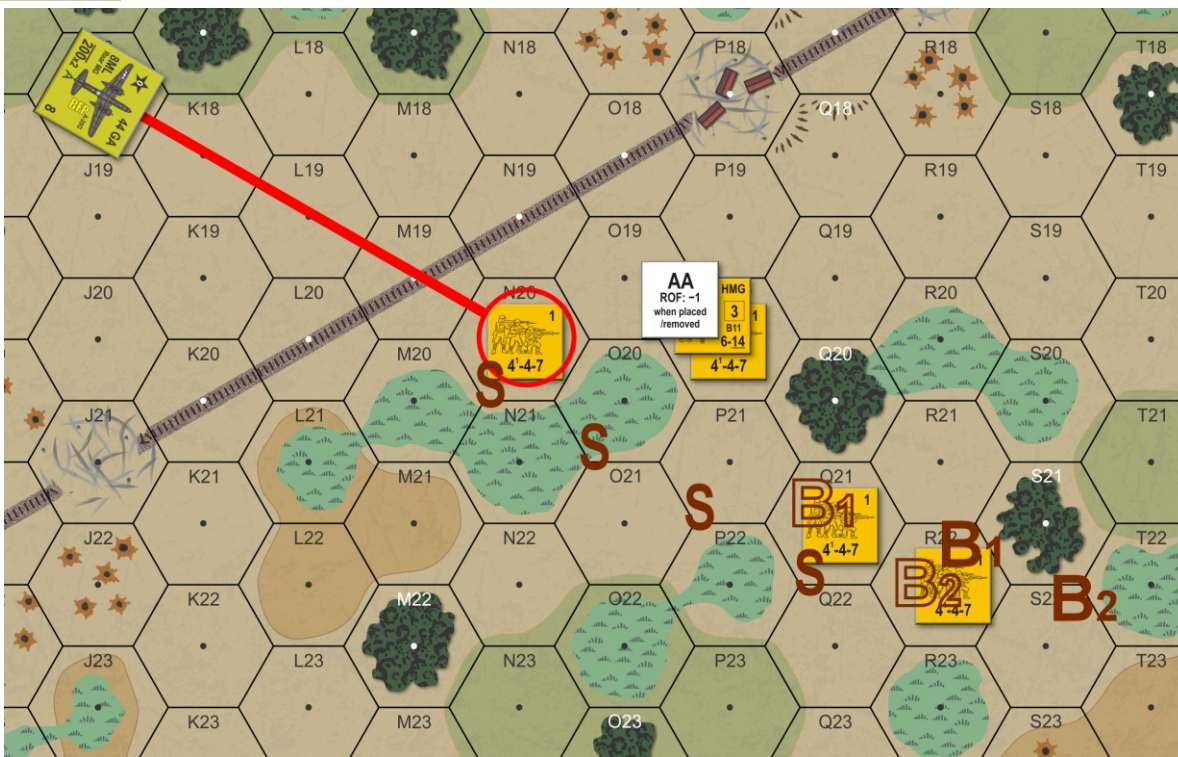# C:tR GA Bombing Examples of Play

Example 1

The *A20 Havoc* is conducting a bombing and strafing run on the 2 Japanese squads (N20, O20) in Example 1. The aircraft is placed in hex J18 with the initial strafing hex being N20. The initial bombing hex cannot be N20 and is selected to be O20. The "final" initial bombing hex is now determined. A dr = 2 on the Ground Attack Bomb Release Chart, assuming no other mods, results in the first bombing hex falling 1 hex short, or hex N20.

The aircraft now begins its bombing (B1) and strafing (S) attacks in hex N20, conducting the strafing attack first. Any damage or evasion result for this run after this point would be applied at the end of the bombing run. The second bombing attack (B2) occurs in hex O20, again with the strafing attack occurring first. At this point the bombing attacks are complete, but the aircraft could continue to execute its strafing run until it reaches hex N20, strafing potential targets in hexes P21 and Q21.

Assuming no additional attacks during its run after hex O20, the aircraft would continue to hex O20, receiving any Light AA fire along the way.

Example 2

The *A20 Havoc* is conducting a bombing and strafing run on the 3 Japanese squads (N20, Q21, R22) in Example 2. The US Player decides to begin the initial strafing run in hex N20, so the aircraft is placed in hex J18. The US Player also decides to begin the initial bombing run in hex Q21. The "final" initial bombing hex is now determined. A dr = 6 on the Ground Attack Bomb Release Chart, assuming no other mods, results in the first bombing hex falling 1 hex long, or hex R22.

The aircraft now begins its strafing (S) attacks in hex N20, and continues strafing through hex Q21. Note that any damage or evasion result from AA fire before the first bombing attack is conducted results in the aircraft breaking off its attack, remaining on its 'bomb' side, and either being recalled, if Damaged, or available to attempt another attack in a later Player Turn, if evading. Even though the aircraft has reached the initial strafing hex (N20), it has not yet conducted its bombing attacks, and so must continue its current run. It will make its first bombing attack against hex R22 from hex N20. In the case where both a strafing attack and bombing attack occur in the same hex, the strafing attack is conducted first.

The second bombing attack (B2) occurs in hex S22. At this point the bombing attacks are complete, but the aircraft will continue to execute its run until it reaches hex S22 since that was the last hex it attacked, suffering any Light AA attacks along the way.

Now let's assume the *A20 Havoc* receives Light AA fire in hex M19 from the Japanese HMG in P20. The DR is an "8" so no effect on the aircraft. He makes his strafing attack in hex Q21. Here the aircraft may either, A) continue his attack, or B) break off the attack (since no bombs have dropped yet) to avoid possible damage/elimination, by cancelling any further attacks this turn and moving off map for use in future turns. He decides the targets are too good to pass up so he elects to continue his attack and moves to hex N20. The HMG retained ROF so it fires again getting a "6" DR which damages the aircraft. Since the aircraft has not yet conducted any bombing attacks, he must cancel any further attacks in this bombing/strafing run, take evasive maneuvers, and be Recalled, as per **E7.226**. If the damage result from the Light AA attack had occurred in hex O20 (i.e., after the bombing attack in R22), the aircraft would have continued its bombing attack in hex S22 *[EXC: unless Eliminated]*, completed the bombing run moving to hex S22, and then would have been Recalled (**E7.226**).