## TARGET FOR TONIGHT

## ZONE WORKSHEET PLAYERS SHOULD PHOTOCOPY THIS FORM FOR THEIR OWN USE

Base WX (T/O) (Table 3-1)  Active Devices (Section 2.7.1)	Base WX (T/O) (Table 3-1)
(Section 2.7.1)	Active Davisse
	Active Devices (Section 2.7.1)
Altitude Level (Section 4.1.1)	Altitude Level (Section 4.1.1)
Mech Failure (Section 4.4)	Mech Failure (Section 4.4)
Zone WX Table 4-1)	Zone WX (Table 4-1)
Contrails Table 4-4)	Contrails (Table 4-4)
Mission Recall (Section 4.3)	Mission Recall (Section 4.3)
Kammhuber Detection (Section 4.7)	Kammhuber Detection (Section 4.7)
Searchlight Section 5.1)	Searchlight (Section 5.1)
Number of Night fighters Table 5-5)	Number of Night fighters (Table 5-5)
Evasive Action Section 5.6)	Evasive Action (Section 5.6)
Collision Sections 4.10 & 5.6.3)	Collision (Sections 4.10 & 5.6.3)
Nav. (On/Off Course) Table 5-15)	Nav. (On/Off Course) (Table 5-15)
Target Visibility Table 6-1)	Target Visibility (Table 6-1)
Base WX (Landing) (Table 3-1)	Base WX (Landing) (Table 3-1)
COMBAT CALCULATIONS/NOTES:	COMBAT CALCULATIONS/NO
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ZONE NUMBER	
Base WX (T/O) (Table 3-1)	
Active Devices (Section 2.7.1)	
Altitude Level (Section 4.1.1)	
Mech Failure (Section 4.4)	
Zone WX (Table 4-1)	
Contrails (Table 4-4)	
Mission Recall (Section 4.3)	
Kammhuber Detection (Section 4.7)	
Searchlight (Section 5.1)	
Number of Night fighters (Table 5-5)	
Evasive Action (Section 5.6)	
Collision (Sections 4.10 & 5.6.3)	
Nav. (On/Off Course) (Table 5-15)	
Target Visibility (Table 6-1)	
Base WX (Landing) (Table 3-1)	