



TWO PLAYER TABLES



GERMAN RESOURCE TABLE (12.5, 12.7.2)

2D6 + MODIFIER	CURRENT YEAR							
	1942		1943		1944		1945	
12+	2 Heavy	8 ME-109s	3 Heavy	8 ME-109s	4 Heavy	6 ME-109s	4 Heavy	2 ME-109s
	3 Moderate	6 FW-190s	4 Moderate	8 FW-190s	6 Moderate	5 FW-190s	6 Moderate	3 FW-190s
	4 Light	4 ME-110s	6 Light	6 ME-110s	8 Light	3 ME-262s	8 Light	6 ME-262s
7-11	2 Heavy	6 ME-109s	2 Heavy	6 ME-109s	3 Heavy	5 ME-109s	3 Heavy	3 ME-109s
	2 Moderate	6 FW-190s	3 Moderate	6 FW-190s	4 Moderate	5 FW-190s	4 Moderate	3 FW-190s
	4 Light	4 ME-110s	4 Light	6 ME-110s	6 Light	2 ME-262s	6 Light	3 ME-262s
3-6	1 Heavy	6 ME-109s	2 Heavy	6 ME-109s	2 Heavy	5 ME-109s	2 Heavy	3 ME-109s
	2 Moderate	4 FW-190s	2 Moderate	6 FW-190s	3 Moderate	4 FW-190s	3 Moderate	2 FW-190s
	3 Light	4 ME-110s	4 Light	4 ME-110s	4 Light	1 ME-262	4 Light	2 ME-262s
< 3	1 Heavy	4 ME-109s	1 Heavy	6 ME-109s	2 Heavy	3 ME-109s	2 Heavy	2 ME-109s
	1 Moderate	4 FW-190s	2 Moderate	4 FW-190s	2 Moderate	3 FW-190s	2 Moderate	2 FW-190s
	3 Light	4 ME-110s	3 Light	4 ME-110s	4 Light	2 ME-110s	4 Light	1 ME-262
FIGHTER REPLACE 1D6	1-3		1-3		1-3		1-2	

US CAMPAIGN VP MODIFIER TABLE (12.5)

CURRENT US CAMPAIGN VP TOTAL			
5 MISSION GAME	12-15 MISSION GAME	25 MISSION GAME	MODIFIER
-	-	29+	-3
-	-	25-28	-2
3+	9+	20-24	-1
2	7-8	12-19	0
< 2	< 7	7-11	+1
-	-	3-6	+2
-	-	< 3	+3

INTERCEPTION CHECK TABLE (12.7)

CURRENT YEAR	NUMBER OF MAP BOXES FROM THE CLOSEST GREEN BOX		
	1-2	3-6	7+
1942	9-12	6-12	6-12
1943	9-12	6-12	6-12
1944	11-12	8-12	6-12
1945	-	9-12	6-12

Dice Roll Modifier (DRM):
 -1 if in a potential Target box.
 -2 if in the primary or secondary Target box.

FORMATION EVENT TABLE (4.2.8)

Distance	0-1	2-3	4-6	7+	
EVENT? 2D6	2-4	2-5	2-6	2-7	Result
IF EVENT, ROLL 1D6 TO SEE WHICH EVENT	1-4	1-2	1	1	Systems Trouble (random Bomber Rolls 1D6): 1-3 Bomber Damaged. If already Damaged then it Drops Out.
	5	3	2	2	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.
	6	4-5	3-4	3	Lady Luck: Draw a random Lady Luck counter.
	-	6	5-6	4-6	Formation Check (1D6 + Lead Bomber Crew's Performance): 1-5 Loose Formation, 6+ Tight Formation.

AVAILABLE INTERCEPTORS TABLE (12.7.1)

1D6	1	2	3	4	5	6
1942-43	4	5	6	6	7	8
1944	4	4	5	6	6	6
1945	3	3	4	4	5	5

