

## Flight of the Giants Solo (B-17 Queen of the Skies Conversion)

### **Sequence of Play**

#### Pre-mission Steps

Roll for the mission target on Table C-11, C-12, or C-13 depending on the number of the mission. Roll for the bomber's position in its squadron on Table C-15. Note that bombers in the lead or tail positions are attacked by one additional scout per wave. Roll for the bomber's squadron formation on Table C-15. Note any modifications to the rolls for enemy scouts on Tables C-7 and C-8 due to the bomber's squadron formation. The low squadron was most prone to enemy attack, while the middle squadron was least prone to attack. Examine the modifications in each zone to the rolls for enemy scouts on Tables C-7 and C-8. Add these modifications with any for the bomber's squadron position.

#### Mission Steps

Each turn, the bomber moves one zone closer to the target or one zone closer to the base when returning after bombing the target. Roll for scout cover on Table C-16 either Poor, Fair, or Good and record the extent of the scout cover when entering Zones 2, 3, and 4. Resolve combat initiated by enemy scouts in each zone entered, both to and from the target. When the bombers enters the Designated Target Zone roll for weather over the target on Table C-1, and then resolve any combat according to the Combat Procedure, taking into account any weather effects. Resolve any anti-aircraft fire by consulting Tables C-2 through C-5 and then resolve the Bomb Run by consulting Tables C-6 and C-7. After the Bomb Run is resolved begin the return flight to base and resolve combat again in this zone, still taking into account any weather effects (roll again on Table C-8). Each subsequent turn of the return flight to base resolve combat according to the Combat Procedure.

### **Combat Procedure**

#### Determine Attackers

Roll for the number of waves of intercepting enemy scouts on Table C-7; roll on Table C-8 if the bomber is in the target's zone. For each separate wave of attackers roll once on Table C-9 to determine the number of scouts encountered and the clock position of their attack. Place the bomber card's center dot over the blue circle in the center of the map card. Place each enemy scouts on the map card in the proper clock position of their attack. For 'High' attacks, place the enemy scout card between position number and the bomber card; for 'Level' attacks, place the enemy scout card on the position number; for 'Low' attacks, place the position number between the enemy scout card and bomber card. All attacks occur first at Long Range and again at Short Range for each wave of attacking enemy scouts. Vertical Diving attacks are placed on the center of the bomber's card; vertical climbing attacks are placed on the designated location of the map card.

### Friendly Scout Cover Defense

If the bomber is within Zones 1, 2, 3, or 4, roll on Table C-18 to determine how many of this wave's enemy scouts are driven off by friendly scout cover. Immediately remove that many enemy scouts of your choice from the map. If the bomber is outside of friendly scout cover (in Zones 5-8) ignores this step.

### Bomber Defensive Fire

Each available manned machine gun position may fire at any one scout within its field of fire at both long and short ranges. Designate the targets of each gun position with the appropriate counter. Enemy scouts attacking from either vertical position can not be fired upon by bomber's gunners. Resolve combat as per standard game ranges. Apply Table C-20 to each enemy scout damaged by bomber.

### Machine Gun Ammunition (Optional Rule)

The ammunition available for each machine gun position per mission is limited. When a gun position runs out of ammunition, it may borrow additional ammunition from another position. Mark off the available ammunition from the gun passing the ammunition and add to the gun receiving the ammunition. Ammunition may only be exchanged during a turn when no fighter waves are rolled on Tables C-7 or C-8, or after all attacking fighters have been driven off either by friendly fighter cover or other bombers.

<u>Weapon Type &amp; Number</u>	<u>Damage Cards</u>	<u>Card Deck</u>
Lewis MG (2)	10	A
Lewis MG (1)	07	B
Parabellum MG (1)	10	B

The Lewis and Parabellum observer/gunner weapons were usually provided with an additional three (3) ammunition drums for in-flight reloading.

The number of Damage Cards for the ammunition totals is based on calculations of average firing rates and ammunition loads for each individual weapon system from available data. Shuffle and deal out the listed number of Damage cards for each weapon system.

For Long Range shots, take one (1) Damage Card from the aircraft's ammunition total. For Close Range shots take one (1) Damage Card from the aircraft's ammunition total and the second Damage Card from the community Damage Deck. Any additional Damage Cards drawn for length of bursts are taken from the community Damage Deck.

### Changes to Number of Damage Cards for all Ranges

Long Bursts	+1 Draw for Damage Cards
Medium Bursts	Normal Draw for Damage Cards
Short Bursts	-1 Draw for Damage Cards

Changing the drawing of Damage Cards is to reflect the increased or reduced number of rounds fired at a target. This also reflects in the chances of causing a weapon jam.

### Area Spray Fire (Optional Rule)

Area Spray Fire represents the "hosing" of an area with a long burst of an un-aimed spray of bullets. Although usually ineffective as far as hits were concerned, it could drive away an enemy scout due to the bewildering effect of numerous tracer bullets peppering the sky the scout was flying into. The technique of spray fire was not favored by experienced gunners because it quickly burned up ammunition, was generally ineffective against good pilots, and could jam the gun. Area Spray Fire is an optional rule which players may include for additional interest. Mark off three bursts of ammunition for each gun position that sprays. When the spraying gun fires, resolve its fire on Table C-19. Ace Gunners employing Area Spray Fire do not add 1 to their die roll.

### Enemy Scout Offensive Fire

Resolve fire as per the standard game ranges. Any enemy scout which does not damage the bomber is removed from further play.

### Successive Attacks

Any enemy scout which scores damage in its initial attack on the bomber, attacks the bomber again. Roll once on Table C-10 for each enemy scout making a successive attack to determine its new attack position. After all enemy scouts conducting successive attacks are positioned; remove the number of enemy scouts allowed due to successful friendly scout cover according to the roll on Table C-18 during the initial attack. Then resolve defensive fire and the fighter attacks normally. Enemy scouts not scoring damage during this attack are removed from further play. Enemy scouts who score damage during their first successive attack conduct a second successive attack as above. After its second successive attack, an enemy scout is removed from further play, even if it scored damage every time. The most attacks any enemy scout can make against the bomber during a wave is three - one initial and two successive attacks.

### Second and Third Waves

Resolve any additional wave attacks according to the Combat Procedure described for the first wave above. Roll again for friendly scout cover defense on Table C-18 for each additional wave while in Zones 2, 3, and 4. After all attacks have been resolved completely, continue the mission according to the Mission Steps above.

### How to Win

A bomber's results and survival determine whether a mission is a Player Victory, an enemy Air Defense Victory, or a Draw. The cumulative results over 25 missions determine victory in the Campaign Game. In addition, the survival of an individual bomber or crew member over several missions can be measured as a relative performance rating.

### Mission Victory Conditions

A mission is considered a Player Victory if the bomber's Bomb Run was On Target, and the aircraft returned to base not irreparably damaged. A mission is considered an enemy Air Defense Victory if the bomber was destroyed in combat. A Mission is considered a Draw if the bomber was unable to bomb the target or if the bomb drop was Off Target, but returned to base.

### Campaign Game Victory Conditions

At the end of the 25 mission campaign, total the number of Player Victories and enemy Air Defense Victories, and ignore the number of Draws. The side with the most victories is the winner of the Campaign Game.

### Aborting the Mission

"Aborting a mission" means that the bomber turns around and heads for home without bombing the target. Players may choose to abort after resolving all combat in any zone. However, the aborted mission does not count toward the required 25 missions.

### Ace Gunners

Once a gunner has shot down 5 or more scouts in his career, he is an Ace Gunner and may add 1 to his defensive fire cards. Ace Gunners lose this bonus when wounded. A gunner becomes an Ace at the instant of his 5th kill, and the bonus takes effect with his next defensive fire.

### Engine Damage

With the first engine damage card, the bomber can only stay in formation if it jettisons its bombs immediately. If the bomber is already in the Target Zone when the engine is damaged, it may bomb the target and still remain in formation. Otherwise, if the bomber decides to keep its bombs aboard and continues to the target with engine damage, it is 'Out of Formation' and must spend 2 turns in each zone while it still has its bombs due to slowness caused by the weight of the bombs. The bomber must therefore roll for waves of enemy scouts twice per zone on either Table C-7 or C-8. Once the bomber has dropped its bombs, it may continue its mission at the normal rate of speed of one zone per turn.

### Half Engines Out

The bomber **must** jettison its bombs, drop from formation, and spend 2 turns in each zone. Roll for waves of enemy scouts twice per zone on either Table C-7 or C-8. The bomber must also drop to Low Altitude and is subject to Light Flak in each Zone. When a bomber has half engines out, attacking scouts add 1 to their Offensive Fire damage cards and the bomber may not take Evasive Action.

### Out of Formation

When a bomber was forced to drop out of formation, its chances of returning to base safely were greatly diminished. Out of formation planes were easier prey for scouts, and had to rely on their own navigation. Out of formation effects begin after the resolution of the enemy scout wave attack which resulted in the bomber falling out of formation.

### Out of Formation Effects

Add one enemy scout at 12 Level per wave of attacking scouts. If no waves appear, then this scout does not appear either. Any modifications to the roll on Tables C-7 or C-8 due to the bomber's squadron position are changed to +0. Also, ignore the additional scout that normally appears when a bomber is the lead or tail bomber. Any enemy scout attacking an out of formation bomber automatically makes a total of three attacks (one initial and two successive) against the bomber. The enemy scout continues to attack three times, even if it fails to damage, unless it is first destroyed. If out of formation and at a Low Altitude because it is flying with half engines working then the bomber is within range of light anti-aircraft fire from the ground. Over every zone, roll 2D6 twice on the Light Flak column of Table C-3 to determine if the bomber is hit by flak. Resolve any flak hits by consulting Tables C-2 through C-5.

### Out of Formation Options

A bomber out of formation within friendly scout cover range uses scout cover as per the normal mission procedure. Any bomber which is out of formation prior to the Bomb Run may immediately abort the mission, turn around, and head for home. An out of formation bomber may choose to complete its mission and bomb the target, but this is not recommended.

### Replacing Wounded Crewmen

Each member of the crew of the bomber is represented on the Crew Placement Board by his individual counter. Whenever a crew member is wounded or KIA, mark his counter with a wound marker showing the degree of his injury. When a crew member is seriously wounded or KIA, he can no longer fire any guns or perform any other functions. However, another crew member may be able to take over his position. Simply take the counter of the crew member taking over and place it in the position vacated by the wounded man, if possible. Remove KIA men from the Crew Placement Board.

### Evasive Action

Evasive action is the random dips, dives, banks, and weaves that a pilot could put his plane through attempting to dodge enemy scout attacks. Flying like this necessarily threw off the aim of the plane's gunners, and wasn't possible if the bomber was heavily damaged. Due to the proximity of friendly planes and the danger of collision, bombers in formation may not use evasive action.

### Evasive Action Effects

Evasive action is only allowed for bomber's flying out of formation, and has the following effect. All fighters attacking a bomber which is performing evasive action subtract one from their attacking damage cards. All guns firing from a bomber taking evasive action subtract one from their damage cards to any attacking enemy scout, no matter what area of attack it is coming from. Any Ace Gunner bonus is still in effect.

### Evasive Action Restrictions

No evasive action is allowed if the bomber is still in formation; half engines are out or anyone other than the Pilot or Copilot is flying the plane.

### Post Mission Debriefing

The return of the bomber to earth, regardless of its condition or location, is not quite the end of the mission. Note the percentage of bombs dropped on the target in the appropriate column. Destroyed bombers and crew members who will not be flying again, for one reason or another, are crossed out. Notes can be added to lost crewmen to describe their fate, such as: KIA (killed in action); DOW (died of wounds); LAS (lost at sea); IH (invalided home). Also note enemy fighters destroyed during the mission in order to keep a running tally of a gunner's progress towards ace status. When a bomber or crew member is lost, pencil in a new name in preparation for the next mission.

### Random Events (Optional Rule)

Random Events have been included as an option for those experienced players wishing to add more detail to their missions. Random Events come into play when a "66" is rolled on Table C-9. Players not wishing to complicate play should treat a roll of "66" as a "No Attackers" result instead. To incorporate Random Events, roll on the following table whenever a "66" is rolled on Table C-9, and implement the result.

### Enemy Scout Pilot Status (Optional Rule)

At the expense of extended playing time, players may include this provision for Ace and Green enemy scout pilots. During the Combat Procedure after the bomber has allocated its defensive fire, roll on Table C-21 for each enemy scout on the map board to determine if the pilot is an Ace or Green Pilot. Mark Ace or Green Pilots with an appropriate marker.

### Two Player Rules

These guidelines are included for those players who wish to actively participate as the enemy air defenses. The enemy player rolls the dice and draws damage cards for all attacking enemy scout (Tables C-7, C-8, C-9, and C-21) and for Flak (Tables C-2, C-3, C-4, and C-5). Reveal to the enemy player only such damage as would be readily visible from outside of the plane. Any wounded crewmen or non-obvious internal damage is not revealed to the enemy player, as this knowledge would result in an advantage which enemy scouts would not, in reality, have. The Crew Placement Chart and Mission Chart should be kept out of the enemy player's sight. During combat, the enemy player may choose the area of attack for each re-attacking fighter (but may not choose Vertical Dive or Vertical Climb).

**C-1 WEATHER** Roll 2D6 (c)

**Roll Weather over Target Zone**

<b>2</b>	Bad (a)
<b>3</b>	Poor (b)
<b>4-10</b>	Good
<b>11</b>	Poor (b)
<b>12</b>	Bad (a)

- a) Bad weather causes a -2 die roll modifier on the Bomb Run (C-6).
- b) Poor weather causes a -1 die roll modifier on the Bomb Run (C-6).
- c) Both Poor and Bad weather causes a -1 die roll modifier on the Number of Enemy Scout Waves (C-8), Flak Over Target (C-2), and Friendly Scout Cover Defense (C-18) tables.

**C-2 FLAK OVER TARGET** Roll 1D6

**Roll Amount of Flak**

<b>1</b>	No Flak
<b>2-3</b>	Light Flak
<b>4-5</b>	Medium Flak
<b>6</b>	Heavy Flak

After determining amount of flak, go to Table C-3 Flak to Hit Bomber to see if the Bomber is hit.

**C-3 FLAK TO HIT BOMBER** Roll 2D6 three times under the appropriate column

<b>Roll</b>	<b>Heavy</b>	<b>Medium</b>	<b>Light</b>
<b>2</b>	Hit	Hit	Hit
<b>3</b>	Hit	Hit	Miss
<b>4</b>	Miss	Miss	Miss
<b>5</b>	Hit	Miss	Miss
<b>6</b>	Miss	Miss	Miss
<b>7</b>	Hit	Hit	Miss
<b>8</b>	Miss	Miss	Miss
<b>9</b>	Hit	Miss	Miss
<b>10</b>	Miss	Miss	Miss
<b>11</b>	Hit	Miss	Miss
<b>12</b>	Hit	Hit	Hit

Note: For each hit, roll once on Table C-4 Effect of Flak Hits.

**C-4 EFFECT OF FLAK HITS Roll 2D6**

<u>Roll</u>	<u>Number Hits</u>	<u>Roll</u>	<u>Number Hits</u>
2	BIP *	8	4
3	2	9	6
4	8	10	8
5	6	11	2
6	4	12	8
7	2		

\*Burst Inside Plane – Aircraft Destroyed  
Number is damage points from flak

**C-5 BOMB RUN Roll 1D6**

<u>Roll</u>	<u>EFFECT</u>
0-1	Off Target
2	Off Target
3	On Target
4	On Target
5	On Target
6-7	On Target

- If the bombardier has 11+ missions, add 1 to the die roll.
- If the Bomber is hit by flak over the target, subtract 1 from the die roll.
- After determining whether the bombs were On Target or Off Target, go to Table C-6

**C-6 BOMBING ACCURACY Roll 2D6**

<u>On Target</u>		<u>Off Target</u>	
<u>Roll</u>	<u>%</u>	<u>Roll</u>	<u>%</u>
2	75	2	10
3	60	3	5
4	30	4	0
5	20	5	0
6	30	6	0
7	40	7	0
8	30	8	0
9	20	9	0
10	30	10	0
11	50	11	5
12	88+2d6	12	10

**C-7 ENEMY SCOUT WAVES IN NON-DESIGNATED TARGET ZONE Roll 1D6**

<u>Roll</u>	<u>Waves</u>
1-2	None
3-5	1*
6	2*

\*Go to Table C-9



**C-8 ENEMY SCOUT WAVES IN DESIGNATED TARGET ZONE Roll 1D6 (a)**

<u>Roll</u>	<u>Waves</u>
0-3	1*
4,5	2*
6	3*

\*Go to Table C-9

a) Poor or bad weather over the target zone (Table C-1), subtracts 1 from this roll.

**C-9 ATTACKING ENEMY SCOUTS Roll 2D6**

<u>Roll</u>	<u>Scouts</u>	<u>-</u>	<u>Area of Attack</u>
11	One		6 High
12	Two		1:30 High / 9 Level
13	Three		12 High / 4:30 High / 3 Level
14	Four		12 High / 7:30 High / 1:30 High / 12 Level
15	Five		12 High / 10:30 Level / 9 Level / 6 High / Vertical Dive (a)
16	NO ATTACKERS (b) (d)		
21	One		Vertical Dive (a)
22	Two		12 Low / 4:30 Low
23	Three		12 High / 3 Level / 3 High
24	Four		12 High / 3 High / 9 High / 9 Level
25	Five		12 High / 1:30 High / 3 High / 6 High / 9 High
26	NO ATTACKERS (b) (d)		
31	One		Vertical Climb (c)
32	Two		7:30 High / 3 Level
33	Three		12 Level / 12 High / 1:30 Level
34	Two		4:30 High / Vertical Climb (c)
35	Two		12 Level / 1:30 Low
36	NO ATTACKERS (b) (d)		
41	One		12 High
42	Two		12 Level / 1:30 High
43	Three		12 High / 7:30 Level / 3 Level
44	Four		12 High / 12 Low / 1:30 Level / 6 Low (e)
45	Three		10:30 Level / 12 Level / 4:30 Low
46	NO ATTACKERS (b) (d)		

**C-9 ATTACKING ENEMY SCOUTS** Roll 2D6 (cont.)

<b>Roll</b>	<b>Scouts</b>	<b>-</b>	<b>Area of Attack</b>
51	One		10:30 High
52	Two		6 Level (e) / 9 Low
53	Three		12 Low / 7:30 Level / 6 Low (e)
54	Four		12 Low / 12 Level / 12 High / 9 High
55	Four		12 Low / 12 Level / 12 High / 10:30 Level
56	NO ATTACKERS (b) (d)		
61	One		Vertical Dive (a)
62	Two		3 Low / 4:30 Low
63	Three		10:30 High / 12 High / 4:30 High
64	Four		12 Level / 1:30 Level / 3 Low / 9 High
65	Five		12 Level / 3 High / 7:30 High / 6 High / Vertical Dive (a)
66	Random Events		Table C-17

- a) Bomber cannot fire at this scout, nor may it be driven off by friendly scouts.  
b) Enemy scouts are driven off by other bombers. If out of formation, roll again.  
c) Only the Gotha G.IV and Handy Page 0/400 rear gunner may fire at this scout and this scout can be driven off by friendly scout cover.  
d) Additional enemy scouts who attack lead and tail position bombers do not appear.  
e) Enemy Scouts attacking from 6 Level or Low positions and at close range are considered to be in a bomber's blind spot (if any) as indicated on bomber card

**C-10 SUCCESSIVE ATTACKS** Roll 2D6 for each enemy scout.

<b>Roll</b>	<b>Area</b>	<b>Roll</b>	<b>Area</b>
2	6 High	8	1:30 Level
3	6 Level	9	12 Level
4	9 Level	10	3 Level
5	12 Level	11	9 High
6	10:30 Level	12	3 High
7	12 High		

**C-11 MISSIONS #1-5** Roll 1D6

<b>Roll</b>	<b>Target</b>	<b>Type</b>
1	S	Airfield
2	F	Airfield
3	B	Rail Yard
4	M	Aircraft
5	A	Airfield
6	K	Industry

**C-12 MISSIONS #6-10** Roll 1D6

<b>Roll</b>	<b>Target</b>	<b>Type</b>
1	A	Airfield
2	M	Aircraft
3	K	Industry
4	Q	Ship Yard
5	C	Industry
6	R	Rail Yard

**C-13 MISSIONS #11-25 Roll 2D6**

<b>Roll</b>	<b>Target</b>	<b>Type</b>	<b>Roll</b>	<b>Target</b>	<b>Type</b>
11	S	Airfield	41	L	Ship Yard *
12	F	Airfield	42	T	Industry *
13	B	Rail Yard	43	T	Industry *
14	M	Aircraft	44	T	Industry *
15	A	Airfield	45	V	Rail Yard *
16	K	Industry	46	V	Rail Yard *
21	Q	Ship Yard	51	G	Industry
22	C	Industry	52	G	Industry
23	R	Rail Yard	53	U	Industry *
24	N	Industry	54	U	Industry *
25	N	Industry	55	D	Aircraft
26	P	Aircraft	56	D	Aircraft
31	P	Aircraft	61	H	Rail Yard
32	O	Rail Yard	62	H	Rail Yard
33	O	Rail Yard	63	J	Industry *
34	E	Ship Yard *	64	J	Industry *
35	E	Ship Yard *	65	I	Rail Yard *
36	L	Ship Yard *	66	I	Rail Yard *

\* Add 1 to die roll for flak occurrence over target zone, Table C-2.

### C-14 FLIGHT ZONES

Target#1	#2	#3	#4	#5	#6	#7	#8	
A	-2	-2	+1					
B	-2	-2	+0					
C	-2	-2	-1	+0				
D	-2	-2	-1	-1	-1	-1	+0	
E	-2	-2	-2	-1	-1	+1		
F	-2	-2	+0					
G	-2	-2	-1	-1	-1	-1	+0	
H	-2	-2	-1	-1	+0	+0	+0	
I	-2	-2	-1	-1	-1	-1	-1	+0
J	-2	-2	-1	+0	+0	+0	+0	+0
K	-2	-2	+0					
L	-2	-2	-1	-1	+0	+0		
M	-2	-2	+0					
N	-2	-2	+0	+0	+0			
O	-2	-2	-1	+0	+0			
P	-2	-2	+0	+0	+0			
Q	-2	-2	-1	+0				
R	-2	-2	-1	+0				
S	+0	+0						
T	-2	-2	-2	-1	+0	+0	+1	
U	-2	-2	-1	-1	-1	-1	+0	
V	-2	-2	-1	-1	-1	-1	+0	

a) The number is the modification, if any, to the roll on Table C-7 and C-8 when determining the number of attacking scout waves in the zone.

### C-15 BOMBER FORMATION POSITION Roll 2D6 / 1D6

Formation Position		Squadron Position *	
Roll	Position	Roll	Squadron
2	Lead	1-2	High
3-11	Middle	3-4	Middle
12	Tail	5-6	Low

\* Missions 6-25 only

### C-16 FRIENDLY SCOUT COVER Roll 1D6 \* (Zones 1- 3 only)

Roll	Cover
1-2	Poor
3-4	Fair
5-6	Good

\* Missions 1-5 are automatically good fighter cover.

## C-17 RANDOM EVENTS Roll 2D6

### Roll   Event

- |    |   |
|----|---|
| 2  | Engine failure. (a)   |
| 3  | Formation casualties: Roll 1D6: 1-3 = Now the lead bomber; 4-6 = Now tail bomber. (b, h)                        |
| 4  | Loose formation: Roll to determine enemy scout waves in zones on Tables C-7 and C-8 is +1. (b, i)               |
| 5  | Aggressive "Little Friends": Roll for scout cover defense on Table C-18 is +1 for remainder of the mission. (b) |
| 6  | Tight formation: Roll to determine enemy scout waves in zones on Tables C-7 and C-8 is -1. (b, j)               |
| 7  | Rabbit's foot: You may re-roll any one die or dice roll. (c)  |
| 8  | Tight formation: See result #6 above.   |
| 9  | Bad Enemy Communications. (d)   |
| 10 | Extreme Cold: 1D6 for each gun position: 1-5 = No effect; 6 = Gun jammed. (e)                                   |
| 11 | Ace for a Day. Roll 1D6 for each position: 6 = this gunner +1 to damage for the remainder of the mission. (f)   |
| 12 | Mid-air accident. (g)   |

- a) If this random event is rolled again, the previously failed engine restarts.
- b) If this random even is rolled again, ignore and re-roll until another event is rolled.
- c) Any roll which you don't like which occurs after you obtain the rabbit's foot may be re-rolled. More than one rabbit's foot may be accumulated during a mission, and they may be carried over to the next mission. Once used, a rabbit's foot is gone.
- d) Remove one scout of your choice from each wave for the remainder of the mission. A second roll of this event cancels its effects; a third restores them, and so on.
- e) Automatically un-jammed if bomber drops to Low Altitude. If you are out of formation, ignore this result and re-roll until another is obtained.
- f) It is possible to have more than one "Ace for a day", but if one crewman is rolled twice, ignore the second roll and don't roll again. A legitimate ace is unaffected by this event.
- g) Roll 2D6: 2-8 = Close call but no effect; 9-10 = Shallow dive (Bomber falls out of formation for 1 zone and then regains formation); 11 = Steep dive (Bomber fall violently out of formation, bombs tear through the bottom of the plane and are lost if still aboard, and roll 1D6 once for each wing: 1-5 = Wing holds, 6 = Wing rips off, 12 = Mid-air collision (Bomber destroyed) If you are out of formation, treat this result as #2, Engine failure, instead.
- h) If you are already the lead or tail plane, ignore this result and re-roll until another result is obtained. If you are out of formation, re-roll also.
- i) If you are out of formation, add +1 to rolls on Tables C-7 and C-8 for the remainder of the mission.
- j) If you are out of formation, add -1 to rolls on Tables C-7 and C-8 for the remainder of the mission.

### **C-18 FRIENDLY SCOUT DEFENSE 1D6**

<u>Roll</u>	<u>Poor</u>	<u>Fair</u>	<u>Good</u>
0	0 (0)	0 (0)	0 (0)
1	0 (0)	0 (0)	1 (0)
2	0 (0)	0 (0)	1 (0)
3	0 (0)	1 (0)	2 (1)
4	0 (0)	1 (0)	2 (1)
5	1 (0)	2 (1)	3 (2)
6	1 (0)	2 (1)	3 (2)

Notes: The first number is the number of enemy scouts driven off in the initial attack phase. The number in parentheses is the number of enemy scouts driven off in Successive Attack phases.

### **C-19 BOMBER AREA SPRAY FIRE (Optional) 1D6**

<u>Roll</u>	<u>Effect</u>
1	Machine Gun jams and enemy scout attacks normally
2	Enemy scout breaks off without firing
3	Enemy scout attacks normally
4	Enemy scout breaks off without firing
5	Enemy scout attacks normally
6	Enemy scout damaged, draw damage cards normally and roll on C-20

### **C-20 DAMAGE AGAINST ENEMY SCOUTS 1D6**

<u>Roll</u>	<u>Effect</u>
1-2	Enemy scout continues attack at -1 damage to all damage cards
3-4	Enemy scout breaks off after this attack – remove from further play
5-6	Enemy scout breaks off without attacking – remove from further play

### **C-21 ENEMY SCOUT PILOT STATUS (Optional) 2D6**

<u>Roll</u>	<u>Status</u>
2-3	Green (-1 to all damage cards against bomber and +1 to all damage cards against attacker)
4-10	Average (No modifiers)
11-12	Ace (+1 to all damage cards against bomber and -1 to all damage cards against attacker)