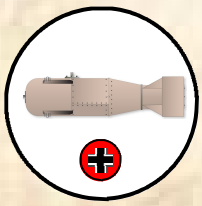
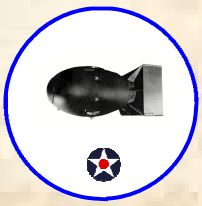
36. Atomic Bomb Unit:





Before the outbreak of World War II, scientists in Germany, United States and United Kingdom worked hard to find alternative energy solutions.
During this process the development of the Atomic Bomb was achieved.
Germany developed the Me 264 "Amerikabomber" – and United States the B-29 Superfortress. Both these aircrafts were modified to carry extreme bomb loads – and for United States eventually the Atomic Bomb.

Attack: see below
Defense: -
Move: -
Cost: 7 IPC
Maximum on game board: see below
Enter game from: *Early 1942* & *Early 1943*

Germany and United States can produce Atomic Bomb units.

Germany must build the Atomic Bomb units in *Germany* and USA must build them in *Eastern United States.*

If Germany takes over Italy, the German player cannot produce Atomic Bomb units in *Southern Italy.*

Production of Atomic Bomb units does not count towards the production capacity of the Industrial Complex.

How to produce:
Germany:
From *Early 1943* the German player can pay 7 IPC per round to a
German Research & Development Facility during the *Purchase & Repair Units* phase.

United States:
From *Early 1942* the US player can pay 7 IPC per round to an *Allied Research & Development Facility* during the *Purchase & Repair Units* phase.

The United Kingdom can choose to contribute to the *Allied Research & Development Facility* from *Early 1942* – with a maximum of 3 IPC per round during the *Purchase & Repair Units* phase.

Example:
If United Kingdom chooses to pay 2 IPC then the US player can pay a maximum of 5 IPC in the same round.

The US and UK player must coordinate and agree on the payment terms for each round on the US players turn.

For game play reasons, any payment to the *Research & Development Facility* is transferred to the bank.

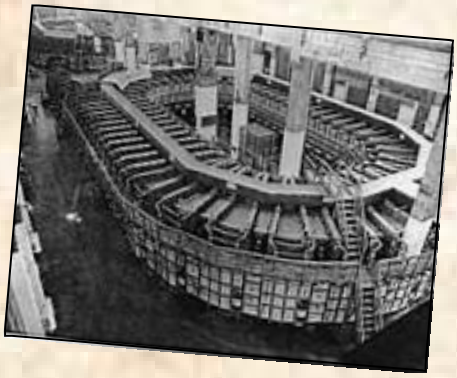
Note 1:
For Germany and United States/United Kingdom the overall rule is that the exact number of IPC that is transferred to the *Research & Development Facility* must be 7 IPC per round.
It is not possible to pay more or less than 7 IPC per round.

The *Research & Development Facility* is not represented on the game board.
The *Atomic Bomb Production Level Marker* represents the stage of the *Research & Development Facility*.
Once Level 5 has been achieved an *Atomic Bomb Production Facility* marker is placed on the game board (see ***Note 5.***)

Note 2:
The total cost for reaching the capacity to produce Atomic Bomb units is 35 IPC.

This means that Germany must pay 7 IPC per round for 5 rounds.

The combined US & UK payment is 7 IPC per round for 5 rounds.



Each round of payment is considered *1 Level*.

5 Levels are required to reach the production capacity.

For each Level that is paid the player receives an *Atomic Bomb Production Level Marker.*
These markers are numbered from 1 to 4 – the final Level (Level 5) is also marked with an Atomic Bomb symbol.

Place each Level Marker at the *Expanded National Production Chart* (ENPC) – at the *Year & Season* star in which each payment is transferred to the *Research & Development Facility* (bank).

Note 3:
Germany and USA/UK can each decide in which rounds they want to pay to their *Research & Development Facility*.
No payment can begin before *Early 1942 (US/UK)* & *Early 1943(Germany)* and each payment must be 7 IPC.

It is possible to skip the payments for one or more rounds.

When any payment is transferred to the *Research & Development Facility* there is no reversing.
If the Atomic Bomb unit is not developed during the game all the spent IPC are lost.

Note 4:
When Germany and/or USA each has transferred a total of 35 IPC to their *Research & Development Facility* respectively, the *Atomic Bomb Level 5* marker is placed at the *ENPC* at the *Year & Season* star in which Level 5 is achieved.

Note 5:
From the same round that Germany and/or USA achieve the *Atomic Bomb Production Capacity* (Level 5) the production of Atomic Bomb units can begin.
This means that Atomic Bomb units can be produced in the same round as Level 5 is achieved.

The number of Atomic Bomb units that can be produced in each round is unlimited, since Atomic Bomb units are produced at a separate facility in the same territory as the Industrial Complex.
This facility is represented by an *Atomic Bomb Production Facility* marker, which is placed in *Germany* and *Eastern United States* respectively, when Level 5 is achieved.

The Atomic Bomb units are represented on the game board as Atomic Bomb game pieces or markers.

Note 6:
An Atomic Bomb unit is purchased in the same way as any other combat unit – at a cost of 7 IPC per unit during the *Purchase & Repair Units* phase.

Transportation of Atomic Bomb units:
An Atomic Bomb unit can only be transported by a Heavy Bomber unit.
An Atomic Bomb unit can also be moved by Strategic Rail Movement – the cost is 2 SRM capacities for each territory.

A maximum of 1 Atomic Bomb unit can be loaded onto each Heavy Bomber unit – the Atomic Bomb unit and Heavy Bomber unit must both be present in the same territory from the start of the turn.

The Heavy Bomber unit can only take off from a friendly territory with an undamaged Air Base when it is transporting an Atomic Bomb unit.

The maximum flight distance for a Heavy Bomber unit that carries an Atomic Bomb unit is 4 spaces.

Once the Atomic Bomb unit is offloaded in a territory that is friendly from the beginning of the players turn, the Heavy Bomber unit must end its movement in that territory.

Attacking with Atomic Bomb units:
During an attack an Atomic Bomb unit can only be transported by a Heavy Bomber unit.
A maximum of 1 Atomic Bomb unit can be loaded onto each Heavy Bomber unit.

The Heavy Bomber unit can only take off from a friendly territory with an undamaged Air Base when it is transporting an Atomic Bomb unit to the Target Area.

The maximum flight distance for a Heavy Bomber unit that carries an Atomic Bomb unit to the Target Area is 4 spaces.
Once the Target Area is reached the Heavy Bomber unit drops the Atomic Bomb unit.

After the drop the Heavy Bomber unit can move any number of spaces to reach its maximum flight distance (8 spaces).

Example:
A Heavy Bomber unit loaded with an Atomic Bomb unit takes off from a friendly territory with an undamaged Air Base.
The Target Area is 3 spaces away.
When the Atomic Bomb unit is dropped the Heavy Bomber unit can move a maximum of 5 spaces to land in any territory that is friendly from the start of the players turn.

Important:
When a Heavy Bomber unit is loaded with an Atomic Bomb unit and takes off from an undamaged Air Base, this Air Base does not add an extra movement to the Heavy Bomber unit.
The entire capacity of this Air Base is used to support the Heavy Bomber unit.
This also means that this Air Base cannot extend the flight distance of any other air units in the same turn.

A maximum of 1 Heavy Bomber unit loaded with an Atomic Bomb unit can take off from each Air Base in each turn.
Any *Heavy Industry 2 Units* upgrade to an Air Base is ignored during *Heavy Bomber unit with Atomic Bomb unit* transportation.

Note 7:
Any Heavy Bomber unit that is attacking with an Atomic Bomb unit cannot be intercepted by defending fighter units etc. (there is no *Air-To-Air Combat over Target Area*).
Nor can any AAA fire at this Heavy Bomber unit – including any FLAK Tower unit.
Why:
The Heavy Bomber unit that carries the Atomic Bomb unit is considered to be modified to reach a high altitude in which fighter units cannot operate. This is the only case in which a Heavy Bomber unit cannot be intercepted by enemy fighter units.

Targets for an Atomic Bomb unit:
An Atomic Bomb unit can be used against the following enemy Targets:
- Urban & Industrial Area
- Frontline Area

Urban & Industrial Area:
This area includes any Industrial Complex, Air Base & Naval Base that is present in the territory which is attacked by an Atomic Bomb unit.

Frontline Area:
This area includes any combat units that are present in the targeted territory.

Casualties in an Urban & Industrial Area:
- Any Major Industrial Complex that is present in the targeted territory is damaged with 40 Damage Points
- Any Minor Industrial Complex that is present in the targeted territory is damaged with 12 Damage Points
- Any Underground Factory is damaged with only 50 % of the above
- Any Heavy Industry Capacity is eliminated – this is also the case for any Underground Factory
- Any Air Base and/or Naval Base that are present in the targeted territory are damaged with 6 Damage Points.

Important:
If an Industrial Complex or Underground Factory is targeted in multiple rounds, any Damage Points that are not repaired are accumulated.
Any damage points to an Air Base and Naval Base are not accumulated. These facilities cannot be damaged beyond 6 Damage Points.

Example:
The German Major Industrial Complex in *Western Germany* is damaged with 40 Damage Points in *Early 1946.*
The German player does not repair any Damage Points.
In *Late 1946* the US player attacks the *Urban & Industrial Area* in *Western Germany* again.
This Major Industrial Complex is now damaged by 80 Damage Points.

Note 8:
If the enemy captures a territory with an Industrial Complex that is damaged by an Atomic Bomb attack, the Industrial Complex is eliminated and removed from play.
This is also the case even if this Industrial Complex has only 1 Damage Point.

Note 9: Atomic Bomb Damage & Repair:
If a damaged Major Industrial Complex is fully repaired by the owner – and the enemy captures the territory, the Major Industrial Complex is replaced by a Minor Industrial Complex, as described in the OOB G40 rulebook.

If a damaged Minor Industrial Complex is fully repaired by the owner – and the enemy captures the territory, the Minor Industrial Complex is captured as described in the OOB G40 rulebook.

In any of these cases this is also the rule concerning Underground Factories.

Casualties in a Frontline Area:
- Any combat unit in the targeted territory has the defense value reduced by "1" during the first round of combat
- Any Army, Air Fleet, Army Group etc. in this territory loses the cohesion defense value during the first round of combat – and each unit within these formations must fight at their individual combat factor (which is also reduced by "1") during the first round of combat
- From the second round of combat all defending units and Army formations etc. that survived the first round of combat have their defense factor restored – including any cohesion defense factors for Armies, Air Fleets etc.
- Any Mines that are present in this territory are eliminated – unless they are armed (dug in).
- Any Rocket units that are present in this territory are eliminated.
- Any Air Transport units that are present in this territory are eliminated.
- Any FLAK Tower unit that is present in this territory is damaged with 5 Damage Hits

Note 10:
After the Atomic Bomb is detonated, any AAA that is present in this territory can defend as usual against other enemy air units.
This is also the case for any FLAK Tower unit.

A territory can have both an *Urban & Industrial Area* – and a *Frontline Area* – at the same time.

Example:
Japan is attacked by 1 US Heavy Bomber unit with an Atomic Bomb unit.
- In *Japan* there is an Air Base, Naval Base and a Major Industrial Complex (*Urban & Industrial Area*).

Also present are:
- 5 Tank units and 5 Infantry units (*Frontline Area*).

The US player has only 1 Heavy Bomber unit with an Atomic Bomb unit during this attack.
The US player can only attack the Air Base, Naval Base and Major Industrial Complex (*Urban & Industrial Area*) – or the 5 Tank units and 5 Infantry units (*Frontline Area*).

If the US player wants to attack both the *Urban & Industrial Area* – and the *Frontline Area* in the same territory, the US player must attack with 2 Heavy Bomber units – each loaded with an Atomic Bomb unit.

Important:
If a territory has both an *Urban & Industrial Area* and a *Frontline Area* – only 1 Atomic Bomb unit can attack each area in each round.

Advice 1:
When a *Frontline Area* is targeted the attacker should also launch an invading land attack against the targeted territory – to benefit from the reduced defense capacity of the defending combat units during the first round of combat.

Advice 2:
If the United States and the United Kingdom develop the Atomic Bomb, it is advisable that Germany develops the Atomic Bomb as well.

Advice 3:
The Allies must purchase at least 1 Air Base and the US player must purchase 1 Heavy Bomber unit in order to attack with an Atomic Bomb unit.
This means that the total cost for the *US First Strike* with an Atomic Bomb unit is at least **69** IPC.
It is advisable that the United Kingdom contributes to the *Allied Research & Development Facility*.

Note 11:
The UK player can only contribute to the *Allied Research & Development Facility* with a maximum of 15 IPC (3 IPC in 5 rounds of play).
The UK player cannot contribute beyond this IPC limit to the Atomic Bomb production etc.

Strategic Bombing of an Atomic Bomb Facility:
The enemy can attack an *Atomic Bomb Production Facility* with Strategic Bomber units.

When an attacker wants to conduct Strategic Bombing against an *Atomic Bomb Production Facility* (*Target Area*), combat may occur: ***Air-to-Air combat over Target Area***.

The procedure for conducting a Strategic Bombing raid is described in the G40 HRE rulebook pg. 23.

Note 12:
An *Atomic Bomb Production Facility* has its own AAA defense.
For each enemy Strategic Bomber unit that survives the ***Air-to-Air combat over Target Area*** the *Atomic Bomb Production Facility* AAA defend at "2" against each Strategic Bomber unit.

An *Atomic Bomb Production Facility* is damaged in the same way as an Industrial Complex – this also concerns any repairs (the cost is 1 IPC per Damage Point to repair).

An *Atomic Bomb Production Facility* can receive a maximum of 20 Damage Points.
An *Atomic Bomb Production Facility* cannot be targeted by an Atomic Bomb attack.

The *Atomic Bomb Production Facility* must be fully repaired before it can produce Atomic Bomb units. Any repairs can be made in the same turn as production is resumed.

An Atomic Bomb unit has no defense value – if a territory with 1 or more Atomic Bomb units is captured by enemy forces, all Atomic Bomb units in this territory are lost and removed from play.

If *Germany* or *Eastern United States* is captured by the enemy, the *Atomic Bomb Production Capacity* is not lost.
If the original owner recaptures the territory, production of Atomic Bomb units can continue on the same terms as production of any other unit in that territory.

Remember:
Only the original owner of the *Research & Development Facility* can use it to produce Atomic Bomb units.

Atomic Bomb

Markers & Roundels

Atomic Bomb Production Level 1

Atomic Bomb Production Level 2

Atomic Bomb Production Level 3

Atomic Bomb Production Level 4

Atomic Bomb Production Level 1

Atomic Bomb Production Level 2

Atomic Bomb Production Level 3

Atomic Bomb Production Level 4

Atomic Bomb Production Facility *Germany*

Atomic Bomb Production Facility *United States*