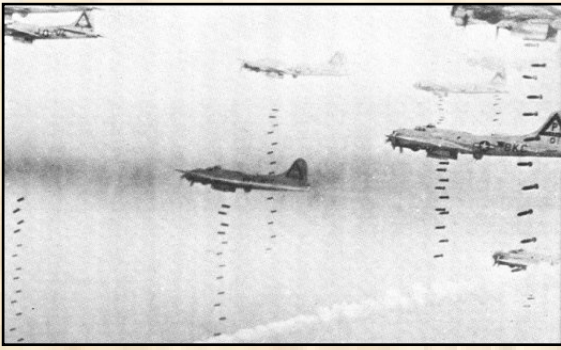# 11. Strategic Bombing

As the War continued to expand, bombing by both the Axis and Allied powers increased significantly. Military and industrial installations were targeted, but so were cities and civilian populations. Targeting cities and civilians was viewed as a psychological weapon to break the enemy's will to fight.

Attack: -
Defense: -
Move: -
Cost: -
Maximum on game board: -
Enter game from: Game start (*Early 1940***)**

When an attacker wants to conduct Strategic Bombing against an Industrial Complex (*Target Area*), combat may occur: ***Air-to-Air combat over Target Area***.
The procedure for conducting a strategic bombing raid is as follows:
None, some or all defending fighters that are present in the territory containing the industrial complex can take to the air to defend against the attacking bombers and fighters that are involved in the strategic bombing raid.

If land combat occurs in the same territory in the same turn, the defender must choose which fighters (if any) should take part in the land combat and which fighters (if any) should defend against the strategic bombing raid – the strategic bombing combat must be resolved before any land combat is resolved. Air units that are involved in *Air-to-Air Combat over Target Area* cannot take part in any other combat in this turn.

Example:
The UK player wants to attack the German IC in Berlin and sends two bombers to the Target Area. UK also sends three fighters to escort the bombers. Remember that all UK air units must be able to reach the Target Area and land safely after combat. Before the UK bombers can drop their bomb loads at the German IC, the skies must be clear of all defending fighters.

The German player chooses to send 1 fighter and 1 Me 262 Jetfighter into the air to defend against the UK attacker.
In *Germany* there are 3 AAA – these AAA do not take part in the battle.
The German defending fighter unit defends at "4" and the Me 262 Jetfighter unit defends at "5".

The three UK fighter units that escort the two bomber units each attack at "3" – and the two UK bomber units each defend at "1" against the German air units in this ***Air-to-Air combat over Target Area***.

Combat continues until either the UK attacker retreats or is eliminated or the defending fighters are eliminated or retreats (the defending German fighters must land in this territory).

In this example both German fighters and two UK fighters are eliminated.
The two UK bombers are now over the Target Area, and the German AAA gun at the German factory may now roll one dice for each surviving bomber.
The surviving UK fighter is not exposed to this AAA fire – and cannot be chosen as casualty if the German AAA score any hits.
For each "1" a UK bomber is shot down and immediately removed from play.
Any UK bomber that survives the German AAA may now drop the bombs on the German industrial complex according to standard game manual rules.

Note 1:
It is possible for the defender to send fighters from a friendly nation to defend in *Air-to-Air Combat over Target Area* as long as they are present in the territory containing the target industrial complex.


Note 2:
The rules concerning Strategic Bombing also apply to any Air Base and Naval Base that are exposed to enemy bombing.

Note 3:
If the attacker conducts bombing raids against an Industrial Complex and an Air Base (and/or Naval Base) in the same territory at the same time, the attacker must announce which air units attack which Target – and hereafter the defender must announce which fighters are defending which Target (if any).
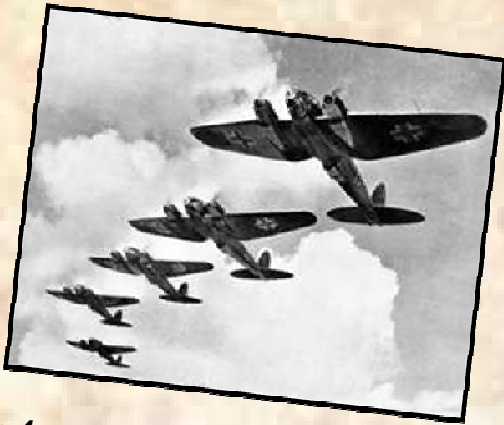
Note 4:
The Strategic Bombing and *Air-to-Air combat over Target Area* rules described in this expansion eliminates the Strategic Bombing rules concerning fighter interception in the original G40 rulebook.