

*Britain -
Bombing*

ULTRA

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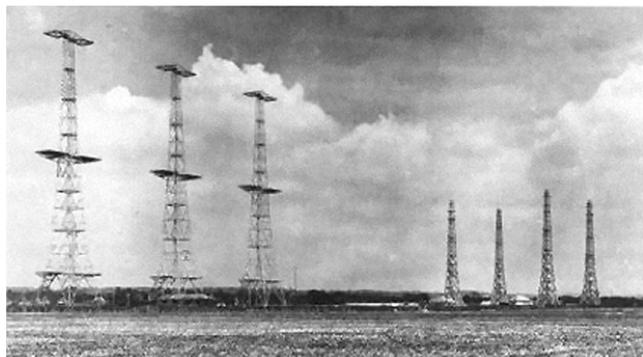
FIGHTER COMMAND

Stopping the German Bombers

by Bruce Harper

From the other articles on German bombing, it's easy to forget that historically the British won the Battle of Britain, although not as convincingly as British propaganda claimed at the time.

In *A WORLD AT WAR*, the British may take counter-measures which relate to both air combat with the German bomber forces and to the SW defenses of London, the main German bombing target.



Radar

As was the case historically, radar is an important component of the British air defense system. Radar gives the British a +1 modifier in air combat with German bombing forces. The Western Allies start with a "[+5]" radar result, and should be sure to get a full result by Summer 1940. If the Western Allies scrimp on radar research in 1939 and 1940, they have only themselves to blame if German bombing gets out of hand.

Interceptors

One of the main problems Britain faces is the lack of bases for its AAF. If the British try to defend London with more than 10 AAF, they can be countered.

An extreme solution to this problem is to invade Ireland, but that costs Britain 10 BRPs for a declaration of war, triggers a -2 drop in USAT (which in turn decreases the level of American BRP grants by two each turn until the U.S. enters the war) and lets Germany construct IRA partisans.

A more sensible approach is for Britain to produce an interceptor in Spring 1940. The interceptor doesn't require basing, and it lets Britain engage the attacking German air with 11, rather than 10, air factors.



Preserve the RAF

The front line of the defense of Britain is France, but the British have to be careful not to lose too many AAF in helping defend their ally. The British may not be able to rebuild all their air losses in late 1940 and might sorely need to have a reserve. And if the British air force is too depleted before the Battle of Britain begins, Britain may find its unable to resist the German bombing because it has run out of AAF.

An Airbase in London

London has an intrinsic SW defense level of three. Placing a British airbase in London, at no BRP cost, increases London's defenses to four. It's hard to imagine a game where Britain's third airbase was so

essential to the Mediterranean campaign that it could not be spared for London. Usually British players either don't realize that having an airbase in London matters, or they simply forget to put one there.

Air Defense Research

A *WORLD AT WAR* player being the type of people they are, it's much more interesting to research cool projects than something as mundane as air defense, which modifies the SW combat dice roll against bombers. With only two air research rolls permitted in 1939, air general research and air range are the obvious choices, but air defense is relatively easy to get, and may not only save BRPs in Britain in 1940, but may also save ships in the Mediterranean in 1941 and in the Pacific once Japan enters the war.

Flak

Few Western Allied players think of producing flak in 1940, but an additional British ground unit is not always needed and one or two flak factors in London will save the British BRPs. Once the German bombing campaign ends, the flak units can be redeployed to the Mediterranean or the Pacific.

