

TARGET FOR TODAY!

GAME TABLES

VERSION 1.9
March 1, 2020

2.0. PRE-MISSION STEP TABLES

NOTE: TABLES 2-1 thru 2-8C are found in the Target Listing and Gazetteer Manual.

Table 2-9 B-24J NOSE TURRET TYPE

Roll 1D6

Die	B-24J Turret Type
1-2	Consolidated Type
3-6	Emerson Type

Table 2-10A COMBAT BOX CELL POSITION

Roll 1D6:

Die	COMBAT BOX Cell Position
1-2	High Cell - (Bombers 7 to 12)
3-4	Middle Cell - (Bombers 1 to 6)
5-6	Low Cell - (Bombers 13 to 18)

Table Notes: Roll on Table 2-10A for the bomber's Combat Box Cell position.

Table 2-10B BOMBER'S POSITION WITHIN THE 6 BOMBER CELL

Roll 2D6:

Die	Middle Cell	High Cell	Low Cell
2-5	Bomber #1 - Cell Leader a)	Bomber #7 - Cell Leader a)	Bomber #13 - Cell Leader a)
6	Bomber #2	Bomber #8	Bomber #14
7	Bomber #3	Bomber #9	Bomber #15
8	Bomber #4	Bomber #10	Bomber #16
9	Bomber #5	Bomber #12	Bomber #17
10	Bomber #6	Roll Again	Roll Again
11 - 12	Roll Again	Tail End Charlie - Bomber #11 b)	Tail End Charlie - Bomber #18 b)

Table Notes: Cross index the Cell rolled on Table 10A with dice roll for Bomber position in the cell. Result is the Bomber's location in the Cell. (See Combat Box Formation Diagram - Bombers are numbered 1-18, with 1-6 being in the Middle Cell, 7-12 being in the High Cell and 13-18 being in the Low Cell.)

a) You are the Cell Leader for the cell rolled in Table 2-10A. (Bomber # 1, 7 or 13). The Middle Cell leader (Bomber #1) is also the Bomber Group Mission Lead bomber. (Roll again for another Bomber position on Table 2-10B if your pilot and/or the bombardier and/or the navigator have flown five or fewer missions).

Add one Me 109 at 12 o'clock Level to attacking fighters for this position. (Do NOT add this fighter if the results of the roll on Tables 5-3A, B, or C is "None, or No Attacks")

b) High and Low Cells **ONLY** - If you are in the Middle Cell, roll again on Table 2-10B if you rolled 11 or 12. The "Tail-end Charlie" positions (Bomber #11 in the High Cell or Bomber #18 in the Low Cell) may only be filled if your cell rolls on Table 2-10A was HIGH or LOW Cell. (If your tail gunner has flown five or fewer missions, then roll again on Table 2-10B.)

Add one Me 109 at 6 o'clock Low to attacking fighters in the #18 Low Cell Tail End Charlie position or add one Me 109 at 6 o'clock high to attacking fighters in the #11 High Cell Tail End Charlie position. (Do NOT add this fighter if the results of the roll on Tables 5-3A, B, or C is "None, or No Attacks")

Table 2-13 LEVEL OF AVAILABLE FIGHTER ESCORT

Roll 1D10

Campaign #1					Campaign #2				
Zones	None	Poor	Fair	Good	Zones	None	Poor	Fair	Good
2-5	1	2-3	4-6	7-10	2-5	N/A	1-2	3-6	7-10
6-15	1-10	N/A	N/A	N/A	6-10	1-2	3-7	8-10	N/A
					11-15	N/A	N/A	N/A	N/A
Campaign #3					Campaign #4				
Zones	None	Poor	Fair	Good	Zones	None	Poor	Fair	Good
2-5	N/A	1-2	3-6	7-10	2-7	N/A	1-3	4-7	8-10
6-10	1	2-3	4-7	8-10	8-9	1	2-3	4-8	9-10
11	1-2	3-6	7-8	9-10	10-12	1-2	3-6	7-10	N/A
12-15	1-2	3-7	8-10	N/A	13-15	1-2	3-7	8-10	N/A
Campaign #5					Campaign #6				
Zones	None	Poor	Fair	Good	Zones	None	Poor	Fair	Good
2-7	N/A	1-2	3-6	7-10	2-5	N/A	1-2	3-5	6-10
8-9	N/A	1-2	3-7	8-10	6-10	N/A	1-2	3-6	7-10
10-15	1-2	3-6	7-8	9-10	11-15	1	2-5	6-7	8-10

Table Note: Roll *once* upon entry into the specified zone range. Use the same 1D10 results for each zone in the range rolled for. (Example; you are playing Campaign #3 you enter Zone 6. Roll once for the level of fighter cover in Zones 6 thru 10. A result of "5" would be "FAIR"; a roll of "1" would be "NONE". You would not roll again for fighter cover until the bomber entered Zone 11, or if the target was reached and the bomber turned for home, you would roll again for fighter cover when the bomber reached Zone 5.

3.0. STARTING THE MISSION TABLES

Table 3-1 WEATHER OVER BASE (TAKE-OFF and LANDING)

Roll 1D10:

Die	RESULT
≤0	BAD Weather - Mission scrubbed. Advance mission date and roll again
1-2	POOR Weather
3-9	GOOD Weather

Modifiers (8th Air Force in England):

-2 for any mission flown in January, February, or December

-1 for any mission flown in March, April, October, or November

There are no modifiers for any other month.

Modifiers (15th Air Force in Italy):

+1 for any mission flown in May or October

+2 for any mission flown in June or September

+3 for any mission flown in July or August

Note: An unmodified roll of 0 is always bad weather, mission scrubbed.

There are no modifiers for any other month.

Table 3-2 TAKE-OFF

Roll 1D10:

Die	RESULT
1	Possible engine malfunction during take-off. See Note (a)
2	If “Weather Over Base (Take-off)” (Table 3-1) is “ POOR ”, there is a formation accident, see Note (c); otherwise, Take-off OK, see Note (d)
3-10	Take-off OK, see Note (d)

Table Notes:

- a) Roll 1D10 again: **1-6**, false alarm, **7-9**, rough engine during run-up, see Note (b), **10**, your Bomber crashed on take-off. Go to table 3-3.
- b) Follow procedures for “Engine Malfunction” on Table 4-3B for the B-17 or Table 4-3C for the B-24 Bomber.
- c) There has been a “*Mid-air Accident*”. You are not involved but two of the bombers in your six plane section have gone down. You take over the lead position of your Cell.
- d) The bomber is now airborne over its base in Zone 1 on Strategic Movement Track. Continue the mission.

Table 3-3 BOMBER CRASHES ON TAKE-OFF

Roll 1D6

ROLL	WHEN ENGINE FAILS...
1	...Bomber is still on the runway. Crashes into the runway barrier. Crew safe and B-17/B-24 repairable by next mission.
2	...Bomber is still on the runway. Crashes into the barrier. B-17/B-24 wrecked. Get a new bomber for next mission. For crew status see table note a).
3	...Bomber cleared the runway and crashes beyond the perimeter fence. No Explosion but bomber begins to burn. For crew status see table note a) and add +1 to die rolls on Table 5-17 if called for.
4-6	...Bomber cleared the runway and crashes beyond the perimeter fence. Bombs explode. Bomber is destroyed and all aboard are KIA.

Table Notes:

- a) Roll 1D6 for each crew member individually. **1-3**, Crewman uninjured. **4-6**, roll on Table 5-17. Apply any die roll modifiers.

4.0. IN THE ZONES - TABLES

Table 4-1 WEATHER IN ZONE

Roll 1D10:

Die	Weather in Zone (see Note [a])
≤1-2	Clear Conditions , see Note (b)
3-5	Haze , see Note (c)
6-8	50% Cloud Cover , see Note (d)
9-10+	100% Cloud Cover , see Note (e)

Table Notes:

- a) Roll on this Table for each Zone entered (not each turn).
- b) “Clear Conditions” causes -1 modifier on Table 6-1 Target Visibility.
- c) “Haze” causes no modifiers on Table 6-1.
- d) “50% Cloud Cover” causes +1 modifier on Table 6-1
- e) “100% Cloud Cover” causes +2 modifiers on Table 6-1. It also negates the die roll modifiers for “Contrails” (see Table 4-4). If “100% Cloud Cover” is rolled for in an “Alps Mountains” Zone, immediately roll on Table 4-1A.

Die Roll Modifiers (cumulative):

- 1 if previous Zone weather was "Clear Conditions" From Table 4-1
- 1 if in Zone 2 on outbound leg of the mission and "Weather over Base" (Take-off) (Table 3-1) is "GOOD"
- +1 if in Zone 2 on outward leg of the mission and "Weather over Base" (Take-off)" (Table 3-1) was "POOR"
- +1 if previous Zone weather was "50% Cloud Cover"
- +2 if previous Zone weather was "100% Cloud Cover"

Table 4-1A WEATHER OVER ALPS

Roll 1D10:

Die	Weather in Zone
1	Severe Icing Conditions, see Note (b)
2-3	High Clouds, see Note (c)
4-10+	Good Weather, see Note (d)

Table Notes:

- a) Roll on this Table only if directed by Table 4-1 (see note e. to that Table)
- b) Mission must be aborted immediately for severe icing
- c) Player has the option of continuing with mission or aborting. In either case, see "Extreme Cold" random event (#10) on Table 5-3D and NO German fighters encountered this turn. If the decision is made to continue, the bomber flies through dense clouds and/or snowstorm; roll one 1D10: 1-7, bomber survives passage unharmed; 8-9, see "Formation Casualties" random event (#03) on Table 5-3D; 0, the bomber crashes into a mountainside (bomber is destroyed and all aboard KIA).
- d) No problems continue the mission.

Die roll Modifiers:

- 1 for any mission flown in December, January, or February
- +1 for any mission flown in June, July, or August

Table 4-2 MISSION RECALL

Roll (1D10 + 1D10)

Dice	RESULT
1-6	Group is recalled due to weather over Europe; mission is immediately aborted
7-100	Mission continues

Table Notes:

- a) ONLY roll on this Table if the roll on Table 4-1 is "100% Cloud Cover"
- b) Roll on this Table when entering any and all zones prior to the Designated Target Zone (non-inclusive)
- c) Do not roll on this Table if bomber is out-of-formation and radio is out.

Table 4-3A MECHANICAL FAILURE Roll (1D10 + 1D10)

Dice	RESULT
1-3	Mechanical Failure—proceed to Table 4-3B (B-17) or Table 4-3C (B-24)
4-5	If B-17, mission continues, no problem; if B-24, go to Table 4-3C
6-100	Mission continues, no problem

Table 4-3B FAILED SYSTEM (B-17)

Dice	RESULT
1-17	Instruments. See Note (a)
18-27	Engine Malfunction. See Note (b)
28-35	Turbo-Supercharger. See Note (c)
36-41	Oil Tank. See Note (d)
42-49	Fuel Transfer Pump. See Note (e)
50-59	Chin Turret Power. See Note (f)
60-67	Top Turret Power. See Note (g)
68-76	Ball Turret Power. See Note (h)

Table 4-3C FAILED SYSTEM (B-24)

Dice	RESULT
1-17	Instruments. See Note (a)
18-25	Engine Malfunction. See Note (b)
26-34	Turbo-Supercharger. See Note (c)
35-39	Oil Tank. See Note (d)
40-41	Fuel Transfer System. See Note (n)
42-50	Top Turret Power. See Note (g)
51-57	Ball Turret Power. See Note (o)
58-66	Nose Turret Power. See Note (p)

77-87	Suit Heat System. See Note (I)	67-75	Tail Turret Power. See Note (q)
88-95	Bomb Release Mechanism. See Note (j)	76-85	Suit Heat System. See Note (i)
96-100	Landing Gear. See Note (k)	86-92	Bomb Release Mechanism. See Note (j)
		93-96	Landing Gear. See Note (k)
		97	Nose Gear. See Note (s)
		98-100	Bomb Bay Doors. See Note (r)

(See Next Page for Table Notes)

Table 4-3A, B, & C Notes:

a) Roll on Table 5-13 A-8 (B-17) or 5-15 B-8(B-24) "Instruments" (treat as one shell hit on rolled-for area). (This failure may be rolled for any number of times.)

b) Roll 1D10 to determine engine affected: **1-2**, #1 engine fire; **3-4**, #2 engine fire; **5-6**, #3 engine fire; **7-8**, #4 engine fire; **9-10**, No fire. For fire in one of the engines, roll 1D6 to extinguish; **1-5** Fire Out; **6**, roll 1D6 again. **1-5**, Fire Out; **6**, Fire spreads to the wing. (The bomber is lost - Roll for bail out on Table 7-3), If the fire is extinguished the engine is out for the remainder of the mission. Pilot may abort mission for any engine out. (This failure may be rolled again for any operating engine; there is *no effect* if a previously failed engine is rolled for.)

c) Roll 1D10 to determine engine affected: **1-2**, #1 turbo-supercharger out; **3-4**, #2 turbo-supercharger out; **5-6**, #3 turbo-supercharger out; **7-8**, #4 turbo-supercharger out; **9-10**, all turbo-superchargers out. For any turbo-supercharger out, treat as "One Engine Out". (See Section 5.10) Pilot may abort mission. (This failure may be rolled again for any operating engine; there is *no effect* if a previously failed engine is rolled for.) **As an option players may use the following: Roll 1D10 to determine type of failure: 1-2 = mechanical failure; 3-10 = regulator failure. For mechanical failure, then roll 1D10 to determine engine affected: 1 = #1 turbo-supercharger out; 2 = #2 turbo-supercharger out; 3 = #3 turbo-supercharger out; 4 = #4 turbo-supercharger out; 5-10 = no engine affected. For mechanical failure, treat as "Engine Out" for that engine for remainder of mission (See Section 5.10). Pilot may abort mission. This failure result may occur again on any remaining operating engine; there is no effect if a previously failed engine is affected. For regulator failure, then roll 1D10 to determine engine affected: 1-2 = #1 turbo-supercharger out; 3-4 = #2 turbo-supercharger out; 5-6 = #3 turbo-supercharger out; 7-8 = #4 turbo-supercharger out; 9-10 = all turbo-superchargers out. For regulator failure, to remain in formation must follow effects of "One Engine Out" per Section 5.10. If choose to leave formation and reduce altitude below 10,000 feet, once at the lower altitude the affected engine functions normally (is not considered "Out"). If remain in formation, the flight engineer may repair the regulator, by spending one turn taking no other action in the Pilot Compartment (B-17)/Flight Deck Pilot Compartment (B-24). Roll 1D6: 1-5 = successful, affected turbo-supercharger is repaired and engine functions normally; 6 = unsuccessful, if bomber remains in formation engine is considered "Out." If bomber descends to 10,000 feet engine is no longer considered "Out." There is only one (total) repair attempt per mission. Pilot may abort mission. This failure result may occur again on any remaining operating engine; there is no effect if a previously failed engine is affected.**

d) Oil Leak - Roll 1D10 to determine engine affected: **1-2**, #1 engine; **3-4**, #2 engine; **5-6**, #3 engine; **7-8**, #4 engine; **9-10**, leak stops. For each engine leaking oil roll 1D10 in each zone for possible fire; **1-5**, no fire, leak stops; **6-8**, no fire, Leak continues. (Roll again in the next zone entered). **9-10**, engine catches fire. Roll 1D6 to extinguish; **1-5**, fire out; **6**, roll 1D6 again. **1-5**, fire out; **6**, fire spreads to the wing. The bomber is lost - Roll for bail out on Table 7-3. If the fire is extinguished the engine is out for the remainder of the mission. Treat as "One Engine Out" (See Section 5.10). Pilot may abort mission for any engine out. (This failure may be rolled again for any operating engine; there is *no effect* if a previously failed engine is rolled for.)

e) The crew may only attempt to use the hand transfer pump *once* to transfer fuel from one tank to another or to the engines. At the earliest opportunity, a functioning crewmember should spend one turn (performing no other duties) in the bomb bay to manually operate the hand pump. This must be done immediately—i.e., before the bomber leaves the current zone. Roll 1D6; **1-5**, transfer successful; **6**, pump is malfunctioning, no fuel is transferred. (Roll 1D10 to determine the remaining fuel available: **1-4**, four turns beginning with the next turn; **5-8**, three turns; **9-10**, two turns). Upon exhaustion of remaining fuel, the plane must either be landed (Tables 7-1 or 7-2), or crew bails out (Table 7-3). (There is no additional effect if this failure is rolled for again)

- f)** Chin turret gunner cannot traverse or elevate his guns. The gunner may attempt to fix fault in the next zone by taking one turn (performing no other duties). Roll 1D6 **1-4**, turret repaired; **5-6**, unsuccessful. (If the roll is unsuccessful chin turret is inoperable for remainder of mission.)
- g)** Top turret gunner cannot traverse or elevate his guns (Power Failure). The gunner may attempt to fix fault in the next zone by taking one turn (performing no other duties). Roll 1D6 **1-4**, turret repaired; **5-6**, unsuccessful. (If the roll is unsuccessful, gunner manually works the turret for the remainder of the mission with a -2 modifier on Table 5-6 Bomber Defensive Fire)
- h)** Ball turret gunner cannot traverse or elevate his guns (Power Failure). Roll 1D6 **1-4**, turret repaired; **5-6**, unsuccessful. (If unsuccessful, gunner manually works the turret for the remainder of the mission with -2 modifier on Table 5-6 Bomber Defensive Fire).). If the attempt is unsuccessful, the gunner is trapped in the turret and a functioning crewmember must spend one turn (performing no other duties) in the waist compartment to open the turret manually. If "ditching" a trapped gunner is KIA (See Table 7-2 note **d**). The pilot may abort the mission. (There is no additional effect if this failure is rolled for again.)
- i)** Power is lost to all heated suits. The bomber must drop out of formation and dive to 10,000 feet or risk frostbite for the engineer, ball turret gunner, waist gunners, and tail gunner. The pilot may abort the mission. (There is no additional effect if this failure is rolled for again.)
- j)** Bombs will fail to drop during bomb run (if already dropped, then rolling for this failure has no effect). The bombardier may manually release on a 1D10 roll of **1-4**, but the bomb run will automatically be off-target; **5-10**, bombs fail to release. If unsuccessful in the manual attempt, the plane must leave formation and crew attempt to jettison bombs (jettison is successful on a 1D10 roll of **1-4**; unsuccessful **5-10**); one jettison attempt may be made per each Zone entered. If bombs are still on board in zone 1, then apply a **-4** modifier for landing on Table 7-1. (Any or all of the crew may bail out before landing.) (There is no additional effect if this failure is rolled for again.)
- k)** Manual lowering of landing gear may be attempted. A functioning crewmember must spend at least one turn (performing no other duties) in the bomb bay to manually lower the landing gear on a 1D10 roll of **1-4** (one attempt per turn only). **5-10** gear fails to lower. If manually lowering cannot be performed (either because a crewmember is unavailable or flak BIP has occurred in the bomb bay, thus damaging the manual crank), then apply a **-3** modifier for landing on Table 7-1. (There is no additional effect if this failure is rolled for again.)
- (NOTE: - MODIFIERS CONTINUED NEXT PAGE)**
- n) Fuel Leak occurs** - Roll one 1D10: **10**, electrical spark from fuel transfer system ignites fuel vapors, the bomber explodes and is destroyed, all crewmembers are KIA; **1-9**, fuel transfer panel is shorted but no explosion. At the earliest opportunity, a functioning crewmember should spend one turn (performing no other duties) in the bomb bay to attempt to stop the leak. This must be done immediately—i.e., before the bomber leaves the current zone. Roll 1D6; **1-5**, leak stopped successfully; **6**, unable to stop the leak. (Roll 1D10 to determine the remaining fuel available: **1-4**, four turns beginning with the next turn; **5-8**, three turns; **9-10**, two turns). Upon exhaustion of remaining fuel, the plane must either be landed (Tables 7-1 or 7-2), or crew bails out (Table 7-3). (There is no additional effect if this failure is rolled for again.)
- o)** Ball turret gunner cannot traverse or elevate his guns (Power Failure). Roll 1D6; **1-4**, turret repaired; **5-6**, unsuccessful. (If unsuccessful, gunner manually works the turret for the remainder of the mission with a -2 modifier on Table 5-6 Bomber Defensive Fire). If the attempt is unsuccessful, the gunner is trapped in the turret and a functioning crewmember must spend one turn (performing no other duties) in the waist compartment to attempt to open and retract the turret manually (using either the turret hydraulic pump or, if necessary, the bomb hoists)—this cannot be done if a flak BIP has occurred in the waist compartment. One retraction attempt is permitted per turn and is successful on a 1D6 roll of "1-3"—if the turret cannot be raised; there is a **-2** modifier for landing on Table 7-1. If "ditching", a trapped gunner is KIA (See Table 7-2 note **d**). The pilot may abort the mission. (There is no additional effect if this failure is rolled for again.)
- p)** (B-24J) Nose turret gunner cannot traverse or elevate his guns. The gunner may attempt to fix fault in the next zone by taking one turn (performing no other duties). Roll 1D6; **1-4**, turret repaired; **5-6**, unsuccessful. (If unsuccessful the nose turret gunner hits on Table 5-6 Bomber Defensive Fire with a -2 modifier for remainder of mission. (B-24D) Roll 1D6: **1-2**, nose gun jams; **3-4**, left cheek gun jams; **5-6**, right cheek gun jams.

q) Tail turret gunner cannot traverse or elevate his guns. The gunner may attempt to fix fault in the next zone by taking one turn (performing no other duties). Roll 1D6; **1-4**, turret repaired; **5-6**, unsuccessful. If unsuccessful, gunner hits on Table 5-7 with a -2 modifier for remainder of mission.

r) To open the bomb bay doors, a functioning crewmember must move to the bomb bay and spend the turn (performing no other duties) there to manually operate the hand cranks. On a 1D10 die roll of **1-4**, the doors may be opened and bomb run may proceed normally; **5-10**, the doors remain jammed. The bombardier may release the bombs *through* the closed doors which will cause the doors to permanently “jam” *open*—in this case, roll one 1D10: on a roll of **1-4**, the damaged doors will reduce aircraft speed due to drag—two turns per zone, beginning with the next Zone entered. Otherwise, the plane must leave formation and additional attempts made to open the doors (and jettison bombs) with a functioning crewmember in the bomb bay as per the above; one manual operation attempt may be made per each Zone entered. If doors are successfully opened, bombs may be jettisoned immediately. (If bombs are still on board for landing, then apply a -4 modifier on Table 7-1; any or all of the crew may bail out before landing.) (There is no additional effect if this failure is rolled for again.)

s) A functioning crewmember must spend at least one turn (performing no other duties) in the Nose Compartment to manually lower the nose gear; the attempt is successful on a 1D10 roll of **1-7** (one attempt per turn only). If manually lowering cannot be performed (because a crewmember is unavailable), then apply a -2 modifier for landing on Table 7-1. (There is no additional effect if this failure is rolled for again.)

Table 4-4 CONTRAILS

Roll 1D10:

Die	Weather in Zone
1-3	Contrails form, see Note b)
4-10	No Contrails

Table Notes: **a)** Roll on this Table upon entry into Zone **2** and every zone thereafter during outward leg of the mission

b) Apply a +1 modifier to die rolls on Table 5-1. (**Exception:** “100% Cloud Cover” from Table 4-1)

Table 4-8 REJOIN FORMATION

Roll 1D6

Die Roll	Results
1	Successfully Rejoined
2	Successfully Rejoined
3	Successfully Rejoined
4	Failed to Rejoin
5	Failed to Rejoin
6	Failed to Rejoin

(See Next Page for Modifiers)

Table 4-8 Rejoin Formation Die Roll Modifiers: (Cumulative)

-1 if bomber jettisoned its bombs prior to entering the target zone.

-1 if bomber jettisoned its bombs prior to the target zone and is attempting to join the bomber formation after bombing.

+1 if bomber is climbing back to formation altitude after going below 10,000 feet.

5.0. COMBAT TABLES

Table 5-1 GERMAN FIGHTER RESISTANCE LEVEL IN THE ZONE Roll 1D10:

Die	Fighter Resistance Level in the Zone		
	<u>Campaigns 1 & 2</u>	<u>Campaigns 3, 4, 5</u>	<u>Campaign 6</u>
<0	None	None	None
1	Light	Light	Token
2	Light	Light	Token
3	Moderate	Light	Token
4	Moderate	Light	Token
5	Moderate	Moderate	Light
6	Moderate	Moderate	Light
7	Heavy	Moderate	Light
8	Heavy	Heavy	Moderate
>9	Heavy	Heavy	Moderate

IMPORTANT NOTE: A result of “None” *always* means **NO** German fighters encountered this turn (do not roll on Tables 5-2 through 5-4 below).

Die Roll Modifiers (cumulative):

- / + number to the left of slash in current zone for designated target on Tables 2-8A or B “Flight Log Gazetteer”.
- "NA" on Tables 2-8A or B "Flight Log Gazetteer" means No German Fighter Attacks in this zone.
- 2 if "100% cloud cover" in the zone.
- 1 if "50% cloud cover in the zone.
- 1 if “Fighter Escort” for applicable zones (Table 2-13) is “GOOD”
- +1 if “Fighter Escort” for applicable zones (Table 2-13) is “POOR”
- +2 if “Fighter Escort” for applicable zones (Table 2-13) is “NONE”**
- +1 if “Contrails Form” (Table 4-4) (No addition if weather is "100% cloud cover)
- +1 if the bomber's formation is “Disrupted" (see section 4.7)
- +2 if the bomber is “Out of Formation” (see section 4.7)

Table 5-2 NUMBER OF GERMAN FIGHTER WAVES (ANY ZONE)

Roll 1D10

Die Roll	Waves
1-3	0
4-7	1
8-9	2
>10	3

Modifiers (cumulative):

- 2 if German Fighter Resistance this turn (Table 5-1) is “**TOKEN**”
- 1 if German Fighter Resistance this turn (Table 5-1) is “**LIGHT**”
- +1 if currently in the Designated Target Zone
- +1 if German Fighter Resistance this turn (Table 5-1) is “**MODERATE**”
- +2 if German Fighter Resistance this turn (Table 5-1) is “**HEAVY**”
- 1 If Bomber Cell position is "**MIDDLE**" on the Mission Log Sheet
- +1 If Bomber Cell position is "**LOW**" on the Mission Log Sheet.
- +1 If your Cell lost bombers to a collision on Table 3-2.

Table 5 - 3A GERMAN FIGHTER APPEARANCE
Campaigns 1 & 2 (11/42 – 11/43)

Roll (1D6+1D6)

Roll	Light Resistance	Moderate Resistance	Heavy Resistance
11	None	None	Me109 (h): 6/H
12	None (c)	Ju88C-6: 3/Lv	Two Me109(i): 1:30/H, 9/Lv
13	Me410: 12/H	Two Fw190: 12/H, 10:30/H	Three Fw190: 12/H, 1:30/H, 3/H
14	Two Fw190: 1:30/H, 3/H	Three Me109(i) : 3/Lv, 12/H, VD(b)	Four Me109(i): 12/H, 12/Lv, 10:30/H, 1:30/H
15	Three Me109: 6/Lv, 1:30/Lv, 1:30/H	Three Me110: 1:30 Lo, 9/Lv, VC(e) One Me-410: 6/Lv	Five Fw190: 12/H, 10:30/Lv, 9/Lv, 6/H, VD(b)
16	Random Event/No Attacks?		
21	None	None	Fw190: VD (d)
22	None	Me110(h): 6/Lo	Two Me110(h): 3/Lv, 10:30/Lo
23	Me110: 6/Lo	Two Me210: 6/Lo, 1:30/Lo	Three Fw190: 12/H, 3/Lv, 3/H
24	Two Me109: (i) 12/Lv, 12/H	Three Fw190: 12/Lv, 1:30/H, 12/H	Two Me109 (i): 12/H, 3/H, Two Me110: 9/H, 9/Lv
25	Three Fw190: 6/H, 3/H, 12/Lo	Four Me109(i): 12/H, 1:30/H, 10:30/H, 6/H	Five Fw190: 12/H, 1:30/H, 3/H, 6/H, 9/H
26	Random Event/No Attacks?		
31	None	None	Me110: VC (e)
32	None (c)	Fw190(h): 6/Lo	Two Fw190 (h): 10:30H, 3/Lv
33	Me110: VC (e)	Two Fw190: 10:30/Lo, 1:30/H	Three Me109 (i): 12/Lv, 12/H, 1:30/Lv
34	Two Me110: 3/Lo, 6/Lo One Me210: 10:30/H	Three Me110: 1:30/Lo, 1:30/Lv, VC (e)	Fw190: 10:30/H, Me110: VC (e)
35	Three Me109: (i) 10:30/H, 10:30/Lv, 10:30/Lo	Four Me109(i): 12/H 12/Lv, 12/Lo VD(d)	Two Fw190: 12/Lv, 1:30/Lo Two Me410: 6/Lv, 6/H
36	Random Event/No Attacks?		
41	None	None	Me 109(h): 6/H
42	None (c)	Fw190: 6/H	Two Me109 (i): 12/Lv, 1:30/H
43	Me109: 12/H	Two Me109(i): 6/H, 12/Lv Ju88 C-6: 9/Lo	Fw190: 12/H, Two Me109: 1:30/Lv, 3/Lv
44	Two Ju88C-6: 10:30/H, 1:30/H	Three Me210: 10:30/L, 6/Lo One Me410: 12/H	Two Fw190: 12/H, 1:30/Lo Two Me210: 3/H, VC (e)
45	Me109: 1:30/H	Fw190: 12/H, Me109: 12/Lo Two Me210: 6/Lo, 9/H	Two Me109: 10:30Lv, 12/Lv, Two Me210: 10:30/Lv 10:30/Lo
46	Random Event/No Attacks?		
51	None	None	Fw190 (h): 10:30/H
52	None	Fw190: 12/H	Two Me110: 6/Lv, 9/Lo
53	Fw-190: 1:30 /H	Two Me109(i): 9/Lv, 12/H	Three Me110: 12/Lv, 10:30/Lv, 6/Lo
54	Two Me-109 (i): 12/Lv, 9 Lv	Three Fw190: 3/H, 9/H, 12/H	Four Me109(i): 12/Lv, 12/Lo, 12/H, 10:30/Lv
55	None	Me109: 1:30/Lo Me-410: 3/H	Me210: 6/Lv, Three Me109: 12/Lv, 12/H, 10:30/Lv
56	Random Event/No Attacks?		
61	None	None	Me109: VD(d)
62	None	Fw190(h): 9/Lo	Me109(h): 3/Lo, Me110: 1:30/Lo
63	Me109: 1:30/H	Two Fw190: 12/H, 1:30/H	Three Fw190: 10:30/H, 12/H, 1:30/H
64	Two Fw190: 12/Lo, 6/H	Three Me110: 12/Lv, 6/Lo, VC (e)	Four Fw190: 12/Lv, 1:30/Lv, 3/Lo, 9/H
65	None	Fw190: 6/Lo	Five Me109(i): 12/Lv, 3/H, 1:30/H, 6/H, VD (b)
66	Random Event/No Attacks?		

(See Next Page for Table Notes)

Table Notes:

- 1) How to read the table: [Example: You rolled 23 in the light resistance column. the result is: Me110: 6/Lo. This means One Me-110 fighter is attacking the bomber from the 6 o'clock low position]
- 2) Random Event/ No Attack. Roll 1D6: **1-3**, No Attack, **4-6**, Random Event - Roll on Table 5-3D.
- 3) VD: Vertical Dive
- 4) VC: Vertical Climb

Table Notes:

- b) Bomber cannot fire on this fighter, nor can fighter escort remove it.
- c) Fighters driven off by other bombers. Reroll if out-of-formation.
- d) Top Turret and Radio Room MG may fire. Escort Fighters may **NOT** remove this attacker.
- e) Only ball turret may fire. Escort Fighters may remove this attacker.
- f) German bombs dropped on the formation from above: Roll 1D6: **1**, 1 heavy flak hit. (Roll on table 6-3); **2-6**, 1 Light Flak hit. (Roll on Table 6-3). (For any hits follow the FLAK tables to get the damage to the bomber.)
- g) German Rockets lobbed into the formation from aft: Roll 1D6: **1-3**, Miss; **4-5**, 1 light Flak hit. (Roll on Table 6-3); **6**, 1 Heavy Flak hit. (Roll on Table 6-3). (For any hits follow the FLAK tables to get the damage to the bomber.)
- h) If over Germany, substitute Ju-88 C-6
- i) If target is in northern France, 50% chance the attackers are from JG-26 (See Optional Rule 10.1 - disregard if not using Rule 10.1). Roll 1D6; **1-3**, Attackers are from JG-26. **4-6**, Treat as normal fighters.
- j) If in Zone Three, and target is Germany, and Gazetteer says /F, /B, /N, or /G 50% chance Me109s are from JG-26. (See Optional Rule 10.1 - disregard if not using Rule 10.1).

Table 5 - 3B GERMAN FIGHTER APPEARANCE
Campaigns 3, 4 & 5 (12/43 – 11/44)

Roll (1D6+1D6)

Roll	Light Resistance	Moderate Resistance	Heavy Resistance
11	None	None (f)	Me109(f) (h): 6/H
12	None (c)	Fw190 : 12/H	Two Me109(i): 1:30/H, 9/Lv
13	Me110: 1:30/Lv	Two Fw190: 10:30 Lo, 1:30/H	Three Fw190: 12/H, 1:30/H, 3/H
14	Two Fw190(i): 12/H, 1:30/H	Two Fw190(i): 12/Lv, 3/H, Me410: 12/H,	Four Me109(i): 12/H, 12/Lv, 10:30/H, 1:30/H
15	Three Fw190 12/H, 12/Lv, 3/Lo	Two Me109(j): 9/Lv, VC(e), Me210: 6/H	Five Fw190: 12/H, 10:30/Lv, 9/Lv, 6/H, VD(b)
16	Random Event/No Attacks?		
21	None	None(g)	Fw190: VD (d)
22	None	Fw190: 3/Lo	Two Me110(h): 9/Lv, 10:30/Lo
23	Me109: 12/Lv	Two Me109: 6/Lv, 6/H	Three Fw190: 12/H, 3/Lv, 3/H
24	Two Fw190: 12/H, VD (d)	Three Fw190(i): 6/Lv, 1:30/Lv, 12/H	Four Me109 (i): 12/H, 3/H, 9/H, 9/Lv
25	Three Me109 (j) 1:30/H, 12/Lo, VD (d)	Four Fw190: 6/H, 12/H, 12/Lv, 6/Lo	Five Fw190: 12/H, 1:30/H, 3/H, 6/H, 9/H
26	Random Event/No Attacks?		
31	None	None	Me110: VC (e)
32	None	Fw190: 9/H	Two Fw190 (h): 10:30H, 3/Lv
33	Fw190(i): 12/H	Two Me110: 3/Lo, 6/Lo	Three Me109 (i): 12/Lv, 12/H, 1:30/Lv
34	Two Me110: 6/Lo, VC (e)	Three Me109(j): 1:30/Lv, 9/H, 12/H	Two Fw190: 10:30/H, 1:30 Lo Me210: VC (e)
35	Three Me109: (j) 10:30/H, 12/H, 3/H	Four Fw190: 12/Lo, 3/Lv, 1:30/H, 9/H	Two Fw190: 12/Lv, 1:30/Lo
36	Random Event/No Attacks?		
41	None	None	Me 109: 12/H
42	None	Fw190: 12/H	Two Me109 (i): 12/Lv, 1:30/H
43	Me109: 10:30/H	Two Fw190: 10:30/H, VD(d)	Fw190: 12/H, Two Me109: 1:30/Lv, 3/Lv
44	Two Fw190 : 12/H, 12/Lv	Three Fw190(i): 3/Lo, 12/H, 12/Lv	Two Fw190(i): 12/H, 1:30/Lv Two Me109: 6/Lv, 6/Lo
45	Me109: 12/H	Two Me210: 12/H, 1:30/H	Two Me109: 10:30Lv, 12/Lv, Me110: 10:30/Lo
46	Random Event/No Attacks?		
51	None (g)	None(g)	Fw190 (h): 10:30/H
52	None	Fw190: 12/H Two Me109: 6/H, VD (d)	Two Me110: 6/Lv, 9/Lo
53	Me-109: 9 /H	Two Me109(i): 9/Lv, 12/H	Three Me110: 12/Lv, 10:30/Lv, 6/Lo
54	Two Me-109 (j): 12/H, 10:30/H	Three Fw190: 3/H, 9/H, 12/H	Four Me109(i): 12/Lv, 12/Lo, 12/H, 10:30/Lv
55	None	Two Ju88C-6: 1:30/Lo, 3/Lv	Me110: 12/l, Three Me109: 12/Lv, 12/H, 10:30/Lv
56	Random Event/No Attacks?		
61	None	None	Me109: VD(d)
62	None	Fw190(h): 12/Lv	Me109(h): 3/Lv, Me110: 1:30/Lv
63	Ju88C-6: 6/Lo	Two Fw190: 12/H, 1:30/H	Three Fw190: 10:30/H, 12/H, 1:30/H
64	Two Fw190(j): 12/Lv, VD (d)	Three Me110: 12/Lv, 6/Lo, VC (e)	Four Fw190: 12/Lv, 1:30/Lv, 3/Lo, 9/H
65	None	Fw190: 6/Lv	Five Me109(i): 12/Lv, 3/H, 1:30/H, 6/H, VD (b)
66	Random Event/No Attacks?		

(See Next Page for Table Notes)

Table Notes:

- 1) How to read the table: [Example: You rolled 23 in the light resistance column. the result is: Me109: 12/Lv. This means One Me-109 fighter is attacking the bomber from the 12 o'clock level position]
- 2) Random Event/ No Attack. Roll 1D6: **1-3**, No Attack, **4-6** Random Event - Roll on Table 5-3 D.
- 3) VD: Vertical Dive - may not be driven off by fighter escort.
- 4) VC: Vertical Climb

Table Notes:

- b) Bomber cannot fire on this fighter, nor can fighter escort remove it.
- c) Fighters driven off by other bombers. Reroll if out-of-formation.
- d) Top Turret and Radio Room MG may fire. Escort Fighters may not remove this attacker.
- e) Only ball turret may fire. Escort Fighters may remove this attacker.
- f) German bombs dropped on the formation from above: Roll 1D6: **1**, 1 heavy flak hit. (Roll on table 6-3); **2-6**, 1 Light Flak hit. (Roll on Table 6-3). (For any hits follow the FLAK tables to get the damage to the bomber.)
- g) German Rockets lobbed into the formation from aft: Roll 1D6: **1-3**, Miss; **4-5**, 1 light Flak hit. (Roll on Table 6-3); **6**, 1 Heavy Flak hit. (Roll on Table 6-3). (For any hits follow the FLAK tables to get the damage to the bomber.)
- h) If over Germany, substitute Ju-88 C-6
- i) If target is in northern France, 50% chance the attackers are from JG-26 (See Optional Rule 10.1 - disregard if not using Rule 10.1). Roll 1D6: **1-3**, Attackers are from JG-26. **4-6**, Treat as normal fighters.
- j) If in Zone Three, and target is Germany, and Gazetteer says /F, /B, /N, or /G 50% chance Me109s are from JG-26. (See Optional Rule 10.1 - disregard if not using Rule 10.1).

Table 5 - 3C GERMAN FIGHTER APPEARANCE
Campaign 6 (12/44 – 4/45)

Roll (1D6+1D6)

Roll	Token	Light Resistance	Moderate Resistance
11	None	None	None (f)
12	None (g)	None	Fw190 : 6/Lv
13	None (f)	Ta152H: 12/Lo	Two Me262 (a): 10:30 Lo, 1:30/H
14	Me163 (a) (h): 12/H	Two He162 (a): 12/H, VC Me109: 1:30/H	Two Fw190: 12/Lv, 3/H, Me410: 12/H,
15	Two Me410: 1:30/ Lo, 9/Lv	Three Fw190 12/H, 9/H, 6/Lv	Two Me109: 9/Lv, VC(e), Me210: 6/H
16	Random Event/No Attacks?		
21	None	None	None(g)
22	None (g)	None (f)	Fw190: 3/Lo
23	Me109: 12/Lv	Me262(a): 12/Lv	Two Ta152H (a): 6/Lv, 6/H
24	None	Two Fw190: 12/H, VD (d)	Three Fw109: 6/Lv, 1:30/Lv, 12/H
25	Me210: 6/Lv	Two Me109: 6/Lo, VD (d) Me410: 10:30/H	Four Fw190: 6/H, 12/H, 12/Lv, 6/Lo
26	Random Event/No Attacks?		
31	None	None	None
32	None	None	Me163 (a) (h): 9/H
33	Two Me262 (a): 10:30/H , 1:30/Lv	Fw190: 12/H	Two Me110: 3/Lo, 6/Lo
34	None (g)	Two Me262 (a): 6/Lo, VC (e)	Three Me109: 1:30/Lv, 9/H, 12/H
35	Two Ta152H: 9/Lv, 3/H	Two Me109: 10:30/H, 3/H Me410: 10:30/Lo	Four Fw190: 12/Lo, 3/Lv, 1:30/H, 9/H
36	Random Event/No Attacks?		
41	None	None	None
42	None	None (g)	Me163(a) (h): 12/H
43	None (g)	Me109: 9/H	Two Fw190: 10:30/H, VD(d)
44	He162 (a) : 10:30/H	Two Me262 (a) : 12/H, 12/Lo	Three Me109: 3/Lo, 12/H, 12/Lv
45	None	Fw190: 3/H	Two Me210: 12/H, 1:30/H
46	Random Event/No Attacks?		
51	None	None (g)	None(g)
52	None(f)	None	He162: 12/H Two Me109: 6/H, VD (d)
53	None	Ta152H: 9 /H	Two Me109: 9/Lv, 12/H
54	Me163 (a) (h): 6/H	Me-163 (a) (h): 12/H, Fw190: 10:30/H	Three Fw190: 3/H, 9/H, 12/H
55	Ta152H: 9/Lv	None	Me109: 1:30/Lv
56	Random Event/No Attacks?		
61	None	None	None
62	None	None	He162(a): 12/Lv
63	None (g)	Me410: VC (e)	Two Fw190: 12/H, 1:30/H
64	Two Me262 (a): 9/H, VD (d)	Two Fw190: 12/Lv, VD (d)	Three Me210: 12/Lv, 6/Lv, VC (e)
65	None	None	Fw190: 6/Lv
66	Random Event/No Attacks?		

(See Next Page for Table Notes)

Table 5-3C Notes: How to read the table: [Example: You rolled 23 in the **token** resistance column. the result is: Me109: 12/Lv. This means One Me-109 fighter is attacking the bomber from the 12 o'clock level position] Random Event/ No Attack. Roll 1D6; 1-3, No Attack, 4-6 Random Event - Roll on Table 5-3 D.
VD: Vertical Dive - may not be driven off by fighter escort.
VC: Vertical Climb

Table Notes:

- a) Jets may not be driven off by friendly fighter escort. (See Section 9.1)
- b) Bomber cannot fire on this fighter, nor can fighter escort remove it.
- c) Fighters driven off by other bombers. Reroll if out-of-formation.
- d) Top Turret and Radio Room MG may fire. Escort Fighters may not remove this attacker.
- e) Only ball turret may fire. Escort Fighters may remove this attacker.
- f) German bombs dropped on the formation from above: Roll 1D6: 1, 1 heavy flak hit. (Roll on table 6-3) 2-6, 1 Light Flak hit. (Roll on Table 6-3). (For any hits follow the FLAK tables to get the damage to the bomber.)
- g) German Rockets lobbed into the formation from aft: Roll 1D6: 1-3, Miss; 4-5, 1 light Flak hit. (Roll on Table 6-3); 6, 1 Heavy Flak hit. (Roll on Table 6-3). (For any hits follow the FLAK tables to get the damage to the bomber.)
- h) Me-163 Rocket Fighter can only attack *one time* from above the bomber because of fuel limitations and the nature of its glider design. To determine clock position for the attacking Me-163 Rocket Fighter, roll 1D6. **1-2:** Vertical Dive attack. **3-6:** Roll on Table 5-9 to determine the clock angle of the attack. All attacks rolled on Table 5-9 are "High" angle attacks. Me-163s attacking from a vertical dive add one extra hit to the result shown on Table 5-10.

Table 5-3D RANDOM EVENTS TABLE**Roll 2D6**

Roll	Random Event
2	Engine Failure a)
3	Formation Casualties. Roll 1D6: 1-3 , You are now Lead Bomber, 4-6 ; You are now Tail End Charlie. b), h)
4	"Disrupted Formation" Roll for attacking fighter waves. Add +1 to die roll on Table 5-2 for the remainder of the mission. b), i) (See Design Note Below)
5	Aggressive "Little Friends" Add 1 column to the right on Table 5-4 for the remainder of the mission. "POOR" becomes "FAIR". "FAIR" becomes "GOOD" cover. b), j)
6	Extra tight bomber formation. When rolling for attacking fighter waves. Add -1 to die roll on Table 5-2 for the remainder of the mission. b), j) Add +1 to die roll on Table 6-6 Bomb Run
7	Lady Luck Smiles! - You may reroll any one die or dice roll c)
8	A German captured B-17 shadows your formation. Add +1 to the die roll on Table 5-2 in the next zone only. (Can be rolled more than once.)
9	Bad Luftwaffe Communications d)
10	Extreme Cold. Roll 1D6 for each gun position: 1-5 , No Effect; 6 , Guns Jammed. e)
11	Ace for a Day! Roll 1D6: 1-2 , Top Turret Gunner; 3-4 , Ball Turret Gunner; 5-6 , Tail Gunner f)
12	Possible Mid-Air Collision g)

Table Notes: All results take place in the next zone entered, not the current zone you occupy.

- a)** Roll 2D6: **2-4**, #1 engine out; **5-7**, #2 engine out; **8-9**, #3 engine out; **10-12**, #4 engine out. If this random event is rolled again, the previously failed engine restarts.
- b)** If this random event is rolled again, ignore and re-roll on the table until another event is rolled.
- c)** Any roll which you don't like which occurs after you obtain Lady Luck's Smile may be re-rolled. More than one Lady Luck's Smile may be accumulated during a mission, and they may be carried over to the next mission. Once used, a smile from Lady Luck is gone.
- d)** Remove one fighter of your choice from each wave for the remainder of the mission. A second roll of this event cancels its effects; a third restores them, and so on.
- e)** See the notes to Table 5-6 for repairing jammed guns. If you are out of formation at 10,000 feet, ignore this result and re-roll until another is obtained.
- f)** It is possible to have more than one "Ace for a day", but if one crewman is rolled twice, ignore the second roll and don't roll again. A legitimate ace is unaffected by this event, and don't roll for another crewman.
- g)** Roll 2D6: **2-8**, Close call but no effect; **9, 10**, Shallow dive (Bomber falls out of formation. In each new zone entered, roll on Table 4-8 until the bomber regains the formation); **11**, Steep dive, bomber falls violently out of formation, bombs tear through the bottom of plane and are lost if still aboard, and roll 1D6 once for each wing: **1-5**, Wing holds, bomber must abort mission; **6**, Wing rips off, crew must bailout on Table 7-4.; **12**, Mid-air collision (Bomber destroyed and crew must bailout on Table 7-4). If you are out of formation, treat this result as #2, Engine failure, instead.
- h)** If you are already the lead or tail plane, ignore this result and re-roll until another result is obtained. If you are out of formation, re-roll also.
- i)** If you are out of formation, add + 1 to rolls on Table 5-2 for the remainder of the mission.
- j)** If you are out of formation, subtract -1 to rolls on Table 5-2 for the remainder of the mission.

(Design Note: Rolling the Random Event "Disrupted Formation" on Table 5-3D you will add +1 to your dice roll on Table 5-2 Number of German Fighter Waves (Any Zone) for the remainder of the mission as stated. The thinking here is that you are flying a very loose formation and the German fighters are targeting your six-plane cell because of it. This is different than being "Temporarily Disrupted" as discussed in Rule 4.7. You can recover from being "Temporarily Disrupted" as stated in the rule.)

**Table 5-4 NUMBER OF GERMAN FIGHTERS DRIVEN OFF BY FRIENDLY FIGHTER ESCORT
Roll 2D6**

Die Roll	Poor Cover	Fair Cover	Good Cover
2	1 (0)	3 (1)	3 (2)
3	1 (0)	2 (1)	3 (2)
4	1 (0)	2 (1)	3 (2)
5	0 (0)	1 (1)	2 (1)
6	0 (0)	1 (0)	1 (0)
7	0 (0)	1 (1)	2 (1)
8	0 (0)	1 (0)	1 (0)
9	0 (0)	1 (1)	2 (1)
10	1 (0)	2 (1)	3 (2)
11	1 (0)	2 (1)	3 (2)
12	1 (0)	3 (1)	3 (2)

Table Notes: a) Column headers, POOR COVER, FAIR COVER and GOOD COVER are determined from Table 2-13's die roll. No fighters can be driven off if there is a NO Fighter Escort result From Table 2-13's die roll.

b) On Table 5-4, the first number is the number of attacking fighters driven off in the first wave. The number in parentheses is the number of attacking fighters driven off in each successive wave.

Table 5-5 DEFENSIVE FIRE ALLOCATION (B-17/B-24)

Fighter Attack From	MG Field of Fire All models unless noted otherwise.
12 High	Top Turret Nose Gun (B-17F, B-24D) Nose Turret (B-24J)
12 Level	Top Turret Nose Gun (B-17F, B-24D) Chin Turret (B-17G) Nose Turret (B-24J)
12 Low	Ball Turret Nose Gun (B-17F, B-24D) Chin Turret (B-17G) Nose Turret (B-24J)
1:30 High	Top Turret Right Waist Right Cheek (B-17, B-24D) Nose Turret (B-24J)
1:30 Level	Top Turret Right Cheek (B-17, B-24D) Chin Turret (B-17G) Nose Turret (B-24J)
1:30 Low	Ball Turret Right Cheek (B-17, B-24D) Right Waist (B-17, B-24) Chin Turret (B-17G) Nose Turret (B-24J)
3 High	Top Turret Right Waist
3 Level	Top Turret Ball Turret Right Waist
3 Low	Ball Turret Right Waist
6 High	Top Turret Radio Room (B-17) Tail Guns (B-17) Tail Turret (B-24)
6 Level	Tail Guns (B-17) Tail Turret (B-24)
6 Low	Ball Turret Tail Guns (B-17) Tail Turret (B-24)
9 High	Top Turret Left Waist
9 Level	Top Turret Ball Turret Left Waist
9 Low	Ball Turret Left Waist
10:30 High	Top Turret Left Waist Left Cheek (B-17, B-24D) Nose Turret (B-24J)
10:30 Level	Top Turret Left Cheek (B-17, B-24D) Chin Turret (B-17G) Nose Turret (B-24J)
10:30 Low	Ball Turret Left Cheek (B-17, B-24D) Left Waist (B-17, B-24) Chin Turret (B-17G) Nose Turret (B-24J)
Vertical Dive (a)	Top Turret Radio Room (B-17G) See Optional Rule 10.5.3
Vertical Climb (b)	Ball Turret

Table Notes:

- a) Vertical Dive: this fighter may not be driven off by fighter cover.
b) Vertical Climb: This fighter may be driven off by fighter cover.

Table 5-5A GERMAN FIGHTER PILOT SKILL LEVEL

Roll 1D6

Roll	German Fighter Pilot Skill Level
1,2	Green
3,4	Average
5,6	Ace

Table Notes: **Green:** -1 die roll modifier to hit bomber/ +1 die roll modifier for bomber to hit the fighter/+1 to Collision Table (Table 5-16). **Ace:** +1 to hit the bomber/-1 to hit the fighter/-1 to Collision Table.

Table 5-6 BOMBER DEFENSIVE FIRE RESOLUTION

Roll 2D6 for each gun/turret assigned from Table 5-5

ROLL	EFFECT
<1	Miss: Fighter attacks normally.
2	Gun(s) jam, see Note (a); fighter attacks normally.
3-7	Miss: Fighter attacks normally.
8-12+	Fighter hit —roll for damage on Table 5-7

Table Notes:

- a)** For single gun mounts, gun is automatically jammed. For twin gun mounts, roll 1D6: **1-4**, one gun jams; **5-6**, both guns jam. A gunner may attempt to fix a jammed gun once for each zone entered, starting on next turn. Roll 1D6: **1-2**, gun fixed, can fire normally that turn; **3-5**, gun remains jammed; **6**, gun broken permanently. Jammed or broken twin gun mounts with one gun non-functioning do not receive the +1 damage modifier on Table 5-7 when scoring a hit.
- b)** Regardless of modifiers in effect, an unmodified roll of “12” is always a hit.

Die Roll Modifiers (cumulative) (Table 5-6):

- 3 for defensive fire against VERTICAL DIVE fighter position.
- 2 for defensive fire if Intercom System out for all guns firing except Tail Guns (B-17)/Tail Turret (B-24)
- 2 for defensive fire if **Chin Turret (B-17G)**, Nose Turret (B-24J), Top Turret (B-17, B-24)/Ball Turret (B-17/B-24) /Tail Turret (B-24) Power failed (See Tables **4-3B, 4-3C**)
- 2 for defensive fire against Me-163 Rocket Fighter.
- 1 for defensive fire versus Ace fighter pilot (See Table 5-5A)
- 1 for defensive fire if bomber is performing “Evasive Action” (See Rules Section 5.9)
- 1 for defensive fire, Nose Turret (B-24J) if Nose Turret Hydraulics out (Table 4-3C note “p”)
- 1 for defensive fire if Nose Turret (B-24 Emerson turret)/Ball Turret/Top Turret if Electrical System out (Table 4-3C)
- 1 for defensive fire Tail Turret (B-24) if Auxiliary Hydraulic System out (Table 4-3C)
- 1 for defensive fire by Tail Guns (B-17)/Tail Turret (B-24) if Intercom System out.
- 1 for defensive fire for Tail Guns (B-17)/ Tail Turret (B-24) “Passing Shot” against a fighter attacking from 10:30, 12, or 1:30 positions (See Rules Section 5.5.2).
- 1 Nose (affects Consolidated type turret only) turret defensive fire if #3 engine is out on B-24:
- 1 if the gunner is suffering from Frostbite.
- 1 for defensive fire against Me-262 and He-162 Jet Fighters.
- +1 for defensive fire versus Green fighter pilot (See Table 5-5A)
- +1 for defensive fire by bomber Ace gunner (5+ credited kills)
- +1 for defensive fire versus Me-110, Me-210, Me-410, Ju88 C-6
- +1 for defensive fire against 3 or 9 o’clock fighter attack positions (High/Level/Low).
- +1 for defensive fire by a functioning power turret (electrical power, hydraulic)
- +1 for defensive fire for Chin Turret (B-17G)/Nose Turret (B-24J)/Top Turret defensive fire against 12 o’clock level fighter position.
- +2 for defensive fire against 6 o’clock fighter attack position (High/Level/Low).
- +3 for defensive fire against VERTICAL CLIMB fighter position.

Table 5-6A AREA SPRAY FIRE TABLE (OPTIONAL RULE)

Roll 1D6

Roll	Spray Fire Effects
1	MG Jams - Fighter attacks normally b)
2	Fighter breaks off without firing - No 2nd round attack
3	Fighter Attacks Normally c)
4	Fighter breaks off without firing - No 2nd round attack
5	Fighter Attacks Normally c)
6	Fighter destroyed - remove from play.

Table Notes:

a) Spray Fire may not be used against 12, 1:30, 10:30 or Vertical Dive attacks.

b) For single gun mounts, gun is automatically jammed. For twin gun mounts, roll 1D6: **1-4**, one gun jams; **5-6**, both guns jam. A gunner may attempt to fix a jammed gun once for each zone entered, starting on next turn. Roll 1D6: **1-2**, gun fixed, can fire normally that turn; **3-5**, gun remains jammed; **6**, gun broken permanently. Jammed or broken twin gun mount with one gun non-functioning do not receive the +1 damage modifier on Table 5-7 when scoring a hit.

c) Roll 1D6: **1-2**, Gun Jams follow procedure in note **b)** above. **3-6**, no damage to the gun/turret.

Table 5-7 HIT DAMAGE AGAINST GERMAN FIGHTER

Roll 2D6 for each hit scored from Table 5-6

ROLL	Target Fighter Type							
	Me-109	Me-110 Ju-88 C-6	Fw-190	Me-210 Me-410	Ta-152H	He162	Me-163	Me-262
<2	FCAB	FCAB	FCAB	FCAB	FCAB	FCAB	FCAB	FCAB
3	FCA	FCAB	FCA	FCAB	FCA	FCA	FCAB	FCAB
4	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCAB
5	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA
6	FCA	FBOA	FCA	FBOA	FCA	FCA	FCA	FCA
7	FBOA	FBOA	FCA	FBOA	FCA	FCA	FCA	FCA
8	FBOA	Destroyed	FBOA	Destroyed	FBOA	FBOA	FBOA	FCAB
9	Destroyed	Destroyed	FBOA	Destroyed	FBOA	FBOA	FBOA	FBOA
10	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	FBOA	FBOA
11	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed
12+	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed

Explanation of Results:

FCAB = Fighter continues attack, breaks off after attack, no modifier on Table 5-8.

FCA = Fighter damaged but continues attack, -1 die roll modifier on Table 5-8.

FBOA = Fighter damaged and breaks off after this attack, -2 die roll modifier on Table 5-8 for current combat round.

Destroyed = Fighter destroyed and may not fire at B-17/B-24.

Table Notes:

a) An exact die roll of 12 regardless of modifiers always results in *Fighter Destroyed*.

b) FCA results accumulate on one fighter: 2 FCA results = -2 modifier on Table 5-8; 3 FCA results = fighter Destroyed and may not fire on B-17/B-24.

Die roll modifiers (cumulative):

+1 for Ace Bonus.

+1 for Twin guns (Chin Turret, Ball Turret, Top Turret, Tail Guns) against Me-109, Me-110. (0 Modifier if only one turret gun functioning.)

-1 for Single guns and Twin gun turrets with only a single gun functioning against Fw-190.

-1 for all guns firing on Jet fighters. A natural roll of "12" is always fighter "Destroyed"

Table 5-7A FIGHTER DAMAGE RESULTS FOR FCA AND FBOA HITS ON TABLE 5-7.

Roll 2D6

Roll	Area	FCA and FBOA Damage
2	Tail Vertical Stabilizer	Rudder shredded up, inoperative. a)
3	Tail Horizontal Stabilizer	Tail plane, elevator shredded up, inoperative. a)
4	Fuel Tank	Roll 1D6: 1-3 , sealed; 4-5 , fuel leak e) ; 6 engine-fuel fire, fighter destroyed. c)
5	Left Wing	Roll 1D6: 1-2 , gun damaged. d) ; 3-6 , flap, aileron destroyed, inoperative. a)
6	Left Wing	Superficial
7	Fuselage	Roll 1D6: 1-3 , superficial; 4-6 , cockpit damage, roll for pilot condition. 1D6: 1-2 Pilot OK, 3-4 Pilot Serious Wound, 5-6 Pilot KIA b)
8	Right Wing	Superficial damage.
9	Right Wing	Roll 1D6: 1-2 , gun damaged. d) ; 3-6 , flap, aileron destroyed, inoperative a)
10	Nose Fuselage	Superficial damage
11	Nose Engine	Engine damaged and smoking. Roll 1D6: 1-3 pilot remains in control; 4-5 engine sputters, prop damaged a) ; 6 engine dies, fighter destroyed. c)
12	Nose Engine	Roll 1D6: 1-3 moderate oil leakage, pilot remains in control. e) ; 4-5 oil system ruptured, splattered windshield. a) ; 6 engine-oil fire, fighter destroyed. c)

Table Notes: (To add more detail to damage that fighters receive from defensive fire, the following tables may be consulted.)

- a)** During "possible mid-air collision", add +1 to the second roll. The effects are cumulative.
- b)** If pilot is killed or suffers serious wounds, fighter cannot attack and is destroyed in crash.
- c)** Due to critical situation, this fighter cannot attack **your bomber**.
- d)** Ignore the effect of 1 shell hit from table 5-10 if this fighter successfully hits **your bomber**.
- e)** Due to hazardous situation, fighter is destroyed with only 2 "FCA" results

Table 5-7B FIGHTER DAMAGE RESULTS FOR DESTROYED HITS ON TABLE 5-7.

Roll 2D6

Roll	Area	Fighter Destroyed
2	Tail	Entire tail section broken off, plane falls out of sky. a)
3	Tail	Shredded-up vertical and horizontal stabilizers, flight controls inoperative. b)
4	Fuel tank	Ruptured fuel tank catches fire, plane explodes, pilot killed.
5	Left wing	Wing tears off, plane corkscrews into uncontrolled dive. a)
6	Left wing	Holes all over wing, panels missing, flaps and ailerons shredded, inoperative. b)
7	Fuselage	Fuselage split open, canopy shattered, cockpit smashed, pilot fatally wounded.
8	Right wing	Holes all over wing, panels missing, flaps and ailerons shredded, inoperative. b)
9	Right wing	Wing tears off, plane corkscrews into uncontrolled dive. a)
10	Nose - Fuselage	Excessive mechanical and structural damage all over, plane inoperative. b)
11	Nose - Engine	Engine fire envelopes plane, turns into fireball, pilot fatally burned.
12	Nose - Engine	Engine blown, locked-up prop, stalled-out plane drops out of sky. a)

Table 5-7B Notes:

- a)** Uncontrolled bail-out, Roll: **1-4**, pilot goes down with plane, killed in crash landing. **5-6**, pilot bails out.
- b)** Controlled bail-out, Roll: **1-2**, pilot goes down with plane, killed in crash landing. **3-6**, pilot bails out.

Table 5-8 GERMAN OFFENSIVE FIRE
Roll 2D6 per fighter: Fighter to hit B-17/B-24

ATTACK POSITION	Roll/Result
12 High, Level, Low	≤ 8 = Miss; 9-12+ = B-17/B-24 Hit
10:30/1:30 High, Level, Low	≤ 8 = Miss; 9-12+ = B-17/B-24 Hit
3/9 High, Level, Low	≤ 7 = Miss; 8-12+ = B-17/B-24 Hit
6 High, Level, Low	≤ 6 = Miss; 7-12+ = B-17/B-24 hit
Vertical Dive	≤ 8 = Miss; 9-12+ = B-17/B-24 Hit
Vertical Climb	≤ 6 = Miss; 7-12+ = B-17/B-24 hit

Table Notes:

- a) Regardless of any modifiers in effect, *a roll of 12 is always a hit.*
- b) If hit, go to Table 5-10 to determine the number of shell hits on B-17/B-24
- c) Fighters that do not score hits are removed from the board

Die Roll Modifiers: (Cumulative)

- 2 if fighter is FBOA
- 1 if fighter is FCA.
- 1 if bomber is taking Evasive Action
- 1 if German Fighter Pilot is Green.
- +1 if German Fighter Pilot is an Ace
- +1 if Bomber has two or more engines out.

Table 5-9 2nd AND 3rd ROUND ATTACK CLOCK POSITIONS
Roll 1D6

Roll	Clock Position
1	12
2	10:30
3	3
4	1:30
5	9
6	6

Table 5-9A 2nd AND 3rd ROUND ATTACK LEVELS
Roll 1D6

Roll	Level Position
1	High
2	Level
3	Low
4	Low
5	Level
6	High

Table 5-10 SHELL HITS BY AREA OF ATTACK

Roll 2D6:

Roll	Number of Shell Hits				
	12 / 1:30 / 10:30	3 / 9	6	Vertical Dive	Vertical Climb
2	3	3	5	3	3
3	2	3	4	3	3
4	2	2	3	2	2
5	2	2	3	2	2
6	1	2	2	1	1
7	1	1	2	1	1
8	1	2	2	1	1
9	2	2	3	2	2
10	2	2	3	2	2
11	2	3	4	3	3
12	3	3	5	3	3

Table 5-11 HIT EFFECT MULTIPLIER

Roll 1D6:

	Campaign 1 & 2	Campaign 1 & 2	Campaign 1 & 2	Campaign 1 - 6	Campaign 3 - 6	Campaign 3- 6	Campaign 1 - 6
Die	Me-109	Fw-190	Ju-88C-6	Me-110	Me-109	Fw190	Me-210
1	x 0 (a)	x 0 (a)	x 0 (a)	x 0 (b)	x 0 (b)	x 0 (b)	x 0 (b)
2	x 0 (b)	x 0 (b)	x 0 (b)	x 0 (b)	x 1	x 1	x 1
3	x 0 (b)	x 1	x 0 (b)	x 1	x 1 +1 Hit	x 1 +1 Hit	x 1
4	x 1	x 1	x 1	x 1	x 1 +1 Hit	x 2 +1 Hit	x 1 +1 Hit
5	x 1	x 2	x 1	x 1	x 2	x 2	x 1 +1 Hit
6	x 2	x 2	x 2	x 2	x 2	x 2	x 2

Table 5-11 (Continued) HIT EFFECT MULTIPLIER

Roll 1D6:

	Campaign 3 & 6	Campaign 1 - 6	Campaign 6	Campaign 5 - 6	Campaign 5 - 6	Campaign 5- 6
Die	Ju-88C-6	Me-410	Ta-152	He-162	Me-163 c)	Me-262
1	x 0 (a)	x 0 (b)	x 0 (b)	x 0 (b)	x 1	x 1
2	x 0 (b)	x 0 (b)	x 1	x 1	x 1	x 1
3	x 1	x 1	x 1 +1 Hit	x 1	x 1	x 2
4	x 1	x 1	x 1 + 2 Hits	x 1	x 1	x 2
5	x 2	x 1	x 2	x 2	x 2	x 2
6	x 2	x 2	x 2	x 2	x 2	x 2

Table Notes: Several of the German fighters appear on Table 5-11 in early and late versions. Use the proper fighter type for the campaign you are playing. Roll once on Table 5-11 for *each* scored on Table 5-10.

Table Notes:

a) Any “x 0” result is automatic “Superficial damage” *for that hit* (no effect). It *does count* as a hit on Table 5-8 for determining "Second Round Combats."

b) As required, roll 1D6: “**1-3**” = x 0 (“Superficial Damage”- It does count as a hit on Table 5-8 for determining "Second Round Combats".), “**4-6**” = x 1

c) Me-163 Rocket Fighter can only attack *one time* from above the bomber because of fuel limitations and the nature of its glider design. To determine clock position for the attacking Me-163 Rocket Fighter, roll 1D6. **1-2**, Vertical Dive attack; **3-6**, **roll** on Table 5-9 to determine the clock angle of the attack. All attacks rolled on Table 5-9 are "High" angle attacks. Me-163s attacking from a vertical dive add one extra hit to the result shown on Table 5-10.

NOTE: Tables 5-12, 5-13, 5-14 and 5-15 are found in the Respective B-17 and B-24 Pilot's Flight Operations Manual.

Table 5-16 COLLISION TABLE

Roll 2D6

Roll	Collision Results
<2-10	No Threat of a Collision
11-12≤	Possible Collision

Table Notes: Results - **2-10**, no threat of collision, fighter can re-attack if eligible to do so. **11-12**, possible collision, roll 1D6: **1-5**, fighter misses no collision, no successive attack; **6**, fighter collides with bomber. Roll once on Table 5-12 or Table 5-14 under the appropriate clock position of the attacking fighter to determine the section of the bomber the fighter hit. If the result is "Superficial Damage", the fighter misses, there is no collision. Roll again for any other result that is not a compartment. Otherwise, the result of collision is the same as "Flak Burst Inside Plane" (BIP); see Section 6.5 for the applicable compartment/section hit. Fighters which fail to score a hit on Table 5-8 or do not collide with the BOMBER are removed from the board after any possible tail gun spray fire attempt.

Dice Roll Modifiers: (Cumulative)

- +1 if German Pilot is "Green" (Table 5-5A)
- +1 to the die roll, if the attacking fighter is a Ju-88 C-6 or a Me-110, Me-210 or Me-410.)
- 1 if German Pilot is an "Ace" (Table 5-5A)
- 1 if the attacking fighter did not score any hits on the bomber
- 1 if the bomber took "Evasive Action" during combat, (see Section 5.9)

Table 5-17 BOMBER CREW WOUNDS**Roll 1D6**

ROLL	Bomber Crew EFFECT
1-3	Light Wound: Crewman may continue duties unimpaired a).
4-5	Serious Wound: Crewman may not continue duties, may not bailout b).
6	KIA: Crewman killed in action

Table Notes: Roll once per affected crew member.

a) A second light wound results in:

Bombardier loses his 11-25th (8th AF)/11-50th (15th AF) mission bonus and the Bomb Run roll on Table 6-6 is -1.

Pilot and Co-Pilot lose their 11-25th (8th AF)/11-50th (15th AF) mission bonus when landing (but if either has not taken two light wounds he may land the plane using the mission bonus);

Bailout for this crewman on Table 7-3 is -1.

Three light wounds = a Serious Wound.

Four light wounds = KIA.

Light wound + Serious wound = KIA.

b) After landing roll 1D6 for each seriously wounded crewman for survival: **1**, rapid recovery, may fly next mission;

2-5, recovery, but may not fly any more missions; **6**, wounds fatal, crewman dies.

Die Roll Modifiers for Table 5-17:

+1 if B-24 wrecked on Table 7-1, for all crew forward of Bomb Bay (Nose, Pilot Compartment, Radio Room).

Table 5-17A LOCATION OF SHELL HIT FOR LIGHT WOUND FROM TABLE 5-17**Roll 2D6**

Roll	Area	Actual Result
2	Thorax	Roll 1D6: 1-4 , cracked rib, moderate bleeding; 5-6 , torn trapezius muscle
3	Thorax	Roll 1D6: 1-3 , chest cut, grazed, superficial; 4-6 , torn pectoralis muscle
4	Head	Roll 1D6: 1-3 , skull surface grazed, superficial; 4-6 , skull deflects shrapnel, causes slight concussion, headache
5	Upper extremities	Roll 1D6: 1 , finger severed, moderate bleeding; 2 , hand cut, grazed, superficial; 3-4 , forearm cut, grazed, superficial; 5-6 , torn flexor, extensor muscle
6	Upper extremities	Roll 1D6: 1-3 , shoulder cut, grazed, superficial; 4 , torn deltoid muscle; 5 , torn bicep muscle; 6 , torn triceps muscle
7	Lower extremities	Roll 1D6: 1-3 thigh cut, grazed, superficial; 4-5 , torn vastus muscle; 6 , torn gluteus muscle
8	Lower extremities	Roll 1D6: 1-3 , leg cut, grazed, superficial; 4 , torn flexor muscle; 5-6 , torn gastrocnemius muscle
9	Lower extremities	Roll 1D6: 1 , toe severed, moderate bleeding; 2-4 , foot cut, grazed, superficial; 5-6 , torn calcaneal tendon
10	Face	Roll 1D6: 1-3 , face cut, grazed, superficial; 4-5 , nasal cartilage broken, moderate bleeding; 6 , lips cut, some teeth missing, moderate bleeding
11	Abdomen	Roll 1D6: 1-3 , abdomen cut, grazed, superficial; 4-5 , torn abdominal oblique muscle; 6 , torn latissimus dorsi muscle
12	Neck	Roll 1D6: 1-2 , neck grazed, superficial; 3-4 , torn sternocleidomastoid muscle; 5-6 , torn trapezius muscle

Table 5-17B LOCATION OF SHELL HIT FOR SERIOUS WOUND FROM TABLE 5-17**Roll 2D6**

Roll	Area	Actual Result
2	Face	Roll 1D6: 1-3 , severe laceration; 4 , broken mandible; 5 , shattered nasal cartilage; 6 , inflamed globe
3	Upper extremities	Roll 1D6: 1 , severed hand; 2 , shattered carpal bones; 3 , broken radius; 4 , broken ulna; 5-6 , broken humerus
4	Head	Roll 1D6: 1-3 , skull surface grazed, inflamed deep tissue and brain; 4-6 , bullet, shrapnel lodged in skull, inflamed deep tissue and brain
5	Head	Roll 1D6: 1-2 , cracked frontal bone; 3-4 , cracked temporal bone; 5 , cracked parietal bone; 6 , cracked occipital bone
6	Thorax	Broken rib, inflamed lung
7	Abdomen	Bullet, shrapnel punctures abdominal cavity. Roll 1D6: 1-2 , inflamed liver and kidney; 3-4 , inflamed stomach and spleen; 5-6 , inflamed intestines
8	Thorax	Roll 1D6: 1 , broken clavicle, subclavian artery cut; 2-3 , broken rib, inflamed heart; 4-5 , broken sternum, inflamed heart; 6 , broken scapula
9	Lower extremities	Roll 1D6: 1 , severed foot; 2 , shattered tarsal bones; 3 , broken fibula; 4 , broken tibia; 5-6 , broken femur
10	Abdomen	Bullet, shrapnel punctures abdominal cavity. Roll 1D6: 1-2 , inflamed intestines; 3-4 , groin cut, inflamed bladder; 5-6 , cracked pelvis, inflamed intestines
11	Lower extremities	Roll 1D6: 1 , severed foot; 2 , shattered tarsal bones; 3 , broken fibula; 4 , broken tibia; 5-6 , broken femur
12	Neck	Roll 1D6: 1-4 , severe laceration; 5 , carotid artery cut; 6 , jugular vein cut. Victim dies.

Table 5-17C LOCATION OF SHELL HIT FOR KIA WOUND FROM TABLE 5-17**Roll 2D6**

Roll	Area	Result
2	Upper extremities	Roll 1D6: 1 , severed hand; 2 , severed forearm; 3-4 , severed shoulder; 5 , both radii, ulnas shattered; 6 , both humeri shattered
3	Abdomen	Roll 1D6: 1-4 , shattered pelvis, ruptured intestines; 5-6 , shattered lumbar spine
4	Lower extremities	Roll 1D6: 1 , severed foot; 2 , severed leg; 3 , severed thigh; 4 , lacerated groin both femurs shattered; 5-6 , both fibulas, tibias shattered
5	Abdomen	Roll 1D6: 1 , ruptured liver, kidney; 2 , ruptured stomach, spleen; 3-6 , ruptured intestines
6	Head	Bullet, shrapnel punctures the brain. Roll 1D6 for point of entry: 1-2 , orbital surface; 3-4 , nasal cavity; 5-6 , mouth
7	Head	Bullet, shrapnel punctures the brain. Roll 1D6 for point of entry: 1-2 , frontal bone; 3-4 , temporal bone; 5 , parietal bone; 6 , occipital bone
8	Thorax	Roll 1D6: 1-2 , shattered clavicle, ruptured subclavian artery and vein; 3-6 , shattered ribs, ruptured lung
9	Thorax	Roll 1D6: 1-4 , shattered sternum, ruptured heart; 5 , shattered scapula; 6 , shattered thoracic spine
10	Head	Roll 1D6: 1-3 , shattered skull, part of head blown-off; 4-6 , decapitation
11	Neck	Roll 1D6: 1-3 , severe lacerations, ruptured carotid artery and jugular vein; 4-5 , shattered cervical spine; 6 , decapitation
12	Face	Roll 1D6: 1-3 , severe lacerations; 4 , shattered maxilla and mandible; 5 , shattered nasal and zygomatic bones; 6 , facial structure blown-off

Table 5-18 FROSTBITE**Roll 1D6**

Die Roll	Results
1	No Frostbite this turn
2	No Frostbite this turn
3	No Frostbite this turn
4	Frostbite (a)
5	Frostbite (a)
6 \geq	Severe Frostbite (b)

Table Notes: After Landing roll 1D6 for each frostbitten crewman. On a roll of **1-3** the crewman recovers and can fly the next mission. On a roll of **4-6** the frostbite is severe and crewman is invalidated home. Select a new crewman for the next mission.

(a) -1 Die roll modifier on Table 5-6 if crewman is firing a gun

(b) May not operate a gun. Add +1 to the die roll in the table notes above for recovery status of the crewman.

Die Roll Modifier:

+1 for each additional zone after the "heat out" result was received that the bomber does not descend to 10,000 feet. There is no die roll modifier in the zone immediately following the "heat out" result.

Table 5-18A LOCATION OF FROSTBITE**Roll 2D6**

Roll	Area	Specific Area
2	Forearm	Roll 1D6: 1-2 , right side; 3-4 , left side; 5-6 , both sides
3	Hand, wrist	Roll 1D6: 1-2 , right side; 3-4 , left side; 5-6 , both sides
4	Ears	Roll 1D6: 1-4 , right ear; 5-6 , both ears
5	Hand	Roll 1D6: 1-2 , right hand; 3-4 , left hand; 5-6 , both hands
6	Fingertips	Roll 1D6: 1-2 , left-sided fingertips; 3-4 , right-sided fingertips; 5-6 , both sets
7	Face	Roll 1D6: 1-4 , nose; 5-6 , nose, cheeks and eyebrows
8	Toes	Roll 1D6: 1-2 , left-sided toes; 3-4 , right-sided toes; 5-6 , both sets
9	Foot	Roll 1D6: 1-2 , left foot; 3-4 , right foot; 5-6 , both feet
10	Ears	Roll 1D6: 1-4 , left ear; 5-6 , both ears
11	Foot, ankle	Roll 1D6: 1-2 , right side; 3-4 , left side; 5-6 , both sides
12	Lower leg	Roll 1D6: 1-2 , right side; 3-4 , left side; 5-6 , both sides

Table Notes: After landing, roll **1D6** for each affected crewman. **1-2**, "Frostnip", crewman recovers, continues missions; **3**, superficial frostbite, crewman recovers, continues missions; **4**, superficial frostbite, infection occurs, crewman sent home after treatment; **5-6**, deep frostbite, necrotic blood vessels, gangrene occurs, crewman sent home after amputation

Table 5-19 OXYGEN FIRE - HAND HELD EXTINGUISHERS**Roll 1D6** - per attempt to extinguish fire.

ROLL	EFFECT
1-5	Fire out
6	Fire continues, try again (3 try limit)

Table Notes:

- There are 5 portable fire extinguishers in the B-17
- There are 3 portable fire extinguishers in the B-24D
- There is 1 portable fire extinguisher in the B-24J
- Each is represented by an individual counter placed on the Crew Placement Chart. Each may be sprayed once and then it's empty.
- A crewman may not operate a gun during an attack in which he is fighting a fire.
- A crewman may immediately attempt 3 times (depending on availability of unused fire extinguishers) to put out a fire.
- If the fire is not out after the 3rd try (or when all available extinguishers are exhausted), the crew must immediately bailout, Table 7-3.
- Used extinguishers are removed from play.

Table 6-1 TARGET VISIBILITY

Roll 1D6

Roll	Results
≤1	Clear Conditions Apply. Apply a +1 die roll modifier on Tables 6-2 & 6-6 (Both are cumulative with any other modifiers)
2-3	Target <i>Slightly</i> obscured; No special modifiers to Tables 6-2 & 6-6.
4-5	Target <i>Mostly</i> obscured; Apply a -1 die roll modifier on Tables 6-2 & 6-6 (Both are cumulative with any other modifiers)
6+	Target <i>Completely</i> obscured* (See Design Note for Table 6-6 The Bomb Run); Apply a -2 die roll modifier on Table 6-2 & a -1 die roll modifier on Table 6-6 (Both are cumulative with any other modifiers)

Die Roll Modifiers: (Cumulative)

-1 if "Clear Conditions" from Table 4-1

0 if "Haze" from Table 4-1

+1 if "50% Cloud Cover" from Table 4-1 (0 Modifier if a B-24J "Mickey" radar plane is present)

+2 if "100% Cloud Cover" from Table 4-1 (0 Modifier if a B-24J "Mickey" radar plane is present)

Table 6-2 FLAK OVER THE TARGET

Roll 1D6

Roll	Results
≤1	No FLAK
2-4	Light FLAK
5-6	Medium FLAK
7+	Heavy FLAK

Die Roll Modifiers: (Cumulative)

-2 if Target Visibility is "Target *completely* obscured" (Table 6-1)

-1 if Target Visibility is "Target *mostly* obscured" (Table 6-1)

-1 if bomber is performing "Evasive Action"

-1 for additional FLAK (See Section 6.7)

+1 if "contrails formed" in the Target Zone.

+1 if the bomber is at 10,000 feet *and* one or more engines are out. (Otherwise no modifier)

+1 if Target Visibility is "*Clear Conditions Apply*" (Table 6-1)

Table 6-3 FLAK TO HIT THE BOMBER

Roll 2D6 (Roll 3 times)

Roll	Light FLAK	Medium FLAK	Heavy FLAK
2	Hit	Hit	Hit
3	Miss	Hit	Hit
4	Miss	Miss	Hit
5	Miss	Miss	Miss
6	Miss	Miss	Miss
7	Miss	Miss	Miss
8	Miss	Miss	Miss
9	Miss	Miss	Miss
10	Miss	Miss	Hit
11	Miss	Hit	Hit
12	Hit	Hit	Hit

Table Notes: For *each* "Hit" rolled on Table 6-3, roll once on Table 6-4.

Table 6-4 FLAK SHELL HITS**Roll 2D6**

Roll	Result
2	<i>Burst Inside Plane a)</i>
3	3
4	2
5	2
6	1
7	1
8	1
9	1
10	2
11	2
12	3

Table Notes: Roll once on Table 6-5 for each shell hit on the bomber.

a) See Section 6.5 of the rules for the effects of a BIP.

Table 6-5 AREA AFFECTED BY FLAK HITS**Roll 2D6** for each hit scored from Table 6-4.

ROLL	B-17 AREA AFFECTED	B-24 AREA AFFECTED
2	Bomb Bay (A-3)	Radio Room (B-4)
3	Superficial Damage	Superficial Damage
4	Radio Room (A-4)	Bomb Bay (B-3)
5	Tail (A-6)	Tail (B-6)
6	Left Wing (A-7)	Left Wing (B-7)
7	Superficial Damage	Superficial Damage
8	Right Wing (A-7)	Right Wing (B-7)
9	Waist (A-5)	Waist (B-5)
10	Nose (A-1)	Nose (B-1)
11	Superficial Damage	Superficial Damage
12	Pilot Compartment (A-2)	Pilot Compartment (B-2)

Table Note: After finding the area affected by each flak hit, go to tables 15-13, Sub-Tables A1 thru A8 or Table 15-15, sub-tables B1 thru B8 depending on the bomber type you are flying to determine the damage done. The B-24 has separate damage tables for some sections of the B-24D and B-24 J. Be sure you have the correct table for the model you are flying.

Table 6-6 THE BOMB RUN

Roll 2D6

Roll	Results
< 2	Off Target
3-12+	On Target

Table Notes: Bomb Run result is automatically "Off-Target" if the Norden Bombsight is damaged, Bomb controls are inoperative, Bomb Bay Doors Inoperable, or Control Cables damaged.

Standard Game Die Roll Modifiers: (Cumulative)

- 3 if the bomber *is out-of-formation* and the Bombardier is bombing manually.
- 2 if the bomber *is in formation*, and the Bombardier is bombing on command from the Mission Lead Bomber.
- 2 if the auto pilot mechanism is out.
- 2 if bomber used evasive action in the target zone.
- 1 if bombardier has less than 5 missions.
- 1 if Bombardier is KIA, WIA or Frostbitten and another crewman is bombing.
- 1 if Navigator is KIA, WIA or Frostbitten and another crewman is bombing.
- 1 if bomber is flying in a "disrupted formation"
- 1 if "Target Visibility" is "Target *mostly* obscured" on Table 6-1
- 1 if "Target Visibility" is "Target *completely* obscured" on Table 6-1 (See Design Note Below)
- +1 if "Target Visibility" is "Clear conditions apply" on Table 6-1
- +1 if bomber is flying an "extra tight" formation from Random events table.

(DESIGN NOTE: "Completely Obscured" is a relative term. It is the most obscured condition of the four states of visibility that a target can have. Each of these visibility states has a greater dice roll modifier as the condition worsens. A good bombardier when using the Norden Bombsight can use various means to line up on a target even if he cannot actually see the target itself in the bomb site. One method is to use terrain analysis and pick the bomb drop point off of a map in relation to prominent terrain features. Then you find those prominent features in the bomb sight and estimate where the drop point will be in relation to those same features to determine the aiming point. Not as accurate maybe as seeing the target itself but it works. There are also other techniques a good bombardier can use to find the target even when it is completely obscured.

If your bomber is not the lead bomber you mostly are bombing on command, then you drop when the lead bomber says to drop. You might even have a "togglie" onboard instead of a bombardier and there is no Norden Bombsight on your bomber, so you drop on command. (See Rule 10.8 Toggliers and rule 10.7.4 Bombardiers) Radar equipped bombers were also used. (See Rule 10.9 Pathfinder Force Bombers -Radar Bombing.) So, in real life it is not necessary to actually see the target to be successful in hitting it with your bomb load.

The dice roll modifiers for the bomb run get progressively worst as the visibility gets worse it affects the degree of difficulty hitting the target on the bomb run.)

Die Roll Modifiers for use with the Lead Crew and "Mickey" Equipped Radar Bomber Optional Rules - (Do Not use Standard Game Die Roll Modifiers) (Cumulative)

- +1 if your Lead Bombardier has flown against the *same* "target type" at least twice before. (Optional Rules Section 10.7) (Optional Rules Section 10.7)
- +1 if bombardier has 11-25 (8th AF)/11-50(15th AF) missions.
- +1 if "Target Visibility" is "Clear conditions apply" on Table 6-1
- +1 if bomber is flying an "extra tight" formation from Random events table.
- 1 if Bombardier is KIA, WIA or Frostbitten and another crewman is bombing.
- 1 if Navigator is KIA, WIA or Frostbitten and another crewman is bombing.
- 1 if Radar is out **or** Intercom is out **or** radar operator is KIA or WIA (no additional modifier if more than one condition applies)
- 1 if using a Radar Equipped Pathfinder Bomber with all radar bombing mechanisms working and the radar operator is not injured *and* "Target Visibility" is "Target *mostly* obscured" on Table 6-1, roll 1D6. If the result is **1-3**, use the -1 modifier. If the result is **4-6**, no modifier is used for the weather.

-2 if using a Radar Equipped Pathfinder Bomber with all radar bombing mechanisms working and the radar operator is not injured and "Target Visibility" is "Target completely obscured" on Table 6-1, roll 1D6. If the result is **1-3**, use the -2 modifier. If the result is **4-6**, no modifier is used for the weather.

-2 if the auto pilot mechanism is out.

Table 6-7 BOMBING ACCURACY

Roll 2D6

On Target		Off Target	
Roll	Percentage	Roll	Percentage
2	See Note a)	2	See Note b)
3	60	3	10
4	50	4	5
5	40	5	0
6	30	6	0
7	20	7	0
8	30	8	0
9	40	9	5
10	50	10	10
11	See Note a)	11	Roll 2D6
12	88 + 2D6	12	Roll 2D6

Table Notes: a) As applicable, roll 1D6 three times and multiply the sum by the roll of 1D6 die. **If the result is greater than 100%, round off the result to 100%.** b) As applicable, roll 2D6, subtract 6 from the dice roll (to a minimum of zero), and multiply the result by 3.

Table 7-1 LANDING ON LAND

Roll 2D6

ROLL	EFFECT - (Condition of Crew Immediately After Landing)
-3	Crew KIA and B-17/B-24 wrecked
-2	Crew rolls for wounds, Table 5-17, die roll +1, B-17/B-24 wrecked f)
-1	Crew rolls for wounds, Table 5-17; B-17/B-24 wrecked f)
0	Crew safe and B-17/B-24 irreparably damaged
1	Crew safe and B-17/B-24 repairable by next mission. (If landing at your airbase)
2-12	Crew and B-17/B-24 safe if landing at Base. Crew Safe, Bomber lost if "crash landing" in Europe.

Note: For bombers landing in German occupied territory determine the disposition of surviving crew members by referring to notes c), d), and e) in Table 7-3 Controlled Bailout.

Table Notes:

a) A roll of 12 is always "crew safe" regardless of negative modifiers. (Crew Escapes and Evades back to friendly territory if the bomber makes a forced landing in enemy territory. **This is an exception to the POW referral note above**)

b) If roll is 0 or less and bombs are still aboard, roll 1D6: **1-5**, No effect; **6**, Explosion, B-17/B-24 destroyed and all remaining crew are KIA.

c) If a B-17/B-24 force lands in the Alps, the bomber is destroyed and all aboard are KIA. (Italy/15th AF)

d) If landing at the island of Vis and landing gear or brakes out, roll 1D6: **1-4**, Crew safe, plane wrecked; **5-6**, Crew rolls for wounds, plane wrecked.

e) If B-24 wrecked on Table 7-1, all crew forward of Bomb Bay (Nose, Pilot Compartment, and Radio Room) are +1 on Table 5-17.

f) Roll 1D6 for each crew member individually. **1-3**, Crewman uninjured. **4-6**, roll on Table 5-17. Apply any die roll modifiers.

Die Roll Modifiers: (Cumulative)

-7 if landing on land with no engines operating.

-4 if landing with bombs onboard.

-4 if number 3 engine **and electrically powered auxiliary hydraulic pump (in bomb bay) are out** on B-24 bomber

-3 If landing with only 1 engine operating.

-3 if a B-17/B-24 "Crash lands" on land in Occupied Europe (See Tables 2-8A, B and C to determine what areas are German controlled.)

- 3 if landing on land and Landing Gear Out (either side). Roll 1D6 again for irreparable damage: **1-3**, B-17 is repairable; **4-6**, B-17 irreparably damaged. Roll 1D6 **1-4**, B-24 is repairable; **5-6**, B-24 is irreparably damaged.
- 2 if landing with 2 engines out on same side.
- 2 if B-24 landing on land with nose wheel out.
- 2 if weather over base is BAD on Table 3-1.
- 1 if weather over base is POOR on Table 3-1.

(Continued Next Page)

- 1 if the Pilot and Co-Pilot are dead or seriously wounded and another crewman is attempting to land the B- 17/B-24.
- 1 if landing on land and Brakes Out (either side).
- 1 if 2 window hits in pilot compartment.
- 1 if control cables out.
- 1 if Rudder is out.
- 1 if both elevators are out.
- 1 if landing on land, Tail wheel out on B-17.
- 1 if both the left and right wing flaps or both left and right ailerons are inoperable
- +1 if Pilot and/or Co-Pilot are on 11-25th mission (8th AF or 15th Air Force).
- +2 if Pilot and/or Co-Pilot are on their 26-35th mission (15th Air Force).
- +3 if Pilot and/or Co-Pilot are on their 36-50th mission (15th Air Force).

Table 7-2 LANDING IN WATER

Roll 2D6

ROLL	EFFECT
2-3	Crew lost
4-12	Crew rescued (See Notes: c , d & e)

Table Notes:

- a)** A roll of 12 is always “crew safe” regardless of negative modifiers. (Crew Escapes and Evades back to friendly Territory.)
- b)** If bombs are still aboard, roll 1D6: **1-5**, No effect; **6**, Explosion, B-17/B-24 destroyed and all remaining crew are KIA.
- c)** If B-24, all crew forward of Bomb Bay (Nose, Pilot Compartment, Radio Room) are +1 on Table 5-17.
- d)** If (B-24/B17) ditches and the ball turret gunner is still trapped in the turret he is KIA.
- e)** Roll 1D6 for each crew member individually. **1-3**, Crewman uninjured. **4-6**, roll on Table 5-17. Apply any die roll modifiers.

Die Roll Modifiers: (Cumulative)

- 6, if out of formation and landing in water with radio out.
- 5 for B-24 landing in water with no engines operating.
- 4 for B-17 landing in water with no engines operating.
- 4 if landing with bombs onboard.
- 4 if number 3 engine **and electrically powered auxiliary hydraulic pump (in bomb bay) are out** on B-24 bomber
- 3 if B-24 is landing in water.
- 3 If landing with only 1 engine operating.
- 2 if rubber rafts were damaged.
- 1 if the Pilot and Co-Pilot are dead or seriously wounded and another crewman is attempting to land the B- 17/B-24.
- 1 if 2 window hits in pilot compartment.
- 1 if control cables out.
- 1 if Rudder is out.
- 1 if both elevators are out.
- 1 if landing on land, Tail wheel out on B-17.
- 1 if both the Left and Right wing flaps or ailerons are inoperable
- +1 if Pilot and/or Co-Pilot are on 11-25th mission (8th AF or 15th Air Force).
- +2 if Pilot and/or Co-Pilot are on their 26-35th mission (15th Air Force).
- +3 if Pilot and/or Co-Pilot are on their 36-50th mission (15th Air Force).

Table 7-3 CONTROLLED BAILOUT

Roll 1D6

ROLL	EFFECT
1	Roll 1D6: 1-5 , Bailout OK; 6 , Crewman killed in accident
2-6	Bailout OK (See Note: f) Below)

Table Notes for Tables 7-3: Before rolling on Table 7-3 use Table 2-8C Zone Control Chart to determine who is in control of the zone your crew is bailing out in. Table 2-8C is found in the Target Listing and Gazetteer manual.

- a)** Roll for each crewman separately.
- b)** Seriously wounded crewmen may not bail out. They are killed in the crash of the bomber.

- c) If landing in Germany or Axis controlled France, Netherlands or Italy, for each surviving crewman roll 1D6: **1-5**, Captured; **6**, Rescued by Underground and returned to England/US controlled Italy in time for next mission. (Seriously wounded crewmen are automatically captured).
- d) If a crew member bails out and lands unhurt or survives a forced landing in Yugoslavia, or Greece: roll 1D6: **1-5**, Captured; **6**, crewman will be returned in time for the next mission by the Underground or Partisans.
- e) If a crew member bails out and lands unhurt or survives a forced landing in Austria, Hungary, Bulgaria, Rumania, or Albania, he is automatically captured.
- f) If a crew member bails out and lands unhurt or survives a forced landing in Zone 1, he is automatically ready for the next mission.
- g) If a crew member bails out over the Alps, roll 1D6: **1-5**, dies of cold and exposure; **6**, rescued but captured.
- h) If crew bailed out over water roll 1D10 + 1D10 for each crewman. "**01 to 25**" - crewman rescued. Crewmen rescued from the sea in Zones 2-5 are returned to England; those rescued from the sea in Zones 6 or 7 are captured.
- i) "**26 to 00**" - Crewman is lost and presumed dead.

Table 7-3 Die Roll Modifiers:

-1 for crewmen bailing out with two light wounds

Table 7-4 BAILOUT FROM UNCONTROLLED PLANE

Roll 1D6

ROLL	EFFECT
1-5	No bailout, goes down with plane
6	Bailout OK (See Note: f) Below)

Table Notes for Tables 7-4: Before rolling on Table 7-4 use Table 2-8C Zone Control Chart to determine who is in control of the zone your crew is bailing out in. Table 2-8C is found in the Target Listing and Gazetteer manual.

- a) Roll for each crewman separately
- b) Seriously wounded crewmen may not bail out. They are killed in the crash of the bomber.
- c) If landing in Germany or Axis controlled France, Netherlands or Italy, for each surviving crewman roll 1D6: **1-5**, Captured; **6**, Rescued by Underground and returned to England/US controlled Italy in time for next mission. (Seriously wounded crewmen are automatically captured).
- d) If a crew member bails out and lands unhurt or survives a forced landing in Yugoslavia, or Greece: roll 1D6: **1-5**, Captured; **6**, crewman will be returned in time for the next mission by the Underground or Partisans.
- e) If a crew member bails out and lands unhurt or survives a forced landing in Austria, Hungary, Bulgaria, Rumania, or Albania, he is automatically captured.
- f) If a crew member bails out and lands unhurt or survives a forced landing in Zone 1, he is automatically ready for the next mission.
- g) If a crew member bails out over the Alps, roll 1D6: **1-5**, dies of cold and exposure; **6**, rescued but captured.
- h) If crew bailed out over water roll 1D10 + 1D10 for each crewman. "**01 to 25**" - crewman rescued. Crewmen rescued from the sea in Zones 2-5 are returned to England; those rescued from the sea in Zones 6 or 7 are captured.
- i) "**26 to 00**" - Crewman is lost and presumed dead.

Table 9-1 GERMAN JETS TABLE

Roll 2D6

Roll	Type of Jet Encountered
2	Me-163 x2
3	He-162 x3
4	Me-163 x1
5	Me-163 x2
6	Me-262 x2
7	Me-262 x2
8	Me-262 x3
9	He-162 x2
10	He-162 x2
11	Me-163 x1
12	Me-262 x2

Table Notes:

- a) Jets cannot be driven off by Escorting Fighters.
- b) Me 163 Komet's *always* attack from a "High" elevation and cannot make a second or third round attack.

Table 9-2 (Optional Rule) AWARDS

Roll 1D10

Die Roll	Award
1	Denied
2	Air Medal
3	Denied
4	Bronze Star
5	Denied
6	Air Medal
7	Silver Star
8	Denied
9	Distinguished Flying Cross
10	Medal of Honor

Table Notes:

- a) Any wounded Crewman receives a Purple Heart Automatically.
- b) Crewmen can receive an award more than one time.