Adding More Enemy Fighters to Target for Today:
Italy, Hungary and Romania

A. Introduction

This expansion kit adds more enemy fighters to Target for Today (TFT), representing the countries of Italy, Hungary and Romania. If the player is flying missions with the 15th Air Force, he will have a chance to shoot down fighters from these countries. This expansion does not affect 8th Air Force missions.

All current rules for TFT remain in effect, except those noted below.

B. Rule Changes

When a player has a mission to Italy, Hungary or Romania, they player will use the following rules.

1. Italy

When the player has a mission where the target is in Italy, the player will use the Supplemental Tables (5-3SA, 5-3SB and 5-3SC) to determine enemy fighter placement in all zones to and from the target. If a result indicates placing a fighter from Italy or Hungary or Romania, the player will place only the Italian fighter or fighters as well as any German fighters listed. The Hungarian and Romanian Fighters are ignored. Italian fighters are indicated by (It), Hungarian by (Hu) and Romania (Ro).

2. Hungary

Should the player's target be located in Hungary, the player will use the Supplemental Tables (5-7S) to determine enemy fighter placement in all zones designated with an "H" in the Target Listing Tables to and from the target. If a zone is not designated with an "H", the player determines fighter placement per standard rules. If a result indicates placing a fighter from Italy or Hungary or Romania, the player will place only the Hungarian fighter or fighters as well as any German fighters listed. The Italian and Romanian Fighters are ignored.

3. Romania

If the player's target is located in Romania, the player will use the Supplemental Tables (5-7S) to determine enemy fighter placement in all zones designated with an "R" in the Target Listing Tables to and from the target. If a zone is not designated with an "R", the player determines fighter placement per standard rules. If a result indicates placing a fighter from Italy or Hungary or Romania, the player will place only the Romanian fighter or fighters as well as any German fighters listed. The Italian and Hungarian Fighters are ignored.

C. Determining Hits on Axis Fighters

When determining hits to Italian, Hungarian or Romanian fighters use the supplemental Table 5-7S. However, if the fighter is an ME-109, Fw-190 or Me-210, use the standard Table 5-7 per normal rules.

D. Axis Offensive Fire

There are no Hit Effect Multipliers for the G50, IAR80, HE112, RE2000, RE2001, C200 and C202. For Italian, Romanian and Hungarian Me-109, Fw-190 or Me-210's use Table 5-11 in the latest Rule Book. All Notes listed under Table 5-11 in the rule book apply to the Table 5-11 Supplement.

When determining Hit Effect Multipliers for the G-55, Re2005 and the C205, use the Supplemental Hit Effect Multiplier Table 5-11S.

E. Supplemental Tables

Supplemental Tables are below.

Table 5 – 3SA AXIS FIGHTER APPEARANCE (Supplemental)
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 One Mc205 (It): 12/Le or One Me-109 (Hu): 9/H or One Me-109 (Ro): 3/H
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	Two Me109(i): 3/Lv, 9 Lv Two Me-109 (It): 12/H, VD(b) or Two Me-109 (Hu): 12/H, VD(b) or Two Me-109 (Ro): 12/H, VD(b)	Four Me109(i): 12/H, 12/Lv, 10:30/H, 1:30/H
15	Two Me109: 6/Lv, 1:30/H One G50 (It) 9/Lv or One He-112 (Hu) 3/Lv or One He-112 (Ro) 6/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	Three Me109(i): 12/H, 1:30/H, 10:30/H One C202 (It): 6/H or One Me-109 (Hu): 6/H, or One Me-109 (Ro), 6/H	Four Fw190: 12/H, 1:30/H, 3/H, 6/H One Re2005 (It): 6/H or One Me-109 (Hu): 9/Lo or One Me-109 (Ro): 3/Lo
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	Two Me110: 1:30/Lo, 1:30/Lv One C205 (It): VC (e) or One Me-109 (Hu): VC(e) or One Me-109 (Ro): VC(e)	Fw190: 10:30/H, Me110: VC (e) One C205 (It): 1:30 Lv or One Me-109 (Hu): 12/Le or One Me-109 (Ro): 6/Le
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	Ju88C-6: 10:30/H, One C202 (It) 1:30/H or One Me-109 (Hu) 1:30/H or One Me-109 (Ro) 1:30/H	One Me210: 10:30/L One Me410: 12/H Two Me-109 (It): 6/Lo, 6/H or Two Me-109 (Hu): 6/Lo, 6/H or Two Me-109 (Ro): 6/Lo, 6/H	Two Fw190: 12/H, 1:30/Lo Two Me210: 3/H, VC (e) One Me-109 (It): 6/H or One Me-109 (Hu): 3/Lo or One Me-109 (Ro): 9/Le
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	One Me-109 (i): 12/Lv, One Re2000 (It) 9 Lv, One C200 (It) 1:30/H or One Me-109 (Hu) 6/H, One He-112 (Hu) 12/H, or One IAR80 (Ro) 10:30/Lo, Me-109 (Ro) VC (e)	Three Fw190: 3/H, 9/H, 12/H	Four Me109(i): 12/Lv, 12/Lo, 12/H, 10:30/Lv One Re2005 (It): 3/H or One Me-109 (Hu): 9/H or One Me-109 (Ro): 6/Lo
55	None	Me109: 1:30/Lo Re2005 (It): 3/H or Me-109 (Hu): 3/H or One IAR-80 (Ro): 3/H	Me210: 6/Lv, Three Me109: 12/H, 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	Re2001 (It): 1:30/H or He-112 (Hu: 1:30/H or He-112 (Ro): 1:30/H	Two Fw190: 12/H, 1:30/H	Three Fw190: 10:30/H, 12/H, 1:30/H
64	One Fw190: 12/Lo, One G55 (It) 6/H or Me109 (Hu) 6/H or IAR80 (Ro) 6/H	Two Me110: 12/Lv, 6/Lo, VC (e) One Re2000 (It) or One Me109 (Hu) or One Me-109 (Ro)	Four Fw190: 12/Lv, 1:30/Lv, 3/Lo, 9/H
65	None	Fw190: 6/Lo	Three Me109(i): 12/Lv, 3/H, 1:30/H Two C205 (It): 6/H, VD (b) or Two Me-109 (Hu): 6/H, VD (b) or two Me-109 (Ro): 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 – 3SB AXIS FIGHTER APPEARANCE (Supplemental)
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 One Re2005 (It): 9/H or one Fw-Me-109 (Hu): 9/H or one Me-109 (Ro): 9/H
12	None (c)	Fw190 : 12/H One Me-109 (It): 1:30/Lv or one Fw-190 (Hu): 1:30/Lv or one Me-109 (Ro): 1:30/Lv	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 One G55 (It): 10:30/H or one Fw-190 (Hu): 3/H or one Me-109 (Ro): 6/Le	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) One C205 (It): 6/Lo or One Me-210 (Hu): 6/Lo or one Me-109 (Ro): 6/Lo
22	None	Fw190: 3/Lo One Re2005 (It): 3/H or One Me-109 (Hu): 3/H or one Me-109 (Ro): 3/H	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	One Fw190: VD (d), One C205 (It): 12/H or One Me210 (Hu): 12/H or one Me-109 (Ro): 12/H	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) One Re2005 (It): 10:30/Lo or One Me-210 (Hu): 10:30/Lo or One Me-109 (Ro): 10:30/Lo
32	None	Fw190: 9/H One C205 (It): 3/Lv or One Me-210 (Hu): 1:30/Le or One IAR80 (Ro): 1:30/Lv	Two Fw190 (h): 10:30H, 3/Lv
33	Fw190(i): 12/H, One Me-109 (It): 1:30/Lv or One Me-109 (Hu): 1:30/Lv or One IAR80 (Ro): 1:30/Lv	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 One G55 (It): 6/Lo or One Me-109 (Hu): 6/Lo or One Me-109 (Ro): 6/Lo
42	None	Fw190: 12/H One Me-109 (It): 9/Lv or One Me-109 (Hu): 9/Lv or One Me-109 (Ro): 9/Lv	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, One Re2005 (It): 3/H or One Fw-190 (Hu): 3/H or One Me-109 (Ro): 3/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 One C205 (It): 12/H or one Fw-190 Hu): 12/H or One IAR80 (Ro): 12/H
53	Me-109: 9 /H, One C205 (It): 9/Lo or one Me-109 (Hu): 9/Lo or One Me-109 (Ro): 9/Lo	Two Me109(i): 9/Lv, 12/H One Re2005 (It): 3/H or one Me-109 (Hu): 3/H or One Me-109 (Ro): 3/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)** **One G55 (It): 9/Lo or One Me-109 (Hu): 9/Lo or One Me-109 (Ro): 9/Lo**
62	None	Fw190(h): 12/Lv	**Me109(h): 3/Lv,** **Me110: 1:30/Lv**
63	Ju88C-6: 6/Lo, One G55 (It): 6/H or One Fw-190 (Hu): 6/H or One Me-109 (Ro): 6/H	**Two Fw190: 12/H, 1:30/H, One Me109 (It): 10:30Lv or One Me-210 (Hu): 6/H or One Me-109 (Ro): 6/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?	

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 – 3SC GERMAN FIGHTER APPEARANCE (Supplemental)
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, One Me-109 (It): 3/H or Fw-190 (Hu): 3/H or IAR80 (Ro): 3/H
13	None (f)	Ta152H:12/Lo, One Re2005 (It): 12/Lv or Me-109 (Hu): 12/Lv or One Me-109 (Ro): 12/Lv	Two Me262 (a): 10:30 Lo, 1:30/H
14	Me163 (a): 12/H, One C205 (It): 6/H or One Fw-190 (Hu): 6/H or One Me-109 (Ro): 6/H	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, C205 (It): 9/Lo or One Me-210 (Hu): 9/Lo or One Me-109 (Ro): 9/Lo
23	Me109: 12/Lv	Me262(a): 12/Lv, One G55 (It): 3/Lv or One Fw-190 (Hu): 3/Lv or One Me-109 (Ro): 3/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 One G55 (It): 9/H or One Me-210 (Hu): 9/H or One Me-109 (Ro): 9/H	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): 9/H, C205 (It): 6/Lv or One Me109 (Hu): 6/Lv or One Me109 (Ro): 6/Lv
33	Two Me262 (a): 10:30/H , 1:30/Lv	Fw190: 12/H, C205 (It): 10:30/Lv or One Fw190 (Hu): 10:30/Lv or One Me-109 (Ro): 10:30/Lv	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 Me109 (It): 10:30/H or One Fw190 (Hu): 10:30/H or One IAR80 (Ro): 10:30/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	One C205 (It): 3/Lo or One Me-109 (Hu): 3/Lo or One Me-109 (Ro): 3/Lo	None	None
42	None	None (g)	Me163(a): 12/H, Re2005 (It): 12/Lv or One Fw190 (Hu): 12/Lv or One IAR80 (Ro): 12/Lv
43	None (g)	Me109: 9/H, One C205 (It): 9/Lo or One Me-210 (Hu): 9/Lo or One Me-109 (Ro): 9/Lo	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, One C205 (It): 3Lv or One Me-109 (Hu): 3 Lv or One Me-109 (Ro): 3/Lv	Two Me109: 9/Lv, 12/H
54	Me163 (a): 6/H, One Re2005 (It): 9/H or One Fw-190 (Hu): 9/H or One Me-109 (Ro): 9/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, Me109 (It): 1:30H or One Fw190 (Hu): 1:30H or One Me-109 (Ro): 1:30H
56	Random Event/No Attacks?		
61	One C205 (It): 6/Le or One Me-210 (Hu): 6/Le or One Me-109 (Ro): 6/Le	One Re2005 (It): 12/H or One Fw-190(Hu): 12/H or One IAR80 (Ro): 12/H	None
62	None	None	He162(a): 12/Lv Me-109 (It): 12/Lo or One Me-109 (Hu): 12/Lo or One Me-109 (Ro): 12/Lo

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?		

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.

Hit Damage Against Italian, Hungarian and Romanian Fighters
Table 5-7 Supplemental

2D6	Target Fighter Types									
	G50	G55	IAR80	HE112	RE2000	RE2001	RE2005	C200	C202	C205
<2	FCAB	FCAB	FCAB	FCAB	FCAB	FCAB	FCAB	FCAB	FCAB	FCAB
3	FCAB	FCA	FCAB	FCAB	FCAB	FCA	FCA	FCAB	FCA	FCA
4	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA
5	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA
6	FBOA	FCA	FBOA	FBOA	FBOA	FCA	FCA	FBOA	FCA	FCA
7	FBOA	FBOA	FBOA	FBOA	FBOA	FBOA	FCA	FBOA	FBOA	FCA
8	Destroyed	FBOA	Destroyed	Destroyed	Destroyed	FBOA	FBOA	Destroyed	FBOA	FBOA
9	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	FBOA	Destroyed	Destroyed	FBOA
10	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed
11	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed
12+	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed

If an Italian, Hungarian or Romanian plane is a Me-109, Me-210 or Fw-190, use the in-game TABLE 5-7. All modifiers under Table 5-7 also apply to the above Table.

Hit Effect Multiplier
Table 5-11 Supplement

	Campaign 2-6	Campaign 2-6	Campaign 2-6
Die	G55	Re2005	C205
1	x 0 (a)	x 0 (a)	x 0 (a)
2	x 0 (b)	x 0 (b)	x 0 (b)
3	x 0 (b)	x 1	x 0 (b)
4	x 1	x 1	x 1
5	x 1	x 2	x 1
6	x 2	x 2	x 2