

Naval Warfare –World War II

Level / "Normal" Bomb Attacks vs. Ships

In general, a "level" bomber (such as the B-24) can effectively obtain only a single bomb hit against a ship. This is due both to the fact that the target is (usually) moving, and to the fact that dropping multiple bombs from an internal bomb-bay at altitude will spread the bombs out along a line that is far greater in length than most ships.

Official game rule: Any aircraft making a "normal" bomb attack using internal bomb-bays may only drop a **single bomb** against a single ship in a turn. Please note there is no such limit on "normal" bomb attacks versus ground targets (such as ports, etc). The aircraft in the game that this rule specifically applies to are as follows:

G4M1 Betty, H6K4 Mavis, H8K1 Emily, G3M2 Nell, SM-79 Sparviero, Z.501 Gabbiano, Bre.693, M.B.174, Fw.200 Condor, Ju-88, He-111, Do-24, Ju-188, Ju-52, G.1, T.VIII.W, Martin 139WH, Barracuda, Beaufighter, Lancaster, Mosquito, Pe-2, IL-4, Be-2, Catalina, B-17 (all models), B-24 (all models), B-25 Mitchell, A-29 Hudson, B-26 (all models), Blenheim IV, Albacore

Basically any aircraft with an internal bomb bay that could not perform dive-bomb-type attacks is subject to this rule. *Note that German Ju-88 bombers were normally fitted with dive flaps and could make dive-bomb attacks; when making a dive-bomb attack with a Ju-88 ignore this rule.*

A game example of this rule: Say an entire squadron of B-17C bombers attacks a division of ships at sea. Since the B-17 can only perform "normal" bomb attacks, and the targets are ships, the attack is then limited by the "single bomb" rule. Since the squadron has a maximum of eight attacks this means that only eight (8) single bombs may be dropped by the Squadron against the ship division being attacked. If say only one-half of the B-17C squadron was attacking a division of ships then the aircraft could only drop 4 single bombs in the attack (one-half of the squadrons normal eight attacks is four), etc...

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