

Strategic Bombing SoP

2017

- A. Choose targets that are within range: ICs, shipyards, oil centers, synthetic oil plants, rocket bases, and certain KEAs, objectives, and mapboard boxes.** 26.31
- B. Strategic bombing attackers:**
- Air units must be of the same nationality and within range of the target. 26.41
 - Strategic bombers measure range from any operational base on their front; jets and AAF measure range from their current base. 26.21
 - Bomber component:
 - Strategic bombers: range is 4/3, 8/6, 16/12 or 24/18. 17.72
 - One third of AAF (round down): range is 4/3. 26.422
 - Excess range from Strategic bomber Air Range research can provide a SW combat modifier. 26.422
 - AAF Bombing is an offensive mission, costing BRPs. 9.56B
 - Up to 10 Japanese AAF may bomb or escort in a single turn. 26.52
 - Air bases in China need Western Allied supply to bomb Japan. 26.31
 - Escort component:
 - Interceptors: range is 4/3, 8/6 or 12/9. 17.82
 - Jets: range is 2/1, 3/2 or 4/3. 17.52, 9.56B
 - Two thirds of AAF (round up): range is 4/3. 26.422, 9.56B
- C. After *all* targets, routes, and attacking forces are announced, the defender assigns defending air units to each target: (AAF, jets and interceptors).** 26.41
- Choose one hex per front that the attacking air units passed through. 26.442, 26.443C
 - Air units must be in range of the target (or in range of the one chosen hex on another front that the bombing force passes through).
 - Interceptors measure range from *any* operational base on their front (but only to *within* their front, 26.24, 18.31G); jets and AAF measure range from their current base. 26.25
 - Air units in non-operational bases may only defend their own hex. 26.13, 26.25
 - Western Allied and Russian interceptors need Western Allied or Russian supply to defend hexes in China. 26.443E
 - Italian AAF may not defend targets in Germany. 26.445
- D. One round of air combat is conducted on the Air Combat Table.** 26.451
- Defender's strength = total number of defending air factors (AAF, interceptors, jets) + twice the number of jets. 26.452
 - Attacker's strength = twice the number of the attacker's jets, *plus the lesser of*:
 - the total number of defending air factors (without counting any *extra* factors from jets), *or*
 - the total number of the attacker's air factors.
 - The attacker chooses which of his air units engage in air combat.
 - Modifiers are as per the Air Combat Table. 26.453
- E. Apportion losses:** 26.454
- Damage is assigned to the more numerous categories first.
 - If two categories are equally numerous, then take damage in this order:
 - Attacker: interceptors, escorting AAF, jets, bombing AAF, strategic bombers.
 - Defender: interceptors, AAF, jets.

F. Strategic Warfare Results:

1. Attacker's strength = the total number of strategic bombers and bombing AAF that weren't eliminated or forced to abort by air combat. 26.461
2. Defender's strength is per the SW Combat Modifiers Table. 26.461A
 - a. Mapboard boxes have a defense strength of 3 and special rules regarding air units based in them. 26.462
3. Defender Losses are assigned as follows: 24.63
 1. BRP Damage: $3xRa + Rb$.
 2. Additional Tactical BRP Damage:
 - i. The lesser of . . .
 - a) 3 times the net SW Modifier, or
 - b) the number of bomber factors entering SW Combat (after any on-map air combat)
 - ii. Only include this Tactical BRP Damage if it is positive.
 3. Additional Penetration BRP Damage:
 - i. The lesser of . . .
 - a) 3 times the number of bomber factors surviving SW combat (excluding any factors that abort), or
 - b) the number of bomber factors entering SW combat (after any on-map air combat).
 - ii. Reduce this value by three times the net SW Modifier, but only if the Modifier is negative.
 - iii. Only count this Penetration BRP Damage if it is positive.
4. Attacker losses are Ra bombers shot down and Rb bombers aborting.
5. Key: SW Combat Table Results are given as Ra/Rb .

G. Effects of and limits to bombing damage: 26.7

1. Losses are deducted from the target's BRP total.
2. Losses are limited to the economic value of the hex.
 - a. 25 BRPs create a Firestorm. 26.91
 - b. Every 3 BRPs (round down) to ICs, KEAs, and mapboard boxes reduce the unit construction limit by one. 26.71B
3. For every 10 BRPs of damage (or portion thereof), one damage marker is assigned by the attacker to an oil center, synthetic oil plant in that hex; or it eliminates a rocket base there. (This is in *addition* to the BRP damage assessed against the economic value of the hex.) 26.72A, 26.62B
 - a. Damage markers from "remainder" damage (of less than 10 BRPs) can be avoided by paying the BRPs instead. 26.72D
 - b. Two damage markers destroy a synthetic oil plant. 26.73
 - c. Damage markers on oil centers may not exceed the oil production level. 26.74
4. Russian ICs may be optionally eliminated. 26.75
5. Naval units undergoing repair or construction in shipyards may also be attacked. 26.76