

18. Flak Tower unit:



In August 1940 the RAF launched their first air raid on Berlin.

The Germans immediately started construction of their famous Flak Towers as a respond to the Allied air raids on the Capital.

Attack: -

Defense: 1 and 2

Move: -

Cost: 12

Maximum on game board: 1 per Nation

Enter game from: Late 1940 (round 2)

A *Flak Tower* unit is a defensive unit that can defend against enemy air units.

Flak Tower units operate under *Anti Aircraft Artillery* unit rules – with a few exceptions.

Flak Tower units cannot move nor attack. They are for defensive use only.



Flak Tower units can only be purchased by:

- Germany (Berlin)
- Soviet Union (Moscow)
- United Kingdom (London)
- Italy (Rome)

A *Flak Tower* unit must be placed in a Capital by the Capitals original owner, as mentioned above.

Production of a *Flak Tower* unit does not count towards the production capacity of the *Industrial Complex*.

A *Flak Tower* unit can take up to 5 damage hits – but is never destroyed and cannot be chosen as casualty.

Even when a *Flak Tower* unit is damaged at its maximum *Damage Capacity* (5 damage hits) it is still fully operational.



The cost to repair a *Flak Tower* unit is 1 IPC per *Damage Hit*.

Flak Towers defend at “1” against enemy *Fighter* units and at “2” against enemy *Tactical Bombers* and *Strategic Bombers*.

A *Flak Tower* can defend against any number of enemy air units that attack the Capital.

In other words – for each enemy air unit that attacks the Capital, the *Flak Tower* rolls 1 dice.



When a *Flak Tower* is present in a Capital, no other AAA can defend in this Capital.
But AAA can still be chosen as casualties in this Capital during *Combat*.

Example 1:

United Kingdom attacks *Germany (Berlin)* with 5 *Tank* units, 4 *Fighter* units, 1 *Tactical Bomber* unit and 1 *Strategic Bomber* unit.

The German *Flak Tower* defends against the enemy *Fighter* units at "1" (4 dice) and against the *Tactical & Strategic Bombers* at "2" (2 dice)

The German player rolls 4 dice against the British *Fighter* units – and scores 1 hit at "1" – and rolls 2 dice against the British *Tactical Bomber* and *Strategic Bomber* units – and scores 1 hit at "2".

The UK player loses 1 *Fighter* unit and 1 *Tactical Bomber* unit.

Example 2:

The German player attacks *Russia (Moscow)* with 18 *Tank* units, 9 *Infantry* units and 9 *Artillery* units.
No German air units take part in this attack.

During combat the Germans score 12 hits.

The Soviet player chooses to take a maximum of 5 *Damage Hits* on the *Flak Tower* – plus 7 various units as casualties.



A *Flak Tower* cannot defend against *Strategic Bombing* or *Tactical Bombing* of an *Industrial Complex*, an *Air Base* or a *Naval Base*. These facilities have their own AAA defense.

A *Flak Tower* is captured under same rules as other enemy facilities – *Naval Base*, *Air Base*, *Industrial Complex* etc. – and can be used by the new owner.

If the *Flak Tower* is damaged it can be repaired by the new owner in the same way as other facilities.

