

## MASTER EUROPA PROCEDURES

In early 1943 a Soviet attacking Force of 15 fighters all 5 F 5 and 15 Il2s all 3 A 4 {TBF 3}, with no guards units present is attacking a hex. They are intercepted by 10 Me 109fs all 6 F 6.

1. Total the number of air units involved in the specific combat for each side. The player with the most units involved is the majority player, the other is the minority player.

Total Soviet air units 30.  
Total German air units 10.

**Soviet player is majority.**

2. Subtract the minority number of units from the majority number of units.

Majority 30 - minority 10 = 20

3. Divide the result of that subtraction by the number of units the majority player has.

20 divided by 30 = .667

4. Add one to the result of this subtraction, and this becomes the force multiplier.

$0.667 + 1 = 1.667$  (force multiplier)

5. If fighter (type F) units are involved in the combat, and the majority side has double the type F units involved than the minority, add one to the force multiplier (along with the 1 added above).

Not used in this example

6. Total the attack and defense factors for each side.

- a. Soviet totals: attack factors 120  
defense factors 135
- b. German totals: attack factors 60  
defense factors 60

7. Multiply the majority side total attack and defense factors by the force multiplier.

Soviet attack factors modified  
 $120 \times 1.667 = 200$

Soviet defense factors modified  
 $135 \times 1.667 = 225$

8. Divide the total attack and defense values for each side by the number of units the side has in the combat. This establishes the average combat values for each side.

- a. German attack total 60 divided by number of units 10 = 6 attack factors.  
German defense total 60 divided by number of units 10 = 6 defense factors.
- b. Soviet attack total 200 divided by number of units 30 = 6 (6.66 rounded down)  
Soviet defense total 225 divided by number of units 30 = 8 (7.5 rounded up)

## AIR COMBAT RESOLUTION

9. Subtract the defense factor of each side from the attack factor of the other, this gives the differential that the side is firing at.

- a. Soviets fire with 6 against German 6 = 0 differential
- b. Germans Fire with 6 against Soviet 8 = -2 differential

10. Each player rolls 2D6, this gives the basic result of the combat.

- a. Soviet player rolls 2D6 = 7
- b. German player rolls 2D6 = 4

11. This die roll is modified by the types of planes involved.

**1. Bombers. and Transports.** The proportion of a wave that is types "B" or "T" is determined. This is checked against the ACRT modifier charts to determine the modifications to the combat die roll when being fired upon, or firing.

**2. Jets & Rocket planes.** The proportion of a wave that has prefix "J" or "R" is determined. This is checked against the ACRT modifier charts to determine the modifications to the combat die roll when being fired upon, or firing.

12. The die roll is modified by the experience factors of the forces involved.

**3. Experience rating.** The experience level of the nation involved is determined. This is checked against the ACRT modifier charts to determine the modifications to the combat die roll when being fired upon, or firing.

- a. Soviet die roll modified by +1 having  $\geq 1/7$  experienced firing
- b. German die roll modified by -1 having  $\geq 1/7$  experienced target

13. **Die roll results:**

- a. Final Soviet result: 8 resulting in a 5/50 against the Germans.
- b. Final German result: 3 resulting in a 10/45 against the Soviets.

14. **Net effects for the combat are:**

- a. Soviet VS German:  
Germans lose 0 air units
- b. Germans VS Soviets  
Soviets lose 13 factors or Either  
A. 1 FTR & 2 ATK = 13 Defense factors  
B. 2 FTR & 1 ATK = 14 Defense factors  
C. 3 ATK = 12 Defense factors

***Of the 45 bombing factors the Soviets have, 20 get through.***