a "Bridge Damaged" marker. When the third "Bridge Damaged" marker is placed on a minor bridge or the sixth is placed on a major bridge, the bridge is destroyed. Replace the "Bridge Damaged" markers with a "Bridge Destroyed" marker.

23.B.2.e. CLOSE AIR SUPPORT (Pinpoint)

The close air support mission the same as the tactical ground support mission (Rule ???) with two minor changes. Fighters add 1 to their TBF and bombers/transports use their full TBF when flying close air support. Bombers and transports do not use the halved TBF (with the other half used for harassment) as they would when flying a tactical ground support mission (Rule ???).

23.B.2.f. COAST DEFENCES (Pinpoint).

The target of this mission is any hex containing enemy coast defences (Rule ???). The tactical bombing strength of an air unit flying this mission is halved. Consult the BOMBING TABLE for each bombing attack made against the target. For every two bombing hits against the coast defences in the hex, mark the coast defences with a "Coast Defence Hit" marker. (Effects of hits on CDs are covered in Rule ???). Combine all fractional hits during a turn.

23.B.2.g. FACTORIES (Strat/Area).

The target of this mission is any enemy-owned factory (Rule ???). Consult the BOMBING TABLE for each bombing attack made against the target. Mark each hit achieved with a "Factory Hit" marker. Three factory hits on a factory during a turn eliminates a factory's production in the next production turn and cause a "Damaged Factory" marker to be placed on the factory. Additional hits do not affect production but each 3 hits will cause another "Damaged Factory" marker to be placed. A damaged factory does not produce any replacement points.

23.B.2.h. GROUND SUPPORT (GS) (Tactical).

All air units except type HB may fly GS missions into a target hex to add their TBF to the strength of an attacking or defending stack. Strength modifiers, limits, and missions are described below. Ground support refers to both offensive and defensive ground support.

23.B.2.h.1. BOMBERS & TRANSPORTS ON GROUND SUPPORT.

Whenever bomber or transport air units are flying any type of ground support mission, they are also flying a modified harassment (Rule ???) air mission. *Note: This applies to both offensive and defensive ground support missions.*

The TBF of a B or T type air unit is halved when added to the total ground support factors (before other modifiers).

The TBF of all B and T type air units is also halved, totalled and then counted as if it were flying a harassment air mission in the hex. Calculate the harassment effects normally and place a "+# MP" marker on all enemy units involved in the attack or defence, where the # is equal to the level of "Harassment Hit" marker that would normally be placed. *Note: No "Harassment Hit" marker is placed in this case.*

23.B.2.h.2. DOUBLE STRENGTH TBF.

All air units flying any type of GS missions have their TBF doubled if there is no opposition (Rule ???).

23.B.2.h.3. LIMITS.

The number of air units that can effectively support a stack is limited by the number of non-artillery REs in the stack. *Note: The RE total is modified by all normal terrain (but not supply status) modifiers.* This is shown on the MAXIMUM AIR COMMITMENT CHART. The country is cross-referenced with the current year. The resulting number is the number of REs (greater than or equal to 1) in a stack required to add one air unit of ground support. Each multiple (or portion thereof) of the RE number allows one additional air unit to be added to the stack. *Note: Fractions of REs are rounded down. Example, two out of supply 7-6 Infantry Divisions and a 0-1-10 AA II are attacking a 3-6 Rifle Division and a 1-6 AA Regiment in a swamp hex (in 1941). They are halved for attacking out of supply to a strength of 7. They have 6 ½ REs for ground support purposes as this is not reduced due to supply. Two air units (Ju 87's worth 4 points each) could be added to the attack but their TBF would then be halved to four due to the swamp in the hex. The final combined strength would be 18:14 for the two divisions (including 4 for the air units). If the defending AA unit was not in the hex, the 8 air factors would be doubled before being halved due to the swamp and so the total strength would be 22.*

During the **initial** phase, if the number of REs in the stack is less than the REs required to add one air unit then the following rules apply:

i) One or more REs (modified or not) may always be supported by one air unit. The maximum TBF that may be used (before terrain, weather, etc. modifiers are counted) is equal to the total combat strength of the units or half the modified TBF of the air unit, whichever is greater).

ii) Less than 1 RE (modified or not) may always be supported by one air unit. The maximum TBF that may be used (before terrain, weather, etc. modifiers are counted) is equal to the ground units strength or half the air units modified TBF, whichever is the lessor. *For example, if a air unit with a TBF of 4 was supporting a battalion with a strength of three in a clear terrain hex in clear weather, it would only be worth 2.*

Unused units may be saved in case they are needed for GS in a later phase during the turn or they may be allocated to another mission. The air units supporting a stack must be chosen before enemy AA fires (Rule ???).

Table 2 Maximum Air/NGS Commitment Chart

MAXIMUM AIR/NGS COMMITMENT

COUNTRY	YEAR 1939	1940	1941	1942	1943	1944-45
AXIS						
Germany	5	5	4	4	4	3
Italy	6	6	5	4	4	4
Colonial Italian	8	7	6	5	5	4
Finland	6	5	4	4	4	4
Axis Minors	6	6	5	5	4	4
ALLIES						
Poland	5	5	4	4	4	3
France	6	6	5	4	4	3
England	6	5	4	4	4	3
United States	-	-	5	5	4	3
Allied Minors	6	6	5	4	4	4
SOVIET						
Russia	9	8	7*	6	5	4

* Nov 1 41 becomes 6.

Note: *1) NGS fires at the rate of 4 strength points/RE divided by the NGS commitment number.*
2) The NGS commitment number is divided by 2 if the naval unit is in port.
3) All sides involved in a civil war (probably Spain) use a commitment number of 6.

23.B.2.h.4. DEFENSIVE GROUND SUPPORT (DAS).

Air units, except type HB and HT, may fly DAS missions to aid friendly units that may be (or are being) attacked. The standard bombing range is used for the DAS air units, except for types B and T. The DAS range of a type B or T air unit is one half its printed movement rating (round fractions down).

The target hex of this mission is any hex containing friendly ground units. *Note: When the player flies full strength DAS (in the initial phase), he will not know which units, if any, the enemy player will attack.*

The maximum number of air units that may be committed to support a hex is limited as per the MAXIMUM AIR/NGS COMMITMENT CHART.

If a unit with DAS on it, is not attacked in the initial combat phase, the air units remain in the hex until after the exploitation combat phase. DAS is halved again (to quarter TBF) if flown in the exploitation combat phase. *Note: This additional halving does not apply to delayed attacks if the DAS mission was flown in an earlier phase.*

When the players are to resolve ground combat in a hex containing an DAS operation, the remainder of the air operation occurs in conjunction with the ground combat, in this sequence:

- **i)** When ready to resolve the combat, the attacking player declares the attack, indicating the attacking units, the odds, and the die roll modifiers (if known). If the attack is delayed, the GS missions in the hex are also delayed.
- **ii)** The AA fire step occurs. Resolve any AA fire against the DAS-mission air units (Rule ???).
- **iii)** The DAS mission resolution step occurs. Total the bombing strength delivered to the target hex by effective DAS. DAS uses half the effective TBF delivered to the hex if flown in the combat phase. If flown in the initial phase, FDAS uses the full TBF delivered to the hex. DAS bombing strengths may also be modified due to terrain, or weather as shown on the TERRAIN EFFECTS CHART and the WEATHER EFFECTS TABLE. (The OGS mission resolution step also occurs at this time.)
- **iv)** Resolve the ground combat, adding the modified DAS bombing strength to the total defence strength in the combat. Implement the combat result.
- **v)** The air return step occurs. All air units involved in the GS operation return to base. (If there is a OGS air operation in the hex, the DAS air return step occurs first.

There are two kinds of DAS missions that can be flown as described below:

23.B.2.h.4.i. FULL STRENGTH DAS (FDAS).

The non-phasing player initiates and flies FDAS air operations in the enemy player's **initial** phase.

FDAS adds the full TBF to the defender's hex if possible.

23.B.2.h.4.ii. HALF STRENGTH DAS (HDAS).

The non-phasing player initiates and flies HDAS air operations in any enemy player's **combat** phase.

HDAS adds ½ the TBF to the defender's hex if possible.

23.B.2.h.5. OFFENSIVE GROUND SUPPORT (OGS).

Air units, except type HB, may be allocated to offensive ground support missions to aid attacks made by friendly ground units. The target of this mission is an enemy hex.

The phasing player commits OGS air operations in his combat phase, after the enemy player commits DAS missions and before any ground combat is resolved. Each OGS operation follows the standard air sequence, until the mission resolution step is reached. At his point, the mission is suspended until the players resolve the hex's ground combat.

Units that move in the reaction phase do not count their AA factors when the defender is firing AA at OGS missions.

When the players are to resolve ground combat in a hex containing an OGS operation, the remainder of the air operation occurs in conjunction with the ground combat, in this sequence:

- **i)** When ready to resolve the combat, the attacking player declares the attack, indicating the attacking units. If the attack is delayed, the GS missions in the hex are also delayed. Delayed GS air missions use the TBF strength of the phase they were initially flown.
- **ii)** The AA fire step occurs. Resolve any AA fire against the GS-mission air units (Rule ???).
- **iii)** The GS mission resolution step occurs. Total the bombing strength delivered to the target hex by effective GS. GS bombing strengths may be modified due to terrain, weather, or fortifications, as shown on the TERRAIN EFFECTS CHART or WEATHER EFFECTS TABLE. (The DAS resolution step also occurs at this time.)
- **iv)** Resolve the ground combat, adding the modified OGS bombing strength to the total attack strength in the combat. Implement the combat result.
- **v)** The air return step occurs. All air units involved in the GS operation return to base. (If there is a DAS air operation in the hex, the DAS air return step occurs first.)

23.B.2.i. HARASSMENT (Tactical).

The target hex of a harassment bombing mission is any land hex. A player flies harassment missions during any non-combat phase.

During the mission resolution step, determine the effects of the mission by totalling the number of bombing points delivered in the hex for harassment bombing. A hex may never have more than a "Level-2 Harassment Hit" marker placed on it until the Jan 1 43 game turn.

1) **Less than 1 TBF:** No effect.
2) **1 TBF**: Place a "Level-1 Harassment Hit" marker in the hex; the hex has one harassment hit.
3) **2 TBF:** Place a "Level-2 Harassment Hit" marker in the hex; the hex has two harassment hits.
4) **5 TBF:** Place a "Level-3 Harassment Hit" marker in the hex; this hex has two harassment hits, and each adjacent land hex has one harassment hit.
5) **10 TBF:** Place a "Level-4 Harassment Hit" marker in the hex; this hex and each adjacent land hex has two harassment hits.
6) *Note: Fighters subtract one from their TBF when flying a harassment mission.*

If there are more TBF than the required minimum for a particular harassment hit, the extra TBF may be used to fly a tactical bombing mission against any transportation line in the hex. Bridges being bombed must be adjacent to the centre hex. *For example, 12 TBF would place a level three harassment marker and also allow a 2-point bombing mission on a rail line in the centre hex.*

A player marks the harassment hits his air unit achieve as they achieve them and then bombs a transportation line (if one exits). The harassment hits last until the start of the next initial phase. The markers are removed from the map at this time.

Each harassment hit affects the movement of enemy ground units in the following ways:

1) Each non-c/m enemy ground unit leaving the hex (including units using operational rail movement) or remaining in the **hex** must spend an additional MP to do so. *Note: This can affect actions various units can take, such as spending MPs to break a rail line in the hex.*

2) Every c/m enemy ground unit leaving the hex (including units using operational rail movement) or remaining in the hex must spend an additional 1 ½ MP to do so.

3) A unit leaving the hex by strategic rail movement loses 20 hexes of its rail movement ability.

4) An "R" movement unit loses 7 hexes of its rail movement when leaving a hex using operational rail movement.

5) Each harassment hit adds ½ hex (or SLP) to any supply distance counted (rail, overland, road, etc.). All fractions are rounded down at the end of the count. *For example, a unit tracing 6 hexes overland through three hexes with one harassment hit each, would count 7 ½ hexes for tracing supply to a HQ. This would be rounded down to 7 hexes.*

All the above costs are multiplied by the harassment level affecting the hex.

Any harassment hit placed on an enemy-owned road or rail hex, also reduces the enemy players next turns SMP count in the same front by the level of the hit. *For example, if three Level-2 Harassment Hits were placed on the rail line between Alexandria and Matruh and two Level-1 Harassment Hits on the road between Matruh and Sidi Barini, the Allied SMP total would be reduced by 8 in the Middle East during their next player turn.*

Harassment ("H" type) and night harassment ("NH" type) units have their tactical factors doubled when flying this mission during the day. Night harassment units ("NH" type) use the printed tactical factor when flying a night harassment mission.

23.B.2.j. INDUSTRY (Strat/Area).

The target of this mission is any enemy-owned city (not town). Consult the BOMBING TABLE for each bombing attack made against the target. Mark each hit on a city with a "½ SC (Supply Centre) Hit" marker. Each ½ hit placed on a city, reduces ½ SP from the country's total production for the next reinforcement turn (Rule ???). The maximum number of "SC Hits" that a city may receive is equal to the combined total number of "RM Hits" and "River Marshalling Yard Hits" it may receive. Excess hits have no effect.

23.B.2.k. INTERDICTION (Tactical/Pinpoint).

The target hex of an interdiction mission is any land hex or hexside. A player flies interdiction missions during any non-combat phase. If a player chooses to target a hexside, the modified TBF of all participating air factors is doubled.

Only dive bombers, fighters, fighter bombers, bombers, and assault bombers may fly this mission. The interdiction range of a Type B air unit is one half its printed movement rating (round fractions down).

Interdiction affects the movement of enemy ground units (including advances and retreats) by attacking any enemy ground unit attempting to cross any hexside of the target hex. The effectiveness of the interdiction mission is affected by the terrain in the target hex and by the size of the ground unit attempting to exit the hex.

During the mission resolution step total the modified TBF delivered in the target hex/hexside for interdiction and place a numbered "Interdiction Level" marker on the hex.

Each unit attempting to enter or exit the target hex (or cross the target hexside) is rolled for using the correct "Interdiction Level" on the INTERDICTION TABLE. A unit may only be attacked once per hex.

A fighter or fighter-bomber unit participating in an interdiction attack may add ½ to its TBF. A bomber or transport unit (type B or T) participating in an interdiction attack has 1 subtracted from its TBF. If the target hex is in an arid weather zone, add ½ to any air units TBF.

Units forced by combat results to retreat from an interdicted hex also roll for interdiction. The result shows the number of additional MPs expended during the retreat.

Each level of interdiction on a hex counts as ½ SLP when tracing supply.

Until the Jan 1 43 turn, no hex may have more than a "Level-3 Interdiction" marker placed on it.

Table 3 Interdiction Table

INTERDICTION TABLE

NUMBER OF TACTICAL BOMBING FACTORS

	1939-1942			1943+		
DIE	1	2-3	4-6	7-10	11-15	16+
LEVEL »	1	2	3	4	5	6
-1	NE	NE	NE	NE	NE	½M-3
0	NE	NE	NE	NE	½M-3	½M-2
1	NE	NE	NE	½M-3	½M-2	½M-1
2	NE	NE	½M-3	½M-2	½M-1	½M
3	NE	½M-3	½M-2	½M-1	½M	½M+1
4	½M-3	½M-2	½M-1	½M	½M+1	½M+2
5	½M-2	½M-1	½M	½M+1	½M+2	½M+3
6	½M-1	½M	½M+1	½M+2	½M+3	S
7	½M	½M+1	½M+2	½M+3	S	X
8	½M+1	½M+2	½M+3	S	X	X

Results:

- NE No Effect
- ½M Unit expends ½ (-#) its printed movement allowance (modified by supply) to exit the hex. The unit must be revealed.
- S Unit stopped. It cannot exit target hex or expend more MPs. The unit must be revealed. The total number of REs in the hex is known.
- X Unit destroyed or reduced to cadre/remnant. The entire stack may be examined. If an unit is reduced to cadre/remnant, it loses its reserve status.

Modifiers to the TBF:

- +½ If in Arid weather zone
- +½ Interdiction strength per F or FB unit participating.
- -1 Interdiction strength per Bomber unit participating.

Modifiers to the Interdiction die roll:

- +2 If hexside is river or bridge.
- +2 If unit is travelling by rail.
- +1 If unit is using road movement.
- +1 If unit is retreating due to a combat result.
- -1 If exiting rough, wooded, or major city hex.
- -1 If the moving unit has a 1-point intrinsic AA factor.
- -1 For each 2 points of non-positional AA that ends its move in the hex exited.
- -1 If the moving unit is 1 RE in size.
- -2 If the moving unit has a 2 (or greater) point intrinsic AA factor
- -2 If the moving unit is ½ RE in size.

23.B.2.l. NAVAL PATROL (Naval Air Mission) (Area).

The target of this mission is a hex containing enemy naval units at sea, or containing enemy units which moved at sea and entered port in the current naval movement sub-phase. *Note: Enemy naval units in port that did not put to sea may not be targeted by air units flying this mission*. For the purposes of naval patrol bombing, a naval unit on a river hexside (Rule ???) is considered to be in either hex adjacent to the hexside (bombing player's choice).

In each initial phase, both players may assign air units to naval patrol missions. Air units are assigned this mission at this time, but do not actually fly the mission until later, if at all. Once assigned, they may not fly any other mission in the current and the next player-turn, even if they do not fly the naval patrol mission. Indicate air units assigned to this mission by placing a "Naval Patrol 2" marker on them. During the next initial phase flip all "Naval Patrol 2" markers to "Naval Patrol 1" markers. "Naval Patrol 1" markers are removed when air units are made operative or fly a bombing mission against enemy units after finding them.

An air unit assigned to this mission has a naval patrol zone, which covers every all-sea and partial-sea hex within the air unit's bombing range. *For example, a Ju 88A4 (movement rating of 26) assigned to this mission has a naval patrol zone extending out to 26 hexes.*

When an enemy naval group (Rule ???) is found using the NAVAL SEARCH TABLE, the owning player may be allowed to announce one or more air operations against the enemy naval group. For the purpose of this rule, a naval unit on a river hexside is considered to be in either hex adjacent to the hexside (bombing player's choice).The movement of the naval group is temporarily suspended while the air operation is resolved.

Table 4 Naval Patrol Results and Modifiers

NAVAL PATROL (Air Units)

Results:

- D: Disaster: The attempt fails due to a false sighting. The next movement group attempting a naval patrol on the same naval group gets -1 on the Success Table.
- F*: Complete Failure: The attempt fails. The air operation proceeds to the air return step. Air units return to base.
- F: Failure: The attempt partially fails. Half (rounded down) of the movement group may make another contact attempt with an additional -1 modifier. The remainder return to base.
- S: Success: The attempt succeeds. The movement group contacts the enemy naval group. The air operation continues as normal. The number of TFs are revealed. The combined total of NTS, LCs, and LBs plus or minus 50% is declared. *Note: No rounding permitted.*
- S*: Great Success: The attempt succeeds. The movement group contacts the enemy naval group. The next declared movement group attempting a naval patrol on the same naval group gets +1 on the Success Table and may join the first movement group if desired. The air operation continues as normal. If there are no other declared operations against that hex, a new operation may be declared by one other air unit flying the naval patrol mission.

Modifiers (Cumulative):

- -2 If target is submarines only.
- -1 For every 5 hexes (or fraction thereof) after the first 5 flown to the target.
- +1 If using a Flying Boat (Code F) air unit to patrol.
- +1 If target hex is a friendly-owned coastal hex.
- +1 If target is a friendly partial ZOC.
- +2 If target is in a friendly full ZOC.
- +1 During stormy sea conditions.
- +2 During rough sea conditions.
- +3 During calm sea conditions.

Note: All friendly ZOCs are increased one level if the enemy naval unit is in the same hex.

During the mission resolution step, air units on this mission bomb the naval units in the enemy naval group. Bombing is resolved the same as for bombing naval units in port (Rule ???).

Units flying the naval patrol mission may change at any time to the naval unit bombing mission but are reduced to ½ TBF.

23.B.2.m. NAVAL STRIKE (Naval Air Mission) (Tac/Pinpoint).

The naval strike mission is identical in all respects to the naval patrol mission (see above) with four exceptions:

1) Air units on a naval strike mission are only committed for the current player-turn.

2) The mission may be flown in any non-combat phase.

3) Units flying the naval strike mission may change at any time to the naval unit bombing mission but are +2 on the BOMBING TABLE.

4) Any naval strike mission flown in an initial phase is done at full range; if flown in any other phase, it is ½ range.

23.B.2.n. MALTA STATUS BOMBING (Naval Air)(Tac/Pinpt).

Air units may fly the Malta status bombing mission if they have a TBF. The mission is identical to the naval strike mission (above). Each hit reduces the Malta status number (Rule ???) by one to a minimum of zero.

Note: This mission will often not be completed until the end of the enemy's second naval phase. This is done so as to be able to convert to the naval unit bombing mission in that phase if a naval transport mission was expected.

23.B.2.o. NAVAL UNITS (Naval Air) (Pinpoint).

The target hex of this mission is any hex containing:

1) Enemy naval units in port (but not naval units at sea in the port hex).
2) Naval units in a coastal hex that have a "naval gunfire support (NGS)" marker (Rule ???) on them or have pre-spent MPs for any other reason. *Note: Only the naval units which have expended MPs are attacked*. The TBF of air units flying against these targets are halved.
3) Naval units on a river hex.
4) *Note: River flotillas may only be bombed if the naval unit side is face up*.

The actual bombing targets are the enemy naval units in port (or with the "NGS" marker) in the hex (any naval units at sea in the same hex are ignored.

During the mission resolution step, each type of bombing air unit makes a bombing attack equal to their combined strengths.

For each bombing attack, consult the BOMBING TABLE. Each hit does one hit of damage to a naval unit in port in the hex. Use "Port Hit" markers on the naval units to show hits.

For each air operation, resolve all bombing attacks of air units flying this mission before applying any hits achieved. (Keep track of the total number of hits achieved.) Apply the hits after all air units on this mission have finished bombing. Since several naval concepts are used when applying hits, the method of applying hits and the effects of the hits are described in the naval rules (Rule ???).

23.B.2.p. OILFIELDS (Strat/Area).

The target of this mission is any enemy-owned, producing oilfield (Rule ???). Baku (9A:1506), Grozny, Maikop, and Ploesti (3B:2826) are major oilfields. Consult the BOMBING TABLE for each bombing attack made against the target. Mark each hit on an oilfield with an "Oilfield Hit" marker. Each 2 oilfield hits achieved against an oilfield in a turn, reduces 1 SRP from the oilfield's production for the following reinforcement turn. Hits in excess of an oilfield's production have no effect.

23.B.2.q. PORT/BEACH INTERDICTION (Naval Air) (Area/Tac).

The target hex of a port interdiction bombing mission is any enemy-owned port or beach hex (Rule ???). The actual target is the partial sea hex, partial lake hex, or river hexside outside the port/beach. A player flies port/beach interdiction missions during any players initial phase. A non-naval air units port/beach interdiction range is half its movement rating (i.e. any code M, S, or V air unit would use its full movement rating).

AA in the port/beach hex fires at +1 against this mission.

During the mission resolution step, determine the effects of the mission by totalling the TBF delivered in the hex for port/beach interdiction bombing. Place an "Interdiction Level" marker on the hex showing the TBF delivered. *Note: More than one marker may be used if necessary.* Apply the following effects for **each** interdiction level:

1) Reduce the operational intrinsic supply capacity of the port by one RE (4 REs of intrinsic supply).
2) Reduce the operational port capacity by ½ RE.
3) Increase the naval movement point cost of any activity (including entering or leaving) in the hex by 5 MPs. *Note: This still applies to night movement.* A player may ignore the additional MP cost of interdiction but the movement group then suffers a cumulative ½ strength point bombing attack per interdiction level.
4) *Example: One Ju 87B (TBF of 4) would reduce the operational intrinsic supply capacity of a standard port (6 REs) to two usable REs (6-4). This would provide intrinsic supply for 8 REs of units. The operational port capacity would be reduced to 4 (6-2). It would cost a naval unit 20 MPs to enter the hex (or suffer a 2 point bombing attack instead).*
5) Any naval unit that spends MPs in a hex undergoing port interdiction is "contacted" as if it was found by a naval patrol/naval strike air mission (Rule ???).

"Interdiction Level" markers are removed at the beginning of the next initial phase.

23.B.2.r. RAIL LINES (Pinpoint).

The target of this mission is any enemy-owned rail line hex. Consult the BOMBING TABLE for each bombing attack on the target. Each bombing hit on a rail line causes a "Rail Break" marker (Rule ???) to be put on the line. If there is already a "Rail Break" marker in the hex, it is replaced by a "Rail Cut" marker. A maximum of one cut may end up on a rail line due to bombing. No additional may be placed after this point though it could receive another "Rail Break" marker. *For example, two hits would place one cut on an undamaged rail hex. If it already had a break on it, it would end up with one cut and one break.*

23.B.2.s. PORTS (Strat/Area).

The target of this mission is any enemy-owned port (Rule ???). Consult the BOMBING TABLE for each bombing attack made against the target. Each hit decreases the operational capacity of the port by 1 RE. Mark each hit achieved on the port with a "Port Hit" marker.

23.B.2.s.1. MODIFICATIONS TO PORT DAMAGE.

Each hit against a natural harbour (Rule ???) only does ½ hit (maintain fractions). Each hit against a artificial harbour (Rule ???) does 2 hits to it.

23.B.2.s.2. CATASTROPHIC PORT HITS (Optional Rule).

If a player rolls one or more hits on the Bombing Table on a port that is using NTs to reduce its SLP cost (Rule???), immediately roll two dice. If the result is a '12' a catastrophic hit has occurred and the port receives hits sufficient to reduce its capacity to zero; any other result means the port receives its normal damage.

Note: In April 1941 a single German bomb blew up the Allied ammunition ship Clan Fraser and the resulting catastrophic damage immediately and almost completely closed Piraeus, the port of Athens. Collisions between friendly ships or accidents during loading/unloading and the resultant explosions also closed ports during wartime. The above rule somewhat reflects this.

23.B.2.t. RAIL MARSHALLING YARDS (Strat).

The target of this mission is an enemy-owned, functioning rail or river marshalling yard (Rule ???). A marshalling yard is functioning if a rail-element supply line can be traced to the yard from a national supply source when it is attacked.

Consult the BOMBING TABLE for each bombing attack made against the target. Each hit reduces by one the rail/river capacity of the enemy rail net containing the yard, for the enemy player's next player-turn. A marshalling yard's capacity cannot be reduced below its current capacity. *For example, if a*

yard with an original capacity of 2, now has a capacity of ½ (due to being captured and recaptured during play), then only ½ point of capacity may be lost through rail marshalling yard bombing.

A "RM #" marker is put on the yard for each hit that has been made against it up to its maximum damage level. Maximum "RM" hits are either 2 hits per level of marshalling yard (or dot, partial, or full city hex on old maps).

Each "RM #" marker placed on a rail marshalling yard has the same effects as a normal "Rail Cut" marker and is repaired as shown on the ENGINEERING SUMMARY. "RM #" markers remain on the map until repaired. New hits on marshalling yards should be kept track of separately on the RAIL CAPACITY TRACK so that the next turns rail capacity reduction will be known.

23.B.2.u. REPLACEMENT CITIES (Strat).

The target of this mission is any enemy-owned city which produces infantry replacement points (Rule ???). Consult the BOMBING TABLE for each bombing attack made against the target. Mark each hit on a replacement city with a "RP Hit" marker. For every 3 hits achieved on a city in an air phase, reduce the city's next turns replacement rate by 1 inf RP. Hits beyond the next turns replacement rate have no effect.

23.B.2.v. RESOURCE CENTRES (Strat).

The target of this mission is any enemy-owned city or factory that generates SRPs. Consult the Bombing Table for each resource centre attack made against the target. Mark each hit with a "SRP Hit" marker. Each 5 SRP hits removes 1 SRP from the hex's next SRP reinforcement. SRP hits are accumulated until used. *Note: This is the main way that Malta can be kept out of supply.*

23.B.2.w. RIVER TRANSPORT MARSHALLING. YARDS (Area).

Air units may bomb river transport marshalling yards (Rule ???). This mission and the maximum damage inflicted because of it, is the same as the rail marshalling yard bombing mission above except that this is an area mission. Any hits only affect the capacity of the river net containing the affected river transport marshalling yard.

23.B.2.x. SUPPLY CENTRES (Strat).

The target of this mission is any enemy-owned supply centre (Rule ???). Consult the BOMBING TABLE for each bombing attack made against the target. Mark each hit on a supply centre with a "SC Hit" marker. Each hit placed on a supply centre, reduces 1 SP from the supply centres production for the next reinforcement turn (Rule ???). A supply centre may only be bombed to reduce its production to a minimum of zero. Excess hits have no effect.

23.B.2.y. SUPPLY & STRATEGIC RESOURCE POINTS (Tac).

The target of this mission is any enemy supply or strategic resource point. Consult the BOMBING TABLE for each bombing attack made against the target. Each hit shown destroys 1 RE of SPs (⅓ SP) in the hex. Once all SPs are destroyed, then each hit will destroy 1 RE of SRPs. Enemy depots may not be examined to see how many SPs or SRPs are in them.

23.B.2.z. TERROR BOMBING (Strat/Area).

Only German and Soviet air units may fly this mission. The target of this mission is any enemy-owned major city. Consult the BOMBING TABLE for each terror bombing attack made against the target. Mark each hit on a city with a "TB Hit" marker. Each terror bombing hit up to 6 per major city hex, yields the bombing player 1 victory point in scenarios. It is kept track of separately for different nationalities and cumulative hits will have differing effects as shown on each country's NATIONAL DATA SHEET (if applicable) in the campaign game.

23.B.3. V1 BOMBING (Area).

The target of the hex of the mission is any hex within 8 hexes of a V1 target. The air unit flies to the target hex using its bombing range. During the mission resolution step, each code Z air unit in the operation makes an air launched V1 attack against a V1 target. For each attack, pause the air operation and immediately resolve a V1 air operation (Rule ???). *Note: an air launched V1 attack receives a -1 die roll modifier in addition to any other modifiers.*

23.C. COMBAT AIR PATROL (CAP).

Fighters may fly combat air patrol missions during any non-combat phase. Their normal (or extended) range is reduced by (6 - the maximum air/NGS commitment number for the country's air units) as shown on the MAXIMUM AIR/NGS COMMITMENT CHART (Rule ???). *For example, a country with a maximum air commitment number of 4, would have its fighters reduce their range by 2 when flying CAP.*

CAP range is (6 - the maximum air/NGS commitment number for the country's air units) as shown on the MAXIMUM AIR/NGS COMMITMENT CHART (Rule ???).

For fighters flying CAP missions, follow the standard air operation sequence (Rule ???) until the mission resolution step is reached. At this time, the air operation is suspended and a "CAP" marker is placed on the fighter. The CAP fighter remains in its target hex, and the owning player may assign it to another air operation within CAP range later in the same player-turn. During the mission movement step of the same or a subsequent air operation, the owning player may (but is not required to):

1) Switch the CAP fighter to the escort mission (Rule???), if the fighter's hex is within CAP range of an air operation by the owning player. *For example, during the initial phase of a player-turn, the Allied player flies a CAP fighter to a hex adjacent to Caen, which is currently owned by the Axis player. During the exploitation phase of the same player-turn, the Allied player initiates a bombing air operation, with Caen as the target hex. He may thus switch the fighter from CAP to escort in the Caen hex. Note: A CAP mission can choose to escort another CAP mission or a naval unit escort mission but may not switch and become a naval unit escort mission.*
2) Switch the CAP fighter to the interception mission (Rule ???), if the fighter's hex is within CAP range of the target hex of an enemy air operation.

Once a CAP fighter switches missions (per above), it participates in the rest of the air operation using the appropriate mission rules. **Exception: When returning to base, the fighter uses its normal range.**

If a CAP fighter is in the target hex of an air operation, and the owning player does not switch it to escort or interception (as described above), then the CAP fighter is ignored for all purposes for the rest of the air operation.

23.D. ESCORT.

Fighters may fly escort missions during any air operation initiated by their owning player. There are two kinds of escort missions as described below.

23.D.1. AIR UNIT ESCORT.

During an air operation, the initiating player may fly escort missions. Escorts (fighters flying this mission) guard friendly air units flying other missions in their mission box from interception. A fighters air escort range is its printed movement rating.

An escort flies to any mission hex within its escort (or CAP) range. In the mission hex, it participates in the rest of the air operation sequence, guarding friendly air units there.

23.D.2. NAVAL UNIT ESCORT.

During a naval operation, the initiating player may fly naval escort missions. Escorts (fighters flying this mission) guard moving naval units from all air missions that may be flown against them. A fighters naval escort range is its half its printed movement rating. *Note: Most naval escort missions will be at extended range for this reason.*

An escort flies to any hex within its escort range. It may fly by itself or by joining a naval movement group (Rule ?). While flying with a movement group, it guards the group against enemy air missions.

An escort does not have to fly to the target hex of the naval units (and the target hex may be outside its escort range). If it does not fly to the target hex, it immediately returns to base and becomes inoperative when it reaches the limit of its naval escort range. If it does fly to the target hex of the operation, it participates in the rest of the air operation sequence, guarding friendly naval units there.

23.E. INTERCEPTION.

Fighters may fly interceptor missions during any air operation (Rule ???) initiated by the enemy player. A fighters interception range is shown on the AIR RANGE CHART (rounding fractions down) (Rule ???). The maximum interception range for any fighter is 8 hexes.

During an air operation, the reacting player may fly interception missions. Interceptors (fighters flying this mission) fly to the air operation's initiating airbase, target hex, or an airbase where units return to base. Air combat may occur at any or all of these hexes. *For example, interceptors could attack the mission force when it takes off, in the target hex, and when it returns to base.*

23.F. TRANSFER.

All air units may fly transfer missions during any non-combat phase. **Exception: An air unit may fly a transfer mission pursuant to an air unit escape attempt (Rule ???) during any phase.** There are three different types of transfer missions.

23.F.1. REGULAR TRANSFER.

An air unit's regular transfer range is **four** times its printed movement rating.

An air transfer mission is flown in a series of legs from airbase to airbase, until the final destination is reached. One or more legs of a transfer mission may be flown as a night air mission (Rule ???). *Note: Die rolls on the Difficult Landings at Airbases Results and Modifiers Table are made after each leg if applicable.*

Each leg has its own target hex and is resolved using the air operation sequence (Rule ???). The target hex of a leg is a friendly-owned airbase within transfer range. In the air return step of a leg, transferring air units land at the airbase in the target hex, increase their status by one level (as normal) and may immediately fly another leg. The air units continue to fly legs until the final destination is reached. *Note: If an air unit flies two or more legs in a transfer mission, it will have had its operational status increased by one level per leg flown when it returns to base at its final destination.*

A player must spend SPs for every three air units (rounded down) that transfer in a turn. These SPs may come out of any depot that could supply the receiving airbase. They may be expended from the national supply pool and use rail capacity in the same manner as when an attack is being supplied. Different nationalities spend SPs at the following rates:

a) Axis/Allied forces spend one SP per three air units.

b) Soviet forces spend two SPs per three air units that transfer.

23.F.2. MAXIMUM RANGE TRANSFER.

An air unit's maximum transfer range is **five** times its printed movement rating.

An maximum range transfer mission is flown in one leg from airbase to airbase as described above. A maximum range transfer mission may be flown as night air mission (Rule ???).

23.F.3. STAGING.

There are two kinds of staging missions which are flown in phases as shown on the AIR MISSION CHART. *Note: A transport cannot carry cargo while staging (since it has not started its transport mission). Air units only stage in the mission movement step, and never in the interceptor movement or air return steps.*

23.F.3.a. LONG RANGE STAGING.

An air unit's long range staging range is two times its printed movement rating.

A long range staging mission is flown in one leg from airbase to airbase. The leg has its own target hex and is resolved using the air operation sequence (Rule ?). The target hex of a leg is a friendly-owned airbase within long range staging range. In the air return step of a leg, transferring air units land at the airbase in the target hex, whereupon they increase their operational status by one level.

23.F.3.b. STAGE AND FLY.

During the mission movement step of an air operation, the initiating player's air units may perform a stage and fly mission.

Any air unit except bombers (B) or heavy bombers (HB), transports (T), or heavy transports (HT) may fly a stage and fly mission to an airbase within its range. The air unit flies a 1-leg printed range air transfer mission and may then immediately fly another mission (including another stage and fly mission) maintaining the same operational status as it started with. It may also choose to remain on the new airbase at the same operational status that it started with.

An air unit performing stage and fly may only fly pinpoint or tactical bombing missions.

Luftwaffe fighter and dive bomber units must spend 1 SP per 2 air units to perform this mission; all other air units spend 1 SP per air unit. These supply points may come out of any depot that could supply the receiving airbase. *Note: An air unit may fly multiple stage and fly missions by spending multiples of the required SPs. This is the only way that the German strat air may reach some areas of the front after being called up.*

23.G. TRANSPORT.

23.G.1. GENERAL AIR TRANSPORT RULES.

Any unit transported by air will only have a MA of 5 MPs (use a "On Foot" marker) until it can trace a full supply line (Rule ???). Transports may combine capacity to carry units.

23.G.1.a. RANGE OF AIR TRANSPORT.

An air unit's transport range is its printed movement rating. Unless otherwise noted transport missions may only be flown from airbases that were friendly-owned at the start of the player-turn.

23.G.1.b. TRANSPORTABLE UNITS.

Transports may carry air-transportable ground units (Rule ???), SRPs, SPs, infantry RPs, and mine points (Rule ???) as their cargo.

A transport may not carry any ground unit that has heavy equipment except as described below.

23.G.1.c. CAPACITIES OF AIR TRANSPORTS.

Transports have the following cargo capacities. These capacities are halved in the exploitation phase.

1) **Type B (allowed to be used as Ts as per** Rule ???): ½ RE of ground units or 1 RE of SPs or SRPs.
2) **Type T or G:** 1 RE
3) **Type HT or HG:** 2 REs

23.G.1.d. AIR TRANSPORT OF HEADQUARTERS.

The following types of HQs may be transported (not air-dropped) by the listed number of gliders and transports to friendly-controlled airbases. *Note: A glider unit may always be substituted for a required transport.*

1) **Parachute Division HQ (parachute side):** One RE transport.
2) **Parachute Division HQ (non-parachute side):** One RE of transport and two REs of glider transport. All gliders are eliminated.
3) **Air Landing Division HQ:** One RE of transport and two REs of glider transport. All gliders are eliminated.
4) **Mountain Division HQ:** Two REs of transport and two REs of glider transport. All gliders are eliminated.

23.G.1.e. WEATHER EFFECTS ON AIR TRANSPORT.

Weather affects transports' cargo capacities. When entering any hex in a weather zone with bad weather (Rule ???), the transport has its cargo capacity modified in the same manner as bombing strengths (Rule ???).

23.G.1.f. EFFECTS OF AIR COMBAT/AA ON AIR TRANSPORT.

All air combat and anti-aircraft fire that affect a transport also affect its cargo as shown below:

i) If a transport is made ineffective or eliminated (before it expends ARPs to improve its status), its cargo is also eliminated.

ii) If a transport is damaged or aborted, its cargo is half eliminated.

iii) If a transport is returned or made flown or inoperative, its cargo returns to base with the transport.

If a unit is eliminated due to one of the transports carrying it being eliminated, a proportional number of replacement points are added directly back to the replacement pool to make up for the extra points lost. *For example, if a 2-6 regiment is being transported by two transports and one is eliminated, the 2-6 is eliminated, one factor is counted for special replacements, and one factor is added directly back to the replacement pool. If the 2-6 was a parachute regiment then one strength point is also added to the appropriate accumulated "Limited RE" total.*

If two or more transports combine to carry a unit, a result to affecting any of the transports also affects the cargo. Use the most severe result to the transports as the effect on the cargo. *For example, if one transport is turned back and the other eliminated, then the cargo is eliminated.*

Exception: The phasing player may choose to continue any transport mission (Rule ???) if it suffers an adverse result due to anti-aircraft fire. This will allow the transport mission to continue but increases the AA effects (even if there was no effect) by two levels after the mission is completed.

23.G.1.g. RESTRICTIONS AND CONDITIONS.

The cargo to be carried must be present at the transport's airbase at the start of the phase when the transport mission is initiated. SPs, SRPs, infantry RPs, and mines may come out of a major depot, a national supply source if the supply net is used to rail them to the HQ supplying the airbase, or from the fronts replacement pool. They may also come out of a depot or supply unit which could supply the airbase.

Once an item of cargo is air transported in a player-turn, it may not move for the remainder of the player-turn. Change the facing of the unit to indicate this.

23.G.2. AIR TRANSPORT MISSIONS.

There are four types of transport missions.

23.G.2.a. REGULAR AIR TRANSPORT.

The target hex of a regular transport mission can be any friendly-owned airbase within transport range if the airbase was owned at the beginning of the player-turn. The mission is resolved per the standard air operation sequence. The transport lands its cargo at the target hex during the mission resolution step. It returns to base in the air return step and cannot carry cargo at this time.

Alternatively, a transport may fly a one-way regular transport mission, with a range twice its printed movement rating. In this case, the target hex of the mission can be any friendly-owned (at the beginning of the player-turn) airbase within the one-way transport range. During the mission resolution step, the transport ends its mission as the airbase, landing there with its cargo. It increases its status by one at this time and cannot fly during the air return step.

23.G.2.a.1. AUTOMATIC DAMAGE TO AIR UNITS.

Any transport unit flying a regular air transport mission may suffer damage upon landing if the airbase does not have sufficient capacity. *Note: There is no effect on the cargo other than to SPs and SRPs as listed below.*

One random transport unit has its status level increased two additional levels each time a multiple of airbase capacity is used (rounded up). Each time a multiple of the usable

airbase capacity is exceeded, one of the new transport units exceeding the capacity will be affected. *For example, if a three capacity airbase has one hit on it, the usable capacity is 2. If 5 operative air transport units flew regular transport missions to this airbase, 3 would be increased 2 levels after landing their cargo and one additional level upon returning to base.*

23.G.2.a.2. LOSSES TO SUPPLY AND RESOURCE POINTS.

SPs or SRPs being air transported to a receiving airbase are subject to loss. One sixth (rounded up to the nearest 1/12th) of all arriving SPs or SRPs are lost in transit. The minimum loss is 1/12 of a SP or 1/6 of a SRP.

23.G.2.b. AIR DROP.

Transports may air drop supply points and air-droppable units (air-droppable units and airborne landings in general are covered in Rule ???). *Note: SRPs and infantry replacement points cannot be air dropped, and mines are dropped via aerial minelaying (Rule ???).* Air drop missions may occur in any movement phase.

The target hex of an air drop involving a ground unit may be any hex (within transport range) except for the following terrain types: prohibited terrain, mountain, wooded swamp or forest. The target hex may be in enemy ZOCs or occupied by enemy units. All airdrops in mainland Europe requiring one or more turns of planning (Rule ???) may drop no further than **four** hexes from other friendly ground units that can trace an overland supply line to a supply source. *Note: Units that themselves are planned to execute a commando raid or amphibiously assault a hex during the turn of air drop satisfy this requirement.* **Exception: Units air-dropped on islands are exempt from this restriction.**

Supply points may be air-dropped in any hex.

Cargo being air-dropped counts at double its RE size for this mission. *For example, two type T transports are required to carry a 1 RE airborne unit on an air drop; three HT for 1 air dropped SP.*

A transport drops its cargo during the mission resolution step of the air operations sequence.

23.G.2.c. ASSAULT TRANSPORT.

Transports may fly the assault transport air mission when transporting glider, air landing, parachute infantry, parachute, mountain units or SPs/SRPs to an airbase that has been captured in the current or any previous movement phase. *Note: If using an airbase that has been captured in the current phase, the assault transport mission must be flown at the same time as the air drop mission that captured the airbase.*

All air units used in the transport mission must make a roll on the SUCCESS TABLE as it is a difficult landing (Rule ???).

The transporting air unit lands its cargo during the mission resolution step of the air operations sequence.

23.G.2.d. SHORT RANGE AIR TRANSPORT MISSIONS.

Transport or heavy transport (including bombers being used as transports) air units may fly short range transport missions. This missions is flown the same as a regular transport mission (Rule ???), with the following changes:

1) A transport's short-range transport range is half its printed movement rating.
2) A transport has its cargo capacity doubled, to 2 REs for type T or 4 REs for type HT.
3) A transport may not fly a one-way mission when flying a short range transport mission.

23.G.3. ARIEL MINELAYING.

Transports may air transport mines but may not lay them. Instead, Type B and HB air units (only) may lay mines by air. (Mines are covered in detail in Rule ???.) When flying an aerial minelaying mission, a type B or HB air unit operates similar to a transport, with a cargo capacity of 1 RE and a transport range equal to its printed movement rating.

The target hex of an aerial minelaying mission may be any non-frozen sea hex (coastal or all-sea) within transport range. The transporting air unit lays its mines (its cargo) during the mission resolution step of the air operations sequence.

23.H. MISSION RANGE/MISSION HEX RADIUS CHART.

This chart lists the ranges for each country by year for any air mission with a modified range.

It also shows the radius of a non-single hex mission hex by year for all countries.

Table 5 Mission Range/Mission Hex Radius Chart

MISSION RANGE/MISSION HEX RADIUS CHART

	YEAR						
COUNTRY	37-38	1939	1940	1941	1942	1943	44+
Germany/Italy	2	2	3	½	½	½	½
Axis Minors		2	3	½	½	½	½
Soviet		1	2	2	3	½	½
Soviet Guards		-	-	3	½	½	½
Allies		2	3	½	½	½	½
Allied Minors		1	2	3	½	½	½
Spain Republican	2	2	3	½	½	½	½
Spain Nationalist	2	2	3	½	½	½	½

Note: A units maximum interception range is 8.

Table 6 Bombing Table

BOMBING/NAVAL GUNNERY TABLE

DIE	BOMBING FACTORS																											DIE
	½	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	22	25	28	32	37	42	50	
1	H	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	5	6	6	6	6	6	6	7	7	7	7	7	1
2	H	H	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	5	6	6	6	6	6	6	6	6	6	2
3	H	H	H	H	2	2	2	2	3	3	3	3	3	3	4	4	4	4	5	5	5	5	5	5	5	5	6	6	3
4		H	H	H	2	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	4	4	5	5	5	4
5			H	H	H	H	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	5
6				H	H	H	H	H	H	2	2	2	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	6
7						H	H	H	H	H	H	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	7
8								H	H	H	H	H	H	H	H	H	H	H	H	H	H	2	2	2	2	2	2	2	8
9												H	H	H	H	H	H	H	H	H	H	H	H	H	2	2	2	2	9
10																H	H	H	H	H	H	H	H	H	H	H	H	H	10
11																					H	H	H	H	H	H	H	H	11
12																												H	12
13																													13

BOMBING MISSIONS

Modifiers: (Cumulative)

- -2 For code M and V air units attacking naval units.
- -1 For code S (or code V operating as a code S) vs. naval units.
- -1 For type D air unit.

- -1 When bombing SPs/SRPs on map, in transport units, or in depots.

- -1 For each odd numbered "+ # MP" marker on the installation being bombed.
- -1 For a tactical bombing air mission flown in an "Arid" weather zone (Rule 43.D).
- -1 For an air mission flown in a surprise turn.
- +1 For air mission flown in the exploitation or reaction phases.

- -1 No enemy non-divisional AA, CDs, or interceptors in hex.

- +1 7-14 AA points in hex.
- +2 15 or more AA points in hex.

- +1 For strategic bombing missions.
- +2 For naval strike/Malta status bombing missions.
- +2 For night bombing missions after Jan 1 43.
- +3 For night bombing missions until Dec 4 42.
- +# Where the # is the Weather Effects Table result.

Note: *1) All bombing factors of similar type air units are added together and rolled for as a group.*
2) Each group of 50 points is rolled separately.
3) Type S, M, and V air units are-1 to their TBF when flying a non-naval air mission.

NAVAL GUNNERY

Modifiers:

- -2 TF vs. LB
- -1 CD vs. any naval unit.
- -1 Naval unit is in a river hex.
- -1 Friendly and enemy units are in the same hex.
- -1 TF vs. NT or LC.
- -1 SS vs. NT, LC, or LB
- +1 TF vs. non-firing CD.
- +1 Night action.
- +1 Rough weather.
- +2 Stormy weather.

Note: *1) The total gunnery strength must fire together except when part is firing at a bypassing group.*
2) Firing in a night action is done at ¼ strength.