DAMAGED AIRCRAFT CHECK TABLE (4.2.4)

1D6*	RESULT
1-3	Aircraft Drops Out (8.3)**
4+	Stay in Formation

* Add Crew's/Ace's Performance Rating.
** Continue to the LOST BOMBER FATE TABLE.

FLAK SITE ATTACK TABLE (4.2.7, 6.0)

2D6: 2-6 Flak Attacks

1D6	Flak Strength	FACTOR
1-3	Light Flak	8
4-5	Moderate Flak	12
6	Heavy Flak	15

FLAK DAMAGE TABLE (6.0, 8.2)

TOTAL	RESULT	IF UNDAMAGED	IF DAMAGED
9+	Fatal Hit	Destroyed	Destroyed
6-8	Heavy Hit 1D6: 1-3 Crew Damage	1D6: 1-3 Damaged 4-6 Damaged and Drops Out	Destroyed
2-5	Light Hit	1D6: 1-3 No Effect 4-6 Damaged	1D6: 1-3 No Effect 4-6 Drops Out
< 2	Miss	No Effect	No Effect

LOST BOMBER FATE TABLE (8.3)

	NUMBER OF MAP BOXES FROM THE CLOSEST GREEN BOX			RESULT
	0-3	4-6	7+	
Roll 1D6*	4+	5+	6+	**Bomber Returns to Base:** Place the Bomber and its Crew in the READY Section of the SQUADRON BRIEFING CARD. If Damaged, place the Bomber and Crew in the NOT READY Section.
	1-3	1-4	1-5	**Bomber Fails to Return:** The Bomber has been Destroyed. If you play with the Optional Crew's Fate rule, proceed to LOST CREW FATE TABLE.

* Add the Bomber's Performance and its Crew's Performance to the roll.

TARGET DAMAGE TABLE (9.3)

	TARGET DESTRUCTION RATING						RESULT
	8	7	6	5	4	3	
Hits Scored	8+	7+	6+	5+	4+	3+	Heavy Damage
	-	4-6	4-5	3-4	2-3	-	Light Damage
	0-7	0-3	0-3	0-2	0-1	0-2	No Effect

ESCORT AVAILABILITY TABLE (4.1.8, 4.2.6, 11.10)

1. DETERMINE ESCORT TYPE

	1-6	7-12	13-21	22-25	TYPE
Roll 1D6	-	1-4	1-2	1-2	P-47
	1-6	5-6	3-4	-	P-38
	-	-	5-6	3-6	P-51

2. DETERMINE THE NUMBER OF ESCORTS

	1-6	7-12	13-21	22-25	NUMBER
Roll 1D6	1-3	1-2	-	-	0
	4-6	3-4	-	-	4
	-	5-6	1-3	1-2	6
	-	-	4-6	3-6	8

TARGET CLOUD COVER TABLE (4.1.4, 9.3)

2D6	CLOUD COVER	HIT REQUIREMENT
2-4	Clear	3-6
5-9	Light Clouds	4-6
10-12	Heavy Clouds	6

ACE TABLE (4.1.8, 5.3, 7.0.1, 12.7.1)

Number of Fighters	1	2-4	5-7	8	ACES
Roll 1D6	1-5	1-3	1-2	1	0
	6	4-5	3-4	2-3	1
	-	6	5	4-5	2
	-	-	6	6	3

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ATTACK DICE TABLE (6.0, 9.3)

ATTACK FACTOR	NUMBER OF TARGETS									
	1	2	3	4	5	6	7	8	9	10+
50+	10	9	9	8	8	7	7	6	6	5
45-49	9	9	8	8	7	7	6	6	5	5
40-44	9	8	8	7	7	6	6	5	5	4
35-39	8	8	7	7	6	6	5	5	4	4
30-34	8	7	7	6	6	5	5	4	4	3
26-29	7	7	6	6	5	5	4	4	3	3
22-25	7	6	6	5	5	4	4	3	3	2
18-21	6	6	5	5	4	4	3	3	2	2
14-17	6	5	5	4	4	3	3	2	2	2
12-13	5	5	4	4	3	3	2	2	2	1
10-11	5	4	4	3	3	2	2	2	1	1
8-9	4	4	3	3	2	2	2	1	1	1
6-7	4	3	3	2	2	2	1	1	1	1(-1)
4-5	3	3	2	2	2	1	1	1	1(-1)	1(-1)
2-3	3	2	2	2	1	1	1	1(-1)	1(-1)	1(-1)
1	2	2	2	1	1	1	1(-1)	1(-1)	1(-1)	1(-1)

Results listed are the number of D6 to roll to determine hits to each eligible Target. 1 (-1) means that Flak attacks with 1D6, but the successful hit numbers are cut by 1 (a Flak Site hits on 5 and 6 , so in this case it will hit just on 6).

Flak Site Row Shift Modifiers
+2 in 1945
Approach and Egress Flak Row Shift Modifiers:
+3 Low Altitude Bombing.
-2 Heavy Clouds (not in Low Altitude).
-1 Light Clouds (not in Low Altitude).
Egress Flak:
If the Target was Destroyed, its Attack Factor = 8.

Bombing Row Shift Modifiers:
-2 Loose Formation.
- Target Difficulty Rating.
+ Lead Bomber Crew's Bombing Rating.
+2 Low Altitude Bombing (9.1).

REPAIR / RECOVER TABLE (4.3.3, 4.3.4)

	BOMBER	CREW
Roll 1D6	1-3: No Progress	1-2: No Progress
	4-6: Repaired	3-6: Recovered

MIXED ESCORTS TABLE (11.6)

TURN	P-47	P-38	P-51
1-6	-	8	-
7-12	7	2	-
13-21	3	3	3
22-25	3	-	6

LANDING TABLE (4.2.14.1)

1D6*	RESULT
4+	Good Landing: No Effect.
3	Hard Landing: Damaged. 1D6: 1-3 If already damaged, now Destroyed (-2 Mission VPs).
1-2	Crash: Bomber and Crew Destroyed (-2 Mission VPs).

* Add the Bomber's Performance and its Crew's Performance to the roll.

B-24 REPLACEMENT TABLE (4.3.3.2)

YEAR	1942	1943	1944+	TYPE
Roll 1D6	1-3	1-2	1	-
	4-6	3	2	B-24G
	-	4-6	3-6	B-24H

B-17 REPLACEMENT TABLE (4.3.3.2)

TURN	1-9	10-13	16+	TYPE
Roll 1D6	1-3	1-2	1	-
	4-6	3	2	B-17F
	-	4-6	3-6	B-17G

WAR PROGRESS EVENTS TABLE (4.3.5)

	CURRENT YEAR			RESULT
	1942	1943	1944+	
Roll 2D6 *	-	11-12	-	**ME-262s arrive in 1943:** For the duration of 1943, use the 1945 row on the ENEMY INTERCEPTOR TYPE TABLE (or GERMAN RESOURCE TABLE for two player game). No Effect if rolled again or after 1943. You may place a reminder counter on the Mission Turn track.
	10-12	9-10	9-12	**Allies Advance:** +2 Campaign VP.
	6-9	7-8	6-8	**Stalemate:** No Effect.
	-	6	4-5	**V-2 Rocket attack on London:** Advance the Mission Counter one box.
	2-5	4-5	2-3	**Axis Advance:** -1 Campaign VP.
	-	2-3	-	**Drop Tanks arrive in 1943:** While in 1943, add 3 to the Maximum Safe Range of your Escorts. No Effect if rolled again, or after 1943. You may place a counter on the track as a reminder.

CAMPAIGN SUCCESS TABLE (4.3.2)

	CHOSEN CAMPAIGN LENGTH				RESULT
	5 MISSIONS	12 MISSIONS	15 MISSIONS	25 MISSIONS	
CAMPAIGN VICTORY POINTS ACHIEVED	-	-	-	< 5	**Catastrophic Defeat.** Germans have flipped the war in their favor. You are immediately discharged from the service.
	< 2	< 6	< 7	5-11	**Defeat:** You let Germans get a second breath. You will not get your next promotion. You are being assigned to a desk job.
	2-3	6-8	7-11	12-19	**Stalemate:** Tug of war will go on for yet some time. You've earned the Bronze Star for your service and may get a promotion.
	4+	9+	12+	20-24	**Victory:** Congratulations Commander! You've earned the Legion of Merit and a promotion to Colonel.
	-	-	-	25-36	**Major Victory:** You will go down in the annals of history. You've earned the Silver Star and an eventual promotion to Brigadier General.
	-	-	-	37+	**Spectacular Victory!** You've become a Legend. You've earned the Distinguished Service Medal and an eventual promotion to Major General.

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FORMATION EVENT TABLE (4.2.8, 5.1)

Distance	1942-43				1944-45				
	0-1	2-3	4-6	7+	0-1	2-3	4-5	6+	
EVENT OCCURS 2D6	2-5	2-6	2-6	2-7	2-5	2-4	2-5	2-6	RESULT
IF EVENT, ROLL 2D6 TO SEE WHICH EVENT	2-7	2	-	-	2-7	2	-	-	**Systems Trouble (random Bomber Rolls 1D6):** 1-3 Bomber Damaged. If already Damaged then it Drops Out.
	8	3-5	2-3	2-3	8	3-5	2-3	2-3	**Weather Change (1D6):** 1-3 one step better, 4-6 one step worse. If it becomes worse than Heavy Clouds - mission is recalled, return to the base. If in Target box or on the way back, ignore it and Roll 1D6: 1-4 No Effect, 5-6 Lady Luck.
	9-10	6	4	4	9-10	6-8	4-5	-	**Lady Luck:** Draw a random Lady Luck counter.
	11-12	7	5	5	11-12	9-10	6	4	**Formation Check (1D6 + Lead Bomber Crew's Performance):** 1-5 Loose Formation, 6+ Tight Formation.
	-	8-12	6-12	6-12	-	11-12	7-12	5-12	**Enemy Fighters (1D6 +2 in 1942-44, +0 in 1945):** That many Enemy Interceptors (min. 2) will attack your Formation. Continue to ENEMY INTERCEPTOR TYPE TABLE.

AIR COMBAT MODIFIERS TABLE (7.1.3, 7.2.3)

FIGHTER FIRE	BOMBER DEFENSIVE FIRE
+1 for Wingman (Dogfight only)	+1 for each undamaged, non-engaged Bomber in the same Element
+1 if Target in Tail Element	+1 if in Tail Element
-1 if Target in Lead Element	
-1 for each Cover Support Escort in the Element	-1 if in Lead Element
+1 for each additional Fighter attacking the same Bomber	-2 if Loose Formation

Keep on your mind that Aces and Crews add to their Aircraft ratings.

LOST CREW FATE TABLE (11.5)

1. DETERMINE DRM AND RETURN FACTOR

THE CREW WAS DOWNED	RETURN FACTOR	DRM
In Blue Box	3	+2
In Green England Box	2	+3
In any other box	9	-1
Veteran Crew	-1	+1
Crack Crew	-2	+2

2. DETERMINE THE CREW'S FATE

1D6 + DRM	RESULT
0-5	The Crew was lost in Action.
6+	The Crew has survived and will be rescued. First Roll 1D6: 1-3: There were causalities among them - the Crew will downgrade. Then Roll 1D6 + Return Factor. Place the Crew counter that many spaces ahead on the Mission Turn Track. When the Mission Counter advances to that space place the Crew counter in the READY Section of the SQUADRON BRIEFING Card.

ACCURATE MAXIMUM SAFE RANGES TABLE (11.10)

YEAR	TURN	P-47	P-38	P-51
1942	1		6	
	2		6	
	3		6	
	4		6	
	5		6	
1943	6		6	
	7	4	6	
	8	4	6	
	9	4	6	
	10	6	8	
	11	6	8	
	12	6	8	
	13	6	8	7
1944	14	6	8	7
	15	7	10	12
	16	7	10	12
	17	7	10	12
	18	7	10	12
	19	7	10	12
	20	7	10	12
	21	7	10	12
1945	22	7	10	12
	23	7	10	12
	24	7	10	12
	25	7	10	12

LOOSE FORMATION TABLE (5.5)

BASE NUMBER OF BOMBERS	1-4	5-6	7-9	10-11	12
LOOSE IF MISSING	No Effect	2	3	4	5

AGGRESSIVE ESCORTS TABLE (7.1.2)

1D6	TOTAL NUMBER OF ESCORT FIGHTERS							
	1	2	3	4	5	6	7	8
1	0	0	0	0	0	1	2	2
2	0	0	0	0	1	2	2	3
3	0	0	0	1	1	2	3	3
4	0	0	1	1	2	3	3	4
5	0	1	1	2	2	3	4	5
6	1	1	2	2	3	4	4	5

BOMBER COMBAT TABLE (7.2.3, 8.2)

TOTAL	RESULT	IF UNDAMAGED	IF DAMAGED
13+	Fatal Hit	Destroyed	Destroyed
11-12	Heavy Hit 1D6: 1-3 Crew Damage	1D6: 1-3 Damaged 4-6 Damaged and Drops Out	Destroyed
8-10	Light Hit	1D6: 1-3 No Effect 4-6 Damaged	1D6: 1-3 No Effect 4-6 Drops Out
< 8	Miss	No Effect	No Effect

RANDOM BOMBER SELECTION TABLE (5.4)

1. DETERMINE A RANDOM ELEMENT - 1D6

NUMBER OF ELEMENTS	LEAD	HIGH	LOW	TAIL
1	1-6	-	-	-
2	1-3	4-6	-	-
3	1-2	3-4	5-6	-
4	1-2	3	4	5-6

2. DETERMINE A RANDOM BOMBER - 1D6

Assign values from 1-6 evenly among the Bombers in the Element and Roll 1D6 to determine which Bomber is affected

FIGHTER COMBAT TABLE (7.1.3.3, 7.2.3, 8.1)

TOTAL	IF UNDAMAGED	IF DAMAGED
13+	Destroyed	Destroyed
8-12	Damaged	Destroyed
< 8	Miss	Miss

DAMAGED AIRCRAFT CHECK TABLE (4.2.4)

1D6 *	RESULT
1-3	Aircraft Drops Out (8.3)**
4+	Stay in Formation

* Add Crew's/Ace's Performance Rating.
** Continue to the LOST BOMBER FATE TABLE.

ENEMY INTERCEPTION TYPE TABLE (7.0.1)

	YEAR	BF-109	FW-190	ME-110	ME-262
Roll 1D6	1942	1-3	4-5	6	-
	1943	1-2	3-4	5-6	-
	1944	1-2	3-4	5	6
	1945	1-2	3-4	-	5-6

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