

# TARGET FOR TONIGHT

<b>ZONE NUMBER</b>	
<b>Base WX (T/O)</b> (Table 3-1)	
<b>Active Devices</b> (Section 2.7.1)	
<b>Altitude Level</b> (Section 4.1.1)	
<b>Mech Failure</b> (Section 4.4)	
<b>Zone WX</b> (Table 4-1)	
<b>Contrails</b> (Table 4-4)	
<b>Mission Recall</b> (Section 4.3)	
<b>Kammhuber Detection</b> (Section 4.7)	
<b>Searchlight</b> (Section 5.1)	
<b>Number of Night fighters</b> (Table 5-5)	
<b>Evasive Action</b> (Section 5.6)	
<b>Collision</b> (Sections 4.10 & 5.6.3)	
<b>Nav. (On/Off Course)</b> (Table 5-15)	
<b>Target Visibility</b> (Table 6-1)	
<b>Base WX (Landing)</b> (Table 3-1)	

**COMBAT CALCULATIONS/NOTES:**

# ZONE WORKSHEET

PLAYERS SHOULD PHOTOCOPY THIS FORM FOR THEIR OWN USE

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