

29. THE STRATEGIC AIR WAR. (V 10.11.22)

For most purposes, the conduct of the strategic air war is outside the scope of this game and occurs “in the background.” Various effects of the strategic air war (the destruction of German fuel supplies and transportation facilities) are represented in the game, and both players can occasionally use some of their strategic air assets directly during play.

29.A. AIR WAR PROCEDURE.

Starting with the May 1 44 turn, the Allied player tracks the progress of the strategic air war. Use the AIR TRACK of the ALLIED AIR CHART to keep track of the status of the strategic air war. The status is 0 until May 1 44.

During each Allied initial phase, starting with May 1 44, the Allied player checks the progress of the strategic air war. Roll one die, and consult the STRATEGIC AIR WAR STATUS TABLE, applying all applicable modifies. Implementing the result may increase the strategic air war status.

Table 1 Strategic Air War Status Table

STRATEGIC AIR WAR STATUS	
DIE	EFFECT
1-3	Increase Strategic Air War Status by ½.
4-6	No change.

Modifiers (cumulative):

- 1 If any Axis strat air assets were called up in the previous turn.
- +1 If 1-2 Allied strat air forces were called up in the previous turn.
- +2 If 3-4 Allied strat air forces were called up in the previous turn.

29.B. STRATEGIC AIR WAR EFFECTS.

The strategic air war has effects when the status number reaches various levels, as shown on the STRATEGIC AIR WAR EFFECTS CHART. When an effect is achieved, it affects play immediately. Once an effect is achieved, it remains in force for the rest of the game. Effects are listed below:

Table 2 Strategic Air War Effects Chart

STRATEGIC AIR WAR EFFECTS	
STATUS	EFFECT
0	None.
2	Extended Range Limits. Rail Capacity at 90%
4	Aviation Fuel at 75%. Rail Capacity at 80%.
6	Aviation Fuel at 67%. Rail Capacity at 60%
8	Aviation Fuel at 50%. Rail capacity at 40%. Ground Fuel Shortage.
10	Aviation Fuel at 33%. Rail capacity at 20%. Severe Ground Fuel Shortage. Supply Line Limits.
12	Aviation Fuel at 25%. Rail Capacity at 10%.

29.B.1. EXTENDED RANGE LIMITS.

The Axis player may fly a maximum of one extended range air operation (Rule ???) per Axis theatre per player-turn. Axis air units may not fly at extended range except in an extended range operation.

29.B.2. AVIATION FUEL AT PERCENTAGE.

Low fuel limits the number of Axis air units that may fly missions during a turn:

- a) **75%:** Only 75 % (3 out of 4) of operative Axis air units may fly missions. Implement this as Axis air units begin missions; whenever the third air unit begins a mission, one other operative air unit immediately becomes inoperative without flying a mission. When this happens, start the count over again. (In this way, no more than 3 out of every 4 air units can fly missions.)
- b) **67%:** Only 67% (2 out of 3) of operative Axis air units may fly missions. Implement this as above, having one other air unit become inoperative when the second air unit begins a mission.
- c) **50%:** Only 50% (1 out of 2) of operative Axis air units may fly missions. Implement this as above, having one other air unit become inoperative when one air unit begins a mission.
- d) **33%:** Only 33% (1 out of 3) of operative Axis air units may fly missions. Implement this as above, having two other air units become inoperative when one air unit flies a mission.
- e) **25%:** Only 25% (1 out of 4) of operative Axis air units may fly missions. Implement this as above, having three other air units become inoperative when one air unit flies a mission.

Keep track of the low fuel percentage on the AIR TRACK of the AXIS AIR CHART. For example if the low fuel percentage is 75%, then place the “Low Fuel 00” marker in the 70 Box and the “Low Fuel 0” marker in the 5 Box.

29.B.3. RAIL CAPACITY PERCENTAGE.

For each Axis rail net, only the given percentage of the net’s capacity is available for use. For example, if the French rail net currently has a capacity of 50, and the 90% rail capacity result is in effect, then the Axis player’s usable capacity for the net is 45. Calculate the usable capacity before spending SRPs to temporarily increase capacity; the usable capacity, not the total capacity, determines the number of SRPs that can be spent for the net. (See Rule 7.A.5.f for details on rail nets and capacities.)

Note: The Axis supply nets are affected in the same manner as the regular rail nets.

29.B.4. GROUND FUEL SHORTAGE.

During each Axis exploitation and reaction phase, each Axis c/m unit has its base movement rating reduced by 4 due to fuel shortages and each Axis s/m unit has its base movement allowance reduced by 2. For example, a supplied German 20-10 panzer division would have a movement allowance of 3 for its exploitation phase (10 minus 4, then halved for exploitation phase movement) due to fuel shortages. If it was in reserve it would have had a movement allowance of 6 (10 minus 4) for its exploitation phase movement and 3 for its reserve phase. S/m units would only be affected if in reserve as otherwise they could not move in those phases.

29.B.5. SEVERE GROUND FUEL SHORTAGE.

In addition to the effects of ground fuel shortage (above), during each Axis initial movement phase, each Axis c/m and s/m units’ base movement rating is reduced by 2 MPs to a minimum of 6 MPs. For example, a supplied German 20-10 panzer division would have a movement allowance of 8 in the initial movement phase but would still have a movement allowance of 3 in the exploitation phase.

29.B.6. SUPPLY LINE LIMITS. (Germany)

Axis overland and road supply lines are reduced in length, as shown on the SUPPLY LINE SUMMARY (RULE ?).

29.C. GERMAN STRAT AIR ASSETS. (Germany)

The GREATER GERMANY STRATEGIC AIR OB tracks German strategic air assets. Use the GREATER GERMANY STRAT AIR ASSETS BOX on the AXIS AIR CHART to hold these air units.

29.C.1. GERMAN SPECIAL EFFORTS.

At the end of any reinforcement phase, the Axis player may call up his strategic air assets for a special effort. A special effort lasts for the next player-turn. The Axis player may use up to half (round fractions down) of the air units in his STRATEGIC AIR ASSETS BOX. Note the model and ratings of the particular air units called up.

Air units called up for a special effort arrive as operational reinforcements and are placed in Greater Germany. The Axis player uses them the same as his other air units during the next player-turn.

When calling up air units, the Axis player also receives the ARPs as indicated on the strat air OB for the current air cycle. (He receives these each time he calls up his strategic air assets for a special effort.) He adds these ARPs to his current ARP total. SPs equal to the number of air units called up are also received. These may only be used for staging purposes and are removed if not used. *Note: A player may also use SPs from his pools for staging if he so desires.*

29.C.2. RETURNING STRATEGIC AIR.

At the start of the next reinforcement phase, the Axis player must return air units to the STRATEGIC AIR ASSETS BOX unless the strategic air assets are called up again. For each air unit of a specific model and rating called up, the Axis player must return one air unit of the same model and rating to the box, as follows:

- a) If any such air unit, operative or inoperative is in play at an airbase, remove it from play and place it in the STRATEGIC AIR ASSETS BOX. A player may never remove more air units from an airbase than its operational capacity without paying a penalty of 1/2 ARP for each overcapacity air unit so removed.
- b) If the above condition cannot be met, remove such an air unit from the aborted or eliminated box and place it in the STRATEGIC AIR ASSETS BOX. When doing so, the player must spend 1 ARP for an aborted air unit or the ARP replacement cost for an eliminated air unit. If the Axis player has insufficient ARPs to pay these costs, he maintains a deficit, the same as for withdrawing aborted and eliminated air units (per Rule ?).

Note: The Axis player is not required to return to the STRATEGIC AIR ASSETS BOX the exact same air unit that was called up. He simply must return any air unit of the same model and ratings as was called up.

29.C.3. SPECIAL EFFORT FREQUENCY.

The Axis player may call up his strategic air assets up to five times per year. He cannot, however, call up these assets in scenarios in which he does not control the West theatre. *Note: The Luftwaffe Alarm units and ARPs listed on the Invasion Reaction lines of the Greater Germany Strategic Air OB, do not count against the five times per year limit.*

29.D. ALLIED STRATEGIC AIR ASSETS.

The Allied player has 4 strategic air forces, 2 (1 American and 1 British) per theatre, as shown on the ALLIED STRATEGIC AIR ASSETS CHART. Each air force has a number of strategic wing counters, as shown on the chart; the number of available wings varies according to the air cycle.

The Allied player can call up any or all of his strategic air forces during play. When an air force is called up, the Allied player receives its strategic wings. Due to escorts and replacements factored into the counter, a strategic wing counter is never subject to interception. AA fire may affect strategic wings (as explained below).

The Allied player may call up each of his strategic air forces up to five times per year. He cannot, however, call up the air forces of a theatre he does not control.

Unless otherwise indicated, all regular rules for air operations and missions affect the operations and missions of strategic wings. *For example, weather affects the bombing strengths of strategic wings the same as for tactical air units (Rule ?).*

29.D.1. STRATEGIC AIR EMPLOYMENT.

At the end of any Axis reinforcement phase, the Allied player may call up his strategic air forces for a special effort. A special effort lasts for the next player-turn, and the Allied player may use all strategic wings of each called-up air force.

When an air force is called up, the Allied player places its base marker on the map. Place the base of an ETO air force on any strategic airfield (Rule ???) in Britain. Place the base marker of an MTO air force on any strategic airfield in North Africa or in Italy, if an overland supply line can be traced from the hex to a functioning Allied owned major or great port. Remove all bases at the end of their air forces' special efforts.

When an air force's base is placed on the map, place all of its strategic wings at the same airbase if possible. Any excess wings are placed at the nearest available airbase (of either type) that can support them.

Remove the base and strategic wings for each called-up air force at the end of its special effort turn.

29.D.2. STRATEGIC AIR WING MISSIONS.

During the player-turn, The Allied player may conduct air operations with his available strategic air wings. All wings of an air force must fly the same mission during the special effort. (Different air forces may fly different missions.) Wings may not fly extended range missions.

In general, only one strategic wing may participate in an air operation; no other wing or Allied air unit may join in the operation. In an air operation, the wing flies a mission to a target hex within range. Wings have printed ranges, per the UNIT DESCRIPTION CHART. In a mission, an American wing will use one of its two ranges: its attack/fighter bomber (A/FB) range for A/FB missions or its heavy bomber (HB) range for HB missions. A British wing will use one of its two ranges: its day range for day missions or its night range for night missions.

The missions allowed for each air force's wings are listed on the ALLIED STRATEGIC AIR ASSETS CHART. A mission will have a specific strength depending upon the current air cycle, as listed on the ALLIED STRATEGIC AIR ASSETS

CHART. For example, in the Mar 1 44 air cycle, the US ETO strategic air force will have a strength of 50 for carpet bombing missions.

American wings may only fly day operations. British wings may fly by day or night, depending upon the missions.

The missions are described below:

29.D.2.a. RAIL MARSHALLING YARDS BOMBING (HB). (Allies)

This mission is conducted by heavy bombers. The strength of this mission is expressed as two numbers, such as 2:17. The first number is the number of individual rail marshalling yard missions a wing may fly; the second number is the wing's strategic bombing strength for each mission. A rail marshalling yard operation consists of the wing flying the indicated number of missions, one after another. Each mission is performed per the regular rail marshalling yard bombing mission (Rule ???).

A British wing may fly this mission at either day or night. When flying at night, a wings bombing strength is halved.

29.D.2.b. TACTICAL BOMBING (HB). (Allies)

This mission is conducted by heavy bombers. The listed strength is the total number of tactical bombing points that air force has available. The Allied player may divide the force's strength among its wings as he wishes. For example, in the Mar 1 43 cycle, the US ETO air force has 44 tactical bombing points available. The Allied player may divide this among the air force's three wings as he wishes. One could make a 10-point attack and 2 could make 17-point attacks.

A wing on this mission may fly any tactical bombing mission allowed for heavy bombers. (See Rule ??? for missions and Rule ??? for heavy bombers.) A British wing must fly this mission during the day.

29.D.2.c. TACTICAL BOMBING (A/FB). (Allies)

This mission is conducted by attack and fighter-bomber aircraft. The listed strength is the total number of TBF that the air force has available. The Allied player may divide the air force's strength among its wings as he wishes.

A wing on this mission may fly any tactical bombing mission allowed for fighters during the player-turn. (See Rule ??? for missions.) Note: This means that any missions that take effect only in the enemy player-turn may not be flown. Missions that take effect in both player-turns only remain on map during the friendly player-turn. When flying the ground support mission, other wings and air units may join in the operation. In this case, ignore the presence of any wings in the operations for air combat. Note: Each 3 bombing strength points (or fraction thereof; calculated before any modifications due to weather or terrain) delivered by a strategic wing counts as 1 air unit for the ground support limit (Rule ???) on how many air units may be allocated to an attack. Strategic air force strengths are modified by terrain and weather in the same manner as other air units.

29.D.2.d. CARPET BOMBING. (Allies)

Beginning with the Mar 1 44 turn, wings may fly carpet bombing missions. Carpet bombing is a day mission conducted by heavy bombers. The listed strength is the total number of tactical bombing points that air force has available. The Allied player may divide the air force's strength among its wings as he wishes.

A carpet bombing mission is similar to a ground support mission (Rule 23.A.2.f) with the following changes:

- 1) A wing flying this mission must deliver a minimum carpet bombing strength that exceeds half the printed defence strength of the enemy units in the target hex.

- 2) Ignore RE limitations on the number of added TBF.
- 3) The maximum carpet bombing strength a wing may deliver is equal to the modified attack strength of the attacking ground units. Excess carpet bombing strength is ignored.
- 4) The carpet bombing strength delivered is added to the strength of the attack, in addition to any OGS.
- 5) The ground combat die roll is modified: by +1 or +2 if no short bombing (bombs hitting friendly forces) occurs; -1 or -2 if short bombing occurs. See below for short bombing and the CARPET BOMBING TABLE.
- 6) Due to the devastation caused by carpet bombing, units may not advance after combat into a carpet-bombed hex. Further, the MP cost to enter the hex during the following exploitation phase is tripled.
- 7) Carpet bombing strength is not affected by terrain. However, a carpet bombing mission cannot be flown against any hex containing a dot city, a major city hex, or any hex containing Allied units.

To determine if short bombing occurs, roll one die during the mission resolution step and consult the CARPET BOMBING TABLE. In addition to the ground combat die roll modifier, short bombing has the following effects:

- 1) If short bombing occurs during a carpet bombing mission, the player may not fly another carpet bombing mission for the remainder of the player-turn.
- 2) Once short bombing occurs five times in a game, the Allied player may not fly carpet bombing missions for the rest of the game.

Table 3 Carpet Bombing Table

CARPET BOMBING TABLE	
DIE	EFFECT
1	No Short Bombing. CRT modifier is + 2.
2	No Short Bombing. CRT modifier is + 1.
3-4	Short Bombing occurred. CRT modifier is -1.
5-6	Short Bombing occurred. CRT modifier is -2.

29.D.2.e. TRANSPORT (HB). (Allies)

This mission is conducted by heavy bombers. The listed strength is the total cargo capacity that air force has available. The Allied player may divide the air force's cargo capacity among its wings as he wishes.

A wing on this mission may fly a regular transport mission (per Rule ???). A British wing may fly this mission at either day or night. Note: A wing may not tow gliders.

29.D.2.f. FIGHTER COVER. (Allies)

At times, the Allied player must provide strategic air wings with fighter cover from available tactical air units. When an RAF strategic wing flies a carpet bombing or day tactical mission, the Allied player must provide it with fighter cover. For every four bombing strength points to be delivered to the target hex, the Allied player must assign one British day fighter.

From Jul 1 43 to the end of Jan 4 44, a strategic wing of the US MTO strategic air force requires fighter cover when

flying any tactical or carpet bombing mission. For every four bombing strength points to be delivered to the target hex, the Allied player must assign one American day fighter.

The Allied player may assign any appropriate fighter that is operative and could reach the target hex using its escort range. Do not actually fly the fighter there; when a fighter is assigned simply reduce its operational status by one level.

29.E. AA FIRE ON STRATEGIC WINGS.

Axis AA strength in the target hex of an Allied strategic wing may fire on the wing. Total the AA firing on a wing, based on whether a wing is flying an A/FB or an HB mission. *(For example, light AA may not fire on most HB missions.)* Instead of using the AA FIRE TABLE, divide the AA strength by 5 and round fractions down. The resulting number is the AA abatement level, which affects the wing as follows:

- 1) **For an A/FB mission:** Every abatement level reduces the wing's bombing strength by 3.
- 2) **For a day HB mission:** Every abatement level reduces the wing's bombing strength by 2.
- 3) **For a night HB mission:** Every abatement level reduces the wing's bombing strength by 1.

Note: AA fire takes place before the bombing strength is modified for weather or night.

Table 4 Ground Combat Results Table

ALLIED STRATEGIC AIR ASSETS CHART																
Strategic Air Force		1943					1944					1945				
		Jan	Mar	May	Jul	Sep	Nov	Jan	Mar	May	Jul	Sep	Nov	Jan	Mar	May
US ETO	Strategic Wings				2	2	3	3	3	4	4	4	5	5	7	9
Missions	RMY Bmbg (HB)				2:17	3:17	3:17	4:17	4:17	4:17	4:17	4:17	4:17	5:17	5:17	4:17
	Tac Bmbg (A/FB)				20	35	50	55	65	85	90	80	85	100	150	160
	Tactical Bmbg (HB)				16	26	34	38	44	54	60	60	66	72	108	115
	Carpet Bmbg (HB)								50	60	64	66	72	75	110	118
	Transport (HB)				8	13	17	19	22	27	30	30	33	36	54	57
US MTO	Strategic Wings				1	1	1	2	2	2	3	3	3	4	5	6
Missions	RMY Bmbg (HB)				3:17	3:17	3:17	3:17	3:17	3:17	3:17	3:17	3:17	3:17	4:17	4:17
	Tac Bmbg (A/FB)				12	10	15	22	25	35	40	50	55	60	90	95
	Tactical Bmbg (HB)				12	10	14	18	20	26	28	32	32	36	54	57
	Carpet Bmbg (HB)								23	29	32	38	38	42	61	64
	Transport (HB)				6	5	7	9	10	13	14	16	16	18	27	28
British ETO	Strategic Wings				2	2	2	3	3	3	3	3	3	4	5	
Missions	RMY Bmbg (HB)				4:18	4:18	4:18	3:18	4:18	4:18	4:18	5:18	5:18	5:18	6:18	5:18
	Tactical Bmbg (HB)				22	22	26	28	30	34	36	38	40	42	61	64
	Carpet Bmbg (HB)								32	36	40	42	46	50	75	80
	Transport (HB)				11	11	13	14	15	17	18	19	20	21	30	32
British MTO	Strategic Wings				1	1	1	1	1	1	1	1	1	1	1	
Missions	RMY Bmbg (HB)				1:18	1:18	1:18	1:18	1:18	1:18	1:18	1:18	1:18	1:18	2:18	2:18
	Tactical Bmbg (HB)				6	4	4	4	4	4	4	4	4	4	6	6
	Carpet Bmbg (HB)								4	4	4	4	4	4	6	6
	Transport (HB)				3	2	2	2	2	2	2	2	2	2	3	3

Notes: 1) Bmbg: Bombing; RMY: Rail Marshalling Yard; Tac: Tactical
 2) A British wing flying at night has its bombing strength halved.
 3) #: # equals Number of bombing attacks : Bombing strength per attack.

