5.0. COMBAT TABLES

Table 5-1 JAPANESE FIGHTER RESISTANCE
Roll 2D:

Dice	Result*	
≤2	None	Paragraph 5.2 of the Rule Book describes the procedure for determining on a Day mission whether a fighter attacks your aircraft (after determining the actual fighter resistance in a zone during a particular turn).
3	None	
4	Light	
5	Light	
6	Light	
7	Moderate	
8	Moderate	
9	Moderate	
10	Heavy	
11	Heavy	
.12+	Heavy	

Modifiers (cumulative):
- +1 if expected Japanese Fighter Resistance level is "Heavy" (see Table 2-6)
- - 1 if expected Japanese Fighter Resistance level is "None" (see Table 2-6)
- - / + number to the left of the slash in appropriate zone for designated target on Table 2-9 "Flight Log Gazetteer"
- - 2 if currently at "HI" altitude (see 4.1(b))
- +1 if currently at "LO" altitude (see 4.1(b)) ("Day" Missions only)
- - 1 if "Weather in Zone" (see Table 4-2) is "POOR"
- - 2 if "Weather in Zone" (see Table 4-2) is "BAD"
- - 1 if tight formation created on formation assembly (see Table 4-10)
- +1 if "difficulty assembling formation" on formation assembly (see Table 4-10)
- - 1 if F6F Hellcat Fighter Escort marker is on Japanese Fighter Placement Chart (see Table 4-11)
- - 1 if P-38 Fighter Escort marker is on Japanese Fighter Placement Chart (see Table 4-11)
- - 2 if P-51 Fighter Escort marker is on Japanese Fighter Placement Chart (see Table 4-11)
- +1 if on the **inbound** leg of the mission (flying *away* from the Designated Target Zone)
- +2 if "out of formation" (see 4.8(b)) ("Day" Missions only)
- +1 if one or more "Formation Disrupted" results received on Table 4-3 from "Bad" weather while in formation anytime during this mission (do not apply this modifier if "Out of Formation" or if this is a "Night" Mission)
- - 1 if Iwo Jima is American-controlled (Missions #11-35)

IMPORTANT NOTE: A result of "None" *always* means **NO** Japanese fighters encountered this turn.

Table 5-2 JAPANESE FIGHTER APPEARANCE Roll 2D:

Dice	Result
1	*Roll again*
2-3*	Kawasaki Ki-45 *Toryu ("Dragon Slayer")* **NICK**
4*	Kawasaki Ki-61 *Hien ("Flying Swallow")* **TONY**
5-6	Mitsubishi A6M5 Type "Zero", Model 52 **ZEKE**
7	Nakajima Ki-84 *Hayate ("Hurricane")* **FRANK**
8	Nakajima Ki-44 *Shoki ("Demon")* **TOJO**
9	Nakajima Ki-43 *Hayabusa ("Peregrine Falcon")* **OSCAR**
10-12	Kawanishi N1K2-J *Shiden ("Violet Lightning")* **GEORGE**
13	*Japanese fighters slow taking off - No fighter combat this turn*

* roll one (1) die again. On a roll of 5-6, the Mitsubishi J2M Raiden *("Hurricane")* **JACK** makes an appearance instead.

Modifiers:
- +1 if at "HI" altitude
- - 1 if at "LO" altitude

Table 5-3 AREA OF ATTACK
Roll 2D:

Dice	Result
2	Roll again. Also, see note **(a)**.
3	Special Attack Tactics. Roll 1D: "**1**" = *Baka* suicide bomb, see note **(b)**, "**2-3**" = Ramming attack, see note **(c)**, "**4**" = Rockets launched into bomber formation, see note **(d)**, "**5-6**" = Japanese bombs dropped on formation from above, see note **(e)**
4	3 o'clock (place proper fighter from Table 5-2 on Japanese Fighter Placement Chart), go to Table 5-4
5	Coordinated (multi-plane) attack. Roll 2D, halve (round down) the result = total number of attacking planes (all are the same type as originally rolled for on Table 5-2). Roll again on this table that many times for each plane's area of attack. If this result (#5) is rolled for again while rolling for the area of attack of a coordinated fighter attack, see note **(f).**
6	12 o'clock (place proper fighter from Table 5-2 on Japanese Fighter Placement Chart), go to Table 5-4
7	1:30 o'clock (place proper fighter from Table 5-2 on Japanese Fighter Placement Chart), go to Table 5-4
8	10:30 o'clock (place proper fighter from Table 5-2 on Japanese Fighter Placement Chart), go to Table 5-4
9	6 o'clock (place proper fighter on Japanese Fighter Placement Chart), go to Table 5-4, but see note **(g)** first
10	9 o'clock (place proper fighter from Table 5-2 on Japanese Fighter Placement Chart), go to Table 5-4
11	6 o'clock (place proper fighter on Japanese Fighter Placement Chart), go to Table 5-4, but see note **(g)** first
12	Roll again. Also, see note **(h)**.

Notes:

 a) Apply on a Table 5-3 roll of "2" only. In addition to fighter from Table 5-2, if B-29 is "Low" Squadron Formation (see Table 2-5) then there is also an attack by a **Frank** in VERTICAL CLIMB. If B-29 is "High" Squadron Formation (or "Out of Formation") at "LO" or "MED" altitude, then there is an attack by a **Frank** in VERTICAL DIVE. There is no additional fighter if in "Medium" Squadron Formation. (No additional effect if this note is rolled for again on the same attack.)

b) Fighter feints attack then dives away.   On Missions #15-35, B-29 is attacked instead by a ***Baka*** suicide rocket (otherwise, no fighter combat this turn). *Bakas always* attack from the 6 o'clock LEVEL position. Do <u>not</u> roll on Table 5-5 for "Fighter Pilot Status". *Bakas* can be fired at normally (they do not fire back) and are hit on a roll of "11-12" (**<u>no</u>** modifiers allowed *except* for "Evasive Action", see Section 5.7) and destroyed on a roll of "7-12." *Bakas* cannot be damaged (not in game terms, anyway). If destroyed, the explosion may still cause damage to the B-29, roll 1D: "**1-4**" = roll 2x on Table 7-5 for <u>both</u> wings, and 3x on Table 7-8 (Tail), "**5-6**" = superficial damage. If *Baka* is not hit and destroyed, roll 2D for collision (subtract one from the roll if the B-29 took "Evasive Action" during combat, see Section 5.7): "**≤2-10**" = *Baka* misses or falls short, "**11-12**" = *Baka* hits B-29, bomber explodes, entire crew KIA.

> ***Design Note:*** *The Yokosuka MXY-7 Okha ("Cherry Blossom"), Allied codenamed Baka (the Japanese word for "fool" or "idiot"), was a manned flying bomb, normally carried underneath a Mitsubishi G4M "Betty" bomber. When released, the pilot would ignite solid fuel rocket motors which propelled the Baka at tremendous speeds (up to 600 mph) although its range was limited.   There are a number of anecdotal accounts of B-29 encounters with the Baka, and bomber crews were briefed to watch out for them, but there is no Japanese record of them being used in an air-to-air role (the Baka was designed for anti-ship missions; an air-to-air role would certainly have been a very inefficient use of a limited asset). They are included in the game for historical interest and as a concession to bomber crewman accounts attesting to their use.*

c) Roll on Table 5-3 again. (No **additional** effect if this note is rolled for again on the same attack.) Mark the fighter with a "RAM" counter. Resolve combat normally, Tables 5-4 through 5-8. Do <u>not</u> resolve Japanese offensive fire (Table 5-9). If the fighter survives, it will attempt to ram the B-29. Roll 2D (add +1 if Fighter Pilot Status from Table 5-5 is "Ace", subtract -1 if Fighter Pilot Status is "Green" **or** if the B-29 took "Evasive Action" during combat, see Section 5.7): "**≤2-10**" no collision, no successive attack (see Section 5.6), "**11-12+**" mid-air collision, see Section 5.5 for effect.

> ***Design Note:*** *In late 1944, the Japanese formed dedicated ramming units with fighters stripped of armor and armament for improved performance. Interestingly, some or all of these units were later disbanded (although individual pilots still used the tactic) apparently for lack of volunteers—apparently, not all Japanese pilots were as eager to die for the Emperor in 1945 as is popularly believed.*

d) Fighter feints attack then dives away. Japanese launch rockets into bomber formation (if "out of formation", treat as "no fighter combat this turn"). Roll 1D: "**1**" = x2 medium flak (see Table 6-3), "**2-6**" = x2 light flak (see Table 6-3).

> *Design Note: The Japanese rarely used air-to-air rockets—a contrast to German success with the tactic.*

e) Fighter pulls away and releases bombs into formation from above (if "out of formation", treat as "no fighter combat this turn"). Roll 1D: "**1-2**" = treat as x2 medium flak (see Table 6-3), "**3-6**" = treat as x2 light flak (see Table 6-3).

> *Design Note: The Japanese used air-to-air bombs much more frequently than rockets. The majority of these attacks were with 100-pound phosphorous bombs, but fragmentation, demolition, and incendiary explosives were also used.*

f) Fighter is driven off by other B-29s, possible hits on your B-29 by other bombers (roll again on Table 5-3 if "out of formation"). Roll 1D: "**1-5**" = no hits, "**6**" = hit. If hit, roll 1D for number of shell hits, then roll 2D for location of each: "**2**" = nose, "**3**" = Nav/Radio, "**4**" = Waist, "**5**" = fwd bomb bay, "**6**" = starboard wing, "**7**" = superficial damage, "**8**" = port wing, "**9**" = aft bomb bay, "**10**" = tail, "**11**" = utility, "**12**" = nose. Resolve hit effect(s) normally on the applicable Damage Tables (see Section 7.1)

g) Oscar, Zeke, Tony, and **Nick** fighters are ineligible for attack from this position *__if__* (and only *if*) all of the following apply: (1) B-29 is "out of formation," *and* (2) all four engines are operating normally, *and* (3) bombs have been dropped, *and* (4) tail gunner or central fire controller is in position and not KIA or seriously wounded, *and* (5) B-29 intercom is functioning. (If all five of these conditions apply, treat as "no fighter combat this turn").

> *Design Note: There are a lot of "ands" in this rule; however, the B-29's maximum speed was greater than that of all these fighters. If the conditions listed apply, then we can assume the bomber has enough warning and freedom to maneuver to outrun pursuit.*

h) Apply on a Table 5-3 roll of "12" only. In addition to fighter from Table 5-2, if B-29 is "**Lead**" bomber (see Table 2-4), then there is also an attack by one **Tony** from 12 o'clock, roll on Table 5-4 to determine angle of attack; if B-29 is "**Tail**" bomber (see Table 2-4), then there is also an attack by one **Frank** from 6 o'clock, roll on Table 5-4 to determine angle of attack; if "Out of Formation" *both* attacks occur. (No additional effect if this note is rolled for again on the same attack.) *__If none of these conditions apply__*, and B-29 is *not* "Out of Formation", then there are "Formation Casualties": roll 1D: "**1-2**" = B-29 is now lead bomber, "**3-4**" = B-29 is now tail bomber, "**5-6**" = no change.

Table 5-4 ANGLE OF ATTACK
Roll 1D:

Dice	Result
1-2	Low
3-4	Level
5-6	High

Modifiers:
- +1 for attacks from 10:30, 12, or 1:30 o'clock areas of attack
- - 1 for attacking fighters at 6 o'clock area of attack

Note: No more than <u>one</u> Japanese fighter may occupy the same area and angle of attack. If necessary, roll again on Table 5-4—or, if more than three fighters are at the same position, Table 5-3.

Table 5-5 FIGHTER PILOT STATUS
Roll 2D:

Dice	Result
2-7	Green: B-29 +1 to hit fighter (Table 5-7), fighter –1 to hit B-29 (Table 5-9)
8-11	Average (no modifications)
12	Ace: B-29 –1 to hit fighter (Table 5-7), fighter +1 to hit B-29 (Table 5-9)

Modifier: +1 for attack by **George** fighter

Table 5-6 B-29 DEFENSIVE FIRE ALLOCATION *(if intercom out, see rule 5.3.B)*

Fighter Attack From:	B-29 Gun with Field of Fire	Crew Position Eligible to Fire *(see rule 5.3.B for meaning of parentheticals)*
12 High	Forward Upper Turret	Bombardier *(1-2)*, CFC *(3-6)*
	Aft Upper Turret	Bombardier *(1-3)*, CFC *(4-6)*
12 Level	Forward Upper Turret	Bombardier *(1-2)*, CFC *(3-6)*
	Forward Lower Turret	Bombardier *(1-3)*, CFC *(4-6)*
12 Low	Forward Lower Turret	Bombardier *(1-2)*, CFC *(3-6)*
	Aft Lower Turret	Bombardier *(1-3)*, CFC *(4-6)*
1:30 High	Forward Upper Turret	Bombardier *(1-2)*, CFC, Right Gunner *(either, 3-6)*
	Aft Upper Turret	Bombardier *(1-2)*, CFC, Right Gunner *(either, 3-6)*
1:30 Level	Forward Upper Turret	Bombardier *(1-2)*, CFC *(3-6)*
	Forward Lower Turret	Bombardier *(1-3)*, CFC *(4-6)*
1:30 Low	Forward Lower Turret	Bombardier *(1-2)*, CFC, Right Gunner *(either, 3-6)*
	Aft Lower Turret	Bombardier *(1-2)*, CFC, Right Gunner *(either, 3-6)*
10:30 High	Forward Upper Turret	Bombardier *(1-2)*, CFC, Left Gunner *(either, 3-6)*
	Aft Upper Turret	Bombardier *(1-2)*, CFC, Left Gunner *(either, 3-6)*
10:30 Level	Forward Upper Turret	Bombardier *(1-2)*, CFC *(3-6)*
	Forward Lower Turret	Bombardier *(1-3)*, CFC *(4-6)*
10:30 Low	Forward Lower Turret	Bombardier *(1-2)*, CFC, Left Gunner *(either, 3-6)*
	Aft Lower Turret	Bombardier *(1-2)*, CFC, Left Gunner *(either, 3-6)*
3 High	Forward and Aft Upper Turrets	CFC, Right Gunner *(either, no die roll necessary)*
3 Level	Forward and Aft Upper and Lower Turrets	CFC, Right Gunner *(either, no die roll necessary)*
3 Low	Forward and Aft Lower Turrets	CFC, Right Gunner *(either, no die roll necessary)*
9 High	Forward and Aft Upper Turrets	CFC, Left Gunner *(either, no die roll necessary)*
9 Level	Forward and Aft Upper and Lower Turrets	CFC, Left Gunner *(either, no die roll necessary)*
9 Low	Forward and Aft Lower Turrets	CFC, Left Gunner *(either, no die roll necessary)*
6 High	Forward and Aft Upper Turrets	CFC
	Tail Turret	Tail Gunner *(1-4)*, CFC *(5-6)*
	Tail Cannon *	Tail Gunner
6 Level	Aft Lower Turret	CFC
	Tail Turret	Tail Gunner *(1-4)*, CFC *(5-6)*
	Tail Cannon *	Tail Gunner
6 Low	Forward and Aft Lower Turrets	CFC
	Tail Turret	Tail Gunner *(1-4)*, CFC *(5-6)*
	Tail Cannon *	Tail Gunner
VERTICAL DIVE	Forward and Aft Upper Turrets	CFC
VERTICAL CLIMB	Forward and Aft Lower Turrets	CFC

* 20-mm tail cannon is only available on Missions #1-10 (see section 2.3(D))

Table 5-7 DEFENSIVE FIRE RESOLUTION
Roll 2D:

Dice	Result
≤1	Fighter attacks normally
2	Gun(s) jam, see note **(a)**; fighter attacks normally
3	Tail cannon (if applicable) jams, see note **(a)**; no effect for other guns; fighter attacks normally
4-9	Fighter attacks normally
10-12+	Fighter hit – roll for damage on Table 5-8

Modifiers: See following page.

Table 5-7 Modifiers (cumulative):
- -3 for defensive fire against VERTICAL DIVE
- -2 for tail cannon shots (if installed; Missions #1-10 only)
- -1 for tail gun "passing shots" against a fighter attacking from the 10:30, 12, or 1:30 positions (see Section 5.3.D)
- -1 modifier when resolving defensive fire from tail guns (only) for _each_ hit (cumulative) on Utility compartment ammunition feed trays (see Table 7-7)
- -1 for Ace fighter pilot (Table 5-5)
- -1 for defensive fire while performing "Evasive Action" (see Section 5.7)
- -1 if this is a "Night" mission
- -1 if B-29 is spotted and currently fixed by spotlight on "Night" Mission (see Table 5-14)
- +1 for Green fighter pilot (Table 5-5)
- +1 for defensive fire against **Nick** or **Irving** fighter
- +1 for defensive fire against 3 or 9 o'clock positions
- +2 for defensive fire against 6 o'clock positions
- +3 for defensive fire against VERTICAL CLIMB

Notes:
a) Regardless of modifiers in effect, guns will always jam on an unmodified roll of "2" (tail cannon on "2-3"). A functioning crewmember in the Nav/Radio section may attempt to fix a jammed _forward_ turret once each turn (beginning with the _next_ turn after jamming). A functioning crewmember in the Waist Compartment may attempt to fix a jammed _aft upper_ turret once each turn (beginning with the _next_ turn after jamming). A functioning crewmember in the Utility Compartment (unpressurized) may attempt to fix a jammed _aft lower_ turret once each turn (beginning with the _next_ turn after jamming). The tail gunner may attempt to fix any jammed tail gun(s) once each turn (beginning with the _next_ turn after jamming). Roll 1D for the repair attempt: "**1-2**" = gun(s) fixed, "**3-5**" = gun(s) remained jammed, "**6**" = gun(s) broken permanently.
b) Regardless of modifiers in effect, an unmodified roll of "12" is always a hit.

Table 5-8 HIT DAMAGE AGAINST JAPANESE FIGHTER
Roll 2D:

	Target Fighter Type								
Dice	_Nick_	_Tony_	_Zeke_	_Frank_	_Tojo_	_Oscar_	_George_	_Irving_	_Jack_
<u><2</u>	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA
3	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA
4	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA
5	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA
6	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA	FCA
7	FCA	FCA	Destroyed	FCA	FCA	Destroyed	FCA	FCA	FCA
8	FCA	FCA	FCA	FCA	Destroyed	Destroyed	Destroyed	Destroyed	FCA
9	Destroyed	Destroyed	Destroyed	Destroyed	FCA	FCA	FCA	FCA	Destroyed
10	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed
11	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed
12+	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed

Modifiers (cumulative):
- -1 if "out of formation" or "Night" Mission
- +1 for defensive fire against a ramming attack (note **(c),** Table 5-3)
- +2 for defensive fire by tail cannon (if installed, Missions #1-10 only)
- +1 for defensive fire by forward upper turret
  Design Note: To discourage head-on attacks, the forward upper turret on many planes was fitted with four guns (instead of two) which could set up a deafening clatter when fired.

Explanation of Results:
- **FCA** = Fighter damaged but continues attack with a –1 modifier on Table 5-9
- **Destroyed** = Fighter removed, may <u>not</u> fire at B-29

Note: FCA modifier accumulate with each FCA result on one fighter (e.g., if a single fighter receives 2 "FCA" results, there is a –2 modifier on Table 5-9). Four FCA results on one fighter means the fighter destroyed.

Table 5-9 JAPANESE OFFENSIVE FIRE
Roll 2D:

Attack Position	Dice / Result
12 High, Level, Low	"≤2-8" = No hits, "9-12+" = B-29 hit
1:30 / 10:30 High, Level, Low	"≤2-8" = No hits, "9-12+" = B-29 hit
3 / 9 High, Level, Low	"≤2-7" = No hits, "8-12+" = B-29 hit
6 High, Level, Low	"≤2-6" = No hits, "7-12+" = B-29 hit
VERTICAL DIVE	"≤2-8" = No hits, "9-12+" = B-29 hit
VERTICAL CLIMB	"≤2-6" = No hits, "7-12+" = B-29 hit

Modifiers (cumulative):
- -1 for _each_ FCA result inflicted on the attacking fighter on Table 5-8
- -1 for Green fighter pilot (Table 5-5)
- -1 if B-29 is performing "Evasive Action" (see Section 5.7)
- -1 if attacking fighter is a **Tojo**
- **-1** if this is a "Night" mission (*exception:* <u>no</u> modifier if B-29 is currently fixed by spotlight, see Table 5-14)
- +1 for Ace fighter pilot (Table 5-5)
- +1 if B-29 has *two or more* engines out (see Section 7.2)

Note: Regardless of modifiers in effect, an unmodified roll of "12" is always a hit.

Table 5-10 SHELL HITS BY AREA OF ATTACK
Roll 2D:

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

Notes: a) if attacking fighter is a **George**, multiply the number of shell hits by 1½ (rounding down)
b) If attacking fighter is an **Oscar**, multiply the number of shell hits by ½ (rounding up)

B-29 Superfortress taking off from Saipan, Dec 1944.

Table 5-11 SHELL HITS BY AREA OF ATTACK
Roll 2D:

ATTACK FROM 12 / 1:30 / 10:30					
High		**Level**		**Low**	
Dice	**Area Hit**	**Dice**	**Area Hit**	**Dice**	**Area Hit**
2	Tail	2	Superficial Damage **(g)**	2	Tail
3	Superficial Damage **(g)**	3	Superficial Damage **(g)**	3	Walking Hits – See Note **(d)**
4	Superficial Damage **(g)**	4	Wing – See Note **(a)**	4	Superficial Damage **(g)**
5	Fwd Bomb Bay	5	Fwd Bomb Bay	5	Fwd Bomb Bay
6	Nav/Radio	6	Nav/Radio	6	Nav/Radio
7	Nose	7	Nose	7	Nose
8	Wing – See Note **(a)**	8	Wing – See Note **(a)**	8	Wing – See Note **(a)**
9	Bomb Bay – See Note **(b)**	9	Wing – See Note **(a)**	9	Bomb Bay – See Note **(b)**
10	Waist	10	Superficial Damage **(g)**	10	Waist
11	Utility	11	Bomb Bay – See Note **(b)**	11	Utility
12	Walking Hits – See Note **(d)**	12	Waist	12	Bomb Bay – See Note **(b)**

ATTACK FROM 3 / 9					
High		**Level**		**Low**	
Dice	**Area Hit**	**Dice**	**Area Hit**	**Dice**	**Area Hit**
2	Walking Hits – See Note **(d)**	2	Wing – Attacking Side	2	Tail
3	Nose	3	Fwd Bomb Bay	3	Walking Hits – See Note **(e)**
4	Nav/Radio	4	Nose	4	Superficial Damage **(g)**
5	Superficial Damage **(g)**	5	Nav/Radio	5	See Note **(c)**
6	Fwd Bomb Bay	6	Superficial Damage **(g)**	6	Fwd Bomb Bay
7	Wing – See Note **(a)**	7	Wing – Attacking Side	7	Wing – Attacking Side
8	Aft Bomb Bay	8	Waist	8	Aft Bomb Bay
9	Waist	9	Utility	9	Waist
10	Utility	10	Tail	10	Utility
11	Tail	11	Aft Bomb Bay	11	Walking Hits – See Note **(d)**
12	Walking Hits – See Note **(e)**	12	Walking Hits – See Note **(f)**	12	Bomb Bay – See Note **(b)**

ATTACK FROM 6					
High		**Level**		**Low**	
Dice	**Area Hit**	**Dice**	**Area Hit**	**Dice**	**Area Hit**
2	Superficial Damage **(g)**	2	Wing – See Note **(a)**	2	Superficial Damage **(g)**
3	Nav/Radio	3	Superficial Damage **(g)**	3	Nav/Radio
4	Bomb Bay – See Note **(b)**	4	Tail	4	Superficial Damage **(g)**
5	Waist	5	Wing – See Note **(a)**	5	Waist
6	Wing – See Note **(a)**	6	Superficial Damage **(g)**	6	Tail
7	Tail	7	Tail	7	Wing – See Note **(a)**
8	Wing – See Note **(a)**	8	Superficial Damage **(g)**	8	Bomb Bay – See Note **(b)**
9	Utility	9	Wing – See Note **(a)**	9	Utility
10	Aft Bomb Bay	10	Utility	10	Walking Hits – See Note **(d)**
11	Walking Hits – See Note **(d)**	11	Waist	11	Aft Bomb Bay
12	Nose	12	Wing – See Note **(a)**	12	Nose

VERTICAL DIVE		VERTICAL CLIMB	
Dice	**Area Hit**	**Dice**	**Area Hit**
2	Nose	2	Bomb Bay – See Note **(b)**
3	Nav/Radio	3	Nose
4	Superficial Damage **(g)**	4	Nav/Radio
5	Walking Hits – See Note **(d)**	5	Superficial Damage **(g)**
6	Superficial Damage **(g)**	6	Wing – See Note **(a)**
7	Wing – See Note **(a)**	7	Bomb Bay – See Note **(b)**
8	Walking Hits – See Note **(e)**	8	Walking Hits – See Note **(d)**
9	Bomb Bay – See Note **(b)**	9	Walking Hits – See Note **(e)**
10	Waist	10	Waist
11	Utility	11	Utility
12	Tail	12	Tail

Notes to Table 5-11, as applicable:

a) Roll 1D (add one if attack is from 1:30 or 3, subtract one if attack is from 9 or 10:30): "**1-3**" = Port Wing, "**4-6**" = Starboard Wing

b) Roll 1D: "**1-3**" = Fwd Bomb Bay, "**4-6**" = Aft Bomb Bay

c) Roll 1D" "**1-3**" = Nose, "**4-6**" = Nav/Radio

d) One shell hit on each of the following sections: Nose, Nav/Radio, Fwd Bomb Bay, Aft Bomb Bay, Waist, Utility, Tail

e) Two shell hits on each Wing

f) One shell hit in each of the following sections: Nose, Nav/Radio, Wing (attacking side), Waist, Utility, Tail

g) "Superficial Damage" equates to *no effect;* no further damage resolution is required

Table 5-12 HIT EFFECT MULTIPLIER
Roll 1D:

Die	Nick	Tony	Zeke	Frank	Tojo	Oscar	George	Irving	Jack
	Nick	*Tony*	*Zeke*	*Frank*	*Tojo*	*Oscar*	*George*	*Irving*	*Jack*
1	x 2	x 2	x 0 **(a)**	x 1	x 1	x 1	x 0 **(a)**	x 2	x 2
2	x 2	x 2	See Note **(b)**	x 1	x 1	x 1	x 1	x 2	x 2
3	x 2	x 2	x 1	x 1	x 1	x 1	x 2	x 2	x 2
4	x 2	x 2	x 2	x 2	x 1	x 1	x 2	x 2	x 2
5	x 3	x 2	x 2	x 2	x 1	x 1	x 2	x 2	x 2
6	x 3	x 2	x 2	x 2	x 1	x 1	x 2	x 2	x 2

(Column header row: Attacking Fighter Inflicting Hit)

Notes: a) Any "x 0" result is automatic "Superficial damage" for that hit (no effect)
  b) As required, roll 1D: "**1-3**" = x 0 ("Superficial Damage"), "**4-6**" = x 1

Table 5-13 SUCCESSIVE ATTACKS
Roll 2D for each eligible fighter:

Dice	All B-29 Engines Operating	One or More B-29 Engines Out
2	VERTICAL CLIMB	VERTICAL CLIMB
3	VERTICAL CLIMB	6 *
4	6 Low	9 *
5	10:30 Low	12 *
6	9 Low	1:30 *
7	6 Low	12 *
8	3 Low	10:30 *
9	1:30 Low	12 *
10	6 Low	3 *
11	9 Low	9 *
12	3 Low	3 *

(Column header row: Successive Attack Area)

* Note: Frank, Tojo and **Jack** fighters always attack from "High" angle of attack on second column
  Nick, Tony, Zeke, Oscar, and **George** fighters always attack from "Low" angle of attack on second column.

Ω Table 5-14 JAPANESE SEARCHLIGHTS
Roll 2D:

Dice	Result
≤2 - 10	No Effect
11-12+	Searchlight has spotted and is fixed on B-29 **(a) (b) (c)**

Modifiers (cumulative):
- -1 if "Weather in Zone" (see Table 4-2) is "POOR"
- -2 if "Weather in Zone" (see Table 4-2) is "BAD"
- -1 if B-29 is performing "Evasive Action" (see Section 5.7)
- -1 if the target city is asterisked on Table 2-9
- +1 if target is Tokyo, Nagoya, or Shimonoseki

Notes: a) If a searchlight fixes on the B-29, place a "Searchlight" marker on the B-29 counter on the Strategic Movement Track. The marker is removed at the end of the current turn.

b) *If* the B-29 is successfully spotted and fixed by Japanese searchlight *and* the bomber's squadron position is "Low" (Table 2-5) *and* the two lower turrets (forward and aft) are armed (Table 2-7) and functional, one attempt may be made to shoot out the offending light(s). The CFC, Left Gunner, or Right Gunner may attempt the shot. Mark off one burst (box) of ammunition for both lower turrets and roll 2D: "**2**" (unmodified) = no effect and gun(s) jam, roll 1D: "1=3" = lower forward turret jams, "4=6" lower aft turret jams, see note **(a)** of Table 5-7; "**3-11**" = no effect, searchlight remains fixed; "**12**"= Searchlight suppressed, remove Searchlight marker from B-29. Note that only <u>one</u> dice roll is made even though *both* turrets are firing. If only one of the lower turrets is armed and functional, the shot may <u>not</u> be attempted.

c) A Searchlight marker on the B-29 counter causes a **–1** modifier when rolling for defensive fire on Table 5-7, a **+1** modifier when rolling for Japanese night fighters on Table 5-15, a **+1** modifier when rolling for Japanese Flak on Table 6-2, and a **–1** modifier when rolling for the bomb run on Table 6-6.

Ω Table 5-15 JAPANESE NIGHT FIGHTER APPEARANCE
Roll 2D:

Dice	Result
≤2 - 8	No Fighter Combat This Turn
9	See Note **(a)**
10	Kawasaki Ki-45 *Toryu ("Dragon Slayer")* **NICK**
11	Nakajima J1N *Gekko ("Moonlight")* **IRVING**
12	Kawasaki Ki-45 *Toryu ("Dragon Slayer")* **NICK**
13+	*See Note **(b)***

Modifiers (cumulative):
- +1 if Japanese Fighter Resistance level in Zone is "Heavy" (see Table 5-1)
- - 1 if Japanese Fighter Resistance level in Zone is "Light" (see Table 5-1)
- +1 if B-29 is spotted and fixed by Japanese searchlight (Designated Target Zone only, see Table 5-14 and Section 6.0)

Notes:

a) No fighter attack this turn but possible hits on your B-29 by other bombers (disregard if an "<u>*all turrets/guns unarmed*</u>" result was rolled for this mission on Table 2-7). Roll 1D (add one if an "*All gunners and all turrets/guns armed*" result was rolled for this mission on Table 2-7): "**1-5**" = no hits, "**6**" = hit. If hit, roll 1D for number of shell hits, then roll 2D for location of each: "**2**" = nose, "**3**" = Nav/Radio, "**4**" = Waist, "**5**" = fwd bomb bay, "**6**" = starboard wing, "**7**" = superficial damage, "**8**" = port wing, "**9**" = aft bomb bay, "**10**" = tail, "**11**" = utility, "**12**" = nose. Resolve hit effect(s) normally on the applicable Damage Tables (see Section 7.1)

> **Design Note:** *Even though B-29s did not fly in formation at night, it was not unusual for planes to pass close to each other and for nervous gunners to "shoot first, ask questions later." Concern over friendly fire was one of the reasons LeMay ordered the planes unarmed for the first low level night mission to Tokyo.*

b) On Missions #1-14, a result of "13+" on Table 5-15 is "no fighter combat this turn." Otherwise (i.e., Missions #15-35), roll 1D: "**1-3**" = B-29 is attacked by ***Baka*** suicide rocket, see note **(c)** below; "**4-6**" = coordinated (multi-plane) attack, see note **(d)** below.

c) As applicable from note **(b)**, *Bakas* <u>always</u> attack from the 6 o'clock LEVEL position. Do <u>not</u> roll on Table 5-5 for "Fighter Pilot Status". *Bakas* can be fired at normally (they are automatically spotted and do not fire back) and are hit on a roll of "11-12" (<u>no</u> modifiers allowed *except* for "Evasive Action", see Section 5.7) and destroyed on a roll of "7-12." *Bakas* cannot be damaged (not in game terms). If destroyed, the explosion may still cause damage to the B-29, roll 1D: "**1-4**" = roll 2x on Table 7-5 for <u>both</u> wings, and 3x on Table 7-8 (Tail), "**5-6**" = superficial damage. If *Baka* is not hit and destroyed, roll 2D for collision (subtract one from the roll if the B-29 took "Evasive Action" during combat—also allowed if no guns are available to fire—see Section 5.7): "**≤2-10**" = *Baka* misses or falls short, "**11-12**" = *Baka* hits B-29 and explodes, entire crew KIA.
*Note: See the Design Note to note **(b)** of Table 5-3 for more information on the Baka.*

d) As applicable from note **(b)**, Roll 1D, halve (round up) the result = total number of attacking Nakajima J1N *Gekko ("Moonlight")* **IRVING** fighters.

6.0. OVER THE TARGET TABLES

Table 6-1 TARGET VISIBILITY
Roll 1D:

Die	Result
≤1	Target _completely_ obscured; apply a "-2" modifier on Table 6-2 and a "-1" modifier on Table 6-6 (both cumulative with any other modifiers).
2-3	Target _mostly_ obscured; apply a "-1" die roll modifier on Table 6-2 (cumulative with any other modifier).
4-5	Target _slightly_ obscured; no special modifiers apply
6+	Clear conditions apply. Apply a "+1" modifier on Tables 6-2 and 6-6 (cumulative with any other modifiers).

Modifiers (cumulative):
- +1 if "Weather in Zone" (see Table 4-2) is "GOOD"
- +1 if at "LO" altitude
- +1 if this a U/A mission (see Table 2-2C or Table 2-3) _and_ B-29 formation position (see Table 2-4) is "Lead" ("Night" missions included)
- -1 if "Weather in Zone" (see Table 4-2) is "BAD"
- -1 if at "HI" altitude
- -1 if this a U/A mission (see Table 2-2C or Table 2-3) _and_ B-29 formation position (see Table 2-4) is "Tail" ("Night" missions included)

Table 6-2 FLAK OVER TARGET
Roll 1D:

Die	Result
≤1	No Flak
2-4	Light Flak
5-6	Medium Flak
7+	Heavy Flak

Modifiers (cumulative):
- -2 if "Target Visibility" (see Table 6-1) is "Target _completely_ obscured"
- -1 if "Target Visibility" (see Table 6-1) is "Target _mostly_ obscured"
- -1 if this is a "Night" mission
- -1 if at "HI" altitude
- -1 if the target city is asterisked on Table 2-9
- -1 if B-29 is performing "Evasive Action" (see Section 5.7)
- -1 for "Additional Flak" (see Section 6.4)
- +1 if target is Tokyo, Nagoya, or Yokohama
- +1 if at "LO" altitude _and_ one or more B-29 engines are _out_ (otherwise, no modifier)
- +1 if "Target Visibility" (see Table 6-1) is "Clear conditions apply"
- +1 if B-29 is spotted and fixed by Japanese searchlight (see Table 5-14)

Table 6-3 FLAK TO HIT B-29
Roll 2D (x 3 times):

Dice	Result		
	Light Flak	_Medium Flak_	_Heavy Flak_
2	Hit	Hit	Hit
3	Miss	Hit	Hit
4	Miss	Miss	Miss
5	Miss	Miss	Hit
6	Miss	Miss	Miss
7	Miss	Hit	Hit
8	Miss	Miss	Miss
9	Miss	Miss	Hit
10	Miss	Miss	Miss
11	Miss	Hit	Hit
12	Hit	Hit	Hit

Table 6-4 B-29 FLAK HITS
Roll 2D:

Dice	Result
2	*Burst Inside Plane* *
3	1
4	4
5	3
6	2
7	1
8	2
9	3
10	4
11	5
12	4

* Roll once on Table 6-5 to determine section of plane affected by burst

Table 6-5 AREA AFFECTED BY FLAK HITS
Roll 2D *(per shell hit from Table 6-4)***:**

Dice	Area Affected
2	Nose
3	Nav/Radio
4	Waist
5	Fwd Bomb Bay
6	Starboard Wing
7	Superficial Damage *(roll again for "Burst Inside Plane")*
8	Port Wing
9	Aft Bomb Bay
10	Tail
11	Utility
12	Nose

The parenthetical on die roll #7 means that if you are rolling on Table 6-5 as a *direct* result of a "Burst Inside Plane" result on Table 6-4, then you must ignore the "Superficial Damage" notation on 6-5—roll again to get a different result. No additional roll is required if a "Burst Inside Plane" result did *not* occur.

Table 6-6 BOMB RUN
Roll 1D:

Die	Effect
≤1-2	Off Target
3-6+	On Target

Modifiers (cumulative):
- -2 if at "HI" altitude (*-3* if one or more "Off Course" results were rolled on Table 4-8 in the Designated Target Zone)
- -2 if "Bomb Release Mechanism Failure" has been rolled for on Table 4-9 **and** this is a U/A mission (see Table 2-2C or Table 2-3)
- -2 if automatic pilot has been damaged (see Table 7-9) (***exception:*** do <u>not</u> apply this modifier if this is a U/A mission)
- -1 if "Formation Disrupted" result is received on Table 4-3 from "Bad" weather while in formation anytime during this mission (do not apply this modifier if "Out of Formation" or if this is a "Night" Mission)
- -1 if this is a "Night" Mission
- -1 if B-29 is spotted and fixed by Japanese searchlight (see Table 5-14)
- -1 if Radar is out **or** Intercom is out **or** radar operator is KIA or SW (no additional modifier if more than one condition applies)
- -1 if "Target Visibility" (see Table 6-1) is "Target <u>*completely*</u> obscured" (***exception:*** do <u>not</u> apply this modifier if this is a U/A mission <u>*and*</u> both Radar and Intercom are operational <u>*and*</u> radar operator is in position and not KIA or SW)
- -1 if Norden bombsight is damaged (see Table 7-1) (***exception:*** do <u>not</u> apply this modifier if this is a U/A mission <u>*and*</u> both Radar and Intercom are operational <u>*and*</u> radar operator is in position and not KIA or SW); see Note below
- -1 if the bombardier is KIA or SW (***exception:*** if bombardier's wound or death occurs from flak on the bomb run, then bombs are automatically "Off Target")
- -1 if the navigator is KIA or SW **and** this is a "Night" mission or B-29 is "Out of Formation" (***exception:*** do <u>not</u> apply this modifier if navigator was KIA or SW in the Designated Target Zone)
- -1 if the B-29 performed "Evasive Action" (see Section 5.7) to avoid searchlights or flak
- +1 if at "LO" altitude
- +1 if "Target Visibility" (see Table 6-1) is "Clear conditions apply"
- +1 if this a U/A mission (see Table 2-2C or Table 2-3)

Note: If the Norden bombsight is damaged *and* the B-29 is "out of formation" ("Day" missions only) *or* "Lead" bomber with bombsight damage resulting from flak during the bomb run, then the "bomb run" is automatically "Off Target."

Table 6-7 BOMBING ACCURACY
Roll 2D:

	ON TARGET		OFF TARGET
Dice	**Percentage**	**Dice**	**Percentage**
2	See Note **(a)**	2	See Note **(c)**
3	60	3	5
4	50	4	0
5	40	5	0
6	30	6	0
7	20 **(b)**	7	0
8	30 **(b)**	8	0
9	40 **(b)**	9	0
10	50 **(b)**	10	0
11	See Note **(a) (b)**	11	Roll 1D
12	88 + 2D	12	Roll 2D

Notes: a) As applicable, roll 1D three times and multiply the sum by the roll of one die.
b) As applicable, double percentage for "On Target" bombs on U/A mission (only) (up to 100% maximum)
c) As applicable, roll 2D, subtract 6 from the dice roll (to a minimum of zero), and multiply the result by 3.
d) For <u>all</u> rolls, on both "On Target" and "Off Target" results, halve the percentage (round up) if either forward or aft bomb bay doors did not function (either as a result of "Bomb Bay Door Malfunction" result on Table 4-9 or battle damage from Tables 7-3 or 7-4) or Bomb Release Mechanism was damaged (Tables 7-3 or 7-4). The result is automatically "Off Target" and "0%" if doors or release mechanism in *both* bomb bays inoperable.

Ω Table 6-8 THERMAL TURBULENCE
Roll 1D:

Die	Result
≤1-2	Severe turbulence encountered. Go to Table 6-9.
3-6+	Moderate or negligible turbulence, no further die rolls required.

Modifiers (cumulative):
- +1 if B-29 formation position (see Table 2-4) is "Lead"
- +1 if B-29 squadron position (see Table 2-5) is "High"
- +1 if "Off Target" result obtained on Table 6-6
- -1 if B-29 formation position (see Table 2-4) is "Tail"
- -1 if B-29 squadron position (see Table 2-5) is "Low"

Ω Table 6-9 IMPACT OF THERMAL TURBULENCE
Roll 2D:

Dice	Result
2-6	Safe passage; continue mission with no impact
7	Roll once on Table 7-5 "Wings" (once each for both the port and starboard wings)
8	One wing root hit is inflicted on each wing
9	One wing root hit is inflicted on each wing. Also, roll 1D for <u>each</u> crewmember: **"1-5"** = no effect, safe passage, continue mission with no impact; **"6"** = roll for wound on Table 7-13 with a –1 modifier
10	Up- or downdraft causes possible collision with another B-29. Roll 2D (add one [+1] to the dice roll if B-29 squadron position [see Table 2-5] is "Low", subtract one [-1] if B-29 squadron position [see Table 2-5] is "High"): "**2-10**" = no collision, safe passage, continue mission, "**11-12**" = Mid-air collision, B-29 destroyed and crew must bail out on Table 8-5.
11	One or more bombs hung up in (or tossed up against) bomb bay by updraft, roll 1D: "**1-5**" = no effect, bomb(s) fall harmlessly, "**6**" = bomb(s) explodes, B-29 destroyed, entire crew KIA
12	B-29 flipped over! Roll 1D: "**1-4**" = plane falls violently out of control, crashes, entire crew KIA; "**5-6**" = control regained, plane righted, two wing root hits are inflicted on each wing, roll 1D for <u>each</u> crewmember: **"1-5"** = no effect, "6" = roll for wound on Table 7-13 with a –1 modifier (*exception:* if electrical system is out, see Table 7-10, control is <u>not</u> regained, plane crashes)

7.0. BOMBER DAMAGE TABLES

Table 7-1 NOSE Roll 2D:

Dice	Area Hit	Effect
2	Oxygen Supply	Roll 1D: "**1**" = Pilot and Copilot, "**2**" = Pilot, "**3**" = Copilot, "**4-5**" = Bombardier, "**6**" = Fire, roll to extinguish (see Section 7.5) on Table 7-12, and all Nose section oxygen out. See Section 7.4. Also, see **Note (b)**.
3	Bombardier Gunsight	Bombardier may not fire guns (see Table 5-6) See **Note (b)**.
4	Nose Landing Gear	(a) Nose gear will not extend (-3 to landing, but not cumulative with the -3 for either wing landing gear not extending) -- (If the player receives another hit to the nose gear, gear considered destroyed.) (b) Nose gear will extend but not hold (-4 to landing) (Player can raise it manually but modifier still applies on landing. If the player receives another hit to the nose gear, gear considered destroyed and cannot be brought up manually (if extended) (-4) on landing. Plane drops out of formation and must spend two turns in each zone due to increased drag if nose gear extended.) (c) Nose gear damaged (-1 to landing). (If the player receives another hit to the nose gear, gear considered destroyed.) (d) Nose gear drops down prematurely (2 turns per zone until raised manually, but no effect on landing) (If the player receives another hit to the nose gear, gear considered destroyed and cannot be brought up manually (-4) on landing. Plane drops out of formation and must spend two turns in each zone due to increased drag.)
5	Hydraulic Reservoir	Brake reliability on landing is reduced. Apply a **–2** landing roll modifier on Table 8-1. See **Notes (a) & (b)**. Also, roll 1D: "**1-3**" = hydraulic fluid catches fire, roll to extinguish (see Section 7.5) on Table 7-12, "**4-6**" = no fire.
6	Crewmember	Roll 1D: "**1**" = Pilot and Copilot, "**2**" = Pilot, "**3**" = Copilot, "**4**" = Bombardier, "**5**" = Pilot, Copilot, and Bombardier, "**6**" = Bombardier and roll 1D again: "1-3" = Pilot, "4-6" = Copilot Roll for wound on affected crewmember(s) on Table 7-13. See **Notes (b) & (e)**.
7	Superficial Damage	No Effect.
8	Windshield	1st windshield hit = No Effect; 2nd windshield hit = apply a **-1** landing roll modifier on Tables 8-1 and 8-3. Also, pressurization capability is "compromised," neither Nose or Nav/Radio sections may be pressurized (see Sections 4.2, 7.2, 7.3). If currently pressurized, roll for Explosive Decompression on Table 7-11 (result applies to both Nose and Nav/Radio sections). Additional hits treat as dice roll #6.
9	Cockpit Instruments	Roll for damage on Table 7-9. Also, see **Note (b)**.
10	Norden Bombsight	If B-29 is "out of formation" ("Day" missions only) *or* "Lead" bomber with bombsight damage resulting from flak during the bomb run, then the "bomb run" is automatically "Off Target." Otherwise, apply a **–1** modifier on Table 6-6 (***Exception:*** do **not** apply this modifier if this is a U/A mission *and* both Radar and Intercom are operational *and* radar operator is in position and not KIA or SW). See **Notes (a) & (b)**.
11	Superficial Damage	No Effect.
12	Radio Compass	Radio compass no longer usable, see Table 4-7. Also, see **Note (b)**.

Notes to Table 7-1, as applicable:
a) If in the Designated Target Zone, roll 1D: "**1-4**" = No additional effect, "**5-6**" = roll for bombardier wound on Table 7-13. See Note (e).
b) Roll 1D: "**1-5**" = no additional effect, "**6**" = Pressurization capability "compromised," neither Nose or Nav/Radio sections may be pressurized (see Sections 4.2, 7.2, 7.3), roll 1D again if currently pressurized: "**1-5**" = no additional effect, "**6**" = roll for Explosive Decompression on Table 7-11 (result applies to both Nose and Nav/Radio sections)
c) Emergency extension of the nose gear may be attempted *twice* prior to landing, roll 1D for each attempt: "**1-2**" = nose gear successfully extended, "**3-6**" = nose gear remains stuck. If second attempt to extend nose gear fails, apply a **–3** modifier on the landing roll on Table 8-1. The nose gear modifier is not cumulative with the main landing gear (Table 7-5) modifier (i.e., the maximum modifier even if both nose and main gear is not lowered is –3).
d) Manual operation of the nose gear may be attempted once per Zone entered: roll 1D: "**1-2**" = nose gear is successfully raised (see **Note (c)** to extend gear for landing), "**3-6**" = nose gear remains inoperable. As long as the gear is inoperable, speed is reduced due to drag—the aircraft must spend 2 turns per Zone, beginning immediately, with fuel box(es) crossed off normally per *turn*.
e) Apply a **–1** modifier to Table 6-6 if the bombardier is KIA or SW (***exception:*** if bombardier's wound or death occurs from flak on the bomb run, then bombs are automatically "Off Target")

Note: When a compartment is hit and crew casualties must be rolled for – any wounded crewman that has been moved into the affected compartment must also roll for wounds

Table 7-2 NAV / RADIO
Roll 2D:

Dice	Area Hit	Effect
2	Oxygen Supply	Roll 1D: "**1**" = Flight Engineer, "**2**" = Navigator, "**3**" = Radio Operator, "**4**" = Fire, roll to extinguish (see Section 7.5) on Table 7-12, and all Nose and Nav/Radio section oxygen out, "**5-6**" = roll 1D again: "**1-2**" = Flight Engineer, "**3-4**" = Navigator, "**5-6**" = Radio Operator. See Section 7.4. Also, see **Note**.
3	Hydraulic Reservoir	No Effect unless "Hydraulic Reservoir" in Nose section has also been hit. In that case, brake capability is lost, apply a –**6** landing roll modifier on Table 8-1. See **Note**. Also, roll 1D: "**1-3**" = hydraulic fluid catches fire, roll to extinguish (see Section 7.5) on Table 7-12, "**4-6**" = no fire.
4	Engineer Instruments	Roll for damage on Table 7-10. Also, see **Note**.
5	Radio Out	No Mayday possible. If forced to land in water (Table 8-3) or bail out over water (Tables 8-4 or 8-5), roll modifier on Table 8-6 is –**2**.
6	Crewmember	Roll 1D: "**1-2**" = Flight Engineer, "**3-4**" = Navigator, "**5-6**" = Radio Operator. Roll for wound on affected crewmember(s) on Table 7-13. See **Note.**
7	Superficial Damage	No Effect.
8	Armament	Roll 1D: "**1-3**" = Forward Upper Turret inoperable (guns many not fire), "**4-6**" = Forward Lower Turret inoperable (guns may not fire)
9	Intercom	Apply a +**2** modifier when rolling for crewmembers going on oxygen for depressurization (see Section 4.2) and a –**1** modifier on Table 6-6. A die roll is normally required on Table 5-6 for defensive fire allocation. Mission may be aborted (see Section 4.7). Also, see **Note**.
10	Navigator's Equipment	Roll 1D: "**1-3**" = Navigator tools, see Tables 4-5 and 4-6, "**4-6**" = LORAN set inoperable, see Table 4-7. Also, see **Note**.
11	Superficial Damage	No Effect.
12	Fire Extinguisher	Nav/Radio fire extinguisher destroyed and unusable, remove marker from Crew Placement Sheet. Also, see **Note**.

Note: When indicated, roll 1D: "**1-5**" = no additional effect, "**6**" = Pressurization capability "compromised," neither Nose or Nav/Radio sections may be pressurized (see Sections 4.2, 7.2, 7.3), roll 1D again if currently pressurized: "**1-5**" = no additional effect, "**6**" = roll for Explosive Decompression on Table 7-11 (result applies to Nose and Nav/Radio sections)

Table 7-3 FORWARD BOMB BAY
Roll 2D:

Dice	Area Hit	Effect
2	Compressed Air Duct	1st hit = No Effect, 2nd hit (anywhere in B-29 except Utility compartment) = Roll 1D: "**1-4**" = No Effect, "**5-6**" = Pressurization capability lost *throughout* B-29 (see Sections 4.2, 7.2, 7.3).
3	Center Wing Fuel Tanks	Roll 1D: "**1**" = Fire, see **Note (a)**, "**2-3**" = Leakage, see **Note (b)**, "**4-6**" = Self-seal, No Effect.
4	Rubber Life Raft	If plane lands in water, then the +1 modifier for "successful ditching" on Table 8-6 may be applied to no more than 6 (player's choice) crewmen. (If rubber life rafts hit in Aft Bomb Bay as well, then the modifier may not be applied to any crewmen).
5	Bombs/Auxiliary Fuel Tank	If auxiliary fuel tank is installed (or was installed and later jettisoned) (see Section 2.3), roll 1D: "**1-3**" = Bombs hit (*No Effect* if already dropped), see **Note (c)**, "**4-6**" = auxiliary fuel tank hit, see **Note (d)**. If auxiliary fuel tank was <u>not</u> installed, then bombs hit (*No Effect* if already dropped), see **Note (c)**.
6	Bombs/Auxiliary Fuel Tank	See above.
7	Superficial Damage	No Effect.
8	Bomb Bay Doors	No Effect if bomb run already accomplished. Otherwise, roll 1D after rolling on Table 6-6 during the bomb run: "**1-2**" = Bay doors jammed shut, "**3-4**" = bay doors jammed open, "**5-6**" = superficial damage, No Effect. See **Note (e)**.
9	Communications Tunnel	Roll 1D: "**1-5**" = No Effect, "**6**" = Pressurization capability "compromised" in communications tunnel, crewmembers may <u>not</u> move from Nav/Radio section directly to the Waist compartment (and vice versa) without depressurization (see Section 4.2).
10	Bomb Release Mechanism	See **Note (f)**.
11	Superficial Damage	No Effect.
12	Radio Compass Antenna	Radio compass no longer usable, see Table 4-7.

Notes to Table 7-3, see next page.

Notes to Table 7-3, as applicable:

a) Roll 1D: "**1-4**" = fire continues, bail out on Table 8-4; "**5-6**" = explosion—if bombs still aboard B-29 is destroyed, entire crew KIA; otherwise, bail out on Table 8-5.

b) Roll 1D and halve the result; subtract one (**-1**) from the halved result if both B-29 fuel pumps are operating; add one (**+1**) to the halved result if both B-29 fuel pumps have failed (Table 4-9) and/or are damaged (Table 7-4). The final result is the number of fuel tank boxes that must *immediately* be crossed off. If the result is modified to "0", no boxes are crossed off (the flight engineer has succeeded in transferring fuel out of the tank such that the loss is negligible). Cross off requirements for leakage do not satisfy fuel consumption requirements (see Section 4.3). Auxiliary fuel tank boxes (see Section 2.3) may not be used to satisfy leakage cross off requirement. If the same leaking fuel tank is hit again, do not roll for damage, there is no additional effect.

c) Roll 1D: "**1-4**" = No Effect, "**5-6**" = bombs detonate, B-29 destroyed, crew KIA.

d) If applicable bomb bay auxiliary fuel tank has no fuel remaining (see Section 4.3) or has been jettisoned—No Effect. Otherwise, roll 1D: "**1-4**" = leakage, cross off one applicable bomb bay auxiliary fuel tank box per turn (beginning immediately), this cross-off requirement does not count toward required fuel consumption (see Section 4.3), "**5-6**" = fire, see **Note (a)**.

e) If bomb bay doors are jammed shut on the bomb run, halve the bombing accuracy percentage, see Table 6-7. If the bomb bay door(s) jams closed, two manual attempts to actuate the door(s) may be attempted. The first is by the pilot in the cockpit, roll 1D: "**1-2**" = door(s) successfully opened, "**3-6**" = door(s) remain jammed closed. Whether jammed open or shut the bomber must permanently leave formation (if applicable) at this point. Any second attempt to open door(s) jammed closed— or *any* attempt to *close* doors jammed *open*—requires one functioning crewmember (normally the flight engineer) spend at least one turn (beginning no earlier than the turn following the bomb run) in the bomb bay (see Section 4.2 for pressurization rules, if applicable) to attempt emergency operation of the door using a portable electric motor installed for the purpose. Roll 1D: "**1-3**" = door(s) successfully opened/closed, "**4**" = motor burns out (this may also affect emergency flap operation—see Table 7-9, "Flaps" result (note e.)), door(s) remains stuck open/closed, "**5-6**" = door(s) jammed open/closed. In either case, no further attempts are possible. If bomb bay doors fail to open—thus preventing bomb drop—fuel consumption (see Section 4.3(a)) remains **two** boxes per zone entered (note that consumption is still just *one* box marked off for turn-around turn). If bomb bay doors fail to close, speed is reduced due to drag—two turns per zone beginning immediately (i.e., three turns total in the Designated Target Zone—one for flight in, two for flight out—with one fuel box marked off for each extra turn spent in each zone). Also, there is a negative modifier for "Landing in Water" (Table 8-3).

f) Manual attempt must be made to drop/jettison bombs and/or auxiliary fuel tank (if installed, see Section 2.3). If at any time, the player decides to jettison the fuel tank (if applicable) a separate attempt is required from any bomb drop. Manual attempt is successful on a die roll of "**1-2**" but see Note **(d)** to Table 6-7 for effect on bomb drop. If unsuccessful in manual attempt on bomb run, plane must leave formation (if applicable) and attempt to jettison. Roll 1D: "**1-2**" = bombs successfully jettisoned, "**3-6**" attempt unsuccessful. A jettison attempt may be made once per turn. Subtract one (-1) from the roll if a crewmember is present in the bomb bay (see Section 4.2 for pressurization rules, if applicable) during the attempt *(i.e., simulating the attempt to drop bombs singly by manually tripping the release lever on each bomb shackle)*. If bombs are still on-board upon reaching base, see note c. to Table 8-1, pilot must remain aboard for landing attempt (remainder of crew may bail out). If bombs are still aboard in a ditching attempt, apply a "-1" modifier to the landing roll on Table 8-3 but entire crew may bail out. (No additional effect if already rolled for.) Until all bombs are successfully jettisoned, fuel consumption (see Section 4.3(a)) remains **two** boxes per zone entered (note that consumption is still just *one* box marked off for turn-around turn).

Table 7-3 and 7-4 FORWARD and AFT BOMB BAY (clarification) Damage to the bomb release mechanism in either bomb bay [result #10, note **(f)**] means some or all bombs will fail to drop from the applicable bomb bay during the bomb run (if not already released). A manual attempt to drop/jettison bombs may not be made prior to the bomb run unless the aircraft aborts for another reason or there is a requirement to jettison bombs in order to stay in formation (e.g., one or more engines are out).

Table 7-4 AFT BOMB BAY
Roll 2D:

Dice	Area Hit	Effect
2	Compressed Air Duct	1st hit = No Effect, 2nd hit (anywhere in B-29 except Utility compartment) = Roll 1D: "**1-4**" = No Effect, "**5-6**" = Pressurization capability lost *throughout* B-29 (see Sections 4.2, 7.2, 7.3)
3	Center Wing Fuel Tanks	Roll 1D: "**1**" = Fire, see **Note (a)**, "**2-3**" = Leakage, see **Note (b)**, "**4-6**" = Self-seal, No Effect.
4	Rubber Life Raft	If plane lands in water, then the +1 modifier for "successful ditching" on Table 8-6 may be applied to no more than 6 (player's choice) crewmen. (If rubber life rafts hit in Forward Bomb Bay as well, then the modifier may not be applied to any crewmen).
5	Bombs or Auxiliary Fuel Tank	If auxiliary fuel tank is installed (or was installed and later jettisoned) (see Section 2.3), roll 1D: "**1-3**" = Bombs hit (No Effect if already dropped), see **Note (c)**, "**4-6**" = auxiliary fuel tank hit, see **Note (d)**. If auxiliary fuel tank was *not* installed, then bombs hit (No Effect if already dropped), see **Note (c)**.
6	Bombs or Auxiliary Fuel Tank	See above.
7	Superficial Damage	No Effect.
8	Bomb Bay Doors	No Effect if bomb run already accomplished. Otherwise, roll 1D after rolling on Table 6-6 during the bomb run: "**1-2**" = Bay doors jammed shut, "**3-4**" = bay doors jammed open, "**5-6**" = superficial damage, No Effect. See **Note (e)**
9	Communications Tunnel	Roll 1D: "**1-5**" = No Effect, "**6**" = Pressurization capability "compromised" in communications tunnel, crewmembers may not move from Nav/Radio section directly to the Waist compartment (and vice versa) without depressurization (see Section 4.2)
10	Bomb Release Mechanism	See **Note (f)**
11	Superficial Damage	No Effect.
12	Fuel Transfer Pump	See **Note (g)**.

Notes to Table 7-4, as applicable:
a) *through* **f)** see notes to Tables 7-3.
g) 1st hit = When attempting to cross off an auxiliary fuel box per 4.3(b), roll 1D first: "**1-4**" = auxiliary fuel tank box may be crossed off normally, "**5-6**" = no auxiliary fuel tank box may be checked off this turn. 2nd hit = no auxiliary fuel tank boxes may be checked off (the tanks may be jettisoned). Also (in either case), see the "Fuel Tank Leakage" damage result (Table 7-5). Note that if one fuel transfer pump has already failed per Random Event (see Table 4-9), roll 1D first: "**1-3**" = failed pump hit, no further effect, "**4-6**" = remaining pump hit. (If *both* pumps have already failed, then there is no effect).

Table 7-5 WINGS
Roll 2D:

Dice	Area Hit	Effect
2	Gyro Flux Gate Compass	Port wing = apply a –1 modifier when rolling on Table 4-5; starboard wing = No Effect.
3	Wing Root	1 wing root hit, see **Note (a)**
4	Compressed Air Duct	1st hit = No Effect, 2nd hit (anywhere in B-29 except Utility compartment) = Roll 1D: "**1-4**" = No Effect, "**5-6**" = Pressurization capability lost *throughout* B-29 (see Sections 4.2, 7.2, 7.3)
5	Wing Flap	Roll 1D: "**1-3**" = flap inoperable, see **Note (b)**; "**4-6**" = No Effect.
6	Aileron	Roll 1D: "**1-3**" = aileron inoperable, see **Note (c)**; "**4-6**" = No Effect.
7-8	Superficial Damage	No Effect.
9	Fuel Tank	Roll 1D: "**1-3**" = Outboard tank, "**4-6**" = Inboard tank. Roll 1D again: "**1**" =Fire, see **Note (d)**, "**2-3**" = Leakage, see **Note (e)**, "**4-6**" = Self-seal, No Effect
10	Engines	Roll 1D: "**1-3**" = #1 engine if port wing, #3 engine if starboard wing; "**4-6**" = #2 engine if port wing, #4 engine if starboard wing. Roll 1D again: "**1-2**" = superficial damage; "**3-4**" = engine out, see **Note (f)**; "**5**" = runaway engine, see **Note (g)**; "**6**" = oil tank hit, see **Note (h)**
11	Wing Root	1 wing root hit, see **Note (a)**
12	Landing Gear	Roll 1D: "**1-2**" = brake reliability on landing reduced, apply a –2 modifier when rolling for landing on Table 8-1; "**3-5**" = landing gear inoperable, see **Note (n)**; "**6**" = gear drops down, see **Note (o)**

Notes to Table 7-5 see next page.