

Rules Changes

The following are the changes in the rules for B-17, QUEEN OF THE SKIES to accommodate this variant. Except for the specific alterations made below, all other rules for play are in force.

1. B-17G

The B-17G (with chin turret) started to arrive in the European Theater in September 1943. In this variant, the player begins his missions flying the game's standard B-17F model. However, if his bomber is lost in action or irreparably damaged, it is replaced with the B-17G model. The following rules (as adapted from James Meldrum's "The Rest of the Royal Family" in Vol. 20, No. 6 of The GENERAL) reflect the B-17G performance:

1. The chin turret has twin guns and may fire at German fighters attacking from the following positions: all levels of 12:00; 10:30 Level and Low; and 1:30 Level and Low.
2. A German fighter is hit with a die roll of "5" or "6" from this gun position.
3. German fighters attacking from the 12:00 High position may not knock out the chin turret.
4. The chin turret is affected by all other hits that would normally affect the bombardier or nose gun.
5. The ammo supply of the chin turret is the same as that of the nose gun.

II. Pre-Mission

Follow the normal Pre-mission steps except for the following. To begin a mission, place the B-17 counter over Foggia, Italy in Zone 1. There is only one Mission Target City Table to roll on instead of three; use it for all 25 missions.

III. Alterations to Tables

1. Revisions to the Mission Target Tables (G1, G2 and G3). When called upon, roll two dice with results applied to the new accompanying Mission Target Table.
2. Revisions to the Flight Log Gazetteer (G-11). When target has been determined, refer to the new accompanying Flight Log Gazetteer.
3. Although the longer ranged P38Js and P-51s started to appear in Europe in 1944, the 8th Air Force was given priority in receiving these "longlegged" fighters. These aircraft would not become operational with the 15th Air Force until May 1944. As a result, fighter cover was

not as good on long ranged missions. Use the following revised table to replace the Fighter Cover Table (G-5). Fighter cover is extended to cover all eight zones however.

Fighter Cover (Replaces G-5)

Die Roll

Zones	Poor	Fair	Good
1 - 5	1-2	3-4	5-6
6	1-2	3-5	6
7 - 8	1-3	4-6	-

4. Regarding Bailouts and Landings, the following rules are applied:

A. If a crew member bails out and lands unhurt or survives a forced landing in France, Italy, Yugoslavia or Greece, he will be returned in time for the next mission by the Underground or Partisans on a die roll of -6- (see Note. d, Table G-7 and G-10).

B. If a crew member bails out and lands unhurt or survives a forced landing in Germany, Austria, Hungary, Bulgaria, Rumania or Albania, he is automatically captured (see Note c, Table G-7 and G-10).

C. If a crew member bails out and lands unhurt or survives a forced landing in Zone 1 (Allied-controlled Italy), he is automatically ready for the next mission. Seriously wounded crew members roll on Table Bl-4 Wounds, Note b.

D. If a crew member bails out over the Alps, roll one die: 1-5-dies of cold and exposure, 6-rescued but captured by Germans.

E. If B-17 force lands in Alps, plane is destroyed and all aboard KIA.

F. If B-17 landing on land in other than Zone 1, modify landing Dice Roll by -3.

IV. Strategic Movement Board

The board accompanying this article depicts a map of southern and central Europe. Missions will take the player's B-17 to 27 cities (including five capitals) in nine countries.

V.The Alps

1. There are two missions that require a B-17 to fly over the Alps-Steyr and Regensburg. Consult the Flight Log gazetteer to see in which zone the bomber must cross the mountains.

2. A B-17 that must descend to 10000 feet for any reason does not have the altitude to cross over the Alps.
3. In case of "Heat Out", a B-17 can re-climb to 20000 feet to pass over the mountains (still out of formation), but each affected crew member must roll for frostbite. The B-17 may return to 10000 feet after crossing the Alps.
4. If the B-17 must stay at 10000 feet because of "Engine Out" or "Oxygen Out" it must either abort the mission (if unable to reach the target) or the crew must bailout or land the plane if unable to recross the Alps on the return leg.
5. If damage to the B-17 requires descending to 10000 feet while over the Alps, the crew may bailout (except the crewman flying the plane) and the plane must crash with the pilot still aboard.

VI. Weather

1. In all cases except over the Alps, treat weather as in the normal game.
2. When a B-17 enters the zone in which it must fly over the Alps, the player rolls for Weather Conditions in that zone only on Table O-1. Whatever weather conditions exist on the outward leg remain in force for the return leg.
 - A. If the weather is bad, severe icing conditions prevail and the mission is aborted immediately.
 - B. If the weather is poor, the player has the option of continuing with mission or aborting. If the decision is made to continue, the B-17 flies through dense cloud cover and snow. Player rolls two dice: 2-9-B-17 survives passage unharmed; 10-12-pilot errs and flies into mountainside (bomber is destroyed and all aboard KIA). Player must roll again on return leg.
 - C. If weather is bad or poor, NO attacks are made by German fighters.
 - D. If weather is good, roll one die; on a die roll of "6" only one fighter wave will appear. German fighters may make one attack regardless of attack results; no attacks from Vertical Climb or Vertical Dive positions are allowed (disregard if rolled).
 - E. If a mission is aborted because of weather over the Alps, it still counts toward the required 25 missions of the Campaign Game.



MISSION TARGETS

Missions 1-25

Roll 2D.

ROLL TARGET	TYPE
11 Anzio*	Ground Support
12 Aviano	Airfield
13 Belgrade	Airfield
14 Belgrade	Rail Yard
15 Brod	Rail Yard
16 Brod	Rail Yard
21 Bucharest	Rail Yard
22 Budapest	Aircraft
23 Fiume	Oil
24 Klagenfurt	Airfield
25 Klagenfurt	Aircraft
26 Maribor	Aircraft
31 Mostar	Airfield
32 Nis	Rail Yard
33 Nis	Rail Yard
34 Piraeus	Dock Yard
35 Ploesti	Rail Yard
36 Ploesti	Rail Yard
41 Pola	Dock Yard
42 Regensburg**	Aircraft
43 Reggio Emilia	Rail Yard
44 Rimini	Rail Yard
45 Rome	Airfield
46 Rome	Rail Yard
51 Sofia	Rail Yard
52 Sofia	Rail Yard
53 Steyr**	Aircraft
54 Toulon**	U Boats
55 Turin	Industry
56 Turin	Rail Yard
61 Udine	Airfield
62 Verona	Rail Yard
63 Verona	Rail Yard
64 Villaorba	Airfield
65 Wiener-Neustadt	Aircraft
66 Zagreb	Airfield

* Subtract -3 from die roll for flak occurrence over target, Table O-2

** Add +1 to die roll for flak occurrence over target, Table O-2

FLIGHT LOG GAZETTEER

TARGET CITY	ZONE 2	ZONE 3	ZONE 4	ZONE 5	ZONE 6	ZONE 7	ZONE 8
Anzio	-2/I						
Aviano	-2/W	-1/W	0/W-I	+1/I			
Belgrade	-2/W	0/W	0/Y	0/Y			
Brod	-2/W	0/Y	0/Y				
Bucharest	-2/W	0/Y	0/Y	0/Y	0/B-R	0/R	0/R
Budapest	-2/W	0/Y	0/Y	0/H	0/H		
Fiume	-2/W	-1/W	0/I				
Klagenfurt	-2/W	-1/W	0/Y	0/A			
Maribor	-2/W	-1/W	0/Y	0/Y			
Mostar	-2/W	0/Y					
Nis	-2/W	0/Y	0/Y	0/Y			
Piraeus	-2/W	-2/W	-1/W	-1/W-Gr	0/Gr	0/Gr	
Ploesti	-2/W	0/Y	0/Y	0/Y	0/B-R	0/R	+1/R
Pola	-2/W	-1/W	0/Y				
Regensburg	-2/W	-1/W	0/W-I	0/I	Alps	+1/G	
Reggio Emilia	-2/W	-1/W	0/W-I	0/I			
Rimini	-2/W	0/I					
Rome	0/I						
Sofia	-2/W	0/W-Al	0/Al-Y	0/Y-B	0/B		
Steyr	-2/W	-1/W	0/I-Y	Alps	+1/A		
Toulon	-2/W	-2/W	-1/W	-1/W	-1/W	0/F	
Turin	0/I	-1/W	-1/W	-1/W	0/I		
Undine	-2/W	-1/W	0/W-I	+1/I			
Verona	-2/W	-1/W	0/W-I	0/I			
Villaorba	-2/W	-1/W	0/W-I	+1/I			
Wiener-Neustadt	-2/W	0/Y	0/Y	0/Y-A	+1/A		
Zagreb	-2/W	0/Y	0/Y				

German Fighters attack over the Alps in good weather only.

A—Austria; Al—Albania; B—Bulgaria; F—France; G—Germany; Gr—Greece; H—Hungary; I—Italy; R—Rumania; Y—Yugoslavia; W—Water.