



Flak Attack Table [14.2.5]

Dice Roll	Barrage	Direct	Bomb 
6 or less	—	—	—
7 - 8	C	—	—
9 - 11	1	1	-1
12 - 13	2	2	-2
14 or more	1d6	1d6	-2

Flak firepower value [10.6]

Barrage	0
Direct fire	1
Dual-fuse ammo [14.2.7]	+1

 Place a Bombing Modifier marker only if squadron dropped bombs during movement.

Dice modifiers for barrage and direct fire:

- +? flak unit's strength [14.2, 14.3]
- +1 each flak unit contributing supporting fire [14.2.3, 14.2.4]
- +1 target has a Slow marker [2.1]
- 1 target's basic speed is 6 – 8
- 2 target's basic speed is 9 or more

Dice modifiers for direct fire only:

- 1 target squadron's altitude is 12 or higher
- +1 target squadron's altitude is 6 or less
- +1 target performed bomb aiming [15.3] this turn
- +1 improved fire direction (heavy flak [14.2.7])
- +2 proximity fuse (heavy flak [14.2.7])
- ? weather modifier [4.7]

Bombing Table [15.4]

Dice Roll	% Hits
5 or less	0%
6 - 7	10%
8 - 9	25%
10 - 11	50%
12 or more	100%

Bombing hits = bomb value × % Hits

Bomb value = listed on ADC;
20 for torpedo load
5 for AT Pod load

Altitude Modifier Table

Altitude	Bombsight			
	T	S	V	G
0	0	0	0	0
1 - 2	-1	0	0	0
3 - 4	-2	-1	-1	-1
5 - 9	-3	-2	-2	-1
10 - 14	-4	-3	-3	-2
15 or more	-5	-4	-4	-3

Cross-reference bombing altitude with the bomber's bombsight to find the altitude modifier.

Dice modifiers:

- +? altitude modifier (see table to the left)
- +? target defence modifier (ship defence may be reduced by damage or attacks 'out of the Sun' [14.1.3])
- +5 kamikaze attack [15.5.3]
- +3 dive-bombing [15.3.2], ATGR [15.3.6], or strafing [15.3.7] attack
- +2 steep-angle bombing [15.3.3] (+3 if using S bombsight)
- +1 glide bombing [15.3.4] (+2 if using S bombsight)
- +1 parafrag [15.5.2] or skip-bombing [15.5.4] attack
- +? torpedo attack modifier on ADC [15.3.5]
- +1 anvil attack [15.5.1]
- +1 bomber not attacked by flak this game turn
- ? bombing modifier inflicted by flak attack [14.2.5]
- 1 target is an armoured ship [14.0] (do not apply to torpedo attacks)
- 1 long-range torpedo or rocket attack [15.3.5, 15.3.6]
- 1 no aim [15.3]
- +1 bomber squadron is veteran [5.2.1]
- 1 bomber squadron is green [5.2.1]
- 1 bomber squadron is a jet [13.8]
- 2 bomber is a flight or is disrupted [3.1, 10.7]
- 4 bomber is broken [10.7]
- ? weather modifier [4.7]

Total dice modifiers for bombing cannot exceed +6 or -6.

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BOMBING CARD
Second Edition



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Sequence of Play

Set-up Phase

1. Place entering squadrons in entry square, next to the map edge entry square [5.3.1], or at airfield or carrier [13.7].
2. Place a Vector marker for each intercept squadron entering play [9.2.4] (roll for height errors [13.1]).

Tally Phase (raider player first)

- Attempt to tally enemies [7.2].
- Unalerted squadrons are alerted if warned by radio [7.1, 9.4].
- Wing leaders issue orders [9.5.5].
- Fighter-bombers jettison bombs if they tally enemy [15.2.4].

Movement Phase

- Squadrons move [8.0] and make bombing attacks [15.3].
- Jettison bombs, drop tanks during movement [9.2.1.1, 13.2].
- Escorts react to enemies attempting to move into the same squares as bombers [10.4].
- Resolve barrage fire flak attacks [14.2.3].

Combat Phase

1. Resolve direct fire flak attacks [14.2.4].
2. Resolve bombing attacks [15.4].
3. Resolve air combat [10.5], order determined by raider.
4. Jettison bomb loads and drop tanks following combat [9.2.1.1, 13.2, 15.2.4].

Administration Phase

1. Squadrons roll to escape [11.0], raider player first.
2. Place or change vectors for squadrons under GCI control [9.2.4] (roll for height errors [13.1]).
3. Place Escort mission markers on eligible squadrons [9.2.2.2].
4. Change escorts to sweep [9.2.2.2, 15.2.2].
5. Place/remove flak Barrage markers [14.2.2].

End Turn

1. Move Turn marker. Proceed to Set-up Phase of new turn.

Movement

Movement Points [8.2]

- 2 MPs Bomber; escort; unalerted fighter
- 3 MPs Alerted fighter; fighter-bomber near target; jet bomber
- 4 MPs Jet fighter (for Me 163, see 13.8.2)
- +1 MP if diving declared during move (exceptions: Balbo [9.5.6]; bomber not flying a profile [15.2.1])

Movement Costs [8.3]

- 1 MP to an adjacent square at the same or lower altitude (0.5 MP to move to square directly below)
- Move to higher square = ADC climb value; 2nd climb = 2 MPs (Me 163 = 1 MP for climb, 0.5 MP if directly upwards [13.8.2])
- 1 MP for 180° turn (Balbo for turns more than 45° [9.5.6])
- 1 or more MP to stay in current square (may turn up to 180°)
- 2 MPs to enter or exit a Lufbery [13.4.3]

Notes

Move Order [6.1]

1. Dogfights
2. Escorts
3. Bombers
4. Unalerted fighters in initiative order [6.1.1]
5. Alerted fighters in initiative order [6.1.1]

Tallying squadrons move after their targets [6.1.2].

Initiative Rule [6.1.1]

Squadrons move in the following order:

1. Lowest altitude
2. If at same altitude, lowest basic speed [3.3.2]

If altitude and speed are the same, resolve ties with a die roll (lowest roll moves first).

Alert [7.1]

Squadrons become alerted when:

- They tally an enemy squadron [7.2.1, 7.2.4]
- They are alerted by radio in the Tally Phase [9.4]
- They resolve an air combat [10.5]

Tallies [7.2.2]

Drop tallies when:

- Target is removed from the map
- No line of sight to target in Tally Phase
- Target is ten or more squares distant in Tally Phase
- Tallying squadron is broken
- Tally voluntarily dropped during Tally Phase (a new tally attempt is permitted in the same phase)
- Switching tallies after resolving an air combat

'In the Sun' [4.6.2]

A squadron is attacking 'out of the Sun' when:

- It entered the target square from a square in the Sun arc, AND
- It enters at least two squares in the Sun arc just before entering the target's square

Each MP spent circling in the Sun arc counts as an additional square entered.

Dogfights [10.8]

If one player refuses a dogfight and the other does not, each player rolls a die and modifies as follows:

- add basic speed [3.3.2]
- +1 if veteran [5.2.1]
- -1 if green [5.2.1]
- +1 if used evasion [13.4.2] or in Lufbery [13.4.3] in preceding combat

If the player forcing the dogfight rolls equal to or greater than opponent, the dogfight begins.

Dogfight Movement [10.8.2]

Roll a die in the Movement Phase:

- 1-3 Raider player moves the stack
- 4-6 Defender player moves the stack

Losses [10.6]

Roll for each hit, adding primary combatant's firepower.

Result < protection No loss (*unmodified 1 is No loss*)
Result = protection Straggler / flip Straggler to Loss
Result > protection Loss (*unmodified 6 is Loss*)

Firepower modifiers:

- +1** primary combatant has Experte [5.2.1]
- +1** primary combatant has gyro gunsights [13.5.4]
- +1** head-on combat, target protection 'h' [3.3, 10.3]
- +2** primary combatant has gun pods [13.5.6]

Cohesion Table [10.7]

Dice Roll	Fighter	Bomber, Flak
3 or less	2	1
4	1	1
5	1	None
6	1	None
7 or more	None	None

If a squadron takes a loss and the cohesion roll is a natural, unmodified 2, remove any Experte or wing leader from play [10.7.3].

Dice modifiers:

All Rolls

- ?** total of the squadron's Loss markers [10.6]
- +1** squadron is veteran [5.2.1]
- 1** squadron is green [5.2.1]

Air Combat

- +1** squadron is on the attacking side in this combat [10.1, 10.4.2]
- +1** squadron is in a Lufbery [13.4.3]
- 1** squadron is a fighter with no radio [5.1]
- 1** squadron is marked with a Low Ammo marker [10.7.2]
- 2** squadron is marked with a Depleted Ammo marker [10.7.2]
- ?** weather modifier [4.7]

Escort Reaction [10.4]

1 or less	No Reaction
2 - 5	Late Reaction
6 or more	Successful Reaction

On successful reaction, tally the enemy and:

- (1) Move into enemy square and attack, OR
- (2) If the squadron has tactical flexibility [9.3.2], split the squadron and send one flight to attack.

Dice modifiers:

- +1** escort squadron is veteran [5.2.1]
- 1** escort squadron is green [5.2.1]
- 1** each square the escort is distant from the enemy [1.1]
- 2** enemy is at high speed [13.8.1]
- ?** weather modifier [4.7]

Tally Roll [7.2.1]

If roll is greater than the distance to the target, place a Tally marker on the enemy unit.

Maximum tally distance: 9 squares

Die modifiers:

- +2** target is in a formation of 3 or more squadrons and a line of sight exists to at least 3 squadrons in the formation (treat flights as half a squadron for the purposes of calculating formation size)
- +2** target in a flak zone created by a Barrage marker [14.2.2]
- +2** target affected by contrails [4.4]
- +1** radio call [9.4] (target in square of squadron on same radio net / target tallied by squadron on same radio net / squadron is under GCI control) N/A if radio clutter [9.4.2]
- +1** tallying squadron is veteran [5.2.1]
- 1** tallying squadron is green [5.2.1]
- 1** target is 'in the Sun' [4.6.2]
- 2** target is behind the squadron [8.1.2] (if squadron has Rear View ability this does not apply against targets at higher altitude)
- ?** weather modifier [4.7]

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Air Combat Table [10.5.1]

Basic Speed and Turn Values

Modifiers to ADC speed and turn ratings:

- 1 marked with Bomb Load (or ATGR, Torpedo, or Parafrag Load), Drop Tanks, Gun/AT Pod, or Rockets marker [3.3.2]

Modifiers to ADC speed ratings:

- +1 marked with Dive marker [8.5]
- 1 marked with Climb or Slow Climb marker [8.5]

Basic speed and turn are 0 if marked with a Slow marker (ignore all modifiers above).

Combat Speed and Turn Values

Modifiers to basic speed and turn values:

- +1 each additional fighter squadron/flight [10.2]
- +1 squadron is veteran [5.2.1]
- 1 squadron is green [5.2.1]
- 1 unit is a flight, not a squadron [3.1]
- 1 squadron is disrupted or broken [10.7]
- 1 squadron is defending using rigid doctrine [5.1]
- 1 unit is a single-aircraft unit [13.6]

If primary combatant has Edge ► ability shift one column right (do not shift if opponent also has Edge ►).

Dice Roll

Combat Differential

	–4	–3	–2	–1	0	+1	+2	+3	+4
4 or less	–	–	–	–	–	–	–	–	–
5	–	–	–	–	–	–	–	1	1
6	–	–	–	–	–	1	1	1	1
7	–	–	–	1	1	1	1	1	2
8	–	–	1	1	1	1	2	2	2
9	–	1	1	1	2	2	2	2	2
10	1	1	1	1	2	2	2	3	3
11	1	2	2	2	2	3	3	3	4
12	2	2	2	3	3	3	4	4	4
13	2	2	3	3	3	4	4	5	5
14 or more	2	3	3	4	4	5	5	6	6

Attacker Dice Roll Modifiers

- 2 head-on combat [10.3]
- 1 defender is evading [13.4.2]
- +1 attacker bounces defender [13.4.1]
- +1 attacker has an Experte [5.2.1]
- +1 attacker has gyro gunsights [13.5.4]
- ? weather modifier [4.7]

Defender Dice Roll Modifiers

- 2 head-on combat [10.3]
- 1 defender is evading [13.4.2]
- 1 attacker bounces defender [13.4.1]
- +1 defender has an Experte [5.2.1]
- +1 defender has gyro gunsights [13.5.4]
- +1 defender is in a Lufbery [13.4.3]
- +? defence rating
 - increase by 2 if in a turning fight [10.5.2]
 - increase by 1 if heavy bomber group [13.5.5]
- ? weather modifier [4.7]

Results

- No hits scored
- # number of hits on enemy aircraft, roll to confirm losses [10.6]

Both sides halve hits if high speeds apply [13.8.1].

Weather Modifiers [4.7]

- 1** wispy cloud
- 2** broken cloud or rain
- 3** dense cloud