WORLD IN FLAMES™ COMBAT CHARTS

COLLECTOR'S EDITION

11.5 NAVAL COMBAT

Air-to-Sea		1				2				3				4				5				6-7			
Sub & ASW		1				2-3				4-5				6-7				8-10				11-14			
Anti-air & Surface		1-2				3-5				6-9				10-14				15-20				21-28			
Enemy Bombers	Enemy Ships	X	D	A	AA	X	D	A	AA	X	D	A	AA	X	D	A	AA	X	D	A	AA	X	D	A	AA
1	1	-	-	-	-	-	-	1	-	-	1	-	-1/6	-	1	2	-1/4	-	2	1	-1/3	1	-	-	-1/2
2	2	-	-	-	-	-	-	2	-1/6	-	1	1	-1/4	-	1	3	-1/3	-	2	3	-1/2	1	-	2	-2/6
3	3-4	-	-	1	-1/6	-	-	2	-1/4	-	1	2	-1/3	-	2	1	-1/2	1	-	1	-2/6	1	1	1	-2/5
4-5	5-7	-	-	1	-1/4	-	1	-	-1/3	-	1	3	-1/2	-	2	3	-2/6	1	-	3	-2/5	1	1	2	-2/4
6-7	8-11	-	-	1	-1/3	-	1	-	-1/2	-	2	-	-2/6	1	-	-	-2/5	1	1	-	-2/4	1	1	3	1/3
8-10	12-16	-	-	1	-1/2	-	1	1	-2/6	-	2	1	-2/5	1	-	1	-2/4	1	1	1	1/3	1	2	-	1/5
11-14	17-22	-	-	2	-2/6	-	1	1	-2/5	-	2	2	-2/4	1	-	2	1/3	1	1	2	1/5	1	2	1	-3/6
15-19	23-29	-	-	2	-2/5	-	1	2	-2/4	-	2	3	1/3	1	1	-	1/5	1	1	3	-3/6	1	2	3	-3/5
20+	30+	-	-	2	-2/4	-	1	3	1/3	1	-	-	1/5	1	1	1	-3/6	1	2	1	-3/5	2	-	-	2/3

Air-to-Sea		8-10				11-13				14-16				17-20				21-24				25-29			
Sub & ASW		15-19				20-25				26-32				33-40				41-49				50-59			
Anti-air & Surface		29-38				39-50				51-64				65-80				81-98				99-118			
Enemy Bombers	Enemy Ships	X	D	A	AA	X	D	A	AA	X	D	A	AA	X	D	A	AA	X	D	A	AA	X	D	A	AA
1	1	1	1	-	-2/6	1	1	2	-2/5	1	2	-	-2/4	2	-	-	1/3	2	1	-	1/5	2	2	-	-3/6
2	2	1	1	2	-2/5	1	2	-	-2/4	2	-	-	1/3	2	-	2	1/5	2	1	2	-3/6	3	-	-	-3/5
3	3-4	1	1	3	-2/4	1	2	2	1/3	2	-	2	1/5	2	1	2	-3/6	2	2	1	-3/5	3	1	2	2/3
4-5	5-7	1	2	-	1/3	2	-	-	1/5	2	1	1	-3/6	2	2	3	-3/5	3	-	2	2/3	3	2	1	2/4
6-7	8-11	1	2	2	1/5	2	1	-	-3/6	2	2	2	-3/5	3	-	2	2/3	3	1	3	2/4	4	-	1	2/5
8-10	12-16	2	-	-	-3/6	2	1	2	-3/5	3	-	2	2/3	3	1	1	2/4	3	2	2	2/5	4	1	2	2/6
11-14	17-22	2	-	2	-3/5	2	2	1	2/3	3	1	2	2/4	3	2	1	2/5	4	-	2	2/6	4	2	1	-4/5
15-19	23-29	2	1	1	2/3	2	2	3	2/4	3	2	-	2/5	3	2	3	2/6	4	1	2	-4/5	4	3	2	3/4
20+	30+	2	1	2	2/4	3	-	-	2/5	3	2	2	2/6	4	-	-	-4/5	4	2	-	3/4	5	1	-	3/5

Air-to-Sea		30-35				36-42				43-50				51-60				61+			
Sub & ASW		60-71				72-85				86-100				101-120				121+			
Anti-air & Surface		119-142				143-169				170-200				201-240				241+			
Enemy Bombers	Enemy Ships	X	D	A	AA	X	D	A	AA	X	D	A	AA	X	D	A	AA	X	D	A	AA
1	1	3	-	-	-3/5	3	1	-	2/3	3	2	-	2/4	4	-	-	2/5	4	1	-	2/6
2	2	3	1	-	2/3	3	2	1	2/4	3	3	1	2/5	4	1	1	2/6	4	3	1	-4/5
3	3-4	3	2	1	2/4	4	1	1	2/5	4	1	2	2/6	4	3	2	-4/5	5	3	2	3/4
4-5	5-7	4	-	2	2/5	4	2	-	2/6	4	3	3	-4/5	5	3	1	3/4	5	4	3	3/5
6-7	8-11	4	1	3	2/6	4	3	1	-4/5	5	2	2	3/4	5	4	2	3/5	6	3	1	3/6
8-10	12-16	4	2	2	-4/5	5	1	2	3/4	5	3	3	3/5	6	2	1	3/6	6	4	3	4/5
11-14	17-22	4	3	3	3/4	5	2	3	3/5	6	1	1	3/6	6	3	2	4/5	6	5	4	4/6
15-19	23-29	5	1	3	3/5	5	3	2	3/6	6	2	2	4/5	6	4	3	4/6	7	4	2	5/6
20+	30+	5	4	3	3/6	6	1	3	4/5	6	3	3	4/6	7	3	2	5/6	7	5	4	6/6

Naval Combat Notes:

Combat Choice

1. Your choice if you spend 4 surprise points.
2. You may choose naval air if you have aircraft included.
3. You may choose sub combat if you have a SUB included and your opponent has any convoy points included.
4. If not 1-3 above, it is a surface combat.

Surprise Points

Your pts. = your highest included modified sea-box + opponent's unmodified search roll

Spending Surprise Points

Avoid combat ~ 4
Choose combat type ~ 4
Select target (either side) ~ 3 each
Increase your column ~ 2 per column
Decrease opponent's column ~ 2 per column
Increase your air-to-air value ~ 2 per point
Decrease enemy's air-to-air value ~ 2 per point

Anti-Aircraft (AA) Notes:

2/4 ~ add up the value of the *highest* 2 of 4 dice
-3/5 ~ add up the value of the *lowest* 3 of 5 dice

AA losses

Each 10 pts: destroy 2 CVPs or 1 other bomber
Remaining 5 pts: destroy 1 CVP or abort 1 other bomber
Each remaining point: abort 1 air-to-sea factor

10.2 ALLOWABLE ACTIVITIES

STEPS	ACTION: Naval	Air	Land	Comb	Enemy
Declare war	✓	✓	✓	✓	
Port attack	(a)	✓	(b)	(c)	
Combat air patrol [1]	✓	✓	✓	✓	✓
Escorting aircraft [1]	✓	✓	✓	✓	✓
Intercepting aircraft [1]	✓	✓	✓	✓	✓
Naval air	(a)	✓	(b)	(c)	
Naval movement	✓			(d)	✓ [2]
Embarkation	✓	✓ [3]	✓ [3]	✓	
Naval transport	✓			✓	
Naval interception	✓	✓	✓	✓	✓
Naval combat	✓	✓		✓	✓ [4]
Naval air interception	✓	✓	✓	✓	✓
Strategic bombardment	(a)	✓	(b)	(c)	
Ground strike	(a)	✓	(b)	(c)	
Rail movement		(e)	(e)	(f)	
Land movement			✓	(g)	
Air transport	(a) [5]	✓ [5]	(b)	(c),(g)	
Debarkation	✓ [6]		✓ [6]	(g) [6]	
Invasions			✓	(g),(h)	
Paradrop	(a) [5]	✓ [5]	(b)	(c),(g),(h)	
Land attacks			✓	(h)	
Shore Bombardment	✓	✓	✓	✓	✓
Ground support	✓	✓	✓	✓	✓
Rebasing aircraft	(a)	✓	(b)	(c)	✓ [2]
Air supply	(a)	✓	(b)	(c)	
HQ reorganisation	✓	✓	✓	✓	
TRS supply	✓	✓	✓	✓	

Allowable Activities Notes:

✓ = unlimited actions allowed
(blank) = action not allowed
(a)-(h) = the activities limits table states how many of these activities each major power may do in total each *impulse*, based on action type

Each unit may only move once per *step*.

1. Not allowed during rebase, naval air and naval air interception.
2. Only allowed when a unit's base is overrun (see 11.10.6).
3. Only possible if a co-operating major power (that chose a naval or combined action) embarks your unit.
4. Only in sea areas your opponents moved a unit into and did not try to initiate combat there.
5. Only possible if your ATRs are carrying units of a co-operating major power that chose a land or combined action.
6. Units transported directly into port debark free.

10.2 MAJOR POWER ACTIVITIES LIMITS [1]

Major power	Air Missions [2]: Naval (a)	Air Missions: Land (b)	Air Missions: Comb (c)	Naval Moves [3]: Comb (d)	Rail Moves [4]: Air/Land (e)	Rail Moves: Comb (f)	Land Moves [5]: Comb (g)	Land Attacks [6]: Comb (h)
Germany	2 45	4 44	6 43	1	3	1	6 44	3
Italy	2 45	1 44	3 44	1	1	1	3	1
Japan	2 44	2 45	4 44	2	2	1	3 45	1
USA [7]	3 44	4 43	7 43	3	4	1	4 44	2 45
CW [7]	3 45	2 44	5 43	2	2	1	3 45	1
USSR	1	3 44	4 43	1	3	1	5 44	2 45
China	1	1	2	1	1	1	2	1
France	2	2 45	3 45	1	2	1	3	1

Major Power Activities Limits Notes:

1. Incompletely conquered major powers halve their action limits until liberated.
2. An air mission is flying 1 aircraft unit - see 14.2.
3. A naval move is moving 1 surface task force or any number of SUBs - see 11.4.1.
4. You may only rail land units or factories in a land action. You may only rail aircraft in an air action. You may rail any in a combined action. The cost to rail each unit depends on the distance, see 11.9.
5. A land move is moving 1 land unit - see 11.10.
6. A land attack is attacking 1 enemy stack with any number of units - see 11.15.
7. When playing a 2 map campaign, the USA and the Commonwealth halve their action limits while at war with Japan.

Impulse Limit Increases

43 = +1 from Jan/Feb 1943 & +2 from Jan/Feb 1945;
44 = +1 from Jan/Feb 1944; and
45 = +1 from Jan/Feb 1945.

14.3.2 AIR COMBAT

Dice Roll	Air-to-Air Combat Value: -9	-7,8	-5,6	-3,4	-2	-1	0	+1	+2,3	+4,5	+6,7	+8
2	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX
3	AA	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX
4	DA	AA	AA	DX	DX	DX	AX	AX	AX	AX	AX	AX
5	-	DA	DA	AA	AA	DX	DX	DX	AX	AX	AX	AX
6	AC	-	DA	DA	DA	AA	AA	DX	DX	DX	AX	AX
7	AC	AC	-	-	DA	DA	DA	AA	AA	DX	DX	DX
8	DC	AC	AC	AC	-	-	DA	DA	DA	AA	AA	DX
9	DC	DC	DC	AC	AC	AC	AC	-	-	DA	DA	AA
10	DC	DC	DC	DC	DC	DC	DC	DC	AC	AC	AC	-
11	DC	DC	DC	DC	DC	DC	DC	DC	DC	DC	AC	AC
12	DC	DC	DC	DC	AC	AC	AC	AC	AC	-	-	DA
13	DC	DC	AC	AC	AC	-	-	-	DA	DA	AA	AA
14	AC	AC	AC	-	-	DA	DA	DA	AA	AA	DX	DX
15	AC	AC	-	DA	DA	DA	AA	AA	DX	DX	DX	DX
16	AC	-	DA	DA	AA	AA	DX	DX	DX	DX	DX	AX
17	-	DA	AA	AA	DX	DX	DX	DX	DX	AX	AX	AX
18	DA	AA	DX	DX	DX	DX	DX	AX	AX	AX	AX	AX
19	AA	DX	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX
20	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX

Air-to-Air Combat Notes:

1. Each player rolls 2 dice, inactive side rolling first
2. Attacks greater than +8 count as +8, less than -9 count as -9
3. AX ~ dice-roller destroys opponent's front fighter or bomber
DX ~ player not rolling destroys their own front fighter or bomber
AA ~ dice-roller aborts opponent's front fighter or bomber
DA ~ player not rolling aborts their own front fighter or bomber
- ~ no effect
AC ~ dice-roller clears through any one of their opponent's bombers
DC ~ player not rolling clears through any one of their own bombers

14.6.4 Pilot Deaths (PiF Option 46)

(yellow) ~ Pilot survives if shot down over friendly territory
(green) ~ Pilot survives (unless shot down in a sea area without a naval unit or port)
(red) ~ Pilot dies

11.15.5 LAND COMBAT

BLITZKRIEG TABLE

Die Roll	Combat Odds: 1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1
1	2/-	2/-	2/-	2/-	1/-	1/-	1/1	1/R	
2	2/-	2/-	2/-	1/-	1/-	1/1	1/R	†/B	
3	2/-	2/-	1/-	1/-	1/1	-/1	†/1R	*/B	
4	2/-	1/-	1/-	1/1	-/1	1/R	†/B	*/1B	
5	1/-	1/-	1/1	-/1	1/R	†/1R	*/B	*/1B	
6	1/-	1/-	-/1	1/R	-/R	†/B	*/1B	*/2B	
7	1/-	-/1	1/R	-/R	†/1R	*/B	*/1B	*/2B	*/2B
8	1/-	1/R	-/R	†/1R	†/B	*/1B	*/2B	*/2B	
9	-/1	-/R	†/1R	†/B	*/1B	*/1B	*/2B	*/2B	
10	1/R	†/1R	†/B	*/1B	*/1B	*/2B	*/2B	*/2B	
11	†/R	†/B	*/1B	*/1B	*/2B	*/2B	*/2B	*/2B	
12	†/B	*/1B	*/1B	*/2B	*/2B	*/2B	*/2B	*/2B	
13+	*/1B	*/1B	*/2B	*/2B	*/2B	*/2B	*/2B	*/2B	

ASSAULT TABLE

Die Roll	Combat Odds: 1:2	1:1	3:2	2:1	3:1	4:1	5:1	7:1	10:1
1	3/-	3/-	2/-	2/-	2/-	1/-	2/1	1/1	
2	3/-	2/-	2/-	2/-	1/-	2/1	1/1	-/1S	
3	2/-	2/-	2/-	1/-	1/-	1/1	-/1	†/2S	
4	2/-	2/-	1/-	1/-	2/1	-/1	-/1S	†/2S	
5	2/-	1/-	1/-	2/1	1/1	1/2	†/2S	*/2S	
6	1/-	1/-	2/1	1/1	-/1	-/1S	†/2S	*/2S	
7	1/-	2/1	1/1	-/1	1/2	†/1S	*/2S	*/2S	*/2S
8	2/1	1/1	-/1	1/2	-/1S	†/2S	*/2S	*/2S	
9	1/1	-/1	1/2	-/1S	†/2S	*/2S	*/2S	*/2S	
10	-/1	1/2	-/1S	†/2S	†/2S	*/2S	*/2S	*/2S	
11	1/2	-/1S	†/2S	†/2S	*/2S	*/2S	*/2S	*/2S	
12	-/1S	†/2S	†/2S	*/2S	*/2S	*/2S	*/2S	*/2S	
13+	†/2S	†/2S	*/2S	*/2S	*/2S	*/2S	*/2S	*/2S	

Land Combat Notes:

1. Provided the defender is in a non-city hex that is clear, forest or desert, then the attacker has the choice of combat table if they either have:
   (a) more HQ-A and/or ARM than the defender, or
   (b) more MECH than the defender and the defender has no HQ-A or ARM;
   otherwise defender's choice. For combat choice, HQ-A, ARM & MECH attacking across a fort hexside don't count.
   DiF option 2: divisions count 1/2 (not rounded).
   DiF option 3: every defending AA and AT counts as an ARM *corps* for land combat choice.
2. Losses expressed as attacker/defender. Furthermore:
   * ~ remaining attacking land units stay face-up
   † ~ half the remaining attacking land units stay face-up
   R ~ retreat remaining defending land units. Destroy land units that cannot retreat.
   S ~ destroy land units that cannot retreat. Place remaining defending land units on the production circle to arrive as reinforcements next turn.
   B ~ 'S' result plus breakthrough

Attacker may convert an 'S' or 'B' to an 'R' result.

11.7 STRATEGIC BOMBARDMENT

Die Roll	Strategic Bombardment Factors: 1	2-3	4-6	7-9	10-13	14-18	19-24	25+
1	-	-	-	-	-	-	-	1
2	-	-	-	-	-	-	1	1
3	-	-	-	-	-	1	1	2
4	-	-	-	-	1	1	2	2
5	-	-	-	1	1	2	2	3
6	-	-	1	1	2	2	3	3
7	-	-	1	2	2	3	3	3*
8	-	1	1	2	3	3	3*	4*
9	-	1	2	3	3	3*	4*	4**
10	1	1	2	3	3*	4*	4**	5**
11	1	2	3	3*	4*	4**	5**	5***

Notes:

1. # ~ No. of production pts. and/or oil lost this turn
2. * ~ No. of printed factories, rail and/or oil (**TiF option 32:** and/or facilities) destroyed (**option 33**)
3. +1 to die roll if low altitude day mission did not fight any air-to-air (**DiF option 3:** or AA) combat this impulse
4. **Option 8:** Night ~ half factors; high altitude ~ die roll -1.

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