

Flak

(14.4)
Always roll Flak: Barrage, Hip Shoot, and Trainbusting.
Only roll Flak in PZ: Air Transport/Drop and Base Transfer.
Never roll Flak: Fighter Sweep and Interception.

Roll two dice for the mission and add the modifiers below. If the modified result is 11 or more, kill one mission aircraft step. Otherwise, the Flak has no effect. Determine which air unit in a stack takes the loss on the Mission Loss Table below.

Modifiers:
 +1 Three or more aircraft in mission

Target hex contains...
 +1 one or more HQs

+ Air Base Level (Air Strips = 0)

+ *Value* Intrinsic Flak of the hex (Map Printed Flak) or total ship Flak Ratings

Target hex is in enemy PZ and...
 +1 if mission includes at least one Fighter

+2 if mission includes no Fighters

+1 if mission is Trainbusting (cumulative with the above)

Important: Note that for the two different PZ Flak Mods, the Fighters the mission has or does not have must be **part** of the mission itself. Fighters that just happen to be at the destination (such as in an Air Transport mission) do not count.

Mission Loss Table

Roll	Size of Mission		
	2	3	4
1	#1	#1	#1
2	#1	#1	#2
3	#1	#2	#3
4	#2	#2	#4
5	#2	#3	Weakest
6	#2	#3	Strongest

“#” is position in the mission stack. “Weakest” and “Strongest” are in terms of barrage strength (owning player gets choice if there is one).

Barrage Table

(10.0a)

		Total Barrage Strength										
Two Dice	Cost →	1 or less IT	2 IT	3-4 2T	5-7 2T	8-11 3T	12-16 3T	17-24 4T	25-40 6T	41-68 8T	69-116 10T	117+
2		-	-	-	-	-	-	-	-	-	DG	DG
3		-	-	-	-	-	-	-	-	DG	DG	DG
4		-	-	-	-	-	-	DG	DG	DG	DG	DG
5		-	-	-	-	-	-	DG	DG	DG	DG	[1/2]
6		-	-	-	-	-	DG	DG	DG	DG	[1/2]	[1/2]
7		-	-	-	-	DG	DG	DG	DG	[1/2]	[1/2]	1/2
8		-	-	-	DG	DG	DG	DG	[1/2]	[1/2]	1/2	1/2
9		-	-	DG	DG	DG	[1/2]	[1/2]	[1/2]	1/2	1/2	1/2
10		-	DG	DG	DG	[1/2]	[1/2]	1/2	1/2	1/2	1	1
11		DG	DG	DG	1/2	1/2	1/2	1/2	1/2	1	1	2
12		DG	1/2	1/2	1/2	1/2	1	1	1	1	2	3

Roll once for hex. Owner's choice of unit(s) which take the step loss. Targeted ship automatically subject to loss.

Shifts:

Apply each *line* a maximum of once in a given barrage if one or more of its reasons apply. Use all lines which do apply.

- Shift 1 column left if in a **Hedgehog** (any Level, see also the [1/2] result).
- Shift 1 column left if in a **Close or Very Close Terrain Hex**.
- Shift 2 columns left if in an **Extremely Close Terrain Hex**.

4. Shift 3 columns left if **no correct spotter adjacent** to target hex. (This shift always applies to a barrage involving any Strategic Bomber aircraft.)

5. If any unit in the target hex is in Strat Mode, shift 3 columns right.

6. Shift 1 column right if all mission aircraft are at or within 10 hexes of their base.

7. (Optional) Shift 1 column left if any aircraft at more than half range (21.4).

Barrage Supply

(10.1b)

Pay as per the Barrage Tables.
 Do not use for aircraft or ship Barrages

Density Shifts:

REs in Hex (don't round)	Shifts
1 or less	left 1
Greater than 1, up to 3	none
Greater than 3, up to 4	right 1
Greater than 4, up to 5	right 2
Greater than 5, up to 6	right 3
Greater than 6	right 4

Only combat units count for density, never Transport Points, SPs, etc.
 No multi-step unit or multi-unit formation ever counts for more than 3 RE for this purpose.

Explanation of Results:

-: No Effect
 #: Lose # steps and become disorganized.
 [1/2]: If in a Level 3 Hedgehog (or more), **AIR** or **SHIP** Fires, **OR** if No correct spotter adjacent to the target hex **treat as DG**, otherwise treat as regular 1/2.
 1/2: Roll one die, on a 4-6 lose one step and become disorganized, otherwise, become disorganized only.
DG: Target is disorganized. All combat units in the hex are now in DG mode.

Ship to Shore Barrages:

Reduce each result as below:
 • DG remains DG.
 • 1/2 (either kind) becomes DG
 • 1 becomes 1/2, 2 becomes 1

Barrage vs Facility Table

(10.0c)

		Total Barrage Strength							
Die	Cost →	1 IT	2 IT	3-4 IT	5-10 IT	11-20 2T	21-40 4T	41-80 6T	81+ 8T
1		-	-	-	-	-	-	(5)	1(5)
2		-	-	-	-	-	(5)	1(4)	1(4)
3		-	-	-	-	(5)	1(5)	1(4)	1(4)
4		-	-	-	(6)*	1*(5)	1*(4)	1*(4)	2*(4)
5		-	(6)	(6)*	1*(5)	1*(4)	2*(4)	2*(4)	2*(3)
6		(6)*	(5)*	1*(5)	1*(4)	1*(4)	2*(4)	2*(3)	2*(3)

Explanation of Results

-: No Effect
 *: Trainbusting barrage is successful.
 1: Air Base reduced by one Level (min Level is 1), or a Port takes 1 hit (max 4 hits).
 2: Air Base reduced by two Levels (min Level is 1), or a Port takes 2 hits (max 4 hits).
 (#): When an Air Base is the target, use the number in parenthesis to check for aircraft losses at that Air Base. Roll this number or more (1 die) to reduce an aircraft.

Current Hits on port →	0	1	2	3	4
% of Capacity →	100	80	60	40	20

Round a damaged port's capacity to nearest Token (so 1 SP x 80% = 3T, etc.).