

MICRO PROSE



B-17

FLYING FORTRESS

The Bloody 100th™

BOARD GAME EDITION

TABLE OF CONTENTS

GAME COMPONENTS

The B-17 Flying Fortress: The Bloody 100th contains the following game components:

Rules descriptions:

- 1 Rule book (this very book)
- 4 Rules guides

Boards and sheets:

- 1 Game board
- 10 Crew sheets
- 4 Section sheets
- 1 Captain's Log sheet (photocopiable)

Cards:

- 15 Objective cards
- 9 Checkpoint cards
- 60 Turn cards
- 24 Air force cards
- 16 Flak cards
- 75 Damage cards
- 10 Emergency cards
- 3 Altitude cards
- 4 Weather cards
- 84 Edge cards

Markers and tokens:

- 10 Crew markers
- 4 Escort fighter markers
- 24 Enemy fighter markers
- 10 Activity markers
- 1 Maneuver marker
- 2 Fuel markers
- 3 First aid kit markers
- 4 Fire extinguisher markers
- 4 CO2 tank markers
- 14 Attention markers
- 30 Skill markers
- 18 Panic/injury tokens
- 24 Error/wreck tokens
- 12 Fire tokens
- 5 Squadron tokens
- 5 Fortune tokens
- 30 Wooden markers

Dice

- 4 Action dice
- 1 Target die
- 1 Attack die

THE BRIEF	1
THE RULES OF WAR	1
PLAYING THE GAME.	1
THE PLAYING AREA	2
THE GAME BOARD	2
SPACES AND LINKS.	2
EQUIPMENT	2
KITS	4
FUEL.	4
AIRSPACE	4
MISSION PROGRESS	4
THREATS FLOW AND IMMINENT THREAT	4
LAST DITCH	5
DAMAGE TALLY	5
IMPENDING EMERGENCIES.	5
SQUADRON AND FORTUNE.	5
SECTIONS	6
SECTION SHEETS	6
THE CREW	7
CREW SHEET	7
EDGE.	7
CAPTAIN'S LOG	7
MISSION CARDS	8
CARD TYPES.	8
DEPLOYMENT	9
ACTIVATION	9
EFFECTS.	9
SETUP	10
COURSE OF THE GAME	12
MISSION PROGRESS	12
TURN.	12
END OF TURN	13
CHALLENGES	14
PLAYING MISSION CARDS	14
EVENTS	14
ORDER OF PLAYING THE CARDS	14
PLACING THE CARDS	14
CASCADING THREATS	14
IMMINENT THREAT	14
LAST DITCH	15
CARD EFFECTS	15
DISCARDING CARDS	15
EMERGENCIES.	16
CREW MOVEMENT	17
MOVE	17
HANDLE KITS	17

CREW ACTIONS	17
TAKING ACTIONS	17
OUT-OF-TURN ACTIONS.	17
ACTION TESTS.	18
SPENDING READINESS	18
EQUIPMENT	18
USING A KIT.	18
LIST OF ACTIONS	19
ON-BOARD ACTIONS	19
PILOTING ACTIONS	21
NAVIGATION AND RECON ACTIONS	21
BOMBING ACTIONS	22
SKIRMISH ACTIONS.	23
SKIRMISH	24
AIR ZONES.	24
ENEMY ACTIONS	24
BOMBER ATTACKS	26
ESCORT ACTIONS	26
DOGFIGHT	26
DAMAGE	28
BOMBER DAMAGE.	28
DAMAGE EFFECTS.	28
DAMAGE TALLY	29
CONDITIONS	30
CREW CONDITIONS	30
BOMBER CONDITIONS	31
READINESS	32
READINESS POINTS.	32
SPENDING READINESS	32
USES FOR READINESS	32
EDGE	33
GAINING EDGE.	33
USING EDGE.	33
FORTUNE AND SQUADRON	34
FORTUNE	34
SQUADRON	34
DEBRIEF	35
FINISHING THE MISSION	35
MISSION EVALUATION	35
LOGGING THE MISSION	35
GAME MODES	36
CASUAL OR CAMPAIGN PLAY	36
CAMPAIGNS	36
SINGLE MISSIONS OF HIGHER LEVELS	37
EASIER OBJECTIVES	37

THE BRIEF

Inspired by the heroics of the brave airmen of World War II, B-17 Flying Fortress: The Bloody 100th is a cooperative World War II themed board game where players control the crew of a B-17 bomber aircraft, the legendary Flying Fortress. Their task is to fly and fight their way through the hostile airspace over occupied Europe and get their deadly cargo to its destination, then return safely to the home base.

In the course of their mission, they must survive enemy air defense bombardment and Luftwaffe fighter attacks, damage to and the malfunctioning of the aircraft, and other acts of God and war. They must manage their resources skillfully, control their escort fighter squadron, and cooperate between themselves to succeed. Whether they return home as war heroes and true legends, or the plane goes down as a flaming wreck, depends on the crew's competence, tactical acumen and stamina.

THE RULES OF WAR

This booklet contains the general rules of the game. The various cards included with the game contain additional rules specific to certain situations. These together comprise the whole set of rules. Other materials, like the rules guides and sections sheets for instance, only repeat and rephrase rules, and are not considered primary sources for rules.

It may happen that you find one rule contradicting another. Whenever there is such a discrepancy, always remember that specific overrides general. This usually means that cards override and modify the rules as written in this booklet. In case of any other rules discrepancies (shame on us!), decide whatever works best for you, and stick to it.

Throughout this booklet you will find colored text panels along the main body of rules. Black panels contain additional information and explanations to help you understand the rules. Green panels contain examples so you see the rules in action. Red panels contain tips and pieces of advice so you may more easily play the game and have fun. You also find handwritten style texts that give you real world context, explanations, background, and some light distractions to ease up on reading heavy rules mumbo jumbo.

In this booklet we refer to the bomber in the feminine and to the crew in the masculine. No gender things here, it's just how it was at the time, and we find it a nice tradition. And when we say you, we of course mean you, the player.

PLAYING THE GAME

This is a cooperative game, meaning that all players win or lose together, under the same conditions, and no one wins or loses more than the others. Still, it may happen that you want your own individual crewman to shoot that enemy fighter or maneuver the bomber in an insane dive for a feeling of personal glory or achievement even at a heavy cost to the rest of the crew. Only do so if it does not mar the joy for the others.

Also, at times, you may feel the need to nudge a die that rolled bad, or disregard an effect for the whole crew's sake. You may certainly do so but remember that the feeling of a fair defeat is always better than the feeling of a finagled victory. Heroes are born in always trying, not in always succeeding.

It is best to put forth and lay down certain conventions beforehand for rolling the dice, drawing the cards and making the decisions, and for general manners around the table.

Always remember that this is your game, and having fun playing it is the most important. So whatever the rules may say, if you deem otherwise, just go with it as long as all around the table are having fun.

Hail the heroes, pity the defeated

*This game is to celebrate the heroics
of the brave airmen of the war,
and not to vilify the enemy.
War is evil, soldiers are people.*

Lili Marleen

*Vor der Kaserne vor dem großen Tor
Stand eine Laterne, und steht sie noch
davor*

*So wollen wir uns da wiedersehen
Bei der Laterne wollen wir stehen
Wie einst Lili Marleen
Wie einst Lili Marleen*

*Outside the barracks, by the corner light
I'll always stand and wait for you
at night
We will create a world for two
I'll wait for you the whole night through
For you, Lili Marlene
For you, Lili Marlene*

*Lili Marleen, a melancholy song of
love and anguish, was broadcast every
evening by Radio Belgrade after
the news and propaganda speeches of
the Axis command. The original version
was sung by Lale Andersen in German,
recorded in 1939. It quickly became
popular with troops on both sides,
to the point that when the German
command removed it from the air,
Radio Belgrade was overwhelmed with
letters from soldiers, both Axis and
Allies, even from the highest echelons,
to put it back on air. When Belgrade
was liberated in 1944, the broadcast
stopped, and the US OSS ordered
the song to be rerecorded by Marlene
Dietrich – in both English and
the original German because veterans
in Europe already knew the song
in German.*

Sam Jones



SIT TIGHT, MOVE TIGHTER

Though movement along the links between the spaces may seem restrictive, note that the inside of the bomber was very confined – the crew had to move within narrow compartments and even narrower corridors. Moving between the Flight Deck and the Nose, or getting in and out of the Ball Turret are prime examples.

EQUIPMENT SYMBOLS

DEVICES

1. Control Wheel
2. Control Panel
3. Radio
4. Bomb Aim
5. Navigation Instruments
6. Turret (gun)



EMERGENCY DEVICES

1. Hydraulic System
2. Hand Transfer Pump
3. Bombing Bay Doors
4. Life Raft
5. Landing Gear Crank
6. Ball Turret Release
7. Emergency Generator



SYSTEMS

1. Engine
2. Oil System
3. Wing Flaps, Rudder and Elevators
4. Landing Gear
5. Tailwheel
6. Electrical System
7. Fuel Transfer
8. Fuel Tank
9. Oxygen Tank



KIT ICONS

1. First aid kit
2. Fire extinguisher
3. CO2 tank



THE PLAYING AREA

The game plays on a main game board and a number of sheets, and utilizes markers, tokens and dice. The following pages contain a breakdown of these.

THE GAME BOARD

The game board depicts the bomber and the surrounding airspace, also featuring various areas to plot and trace the progress of the mission, to track the threats and events that befall the crew, to tally damage to the aircraft, and to keep count of the crew's fortune and the help of the bomber squadron.

The various areas and elements of the board are outlined below.

1. SPACES AND LINKS

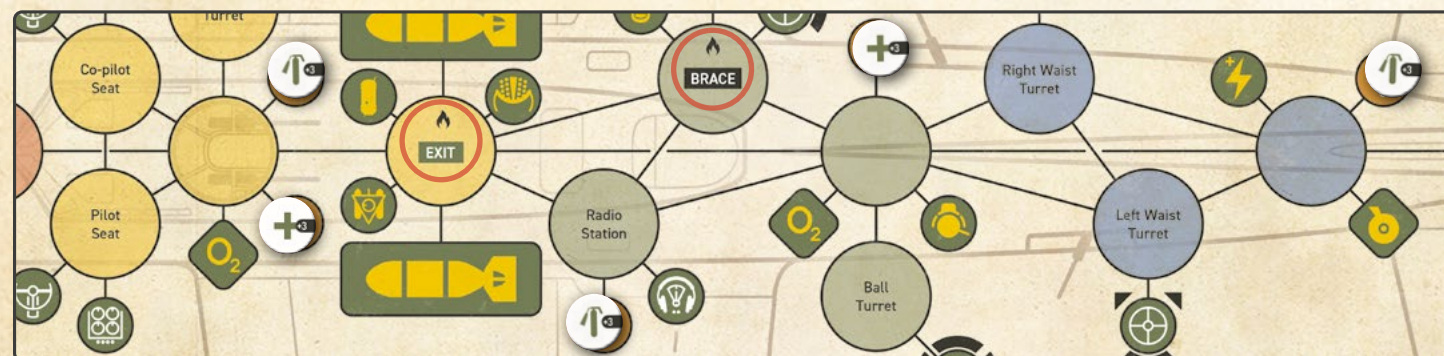
The interior of the B-17 bomber is made up of an interconnected network of compartments, each with a number of points of activity. These are the spaces that crewmen can move to and occupy, and where they can attempt their various activities. Spaces are indicated by circles on the bomber's layout. The color of the circle shows which section a given space belongs to.

See "SECTIONS" on page 6 ▶

A number of spaces are marked on the layout. These include the dedicated posts of the crew—these are the locations where each crewman is normally assigned, and where the equipment for their primary tasks are located. Other named spaces include the EXIT points where the crew may leave the bomber when parachuting to safety, and the BRACE point where they need to retreat to in case of a crash landing. Also, certain spaces, one in each section, are marked with a flame symbol—these are the spots where fires may erupt.

Spaces are connected by links, the solid lines on the layout. Spaces that are connected by a link are adjacent, and crewmen can move between them.

Spaces are also linked with the symbols representing the equipment and kits available on each. A solid line means that the crew can access and use the linked equipment from a given space. A dashed line indicates that if a given location is hit, connected locations may also be targeted by complications.



2. EQUIPMENT

The bomber is equipped with various devices and systems, such as those responsible for control, communication, navigation, power, hydraulics, landing, oxygen and lighting, among others.

Such equipment are divided into three types, based on how the crew uses them.

► **Devices** are used by the crew to perform certain actions, like maneuvering the craft, shooting enemies, aiming the bomb, and such.

Devices are indicated on the bomber layout by white symbols on green circles.

► **Emergency devices** are used in dire situations to deal with emergencies. If a device or system is inoperable, an emergency device may be deployed as a substitute. As long as the substitute emergency device is operable, it allows the crew to attempt the relevant actions. Emergency devices work the same as basic devices, but using them is only justified when emergencies or complications arise. These are called for by various events, which also provide the relevant instructions on their cards.

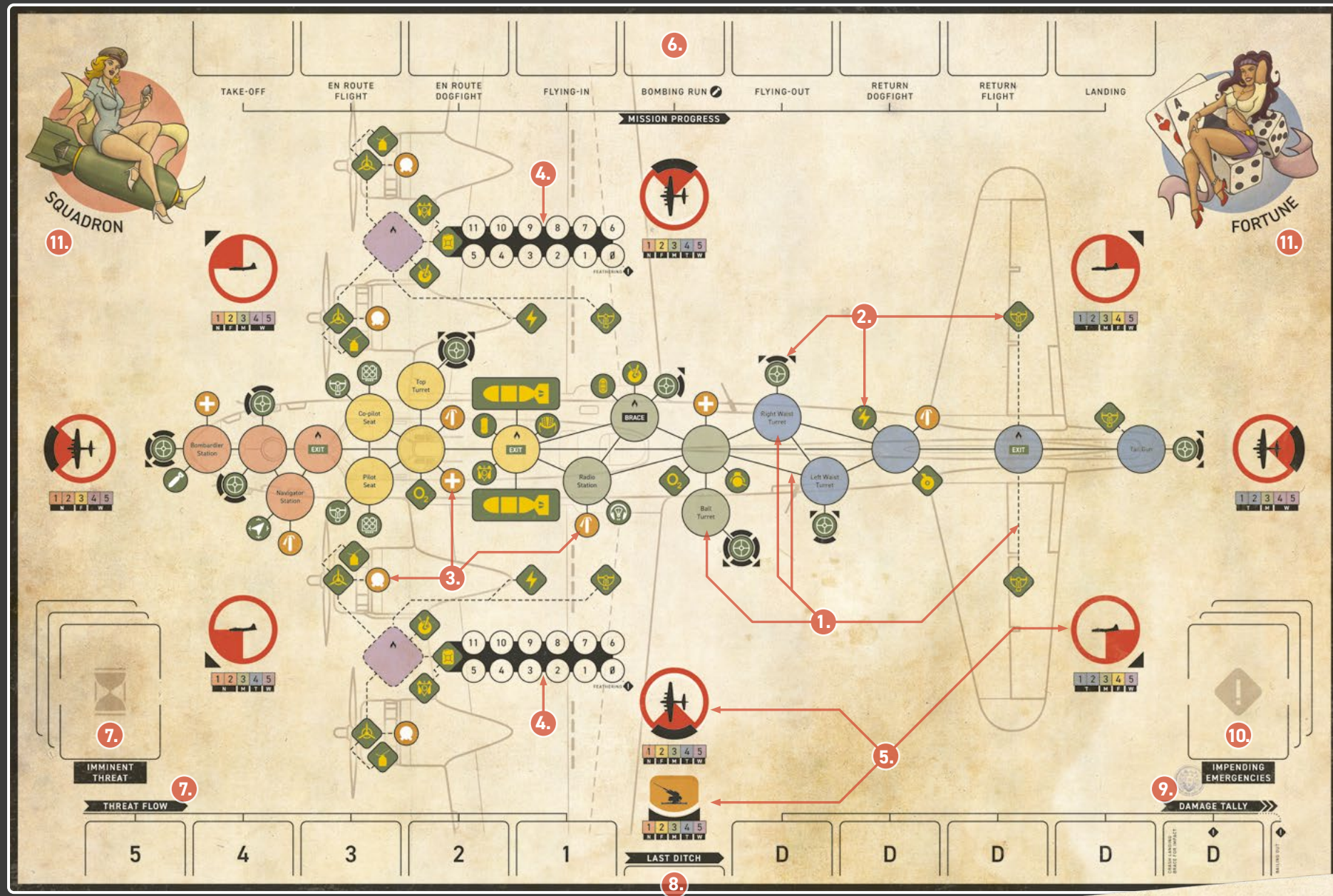
Emergency devices are indicated on the bomber layout by yellow symbols on green circles.

► **Systems** are the innards of the aircraft, the various gears and circuitry that keep it in the air and operating. These are vital for completing the mission, and keeping the craft operable and the crew alive. The more systems malfunction or break down, the harder the mission becomes to accomplish, and the closer the crew gets to failure. Systems are not used directly by the crew, but may malfunction, and need repairs.

Systems are indicated on the bomber layout by yellow symbols on green diamonds.

Pieces of equipment are tied to given spaces, and cannot be moved. The relevant actions can only be performed while standing on a space that is linked to the given equipment.

Equipment may malfunction or be destroyed due to events and damage, and then hinder or impede related actions. Damaged and destroyed equipment are indicated on the board by error and wreck tokens respectively.



THE GAME BOARD

1. Spaces and links
2. Devices, emergency devices and systems
3. Kits
4. Fuel
5. Airspace
6. Mission Progress
7. Threats Flow and Imminent Threat
8. Last Ditch
9. Damage Tally
10. Impending Emergencies
11. Squadron and Fortune



"Boss Lady" 42-102657
on 350th hardstand
getting engine repair.



Hottest model on the runway

Throughout her decade-long career from the middle of the thirties, the Boeing Model 299 (B-17) Flying Fortress saw a number of variants due to ongoing R&D and changes in operation specifics. This newest, hottest model, the B-17G variant, the final production version of the Fortress, first appeared on the runway on 19 August 1943, and eventually a total 8680 crafts were built.

The bomber layout in the game is based on the B-17G variant. We decided on this variant as it has the iconic chin turret many think of when the bomber is mentioned. Also, with the chin turret, the play of the Nose section is more thrilling.

There are a number of subvariants of the B-17G herself, with slightly altering layouts and outfits, and we made some abstractions and simplifications for sake of playability.

ATTENTION!

There are certain things that occur now and have repercussions for the future that may require your attention later on in the game. And some of these things just elude your sight in the cavalcade of events. You may need something to remind you.

A number of attention markers are packed with the game for this very purpose. Attention markers are two-sided, one side is of a general color, the other side is in a section color.

There are no hard and fast rules to use attention markers. Whenever you feel that something will need your attention but you may forget it, just place an attention marker wherever you feel it will best serve to remind you – on the board, on a sheet or on a card.

3. KITS

Kits are the handy tools to help the crew deal with certain emergencies—**first aid kits**, **fire extinguishers** and **CO2 tanks**.

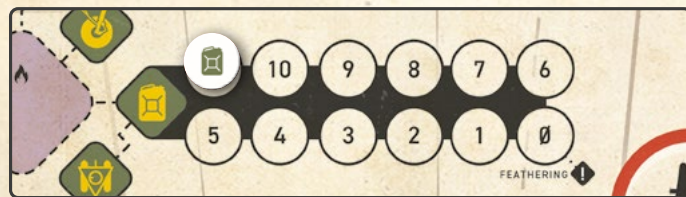
First aid kits and **fire extinguishers** are portable and can be used in any location of the craft if grabbed and taken to the location by a crewman. **CO2 tanks** are installed in the wings and serve to extinguish wing fires as the wings are normally inaccessible by the crew with fire extinguishers.

When not in use, kits are stored in dedicated points around the bomber. Kits' storage points are indicated on the bomber layout by white symbols on orange circles.

4. FUEL

Fuel is stored in the wings of the aircraft. Fuel is an important resource used up in the course of flight, and can also be burned to avoid certain dangers.

Fuel is tracked on **two fuel tracks** on the wings showing how much fuel is still available for the mission.



5. AIRSPACE

In the course of the mission, things tend to happen in the airspace around the bomber. **Enemy fighters** may appear and maneuver around the craft, **friendly escort fighters** may be called in to counter and repel them, and **enemy flak batteries** may sputter slugs at the bomber.

The airspace is divided into **eight air zones** to track where fighters are located around the bomber, to determine which sections enemies may target, and which guns may be used to attack enemies. A **ninth zone** is dedicated to flak attacks.

See "AIR ZONES" on page 24 ▶



6. MISSION PROGRESS

The bombing mission is a long and arduous endeavor, fraught with many perils. The mission follows a set path from take-off through the bombing to landing, divided into distinct stages.

The **Mission Progress track** follows the stages of the mission, with each slot featuring a stack of cards to be played at the given stage. These include predefined checkpoint events and a series of additional events and threats.

See "COURSE OF THE GAME" on page 12 ▶

See "CHALLENGES" on page 14 ▶

7. THREATS FLOW AND IMMINENT THREAT

As the mission progresses, cards from the Mission Progress track, as well as damage and emergency cards, are played on the **Threats Flow track**. These cards represent events and challenges the crew must cope with and overcome.

As new cards are placed upon already populated slots, the original cards are shifted on the track till resolved or till they reach the **Last Ditch slot** at the end of the Threats Flow.

If a card is to be placed out-of-turn to the Threats Flow track, it will be placed on the **Imminent Threat field** to wait for the next Challenge phase to be played on the track. Also, a card to be played on a populated slot is placed here to wait for the cards on the Threats Flow to be cascaded to make room for it.

See "CHALLENGES" on page 14 ▶



8. LAST DITCH

As the events of the mission transpire, and the crew fails to overcome certain threats, these run their course and may soon cause irreversible problems if not resolved at once. The crew now has a final chance to attempt a last-ditch effort.

If a card on the last slot of the Threats Flow needs to be shifted once more, it is now placed to the Last Ditch slot, and if the crew does not resolve it immediately it delivers its final effect.

See "CHALLENGES" on page 14 ▶



9. DAMAGE TALLY

Certain damages cannot be repaired by the crew in time, and wreck the devices and systems, and remain with the aircraft for the mission, to be repaired later.

Damage cards representing such irreparable damages are placed on the Damage Tally track.

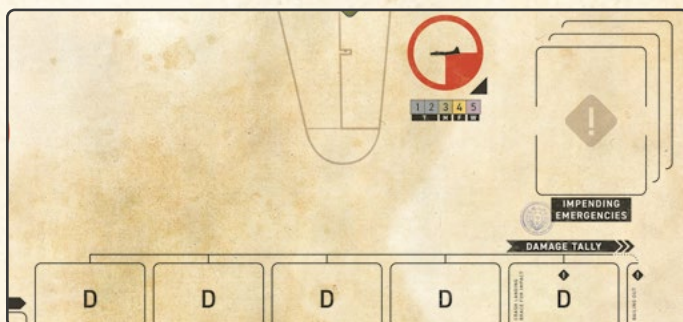
See "CHALLENGES" on page 14 ▶
See "DAMAGE" on page 28 ▶

10. IMPENDING EMERGENCIES

Certain events may foreshadow emergencies that are likely to take place later on in the course of the mission.

Whenever an event, usually some damage to the bomber, indicates that a certain emergency card will need to be activated at a later point in the game, the emergency card is placed on the Impending Emergencies slot to serve as a reminder for the crew to try and avert the emergency, and to activate the card if not averted in time. The Impending Emergencies slot may have several emergency cards pending activation at a time.

See "EMERGENCIES" on page 16 ▶



11. SQUADRON AND FORTUNE

There are higher forces looking after the bomber and her crew—good fortune and the bomber squadron.

Squadron and Fortune provide rerolls for certain actions, and are measured by separate pools of tokens placed on these areas of the board.

See "FORTUNE AND SQUADRON" on page 34 ▶



Bomber Betty and Lady Luck look after the crew, and they look beguiling while at it!

USING MARKERS AND TOKENS

Use crew markers on the bomber layout to track the movements and positions of crewmen. If a crewman is panicked or injured, place panic or injury tokens on his marker. Turn the crew markers of dead crewmen face down and leave them on the board, as they continue to impede the movements of other crewmen.

If an equipment malfunctions or is wrecked, place error or wreck tokens on its symbol on the bomber layout.

If a fire erupts in a section, place a fire token on the space marked with a flame symbol in the section.

Place first aid kit, fire extinguisher and CO2 tank markers on their respective slots on the bomber layout. When taken by a crewman, place the kit's marker on his marker. When used, discard the kit's marker beside the board.

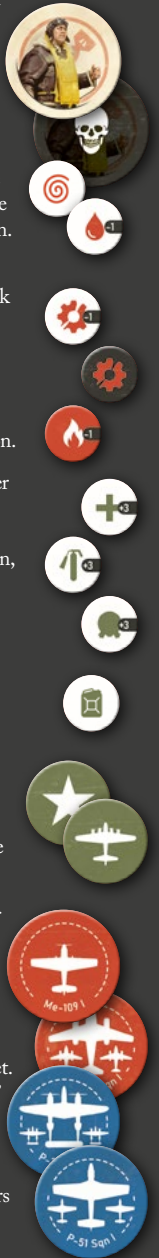
Use the two fuel markers on the respective tracks on the wings to track fuel use.

Place Squadron and Fortune tokens in separate pools on the respective areas of the board. When spent, discard these beside the board.

Use the enemy and escort fighter markers in the respective air zones when active. When damaged, mark enemy fighter damage on their respective cards, and escort fighter damage on the respective tracks of the Middle section sheet. If retreating, turn enemy fighters' markers face down in the current air zone to mark where they are to return. When dismissing escort fighters, place their markers aside the Middle section sheet. If destroyed, collect the fighter markers for use in scoring victory at the end of the game.

EMERGENCY SYMBOL

If an event results in, or is likely to result in, an emergency situation, this is indicated by an emergency symbol and a brief indication on the card, the board or the part of the playing area that triggers the emergency.



A single crew

The actual partitioning of the sections in the game is historically inaccurate, as is the dividing of the crew along the lines of the bombers' sections.

The crew was a coherent unit—headed by the captain for most of the mission, and by the bombardier during the bomb run. Members of the crew usually acted independently, doing whatever the given situation demanded, along strict routines and protocols established for most predicaments.

It is more of a playability issue to divide the crew into manageable units, each with approximately the same amount of focus but different areas of expertise. This way, players can assume different responsibilities, and have their own share of the limelight.

SECTIONS

Based on her physical and functional segmentation, the bomber is divided into sections, being the Nose, the Middle, the Tail, the Flight Deck and the Wings. The crew works the Nose, the Middle, the Tail and the Flight Deck, and all crew-operable equipment panels are found in these sections. Wings are directly inaccessible by the crew, and its crew-operable equipment all have their interfaces in the other sections. The Fuselage is the bomber's body, the frame that holds and connects the body sections from Nose to Tail (not the Wings, though) – technically, it also counts as a separate section in certain aspects of the game (damages, specifically).

Sections have a number of uses in the game:

- Players are assigned sections in the game to manage, and the crew is divided along the sections to better and easier handle tasks, and to give each player a specific focus in the game.
- Sections make it easier to find and identify equipment on the board—both for use and for repair.
- Sections help to determine which parts of the bomber can be attacked by enemies from given angles, and enemy hits are allocated to the bomber by section.

SECTION SHEETS

Section sheets are auxiliary sheets to the game board that serve to provide and track information as to the activities pertaining to each of the sections.

There are four section sheets, one for each section.

- **Nose:** This sheet lists actions typical to the Nose section. It also accommodates the objective card, and allows you to track modifiers to Bomb Aiming and Navigation tests.
- **Flight Deck:** This sheet lists actions typical to the Flight Deck section. It also accommodates the active altitude card, and allows you to track maneuvering (Evade or Position), and the modifier to Piloting tests.
- **Middle:** This sheet lists actions typical to the Middle section. It also accommodates the active weather card, and allows you to track damage to the escort fighters.
- **Tail:** This sheet lists actions typical to the Tail section. It also accommodates the active complication card, and allows you to track modifiers to Gunnery tests, as well as to enemy fighter and flak attacks.

Bullets fly faster than the planes.

ACT UNITED AS A CREW

Though each section sheet aims to collect information on the activities focused on the given section, some of the information may be relevant to other activities. You are thus advised to share the information between all players and cooperate in all instances as a single team, the crew.

KNOW YOUR ROLE

Familiarize yourself with both the focus areas of your chosen section and the abilities of the assigned crew. When a crewman is rendered helpless, and you send someone unfit to act in his stead, problems may soon escalate. But then, those fit for the task may be too far away at the other end of the bomber...

NOSE SECTION									
1. BOMBSIGHT									
AIM BOMB (Bomb Aiming test)									
2. NAVIGATION INSTRUMENTS									
FIND ALTERNATE ROUTE (Navigation test, 1 fuel)									
Bomb Aiming									
-3 -2 0 +1 +2 +3									
Navigation									
-3 -2 -1 +1 +2 +3									
OBJECTIVE 0									

1. Typical actions
2. Objective card slot
3. Bomb Aiming and Navigation modifiers

FLIGHT DECK SECTION									
1. CONTROL WHEEL									
CHANGE ALTITUDE (Piloting test)									
EVADE (Piloting test)									
POSITION (Piloting test)									
These actions reduce Aim on the Objective!									
2. CONTROL PANEL									
TRANSFER FUEL (No test)									
3. ALTITUDE									
A									
4. Piloting									
-3 -2 -1 +1 +2 +3									

1. Typical actions
2. Altitude card slot
3. Maneuver track
4. Piloting modifier

MIDDLE SECTION									
1. RADIO									
ASK FOR INTEL (No test, 1 Readiness)									
COMMAND ESCORT (No test, 1 Readiness)									
2. WEATHER									
W									
3. ESCORT FIGHTER STATISTICS									
P-38 Lightning									
4 3 2 1 0									
P-51 Mustang									
4 3 2 1 0									

1. Typical actions
2. Weather card slot
3. Escort fighter statistics and health tracks

TAIL SECTION									
1. TURRET									
DECEPTIVE TACTIC (No test, 1 Readiness)									
BARRAGE FIRE (No test, 1 Readiness)									
2. COMPLICATION									
C									
3. GUNNERY									
-3 -2 -1 +1 +2 +3									
4. FLAK ATTACK									
-3 -2 -1 +1 +2 +3									
5. AIR FORCE ATTACK									
-3 -2 0 +1 +2 +3									

1. Typical actions
2. Complication card slot
3. Gunnery, enemy fighter and flak attack modifiers

THE CREW

The bomber is manned by a crew of ten: the Pilot, the Co-pilot, the Navigator, the Chief Engineer, the Radio Operator, the Bombardier and four Gunners.

The crew is divided among the sections of the bomber, assigned to positions where they can make good use of their training. Each and every crewman has different skills and insights, and while they excel in their positions and roles, they are less capable, or even incompetent, in other activities.

CREW SHEET

Each crew sheet describes an individual member of the crew, and serves to track his status.

The crew sheet gives the crewman's assigned position, his skill values, and allows to track his Readiness, and whether he has acted in the turn.

EDGE

Edges are instances of the crew happening on some new boons during the mission that help them gain short term advantages, or improve and get more capable on the long run.

Edge is gained by drawing Edge cards, and comes in two forms:

- **Exploits** give the crew one-time bonuses and extra options.
- **Insights** grant permanent special abilities and benefits to individual crewmen.



Using edge cards

When drawing an Edge card, place it face up, for all to see, beside the sheet of the section where it is most likely to be used considering its effect.

When you buy an insight for a crewman, place its card beside his crew sheet.

When spending an Edge card, reshuffle it to the Edge deck.

See "EDGE" on page 33 ►

CAPTAIN'S LOG

The Captain's Log serves to keep track of your missions, the objectives and your achievements, as well as the condition of the bomber and her crew in between missions.

The Captain's Log is a handy tool to keep track of your progress throughout a campaign. Or you may use it just to keep a memento of your missions flown.

MARKERS AND SECTION SHEETS

Use wooden markers to track modifiers on the sheets, to track damage to escort fighters on the Middle sheet, and to track Aim on the objective card on the Nose sheet.

Use the maneuver marker to track Evasion/Positioning on the maneuver slide of the Flight Deck sheet.

MARKERS AND CREW SHEETS

Use crew markers on the bomber layout to track the movements and positions of crewmen. If a crewman is panicked or injured, place panic or injury tokens on his marker. Turn the crew markers of dead crewmen face down and leave them on the board, as they continue to impede the movements of other crewmen.

Use the activity marker on the activity slide on the crew sheet to track whether the crewman already acted in the turn, and use wooden markers to track his Readiness on the sheet.

SECTION COLORS

The various sections of the bomber each have their own color to help identify the elements belonging to each section. The colors appear on air zone hit matrices, section and crew sheets, crew markers, and cards whenever a section is involved.

For the colors, see below.



CAPTAIN'S LOG SHEET



1. Notes on the bomber
2. Notes on the crew
3. Notes on the missions

Use a pen or pencil to fill the sheet. You may photocopy the sheet for personal use.

SECTION SHEETS

CREW SHEET



1. Assigned position
2. Skill values and skill markers
3. Readiness track
4. Activity status

ALL ENEMIES IN SIGHT

It may happen, though very rarely, that you run out of air force or flak cards, and you still have to draw and play one. If this is the case, simply ignore the prompt and continue the game without playing a card. You are in luck! If having already faced the brunt of the enemy line-up can be called luck, that is...



RESTRICTED

MISSION CARDS

Mission cards are used to emulate the various events, encounters, adversities and other circumstances the crew faces on the mission.

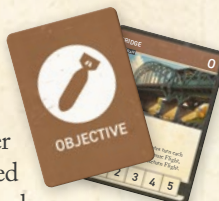
CARD TYPES

Mission cards may be of various types based on their purposes and uses in the game.

OBJECTIVE

These cards represent the target the mission aims to destroy, generally an enemy facility of strategic import.

- **Objective cards** show the target's defenses, i.e. the difficulty of aiming the bomb and the additional forces deployed against the bomber on her route. The objective card is selected randomly at the beginning of the mission, and placed on the Nose section sheet, where it remains till the end. Unused objective cards are returned to the box.



EVENTS

These cards represent events and encounters the crew must overcome as they progress through the mission.

- **Checkpoint cards** represent the pivotal flight events separating the various stages of the mission, specifying the required actions to proceed and the effects of success or failure.
- **Turn cards** represent major events of the various stages in the mission, specifying the required actions to resolve them and the effects of success or failure. Along with checkpoint cards, turn cards form the skeleton of the mission, and serve to pace its progress.
- **Flak cards** represent ground and sea-based enemy batteries attacking the bomber, specifying their attacks and other effects.
- **Air force cards** represent enemy fighter planes attacking the bomber, specifying their movements, attacks and defenses.



Together, these cards are used to build up the mission. They are drawn from their own decks and compiled in mission stacks on the Mission Progress track at game setup. After setting up the game, unused turn cards may be placed in the box, as they will not be used for the mission. Turn cards discarded during the game may also be returned to the box. Unused flak and air force cards are kept in separate decks face down alongside the board, as certain events may call for them. Whenever discarding a flak or air force card, remove it to the box.

HARM

These cards represent damage and dire emergencies to the bomber and her crew.

- **Damage cards** give the consequences of hits to the bomber, specifying the exact effects and any actions required to avoid or mitigate these. Though each section of the bomber has its own set of damage cards, all these are shuffled together in a single damage deck, placed alongside the board. Whenever the bomber is hit, or some other event calls for it, draw and play damage cards randomly from the deck. Discarded damage cards are reshuffled in the damage deck.



- **Emergency cards** represent dire situations due to severe damage to the bomber and other predicaments, specifying the exact effects and any actions required to avoid or mitigate these. Emergency cards are kept in a separate deck, and selected whenever an event calls for them. Whenever some predicament threatens with an emergency, you may place the relevant emergency card face up on the Impending Emergencies field on the board to be reminded that you might want to avert it.



FLIGHT

These cards represent flight conditions.

- **Altitude cards** give the altitude the bomber flies at, and specify the pertaining modifiers to various actions. Altitude cards form a separate deck, and are selected whenever an action by the crew or another card calls for them. Place the deck face down on the slot on the Flight Deck section sheet, and place the active altitude card face up on top. Whenever a new altitude card is drawn and played, shuffle the previous card in the deck. As long as the bomber is in flight, the Flight Deck sheet must have an active altitude card.
- **Weather cards** give the weather conditions surrounding the bomber, and specify the pertaining modifiers to various actions. Weather cards form a separate deck, and are drawn randomly or selected whenever another card calls for them. Place the deck face down on the slot on the Middle section sheet, and place the active weather card face up on top. Whenever a new weather card is drawn and played, shuffle the previous card in the deck. As long as the bomber is in flight, the Middle sheet must have an active weather card.



DEPLOYMENT

These rules give a general overview of what to do with the cards when activated, where to place them and how to administer their effects. More detailed specifics can be found alongside the relevant rules.

See "CHALLENGES" on page 14 ▶
See "EMERGENCIES" on page 16 ▶
See "DAMAGE" on page 28 ▶

ACTIVATION

Mission cards are activated whenever a rule or another card calls for it. Event cards are activated from the Mission Progress track, other cards are activated from their own decks.

When activated, the card is played on a track or slot as indicated by its deployment code on the right of the card header.

Deployment codes are as follow:

- **1 to 5:** The card is played on the Threats Flow on the slot indicated by the number.
- **1+:** The card is played on the rightmost empty Threats Flow slot or, in the case of no empty slot, on Last Ditch.
- **5-:** The card is played on the leftmost empty Threats Flow slot or, in the case of no empty slot, on Last Ditch.
- **0:** The card must be executed immediately, then discarded.
- **C:** The card is played on the Complication slot on the Tail section sheet.
- **W:** The card is played on the Weather slot on the Middle section sheet.
- **A:** The card is played on the Altitude slot on the Flight Deck section sheet.
- **O:** The card is played on the Objective slot on the Nose section sheet.

EFFECTS

The card includes the specific instructions pertaining to the effect of the card.

The card describes when the effect occurs, and what it means exactly. It also describes at what time and how the card can be discarded, and what happens with it if not discarded.

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B-17 Flying Fortress Bombers Formation 384th Bomb Group

CARD LAYOUT

Although each type is somewhat different, mission cards follow a general format. Below is a summary of the main elements.

The specifics of the various types can be found alongside the relevant rules.

1. NAME

The name of the card is a descriptive phrase to give a general idea as to its effects.

2. TYPE

The header's background color corresponds with the card's back, and identifies the type of the card. This is just a visual clue as to what to expect from the card.

The colors are:

- Brown Objective cards
- Green Checkpoint cards
- Blue Turn cards for non-combat mission stages
- Yellow Flak cards, and Flying-in, Flying-out and Bombing Run stage turn cards
- Red Air force cards and Dogfight stage turn cards
- Black Damage cards and emergency cards
- Purple Altitude and weather cards

3. TIER

The mission tier is indicated by a label below the header, identifying the cards that pertain to more hazardous missions.

This can be veteran or elite for the respective tiers. Routine cards are unmarked.



4. DEPLOYMENT

This is the code that determines where to play the card when activated.

5. EFFECT BAR

This bar generally identifies the section and the equipment the card's effects involve. For air force and flak cards, this bar details the unit's attack.

6. DESCRIPTION

This is a rules description of the card's effects, including any actions to be taken and the consequences of success or failure. For air force and flak cards, this section details the unit's movement and certain combat statistics.

MISSION TYPES

You may play the game as a single mission, or as part of a campaign of several missions. Within a campaign, missions increase in level, and you may increase the level also for single missions. Higher level missions mean more difficult objectives, a more weathered bomber and a more seasoned crew.

Later on, you may certainly take on the challenge to fly veteran and elite missions, but for your first game, we recommend you play a rookie (level 1) mission to familiarize yourself with the rules. The rookie mission targets a routine objective, includes only routine mission cards (turn, air force and flak), starts with no lingering damage to the bomber and hindering injuries to the crew, and with the crew having no insights.

SETUP

Follow the steps below to set the game up before starting the mission.

STEP 1: PREPARE THE PLAYING AREA

- Unfold the game board and place it in the center of the playing area. Make sure there is ample space around the board to place the crew and section sheets, the various cards and decks, markers and tokens.
- Place the crew and section sheets around the game board.

STEP 2: SELECT GAME MODE AND LEVEL

- Decide on whether the mission you are going to play is a single mission or part of a campaign.
- If this is your first mission in a new campaign, you may now prepare a Captain's Log for the campaign, filling in the basic details. If this is a later mission in an ongoing campaign, make sure the campaign's Captain's Log is at hand for the game setup.
- Set the mission level. If playing a single mission, you may freely decide its level. If starting a new campaign, set the mission level at 1 (though you may decide to start at a higher level). If continuing an existing campaign, step the level up by 1 from the last mission, as recorded on the Captain's Log

- Take note of the specifics of the mission level: the mission tier (routine, veteran or elite), the number of higher tier cards to be added to the mission decks, the number of starting hindering injuries and insights added to the crew.

See "GAME MODES" on page 36 ►

STEP 3: BUILD UP THE MISSION

- Choose the objective. Objectives are classified by mission tier: routine, veteran or elite. Normally, the mission targets an objective of a tier appropriate to the mission level, but you may also choose to target an objective of a lower tier.
 - To select the objective randomly, shuffle all objective cards of the given tier, and make a random draw. If you are playing a campaign, and wish to have a different objective for each mission, remove all previously targeted objectives from this draw.
 - If you have a particular objective in mind for the mission, you may also freely choose any objective card.
 - Place the selected objective card on the Nose section sheet.
- Prepare the event card decks.
 - For a rookie mission, separate routine tier event cards (turn, flak and air force) into their own decks. Note that turn cards are also to be separated by mission stage (marked from B to H on the backside).
 - For higher level single and campaign missions, separate the card decks as for a rookie mission, and add in higher tier cards as per the rules for the various game modes.
 - Shuffle the event decks.

PLAYING AREA LAYOUT

- Game board
- Nose section sheet with objective card, Nose crew sheets with action die
- Flight Deck section sheet with altitude deck and maneuver marker, Flight Deck crew sheets with action die
- Middle section sheet with weather deck and escort fighter markers, Middle crew sheets with action die
- Tail section sheet, Tail crew sheets with action die
- Mission stage decks
- Crew and kit markers
- Fortune pool
- Squadron pool
- Unused Fortune and Squadron tokens
- Panic, injury, error, wreck, fire and attention tokens
- Flak deck, air force deck with enemy fighter markers, target and attack dice
- Damage deck
- Emergency deck
- Edge deck



- Build the mission stacks.
 - Place the checkpoint cards face up on the Mission Progress track in order, each to its dedicated slot (as indicated by the letters A to I).
 - Draw and place one turn card face down from the respective decks (from B to H) on each slot from the En Route Flight to the Return Flight stages.
 - Repeat the previous point, adding a second set of turn cards on each slot from the En Route Flight to the Return Flight stages.
 - Check the objective card and take note of the mission stages to be modified. Draw and place a turn card of the appropriate stage on the given slot.
 - If playing a higher level mission against an easier objective, draw and place a turn card of the appropriate stage on the given slot as per the rules for the various game modes.
 - In the above steps, when placing a red turn card, immediately draw and place 2 air force cards face down on top, and when placing a yellow turn card, draw and place 1 flak card face down on top.
 - Do not look at face down cards at this point.
- Remove all unused turn cards to the box.
- Shuffle the rest of the flak deck, and place it face down near the board.
- Shuffle the rest of the air force deck, and place it face down near the board.
- Place enemy fighter markers near the air force deck.
- Place the attack and target dice near the air force and flak decks.
- Shuffle the weather deck and place it face down on the Middle section sheet, then turn the topmost card face up.
- Place the altitude deck face down on the Flight Deck section sheet.

STEP 4: EQUIP THE BOMBER

- Place the kit markers (first aid kit, fire extinguisher and CO2 tank) on their dedicated places on the bomber layout.
- Place the two fuel markers on their starting positions (marked 11) on the fuel tracks on each wing.
- Allocate lingering damage to the bomber.
 - For a rookie mission, the bomber starts undamaged.
 - For higher level single and campaign missions, determine starting lingering damage to the bomber as per the rules for the various game modes.
 - Shuffle the damage cards representing the damages, then place one face down on top of each card stack on the Mission Progress track, starting with the En Route Flight stage then continuing to the right until all cards are placed.

- Shuffle the rest of the damage deck, and place it face down near the board.
- Place the emergency deck near the board.
- Place error, wreck and fire tokens and attention markers in separate stacks near the damage deck.

STEP 5: READY THE CREW

- Assign each section to a player. This assignment also determines who controls each member of the crew.
- Place an action die next to each section, and set the wooden markers on the section sheets. Set the general modifier values as appropriate - values start at the base of 0, then account for the active objective and weather card. On the Flight Deck section sheet, put the maneuver marker to its base position.
- Place escort fighter markers near the Middle section sheet. Place 4 wooden markers near the sheet, to be used later to track damage to escort fighters.

ROOKIE SETUP EXAMPLE

Dale, Harry, Mike and Bob are playing a game of B-17 Flying Fortress. This is the first time they are playing the game, so they start with a rookie mission.

For the objective, they draw the Industrial Complex, a routine tier card. Building the mission, they only have routine cards in the event card decks. They lay the checkpoint cards on the Mission track, then draw and place one turn card on each slot from the En Route Flight to Return Flight stages. They then draw two air force cards each on the En Route Dogfight and Return Dogfight stacks, and one flak card each on the Flying-in, Bombing Run and Flying-out stacks. Now they repeat, with an additional turn card on each slot from the En Route Flight to Return Flight stacks, plus two additional air force cards on the En Route Dogfight and Return Dogfight stacks, and one additional flak card on the Flying-in, Bombing Run and Flying-out stacks. Consulting the objective card, they now draw a turn card and two air force cards on the En Route Dogfight stage and a turn card and a flak card on the Flying-in stage. That's all for the mission.

As they are playing a rookie mission, they start with an undamaged bomber, shiny and unscratched. They also start with a rookie crew, uninjured and inexperienced, fresh from basic training. Readiness, Fortune and Squadron all start at 3.

CAMPAIGN SETUP EXAMPLE

Weeks later, the guys are now in the middle of a campaign, preparing to run a level 5 mission.

They select a veteran tier objective for the mission, Factory.

They now collect all veteran tier event cards (turn, flak and air force), shuffle them all together, then draw 24 random cards from among these. They now separate the cards by type and shuffle them in their proper decks, to draw and build the mission stacks. They proceed to build up the standard set of two turns each on the stages from En Route Flight to Return Flight. To finish building the mission, they consult the objective card and assign an extra turn each to the En Route Dogfight stage (one turn and two air-force cards) and the Flying-in stage (one turn and one flak card).

Checking the Captain's Log, they remember that the bomber ended the last mission pretty damaged – still pretty but damaged. As listed on the log, they collect the Hydraulic System Error, the Landing Gear Crank Error and the Rudder Askew damage cards from the damage deck, then shuffle them, and place one each face down on top of the En Route Flight to Flying-in mission stacks. These give enough cause to worry, so the crew will start to do maintenance rounds as soon as taking off.

Now for the crew. From the Captain's Log the guys assign each crewman the hindering injuries persisting from the last mission, as well as the insights they acquired up till this point in the campaign. Poor George the Bombardier died on the last mission. He had two insights, therefore his replacement, also a George, starts the mission with one insight - but no injuries.

With the heavy bomber damage and the poor bombardier's death, the last mission was a terrible failure, so now the crew now starts this mission with 5 Squadron and 5 Fortune tokens due to their newfound determination. Let's hope for a better flight this time!



*"Heaven Sent" 43-38414 LN-GF
on land and in the air.*

SECTION ASSIGNMENT

The game assumes four players, assigning one section to each player. If you are more than four, sections can be overseen by several players in tandem. If you are less than four, divide the sections between the players as you see fit. The game can also be played alone, with a single player controlling all sections and the complete crew. As this is a cooperative game, any section-to-player assignment combination is perfectly fine.

You can also appoint a player as a game master, orchestrating the turn of events, playing mission cards and administering the actions of enemies. Just remember, the game master does not play against the rest of the players, he just assists with the flow of the game, and has no real control over the events. Any way you play, you play as a team and win as a team, together!

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- Place the crew markers to their respective starting places on the game board. Each crewman's starting place is indicated on his crew sheet.
- Allocate hindering injuries to the crew.
 - For a rookie mission, the crew starts with no hindering injuries.
 - For higher level single and campaign missions, determine starting hindering injuries to the crew as per the rules for the various game modes.
 - Mark hindering injuries on affected crewmen by placing injury tokens on the Readiness track of their sheets.
 - If any member of the crew died on the last mission, he is replaced by an uninjured crewman (use the same crew sheet and crew marker).
- Allocate insights to the crew.
 - For a rookie mission, the crew starts with no insights.
 - For higher level single and campaign missions, determine starting crew insights as per the rules for the various game modes.
 - If any member of the crew died on the last mission, his replacement is given one less insight than he had.
 - Place the insight cards alongside each crewman's sheet.
- Place the activity markers on the ready position on the crew sheets.
- Set the Readiness of each crewman to a starting value of 3. In the very unlikely case that a crewman starts the game with 3 hindering injuries, set his starting Readiness to his maximum of 2. Mark the starting Readiness of each crewman by a wooden marker on his crew sheet.
- Shuffle the rest of the Edge deck, and place it face down near the board.
- Place unused injury/panic tokens in separate stacks near the damage deck.
- Set the starting Squadron and Fortune pools.
 - For a rookie mission and for higher level single missions, Squadron and Fortune start at 3.
 - For higher level campaign missions, determine starting Squadron and Fortune as per the campaign mode rules for compensating for previous success or failure.
 - Place the number of Squadron and Fortune tokens on the dedicated areas of the game board.
- Place unused Squadron and Fortune tokens in separate stacks near the board.

STEP 6: ONWARD TO GLORY!

- Proceed to start the first turn of the mission.

*Remind me to punch you
in the face after the mission.*

COURSE OF THE GAME

MISSION PROGRESS

The events of the mission are divided into a number of subsequent stages, and the stages themselves into turns.

- **Stages** form the backbone of the mission. Each stage is represented by its own stack of cards on the Mission Progress track. The last card of each stack is a checkpoint card that represents a landmark event on the mission - playing a checkpoint card marks the end of the given stage.
- **Turns** represent various turning points along the mission where the crew faces a variety of challenges they need to overcome. A turn is represented by a set of cards played in succession ending with the playing of a turn card or a checkpoint card.

The mission progresses by playing the cards from the subsequent stacks on the Mission Control track starting with the Take-off stage and normally ending with the Landing stage.

TURNS

The game is played by taking turns. Each turn, first the events of the mission transpire, then the crew has the chance to react, then a new turn begins, and so on until the end of the game.

A turn consists of three phases to be followed in order. Once a phase is completed, the next phase begins. Once the last phase of a turn ends, a new turn begins.

A turn comprises the below phases, in order.

- Phase 1: Upkeep
- Phase 2: Challenge
- Phase 3: Activity

PHASE 1: UPKEEP

Upkeep is the phase to set the crew up for action, and to escalate some continuing effects.

The phase comprises the below steps, to be performed in order.

1. Reset activity markers

Move the activity markers of the crew back to the Ready position (i.e. the green checkmark is visible) on the crew sheets.

If a crewman is panicked, as indicated by a panic token on his marker on the board, his activity cannot be reset. In this case, discard the panic token. His activity marker is set on the idle position, and he cannot be activated this turn.

2. Aggravate injuries and fires

Place an injury token on each crewman's marker who is already suffering from an injury.

Place a fire token on every space that already has a fire token. Each space can have a maximum of three fire tokens.

3. Allocate hits from fire

For any section that has any number of fire tokens on it, allocate one hit per token, i.e draw a damage card for the given section, and play it on the Imminent Threat field.

PHASE 2: CHALLENGE

Challenge is the phase where cards are played from Mission Progress to the Threats Flow, and cards on the Threats Flow are activated.

The phase comprises the below steps, to be performed in order.

1. Cascade cards on the Threats Flow

Shift the cards on the Threats Flow to the right.

2. Play cards from the Mission Progress

Play cards from the active mission stage stack.

3. Reset the maneuver marker

Shift the maneuver marker on the Flight Deck section sheet back to its base position (the middle position), to indicate that the effects of the Evade or the Position maneuver from the last turn end.

4. Roll panic tests

For each injury token on a crewman, roll a die. If at least one die rolls a 4 or higher, place a panic token on his crew marker.

See "CHALLENGES" on page 14 ►

PHASE 3: ACTIVITY

Activity is the phase where able crewmen are activated and take their actions.

Players activate the crewmen they control. Crewmen can be activated in any order - there is no set order to be followed by players or crewmen. Also, crewmen need not be activated, they are allowed to miss their turn, though they are better off not doing so.

A crewman who has the activity marker on his sheet in the idle position may not be activated and must miss his turn.

Whenever a crewman is activated, he can perform any and all of the below, in any order.

1. Move

Move the crewman to another space, placing his marker to the new space on the bomber layout.

2. Handle kits

Pick up, put down or carry a kit with the crewman, or pass it to another crewman.

3. Take an action

Perform an action with the crewman at the space he is currently on.

After a crewman finishes his activities, set his activity marker to the idle position.

At any time, there can only be a single crewman who is active. Finish his activity before activating another crewman. If a crewman already acted in a turn and finished his activity, he cannot be activated again in the turn.

See "CREW MOVEMENT" on page 17 ►
See "CREW ACTIONS" on page 17 ►

END OF TURN

Once all able and willing crewmen have been activated, the turn is over and a new turn begins with the Upkeep phase. Play continues this way until the end of the game.

MISSION STAGES

The various stages of the mission, in order, are as below.

TAKE-OFF

A quick and easy stage where the bomber and her crew set off to their mission.

EN ROUTE FLIGHT

A stage of flying towards the enemy territory over the Channel.

EN ROUTE DOGFIGHT

A stage with heavy skirmish action where enemy fighter squadrons try to intercept the bomber.

FLYING-IN

A stage full of severe flak resistance trying to block the bomber from reaching her target.

BOMBING RUN

The apex of the mission where the bomber has a short window to deliver her payload amongst heavy flak bombardment.

FLYING-OUT

A stage full of flak retribution to punish the bomber on her pulling-off to return home.

RETURN DOGFIGHT

A last, though severe, attempt by the enemy air force to eliminate the bomber.

RETURN FLIGHT

The action now cools down as the bomber leaves the enemy territory and crosses the Channel on her way home.

LANDING

A quick stage where a worn bomber and her crew try to touch ground at the home port.



IMMINENT THREAT EXAMPLES

We are in the middle of the En Route Dogfight stage in heavy combat with a buzzing detachment of enemy fighters. And further pesky fighters are inbound.

We start by playing the first, an ME-109 with a deployment code of 3. An FW-190 air force card already sits on slot 3, an ME-262 Squadron on slot 2 on the Threats Flow. In order to be able to play the ME-109 onto slot 3, we need to make room for it, cascading the ME-262 Squadron to slot 1, then the FW-190 to slot 2. While we do the cascading, we put the ME-109 onto the Imminent Threat field.

We shift the ME-262 Squadron to slot 1, and it immediately attacks, for 2 hits. We draw 2 damage cards and place these behind the ME-109 card on the Imminent Threat field. Now the FW-190 shifts to slot 2, and attacks for 1 hit. We draw 1 more damage card and place it behind the damage cards caused by the ME-262 Squadron. Slot 3 of the Threats Flow is now empty, and we can play the ME-109 card from the Imminent Threat field. It immediately attacks for 1 hit, and we draw 1 damage card and place it behind all the damage cards already on the Imminent Threat field. We now proceed by playing the 4 damage cards from Imminent Threat one by one, applying their effects each immediately

The bomber finished the last mission with heavy damage, with 3 damage cards sitting now on top of the En Route Flight to Flying-in mission stage stacks. Now, while the piloting squad is busy with the take-off, Eric the Chief Engineer is doing his inspection laps, trying to avert possible issues before heavy action sets off. He does a Maintenance action to inspect the first, a Wings damage card. It turns out to be the Left Engine Fault card. Eric decides to hurry the card to try to resolve it as soon as possible, so he plays it immediately. As this is the Activity phase, he places the card on the Imminent Threat field, where it will stay till being played on the Threats Flow in the next Challenge phase.

A landing gear is destroyed and the bomber needs to land on her belly. Together with the Landing checkpoint, the Belly Landing emergency card is also played. We do not manage to resolve it in time, and when it shifts off, it adds 3 damage cards to the Imminent Threat field: Radio Malfunction, Left Electrical Error, Top Turret Destroyed. This is now the end of the game, and we don't have to play these cards to the Threats Flow. Instead they immediately apply their shift-off effects, damaging the Radio (it now has no real consequences), wrecking the Top Turret and the left Electrical System, and the Left Electrical Error card is placed on the Damage Tally. Now that is a hard landing!

CHALLENGES

PLAYING MISSION CARDS

The Mission Progress track features stacks of cards piled on each mission stage slot, the mission stacks. Mission stacks have checkpoint, turn, air force, flak, and sometimes damage cards. In step 2 of the Challenge phase of a turn, you play cards from these mission stacks.

The active mission stack is the leftmost stack on the Mission Progress track that still has cards. Cards are played from this stack.

To play a card, play the topmost card of the active mission stack. Repeat this until you have played a turn or a checkpoint card, as these stop the flow. In case, however, a turn card (but not a checkpoint card) is immediately followed by another turn card or a checkpoint card, this next card is also played immediately, and so on as long as only turn or checkpoint cards come in succession on the same mission stack. After having played a checkpoint card, however, the flow stops.

EVENTS

The Challenge phase comprises a number of consecutive events. Events serve to partition the action into manageable stages.

Basically, playing a single card from Mission Progress is an event. This then may entail further cards to be played as a result – usually damage and emergency cards, but other cards may also get involved. These are all part of the same event.

An event usually involves playing the mission card on the Threats Flow, or in some cases the Complication slot on the Tail section sheet.

In conducting the Challenge phase, play the action event by event, finishing one before starting the next. This means that you play a card from Mission Progress, apply its effects, and if it causes other cards to be shifted or played, also resolve those before continuing with the next card from Mission Progress, if any.

ORDER OF PLAYING THE CARDS

Cards are normally played in the order they are drawn, either from the Mission Progress track or from a deck. If there is no drawing order, as is the case with some sets of emergency cards, play the cards in the order of their deployment codes from highest to lowest.

PLACING THE CARDS

Whenever playing a card from a mission stack, its deployment code in the top right corner indicates where to place it, as per the below. Though emergency cards are not played from mission stacks, their placement and activation follow the same rules.

► Deployment code 1, 2, 3, 4 or 5

These may be checkpoint, emergency, air force and flak cards. The card is played to the Threats Flow on the slot indicated by the deployment code. If the slot indicated is already occupied by another card, this causes a cascading of the cards to the right (see below).

► Deployment code 1+

These may be turn or damage cards. The card is played to the Threats Flow on the lowest (rightmost) empty slot of the track. If there are no empty slots, the card is played to Last Ditch.

► Deployment code 5-

These may be damage cards. The card is played to the Threats Flow on the highest (leftmost) empty slot of the track. If there are no empty slots, the card is played to Last Ditch.

► Deployment code 0

These may be damage cards. The card takes effect immediately, and is then discarded.

► Deployment code C

These may be turn cards. The card is played to the Complication slot on the Tail section sheet. If there is already a card on the slot, that card is discarded.

CASCADING THREATS

When a card of deployment code 1 to 5 is to be placed on a Threats Flow slot already occupied by another card, that card is shifted one slot to the right. If there is a card on this next slot, that card, too, must be shifted in a cascade, and so on until you reach an empty slot or the end of the Threats Flow.

To cascade the cards, first note which cards are to be shifted, then shift them one at a time, starting with the rightmost card, and progressing towards the left, each card thus making room for the next one.

IMMINENT THREAT

The Imminent Threat field serves as a prep field for playing cards to the Threats Flow. Whenever a card is to be played to the Threats Flow, but you still have to finish some proceedings before, place the card face up on the Imminent Threat field. This may happen when you need to cascade the cards on the Threats Flow to make place for the new card, or when the card comes up outside the Challenge phase and needs to wait for the next Challenge phase to be played on the track. Also, some cards or rules (like emergency cards or the rules for fires) specifically instruct you to play cards on the Imminent Threat field.

Cards are then played to the Threats Flow at the first possible instance, i.e. when in the Challenge phase and you have finished the current proceedings. If there are cards on the Imminent Threat field at the start of the Challenge phase, start the phase by playing these cards before proceeding to play the cards from Mission Progress.

Whenever the Imminent Threat field already has cards, place newer cards to the bottom of the stack to keep the card play order.

For simple card plays that are resolved promptly (deployment code 0 cards for instance) or that don't involve waiting for a cascade, you don't need to resort to the Imminent Threat field. In such cases, simply play the card from Mission Progress directly to the Threats Flow.

LAST DITCH

The Last Ditch slot, at the end of the Threats Flow, serves as a continuation, basically slot 0, of the track. Whenever cards are shifted off slot 1 of the Threats Flow, these are placed on Last Ditch. On certain occasions, cards may also be played directly on Last Ditch (e.g. deployment code 1+ or 5- with no empty slot on the Threats Flow).

When a card is placed on Last Ditch, the crew has a final chance to make an effort to try and avert the threat. A single crewman may now take an out-of-turn activation (move and action) to resolve the threat as per the card's instructions (e.g. shoot the enemy fighter, repair the damage, safely land the bomber). If this action is unsuccessful, or the crew decides not to try and avert it, the card is then shifted off immediately, activating its final effect (Shift off effect).

If a card has an effect that activates on every shift on the Threats Flow (air force and flak cards), that effect does NOT activate on Last Ditch. In fact, flak cards need not even be placed on Last Ditch, as they cannot be resolved.

CARD EFFECTS

When a card is in play it activates certain effects as per the conditions listed in its description, per the below.

► Play

The 'Play' effect is activated at the moment the card is played, i.e. placed on the Threats Flow or Last Ditch.

► If active

The 'If active' effect is active as long as the card is in play (i.e. on the Threats Flow or on the dedicated section sheet slots, e.g. the Complication slot in the Tail, or on the Damage Tally). If discarded, the effect no longer applies.

► Shift off

The 'Shift off' effect is activated when the card is shifted off from Last Ditch. The 'Shift off' condition also lists whether the card is to be discarded after shifting off, or placed on the Damage Tally or elsewhere. If the card is discarded before shifting off, its 'Shift off' effect will not activate.

When the game ends, the 'Shift off' effects of all cards still on the Imminent Threat field and the Threats Flow are immediately activated.

CASCADE EXAMPLE

We must place the Me-262 III card on slot no. 3 on the Threats Flow, but it already has a card. Slots 1 and 2 also have cards.



To proceed with playing the cards:

1. We shift the Stray Fighter (Turn) card to Last Ditch. The crew can now try to resolve it out of turn before it takes effect and is discarded.
2. We shift the Flak 36 (Flak) card to slot 1. The flak unit attacks the bomber as the card is shifted.
3. We shift the Me-109 I (Air Force) card to slot 2. The fighter will move in the airspace and attack.
4. We can now place the Me-262 III (Air Force) card. We place the fighter's marker in the airspace, and it immediately attacks.

► Resolve

The 'Resolve' condition gives the instructions on how to eliminate the threat. If the threat is resolved, discard the card, freeing up its slot, and ending the 'If active' or averting the 'Shift off' effect.

The effect bar in the middle of the card helps you identify the section and equipment affected by the threat, and it also lists what harm tokens (error, wreck) are placed when playing (deployment 5-) or shifting off (deployment 1+) the card.

Whenever a card is placed or is shifted on or off the Threats Flow or Last Ditch, immediately apply the effects, if any, before proceeding to play any other cards.

DISCARDING CARDS

The different types of cards, when discarded, are handled as follows.

- **Checkpoint** and **turn cards** are removed from play, and may be placed in the box.
- **Damage, flak, weather** and **altitude cards** are reshuffled into their respective decks.
- **Air force cards**, if the fighter is shot down, are removed from play. If the enemy fighter retreats, place the card on top of the next mission stage stack.
- **Emergency cards** are returned to the emergency deck or, if still in danger of triggering, to the Impending Emergencies field.

ENDING TURNS

The rules for ending turns may seem a bit confusing or too complex to easily apply in play, but an easy-to-follow guideline is to end the turn when there are no more cards in the stack or when the next card on top of the stack is an air force or flak card.

MULTI-ACTION CARDS

Certain cards need multiple actions to resolve as detailed in their 'Resolve' conditions, e.g. 'Succeed at a Technical -1 test (action) anywhere in 3 sections each. You have to succeed in all the required tests for such a card to count as resolved. All these tests need a separate action each, but need not be done by the same crewman, nor in the same Activity phase. The turmoil of combat may make counting the successful tests a burden. You may use attention markers to track progress, with the section color sides of the markers helping to track specific sections

AIR FORCE AND FLAK EFFECTS

Air Force and Flak cards activate and are resolved differently from other mission cards. They are described under the skirmish rules.

See "SKIRMISH" on page 24 ►

*Discarding the objective card...
That would be treason, soldier, wouldn't it?!?*

EMERGENCY CARDS

Emergency cards represent the various emergency situations that may arise during the mission. Below is a breakdown of the cards.

2. 1.

2. **CONDITION: PLACING THE 6TH CARD ON THE DAMAGE TALLY WHILE IN THE AIR**



3. **Fuselage**

Play: Play only if flying. Remove Feathering, Brace for Impact, and all Landing emergency and checkpoint cards from play.

4. **Resolve:** Move each crewman to any EXIT space to disembark (action, no test), then end the game.

Shift off (discard): End the game. Any crewmen still in the aircraft die.

2. **PLAY IF THE 6TH DAMAGE CARD IS PLACED ON THE DAMAGE TALLY WHILE STILL IN THE AIR!**

BAILING OUT

EMERGENCY CARD

1. DEPLOYMENT CODE

Indicates where to play the card on the Threats Flow.

2. CONDITIONS

Indicates the conditions that call up the emergency.

3. EFFECT BAR

Similar to standard turn and checkpoint cards.

4. EFFECTS AND CONDITIONS

Similar to standard turn and checkpoint cards. This section also details changes to standard gameplay, i.e. cards that need to be removed from play.

EMERGENCIES

Certain events and damages are just too much for the bomber to endure. It may happen that not everything goes as planned, and emergencies arise. Such situations are represented by emergency cards.

Emergency cards differ from other mission cards in that they are not drawn randomly or from prepared stacks but are selected from the emergency deck when their conditions are fulfilled. The emergency deck comprises cards for a number of emergency situations, the emergency cards. Emergency cards basically behave as turn cards, but are not played from the Mission Progress. Instead, they are played from the emergency deck out of turn whenever an emergency condition arises, usually some damage to critical systems, or excessive damage in general.

To facilitate play, you are encouraged to place emergency cards threatening to activate on the Impending Emergencies field on the board. Areas of the board and cards that may trigger emergencies have an emergency symbol to alert you of possible emergencies. When an emergency seems likely, select the appropriate card from the emergency deck and place it on the Impending Emergencies field, pending activation. The Impending Emergencies field may feature several emergency cards at a time. Cards placed here serve as a reminder for you to try and avert the emergencies, if possible. This way you are reminded to play these cards when needed, and they are also constantly in view to prompt you to try and resolve the triggering conditions to avert the impending emergencies.

MONITORING EMERGENCIES

To facilitate avoiding and playing emergencies, you may want to make some preparations. Review emergency cards and take note of the conditions that trigger them. Monitor these conditions throughout the game, and note if they are likely to be fulfilled. Emergency symbols are found throughout the playing area, the cards and the board where the conditions may likely trigger. You may also use attention markers to mark anything that you feel threatens with an emergency and needs to be attended to.

ESCALATE!

Certain emergency cards remove other cards from the game when played. It may happen that a newer emergency also makes an existing emergency obsolete, removing even emergency cards from play. This is normal – as far as emergencies go.

EMERGENCY EXAMPLE

The crew failed to resolve the Rudder Askew card on Last Ditch, and it ended up on slot 5 of the Damage Tally. Uhh, emergency! The plane starts to spiral downwards. This is gonna be a heavy impact!

1. We now have to play the Crash Landing and the Brace for Impact emergency cards immediately. As we don't have cards waiting on the Imminent Threat field, we can skip it, and play the cards direct to the Threats Flow. First, we play Crash Landing on slot 3, starting a cascade that shifts the Oil System Error damage card to Last Ditch. The crew takes heavy strain to do the last-ditch repairs, but they manage, so the card is discarded. Whew!
2. Now for the Brace for Impact! It goes to slot 2, and starts a new cascade that shifts the Fuel Transfer Error damage card to Last Ditch. Now that is just too much! The crew fails to repair the system, even with boost and reroll, and the card thus goes to the Damage Tally as the 6th card.
3. Crash Landing is now no longer a thing, everyone prepare to jump! We play the Bailing Out emergency card to slot 2 of the Threats Flow. Its Play instruction is to remove Crash Landing and Brace for Impact from play, so we discard these two from the Threats Flow, and place Bailing Out on an empty slot 2. The crew begins to stumble towards the EXIT points.

When all things fail, gravity won't!

CREW MOVEMENT

MOVE

As part of his activity in a turn, a crewman can move within the bomber.

The crewman can freely move a maximum of two spaces. Moving a space means moving from his current space to an adjacent space connected by a link. He can even interrupt his movement to take an action or handle a kit, and then continue with his movement.

In the course of his movement, the crewman can pass through a space another crewman occupies, but cannot finish his movement, nor take an action or handle a kit in that space.

The crewman can switch places with another crewman, using up 2 spaces of his movement. He may do this even if the other crewman is helpless, i.e. panicked or dead. If the crewman only has 1 space of movement left, he cannot switch places with the other, though if that crewman has not been activated yet, they will then be able to switch places from his movement.

In the course of his movement, a crewman may pass through a space with fire tokens. In this case, at the end of his movement, reduce his Readiness by the number of fire tokens he passed through.

Rarely, it can happen that a fire breaks out in a space with a crewman present. Also, a crewman may opt to enter a space where a fire is raging (e.g. to release the bombs at the Bomb Bay Door for the mission to succeed). If the crewman starts or ends his movement on a space with fire tokens, place an injury token on his marker at the end of his movement. This only happens once per turn, even if the crewman begins and ends his movement in the same space with fire tokens.

HANDLE KITS

As part of his activity in a turn, a crewman can handle a first aid kit or fire extinguisher. He can do this at any point of his activity, i.e. before or after taking an action, and before, after or while moving.

The crewman can handle a single kit within his reach, i.e. on a place connected to his space by a link. He can either pick up the kit, put it down at its dedicated place, or pass it to a crewman in an adjacent space (he can only do one of these in a turn). He can also carry the kit with himself while moving. Receiving a kit from another crewman does not take up any activity as it is done in the other crewman's turn.

When handling the kit, place its token accordingly: on the active or the recipient crewman's marker, or on the matching place on the board.

A crewman can only carry a single piece of equipment at a time.

CREW ACTIONS

Events often call for a certain action to be performed by the crew. These include maneuvering the bomber, aiming the bomb, shooting enemy fighters, repairing systems, using devices, and so on.

Some of these actions are directly tied to certain events as they occur in the course of the mission. These actions are always indicated in the event description (on the relevant card), and can only be performed in a set timeframe before the event runs its course (i.e. the card shifts off from the Threats Flow).

Other actions are more general, and can be initiated by the crew independent of the events.

TAKING ACTIONS

As part of his activity in the turn, a crewman can take an action. He can do this at any point of his activity, i.e. before or after moving. He can even move, take an action, then move again if he still has spaces of movement.

The crewman can take an action at the space he is currently at. Depending on the action, he can use and affect an equipment, space or crewman that is within his reach, i.e. on his current space or connected by a link.

The crewman can only attempt a single action per turn, even if that action fails. When attempting the action, all required and optional resources (e.g. Readiness, kits) are spent and the action test is resolved immediately.

OUT-OF-TURN ACTIONS

It may happen that a crewman must take an action out of turn, i.e. not in the Activity phase. This is the case when making an attempt to resolve a card on Last Ditch, but there are also other instances of out-of-turn actions.

A crewman may only take an action out of turn when a rule or card specifically instructs or allows him to.

Out-of-turn actions occur in the Challenge phase in reaction to certain events. Otherwise, these are resolved similar to normal actions, and the crewman may also handle a kit and move at the same time, thereby taking a complete turn of activity in the Challenge phase.

When taking an out-of-turn action, shift the crewman's activity marker to the idle position. It will remain in the idle position till the next Upkeep phase, so the crewman will not be able to act in the Activity phase this turn.

MOVEMENT EXAMPLES



Jack the Pilot can pass through Felix the Radio Operator, but he can't stop, nor do anything, in the same space. He can take an action before or after he moves, but he can't do anything in the space occupied by Felix, like taking the fire extinguisher, or repairing the damaged oxygen tank. If Felix wasn't there, he'd be able to do any of these.



Felix the Radio Operator can switch places with another crewman, Jack the Pilot for instance, who is panicking and unable to move or do anything. Doing so, he uses up his full movement, but can still pick up a kit or use his action.



Felix the Radio Operator (Readiness 4) had to move through 2 fire tokens to reach the fire extinguisher, so his Readiness is reduced from 4 to 2.

If he is at the EXIT space when the fire breaks out, he takes 1 injury token.

GENERAL AND CARD ACTIONS

There are a multitude of actions the crew may attempt on the mission. These may be general actions or card actions.

General actions are broad in nature, and are often not directly tied to resolving threats or complications on mission cards.

Card actions are specific actions needed to resolve certain events or complications brought about by given mission cards. Card actions can be taken whenever the respective card is active on the Threats Flow, the Last Ditch, the Complication slot (Tail sheet), the Weather slot (Middle sheet) or the Altitude slot (Flight Deck sheet). Card actions are resolved similar to general actions, with some exceptions as described in the rules for playing the cards. It may happen that action specifics on a card complement or counter the rules and conditions for a general action. If at any time the action details on a card contradict the general rules, the card specifics override the general rules.

ACTION DESCRIPTIONS

Actions are described in this rulebook or on the mission cards. The description gives all the action's specifics, i.e. the equipment involved, the skill to be checked and the modifier on the test, the Readiness cost (if any), the possible use of a kit (if any), and the effects of succeeding at the action.

ACTION TESTS

Attempting actions often involves making action tests.

Action tests are checks against one of the acting crewman's skills.

The crewman can only attempt the action if he possesses the given skill, i.e. has a skill value of at least 1 as indicated on his sheet.

The action's description will give the details of the test, listing the skill to be used, and the modifier to the skill's value. These are given in the 'Skill $\pm X$ test' format where Skill is the name of the skill to be used, and $\pm X$ is the modifier added to or subtracted from the skill's value.

To make an action test, calculate the action value first. The action value is the skill value of the crewman, plus or minus the modifier as defined by the action's description (specific modifiers) and any additional circumstances (general modifiers, assists and boosts). To get the action value, add up all relevant modifiers, then add the sum to the skill value (subtract if negative). When you have the final action value, roll an action die. If the roll is below or equal to the action value, the action succeeds. If it is higher, the action fails. Whatever the action value, however, a roll of 1 is always a success, and a roll of 6 always a failure.

Some rules allow you to reroll action tests (e.g. Fortune tokens, certain Edge cards). When rerolling an action test, use the same action value as for the original test, and reroll the die. If the result of the reroll is a success, the action succeeds.

SPENDING READINESS

Some actions have a Readiness cost that must be spent to take the action. If the crewman does not have enough Readiness to cover the cost, he cannot take the action.

Actions that require an action test can be assisted or boosted by spending Readiness. This can only be done if the crewman has enough Readiness to cover the cost of assisting or boosting the test.

When spending Readiness, immediately mark the expenditure on the crewman's sheet.

See "READINESS" on page 32 ►

EQUIPMENT

Certain actions involve the use of equipment (e.g. shooting an enemy fighter using a turret, piloting the bomber using the control wheel, or repairing the landing gear via the landing gear crank).

If an action requires a piece of equipment to attempt, it is indicated in the action's description. The effect bar on the cards also helps to identify equipment via symbols.

These actions can only be attempted if the crewman is within reach of the given equipment, i.e. he is in a space connected by a link. When its description indicates so ("at a Control Wheel", "at a turret"), the action can be attempted at any of the indicated equipment available.

To use the equipment, it must be in working condition, i.e. it must not have an error or wreck token. The Repair action is a notable exception to this rule, as it specifically aims to remove error tokens from its target.

USING A KIT

When taking an action, the crewman may opt to use a kit as appropriate. He can only use one kit per action, and he has to have it on his person (for first aid kits and fire extinguishers) or within reach and available (for CO2 tanks) at the time. He does not have to use the kit, but if he does, it must be announced before attempting the action.

Using kits is tied to specific actions, i.e. the crewman can only use a kit that is indicated for the specific action he is attempting. The kit will provide a bonus to the action test as described for the action. Using the kit is automatic, and does not require any effort.

When using a kit for an action, the kit will be discarded, even if the action fails. Discard the kit's token from the crewman's marker (or from its place for CO2 tanks). Such using and discarding of the kit is automatic, and does not count against the crewman's limit of handling kits in the turn.



1. Piloting
2. Gunnery
3. Bomb Aiming
4. Navigation
5. Air force attack
6. Flak attack

GENERAL MODIFIERS

A general modifier is a modifier that applies generally to all action tests using a given skill. The skills Piloting, Navigation, Bomb Aiming and Gunnery all have their own general modifier applying to all uses of these skills. Besides general skill modifiers, air force and flak attacks also have general modifiers. These work the same as skill modifiers but are applied to air force and flak attack rolls.

A general modifier is composed of various modifiers given by a set of circumstances (weather, altitude, equipment malfunctioning, etc.). These modifiers are added together to find the value of the general modifier. The final value cannot be lower than -3 and higher than +3. Should the value exceed these limits, take it as -3 or +3 respectively.

General modifiers are tracked on the section sheets. The component modifiers appear on various types of cards, specifically on weather, altitude and damage cards, and are indicated by symbols corresponding to the symbols on the section sheets.

Whenever a component value of a general skill changes, recalculate the modifier total, and adjust the slider on the respective section sheet. Also, make sure that everyone around the table knows of the changes and the new value.

TAKING AN ACTION EXAMPLE

Jack the Pilot makes a maneuver calling for a Piloting -1 test at a Control Wheel. In order to make the test, he must be in a space with access to a Control Wheel, i.e. either at the Pilot or the Co-pilot Seat. He then has to succeed on the action test. The action value normally would be his Pilot skill of 4 modified by -1 for a total value of 3, but a Hydraulic System Error card (-1 to Piloting tests) is active, meaning that the action value is further modified by -1 to a value of 2. He now has to roll 2 or below on the action die. A daunting task indeed! He may try to boost his action value by spending 2 points of Readiness per +1 modifier. He may also ask Alexander the Co-pilot, sitting right next to him, to assist for a +1 modifier. With Alexander's help and by spending 4 Readiness for a +2 boost, he can step his action value up to 5, for a very good chance of success.

LIST OF ACTIONS

General actions are listed below.

Card actions are described on the mission cards themselves, and are not included in the action lists herein. This is true even for such core actions as taking off, landing, or dropping the bomb.

ON-BOARD ACTIONS

PREPARE

No test

Prepare is a special action that is used to increase the crewman's Readiness.

Any crewman who is able to act can take the Prepare action. As an action, increase the crewman's Readiness by 1 point up to his maximum Readiness (normally 5 points). No test is needed.

TREAT INJURIES

First Aid test - First aid kit (optional)

Crewmen sometimes get injured. This is indicated by injury tokens on their markers. A crewman can have a maximum of 3 injury tokens on his marker, and in this case he may be healed by the Treat Injuries action. A crewman who would have a total of 4 injury tokens at any time is dead, and cannot be treated.

To perform the Treat Injuries action on an injured crewman, the crewman to treat him must be standing on an adjacent space.

First, decide how many injury tokens you wish to remove from the injured crewman. Then make a First Aid -X test where X is the number of injury tokens to be removed. Succeeding at the test removes that many tokens.

Using a first aid kit adds a +3 modifier to the test, then the kit is discarded. To use the kit, the crewman performing the action must have it on his person.

Injured crewmen may try to treat themselves with the Treat Injuries action, but note that their injury penalties also apply to this attempt.

Treat Injuries can be attempted any number of times on the same crewman, taking an action each time.

See "CREW CONDITIONS" on page 30 ►

EXTINGUISH FIRE

Technical test - Fire extinguisher or CO2 tank (optional)

Occasionally, a fire breaks out on board the craft. This is indicated by fire tokens on a space. The crew may try to douse the fire with the Extinguish Fire action.

To perform the Extinguish Fire action on a fire, the crewman must be standing on an adjacent space (or on the space with the fire tokens, though he will get injured). Fires on the wings can be extinguished from a space with a Control Panel.

First, decide how many fire tokens you wish to remove from the space. Then make a Technical -X test where X is the number of fire tokens to be removed. Succeeding at the test removes that many tokens.

Using a fire extinguisher adds a +3 modifier to the test, then the kit is discarded. To use the kit, the crewman performing the action must have it with him. For fires on the wings, fire extinguishers may not be used, and the wing's CO2 tank may be used instead. The CO2 tank, if used, gives a +3 modifier to the test, then is discarded. To use the CO2 tank, the crewman must not have it with him, he just needs to announce before the test that he is using it.

Extinguish Fire can be attempted any number of times on the same fire, taking an action each time.

See "BOMBER CONDITIONS" on page 31 ►

REPAIR

Technical test - The device to be repaired

Equipment such as systems and devices are often damaged on missions. This is indicated by error tokens placed on their symbols on the bomber layout. If a piece of equipment has error tokens, it may be repaired by the Repair action. A piece of equipment with a wreck token is wrecked, and cannot be repaired.

To perform the Repair action on a damaged piece of equipment, the crewman must be standing on an adjacent space. The relevant damage card will help you find the access point to the given piece of equipment. Damage to the wings can be repaired usually from a space with a Control Panel or as instructed by the relevant damage card.

First, decide how many error tokens you wish to remove from the damaged piece of equipment. Then make a Repair -X test where X is the number of error tokens to be removed. Succeeding at the test removes that many tokens.

Repair can be attempted any number of times on the same system or device, taking an action each time.

REST PREPARED!

Readiness is a very useful and scarce resource, so if a crewman cannot or does not want to do any other action in the turn, he is advised to take the Prepare action.

TREAT INJURIES EXAMPLE



George the Bombardier has 3 injury tokens, meaning that he is in great danger of dying if he gets no help from a crewmate. Howard the Navigator is close by, so he tries to treat George's injuries. He knows that if the injuries are not healed completely, they will worsen, so he decides to try and eliminate all 3 tokens in one action. His First Aid is a meagre 1, but he has a first aid kit, and a Readiness of 5, so he can boost his test twice. George also assists as this test is important. Especially for him! Howard's action value for the test is First Aid skill of 1 at a -3 for the 3 injury tokens to be healed, a +3 for the kit, a +2 for the two boosts and a +1 for the assist, for a total of 4. Howard rolls a 2 on the die, and George is healed of all 3 injury tokens. As he is now completely healed, he must mark a hindering injury, reducing his maximum Readiness to 4.

EXTINGUISH FIRE EXAMPLE



There are 3 fire tokens in the Tail section EXIT space. Mark the Left Waist Gunner is standing on an adjacent space, so he can try an Extinguish Fire action. If he wishes to completely extinguish the fire, he is at a -3 penalty to the action value. He can pick up and discard a fire extinguisher to add +3 to the action value, effectively negating the -3 penalty. If the fire was on one of the wings, Jack the Pilot and Alexander the Co-pilot could both try and douse the flames, even using one of the two CO2 tanks to increase their chances.

ACTION GROUPS

For ease of reference, actions are grouped in categories based on the general situations that may instigate them. These groups have no mechanical use in the game, they only serve to help you find actions easier in the book.

The groups:

- On-board: Actions related to activities on-board the aircraft, like preparing for upcoming events, and responding to emergencies and troubles.
- Piloting: Actions related to flying and maneuvering the aircraft.
- Navigation and recon: Actions related to navigating the aircraft, scouting events to come, and finding alternative routes.
- Bombing: Actions related to aiming and releasing the bomb.
- Skirmish: Actions related to fighting and repelling attacking enemy aircraft.

ACTION FORMAT

Actions in the rulebook are described following a standard format for ease of perusal.

NAME
Skill test, Readiness and/or Fuel cost - Equipment use - Other requirements or conditions

A description with details of the action, including the test to be taken, the Readiness costs, the location and equipment requirements, other conditions, as well as the effects of success and/or failure.

LANDING

Landing is controlled by card actions as it may take many forms depending on the bomber's condition and other factors. These cards are activated based on the events of the mission.



Though landings may greatly differ, there are certain general rules and a number of common points.

- Enemy territory: If the bomber lands in between the En Route Dogfight and the Return Dogfight stages, inclusive, it lands in enemy territory and is lost. The crew has to flee the enemy territory.
- Ditching in the sea: If the bomber lands in the En Route Flight or the Return Flight stage, it lands in the sea and is lost. The crew has to use the life raft to brave the waters of the Channel.
- Bailing out: If the crew has to bail out, the bomber is lost. The crew has to parachute to safety.
- Crash landing or landing with gear issues: The bomber will be damaged, possibly even beyond repair. The crew may also get injured.

In any case, landing marks the end of the mission, meaning the game will end when the landing card is resolved or shifts off the Threats Flow.

After a landing sequence is initiated, the crew can no longer purchase Edge cards via the Experience use of Readiness.

MAINTENANCE

Technical test - Anywhere in the section

The crew can try and assess in advance what lingering errors the bomber may have from previous unrepaired damage.

To assess lingering damage, the crewman may try to inspect a damage card on the Mission Progress track. Choose any one damage card on any mission stack. To attempt the Maintenance action, the crewman must be standing on any space in the given section, or the Flight Deck for Wing damage (the section may be identified by the secondary section color on the back of the card). To perform the action, make a Technical test, and if successful, flip and inspect the damage card.

You may now choose to play the card so that it can be resolved sooner. If you decide to do so, place the card on the Imminent Threat field, to be played in the next Challenge phase.

Alternatively, you may decide not to hurry the card, and wait till it normally comes up on the Mission Progress. In this case, put the card back to its original place face-up, so that it may now be seen and inspected any time. The card will activate normally when it comes up in a later Challenge phase. If you later decide to try and hurry the card, you have to take another Maintenance action and succeed with another Technical test.

Now, the yellow wire goes here...
And, would you please stop calling the bomb a gift-parcel?



REPAIR EXAMPLE

Alexander the Co-Pilot can't climb out to the wings to repair the 2 error tokens on the engine that are due to the active Left Engine Fault card. But he doesn't have to! As the little symbol indicates on the card, he can try and repair the error tokens with a Repair action from any space with access to a Control Panel. Luckily, he has a Control Panel right in front of his seat.

He takes a Repair action at -2, trying to eliminate both error tokens at once. He succeeds, and can discard the tokens, as well as the damage card from the Threats Flow.

PILOTING ACTIONS

CHANGE ALTITUDE

Piloting test - Control Wheel

To change the altitude of the bomber, make a Piloting test at a Control Wheel. If the test is successful, swap the current altitude card to another one listed on the current card.

From now on, the modifiers of the new altitude card are in effect.

EVADE

Piloting test - Control Wheel

The crew can try and maneuver the bomber in arcs to be harder to aim and hit by the enemy.

To start evasive maneuvering, make a Piloting test at a Control Wheel. If the test is successful, all enemy fighter and flak unit attacks against the bomber are at a -1 penalty in the next Challenge phase.

To indicate the maneuver, shift the maneuver marker on the Flight Deck sheet to the evading position. The maneuver marker is reset at step 3 of each Challenge phase.

POSITION

Piloting test - Control Wheel

The crew can try and maneuver the bomber in arcs that allow more turrets to fire at the enemy.

To start positioning, make a Piloting test at a Control Wheel. If the test is successful, all turrets on board the bomber can view and attack all air zones, including those normally unseen from specific turrets, until the end of the next Challenge phase.

To indicate the maneuver, shift the maneuver marker on the Flight Deck sheet to the positioning position. The maneuver marker is reset at step 3 of each Challenge phase.

TRANSFER FUEL

No test - Control Panel

It may happen that fuel must be transferred between the wings due to certain emergencies.

To pump fuel from one wing to the other, a crewman must have access to a Control Panel, and spend his action, but no action test is required.

Fuel is transferred one-to-one between the wings, and any amount can be transferred in one action.

NAVIGATION AND RECON ACTIONS

SPOT

No test - Any space adjacent to a turret or a Control Wheel

The crew can try and pry in advance what dangers may lie in store for them in the course of the mission.

To spot upcoming threats, a crewman must be standing in a space adjacent to any turret or a Control Wheel (the device need not be functioning), and spend his action to flip and inspect any one flak, air force or turn card of his choice on the current or the next mission stack. The card must be put back to its original place face-up, so that it may now be seen and inspected any time.

Note that this action does not activate the card - this only allows the crew to know in advance and prepare for the event. The card will activate normally when it comes up in a later Challenge phase.

ASK FOR INTEL

No test, 1 Readiness - Radio

The crew can try and ask for intel regarding upcoming events of the mission.

To ask for intel, a crewman must spend 1 Readiness, then spend his action to flip and inspect any one flak, air force or turn card of his choice on any mission stack. The card must be put back to its original place face-up, so that it may now be seen and inspected any time.

Note that this action does not activate the card - this only allows the crew to know in advance and prepare for the event. The card will activate normally when it comes up in a later Challenge phase.

FIND ALTERNATE ROUTE

Navigation test, 1 fuel - Navigation Instruments

The crew may try and find detours to avoid certain dangers they are aware of.

To find an alternate route, spend 1 fuel, then make a Navigation test at the Navigation Instruments. If the test is successful, discard a previously revealed (face-up) flak, air force or turn card from the next mission stack. Fuel is spent even if the test fails.

NAVIGATION RISKS

Through the Ask for Intel and the Find Alternate Route action you may eliminate certain threats from the mission stacks. Be aware, though, that if you eliminate the last air force or flak card between two turn cards, the turn cards will be played in quick succession in the same Challenge phase. If, on the other hand, you eliminate a turn card between air force or turn cards, you may easily end up having to play an entire enemy battalion, 4+ air force cards or 2+ flak cards in the same phase. So be careful with your navigation, as you may easily end up worse off than you started!

AMPLE FUEL

The need to transfer fuel between the wings arises very rarely, but when it does, it usually is a critical situation that may result in an emergency. So remember that it is possible!

Radio and
escort realities

Historically, radioing between the bombers in the squadron and between bombers and the base was very restricted due to security reasons.

Also, in earlier campaigns, the bombers were not assigned fighter escorts to defend them, and even when later assigned, escorts were rather independent and did not require commanding through the radio.

Yet, we decided to deviate from historic realities to add further control to the crew for a better game experience.

ROLLERCOASTER

Note that there are two pilots and two sets of instruments to pilot the bomber, meaning that the crew can take two actions per turn to change altitude or to maneuver.

This effectively means that the bomber can ascend or descend two altitude levels per turn. Or it can Position, wait till gunners shoot all enemy fighters, then Evade to avoid enemy fire. Or any combination thereof.

MANEUVERING

Successful Evade and Position maneuvers must be indicated by shifting the maneuvering marker in the appropriate position on the Flight Deck section sheet. Don't forget to reset it at the start of the next Action phase!



OBJECTIVE CARDS

Objective cards assign the target, a strategic object the mission aims to destroy. Below is a breakdown of the cards.

1. TIER

Tier shows how much of a challenge the objective represents. Objectives are classified as routine (unmarked), veteran or elite.

2. DEFENSES

Defense makes it harder to aim the bomb, serving as a penalty on Aim Bomb tests.

3. MISSION SPECIFICS

Objectives may add extra events and threats in various stages of the mission. The mission stages to be modified are listed here.

4. AIM TRACK

This serves to track Aim accumulated from Aim Bomb actions and modified by mission events in the Bombing Run stage. Aim is tracked using a wooden marker.



Bullseye! →

BOMBING ACTIONS

AIM BOMB
Bomb Aim test - Bombsight - Bombing Run stage

The mission's success depends largely on how precisely the crew can hit the objective with the bomb.

To aim the bomb, make a Bomb Aim -X test at the Bombsight in the Bombing Run mission stage, where -X is the objective's defenses against aiming, as indicated by the number next to the bomb symbol on the objective card. If the test is successful, mark 1 level of Aim on the objective card using a wooden marker.

You can try to aim more precisely by further reducing the test's action value as you see fit. If the test is successful mark 1 extra level of Aim per additional reduction to the action value.

Mission photo after bombing run

BAFFLING AIM

Whenever an Evade, Positioning or Change Altitude action is attempted by the crew, whether successful or not, reduce the value of Aim on the objective card by 1, to a minimum of 0. Likewise, certain events may also reduce the Aim value, as indicated on the relevant card.

FINAL AIM

When dropping the bomb, Aim is set at its current value, and cannot further be changed. This final Aim value is used for evaluating and scoring the mission's success at the end of the game. If the crew fails to drop the bomb by the time the Bombing Run checkpoint card shifts off from Last Ditch, the Aim value is set to 0, no matter what any other rule or card might otherwise say.

AIM BOMB EXAMPLE

The U-boat Base objective has a defense value of -2. When George the Bombardier aims the bomb, he takes a -2 to his action value. He may choose to try to aim faster, and wager an additional -1 on his roll for an extra point of Aim on a success. If he fails, however, he does not mark Aim on the objective with this action.



SKIRMISH ACTIONS

ATTACK AIRPLANE

Gunnery test - Any turret with visibility

The crew may try and fend off attacking enemy fighters by shooting at them from the bomber's turrets.

To shoot an enemy fighter, make a Gunnery -X test from a turret with visibility of the fighter, where -X is the fighter's protection due to its speed and maneuverability, as indicated by the number next to the target cross symbol on the relevant air force card. If the test is successful, mark 1 damage with a wooden marker on the health track of the air force card.

You can try to aim more precisely and inflict more damage to a fighter by further reducing the test's action value as you see fit. If the test is successful, mark 1 extra level of damage per extra reduction to the action value.

If the fighter has no remaining damage, it is taken out of action, and its air force card is discarded from the Threats Flow.

See "SKIRMISH" on page 24 ▶

COMMAND ESCORT

No test, 1 Readiness - Radio

A squadron of fighters is escorting the bomber to defend it from enemy fighter attacks. These escorts are represented by a number of escort fighter markers.

To command one of the escorts, spend 1 Readiness as an action at the Radio, then place its marker in any air zone, move any one marker from its current air zone to an adjacent or opposing air zone, or remove a marker from an air zone and return it to the escort fighter markers pile next to the board.

If an escort fighter and an enemy fighter enter the same air zone, they automatically engage in combat.

Escort fighters may get damaged in dogfights, and this is marked on their relevant cards. When you release an escort fighter from dogfighting, its damage remains. If then later, for some reason, you command it to return and continue fighting, its earlier damage still counts.

See "SKIRMISH" on page 24 ▶

ATTACK ENEMY EXAMPLE

The FW-190 fighter has a defense value of -1 as listed on its card. This means that Anthony the Tail Gunner's Gunnery action value of 4 is reduced to 3 when shooting at the fighter. Fortunately, he rolls a 3 on the die, and causes 1 damage to the fighter.

1. Since the FW-190 can endure a total of 2 points of damage, and it already had that many, this hit eliminates it. Its card is discarded, and Anthony gets an Edge card and can also collect the fighter's marker.
2. Had the FW-190 had only 1 point of damage, it would have taken 2 additional points of damage to eliminate it.
3. Anthony could then have chosen to wager a -1 modifier on his action value for +1 damage on a hit. This would have reduced his action value to 2, and his roll of a 3 on the die would have been a failure.



Waste the enemy, not them bullets!



DECEPTIVE TACTIC

No test, 1 Readiness - Turrets in the Tail section - Out of turn

Enemy fighters may be deceived to attack you from suboptimal angles.

Whenever an air force card is activated in the Challenge phase, spend 1 Readiness as an action out of turn at any turret of the Tail section to ignore the placement instructions of the card, and place the enemy fighter's marker on any air zone of your choice.

BARRAGE FIRE

No test, 1 Readiness - Turrets in the Tail section

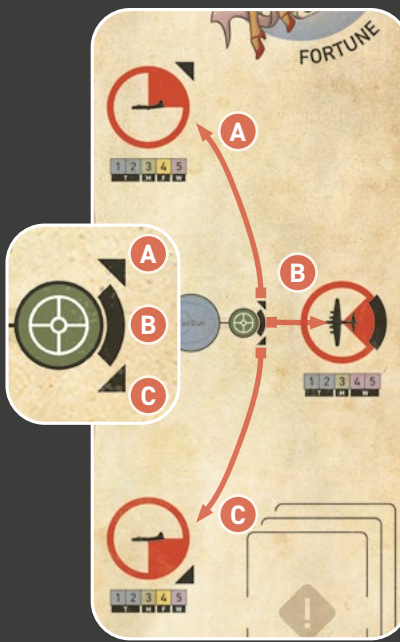
By showering the airspace with a torrent of bullets, enemy fighters may be forced to maneuver around and attack from different angles.

To do so, spend 1 Readiness as an action at any turret of the Tail section, then move an enemy fighter from its current air zone to any other air zone of your choice.

TURRET VISIBILITY

There are a number of turrets scattered around the bomber. Not all turrets can see and shoot at all air zones in the surrounding airspace.

Each air zone has an arc or a wedge indicating where it is relative to the bomber - arcs represent the horizontal, wedges the vertical orientation. The halo of arcs and wedges around a given turret's pictogram indicate which zones are visible to the turret.



ENEMY ACTIONS PER TURN

Due to the cascading of cards on the Threats Flow, cards can shift several times a turn, each time activating, meaning that individual fighters and flak batteries can act several times in the same turn.

ZONE BADGES

Below is a breakdown of the zone badges.



1. Arc and wedge
2. Hit locations

SKIRMISH

Apart from dropping the bomb, the most thrilling part of missions is undoubtedly the cavalcade of aerial battles and anti-aircraft bombardment the flying fortress has to navigate through to reach its target, then return home.

Aerial combat has specific rules that detail skirmishes with enemy fighters and withstanding flak bombardment.

AIR ZONES

The airspace around the bomber is divided up into eight air zones where fighters can appear and maneuver.

Air zones are indicated on the board by circular badges around the bomber's diagram. Each air zone badge has an arc or a wedge indicating where it is relative to the bomber - arcs represent the horizontal, wedges the vertical orientation. These arcs and wedges correlate with the halo of arcs and wedges around the bomber's turret symbols to indicate which air zones can be attacked by any given turret.

Whenever an enemy or escort fighter is in the airspace around the bomber, its position is tracked by placing its marker on the corresponding zone badge.

Besides indicating fighter positions, the air zones also serve to determine hit locations. The chances of hitting different sections of the bomber depend on the position of the attacking enemy. Under each badge, there is a matrix with the sections that may be hit from the given zone. The sections are indicated by the section colors and with their initials (Nose, Flight deck, Middle, Tail and Wings), and assigned from 1 to 5, corresponding to the roll of the attack's target die (see below).

Besides the eight air zones, there is a ninth zone, the flak zone. Flak batteries do not move and cannot be attacked - they don't have markers, and the flak zone only serves to determine flak hit locations.

ENEMY ACTIONS

Enemy attacks and maneuvers are simulated by air force and flak cards as these progress through the Threats Flow track.

ENEMY MOVEMENT

Enemy fighters appear and move in the air zones as indicated by their cards.

Whenever an air force card is played on the Threats Flow, place the fighter's marker on the air zone as indicated by the first segment of the movement track on the card.

Every time the card is shifted on the Threats Flow, the fighter moves. On every shift, the fighter moves as indicated by the next segment of the movement track on the card. The segments are numbered according to the card's place on the Threats Flow, i.e. when the card is on slot 2 on the Flow, refer to the segment with the number 2 on the movement track.

The arrows on the movement track move the fighter as per the below:

- **Upwards arrow:** Moves the fighter to the air zone on the opposite side of the bomber.
- **Sideways arrow:** Moves the fighter to the next air zone in the direction indicated.
- **Sideways arrow bent upwards:** Moves the fighter to the next air zone in the direction indicated, then to the opposite side of the bomber.
- **Upwards arrow bent sideways:** Moves the fighter to the opposite side of the bomber, then to the next air zone in the direction indicated.

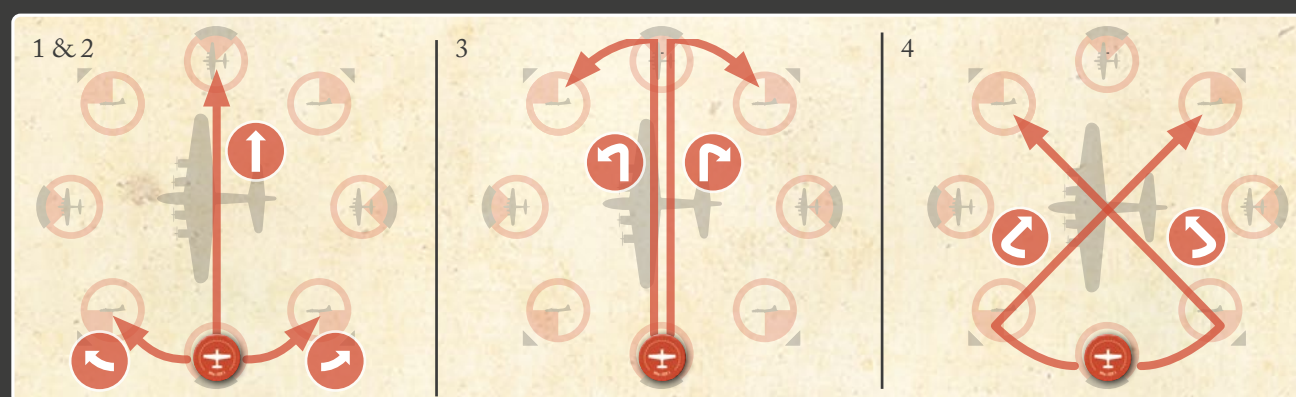
Whenever an enemy fighter moves to an air zone with an escort fighter, it stops moving, and engages in a dogfight with the escort (see below), even if it still has movement remaining. Even if it destroys the escort fighter, it cannot continue its movement. An enemy fighter starting its movement in an air zone occupied by an escort fighter will freely move out of the air zone, without engaging the escort fighter.

Flak units do not move around the bomber, and are not represented in the air zones.

ENEMY FIGHTER MOVEMENT

Enemy fighters move according to the arrows on the movement track.

1. Moves to the opposite air zone on the other side of the bomber.
2. Moves to the adjacent air zone clockwise (arrow pointing to the left) or counterclockwise (arrow pointing to the right).
3. Moves to the opposite side, then counterclockwise or clockwise.
4. Moves clockwise or counterclockwise, then to the opposite side.



ENEMY ATTACKS ON THE BOMBER

Whenever an air force or flak card is played on the Threats Flow, and every time it shifts on the flow, it attacks the bomber.

Fighters attack after finishing their movement. In case the fighter enters an air zone with an escort fighter, it must engage in a dogfight, and forfeits its attack against the bomber. Flak guns always attack on being played and shifted.

When an enemy fighter or flak gun attacks the bomber, roll the red attack die and the black target die. Compare the value on the target die to the hit probabilities matrix under the attacker's zone – i.e. the air zone the fighter is at, or the flak zone for flak units. Find the value rolled on the die on the location matrix below the zone's badge to find out which section of the bomber the attack hits. If the roll is a 6, the shot hits nothing of import.

To calculate the attack value, add any attack modifier, as indicated on the Tail section sheet, to the value rolled on the red attack die. Now compare the attack value to the sequence indicated on the effect bar of the unit's card. Take the highest threshold that the attack value is equal to or higher, and read the number of hits next to it. The bomber takes this many hits. If the roll is below the lowest threshold, the shot misses.

After determining the section hit and the number of hits, draw a number of cards for the section equal to the number of hits from the damage deck, then place these onto the Imminent Threat field in the order drawn. You will then play these cards on the Threats Flow from here.

Flak attacks have extra effects besides the hits on the bomber. These extra effects are indicated on the flak card – take the highest threshold that the attack value is equal to or higher, and read the effect from that row. If the attack is below the lowest threshold, the shot has no additional effects. These special effects are immediately applied. The effects are applied even if the enemy attack does not hit the bomber, yet the attack value is high enough to trigger the effects.

See "DAMAGE" on page 28 ►

ELIMINATION AND TACTICAL RETREAT

When an enemy fighter's damage reaches its capacity, as indicated on its card, it is eliminated – collect its marker for victory reckoning at the end of the mission.

When an enemy fighter's card shifts off the Threats Flow, it is placed on Last Ditch. The fighter remains in its current air zone, and does not attack. The crew now has one more chance to eliminate it as an out-of-turn action.

If the crew fails to destroy the fighter, it executes a tactical retreat. Turn its marker face down in the air zone, as it will appear in this zone when returning. Place a number of wooden markers on the marker equal to the remaining health the fighter has. Then place the card on top of the next mission stack on Mission Progress.

FLAK AND AIR FORCE CARDS

Air force and flak cards represent the main threats to the mission, the enemy fighters and anti-aircraft guns trying to destroy the bomber. Below is a breakdown of the cards.



1. NAME

The name of the enemy unit.

For fighters, the name also appears on their markers. Fighters of the same type are numbered by Roman numbers on the cards and on their markers to help you correlate markers and cards in case several of them are in play at the same time. Whenever you discard an enemy fighter's card, always remember to also remove its token from the air zone.

2. DEPLOYMENT CODE

Indicates where to play the card on the Threats Flow.

3. EFFECT BAR

When the unit attacks, compare the attack value to this sequence. Take the highest threshold that the attack value is equal to or higher, and read the number of hits next to it. The bomber takes this many hits.

4. ADDITIONAL EFFECTS

Only appears on flak cards, and details the extra effects of flak attacks besides standard hits. The extra effects are also controlled by the attack value. Take the highest threshold that the attack value is equal to or higher, and read the effect from that row. These special effects are immediately applied.

5. MOVEMENT TRACK

Only appears on air force cards. The first segment indicates the air zone the fighter appears in, the rest of the segments indicate its movements in subsequent shifts, in order from left to right.

6. DEFENSE

Only appears on air force cards, and gives the penalty on the crew's Gunnery tests against the fighter.

7. HEALTH TRACK

Only appears on air force cards. Damage to the fighter is tracked here using a wooden marker.

As long as the card is on the Mission Progress track, the fighter cannot be attacked. The card can be discarded with the Find Alternate Route action, thereby evading the fighter. In this case, also discard the fighter's marker from the board, and it doesn't count for victory reckoning.

If not evaded, the fighter returns when playing its card from Mission Progress. When you play the card, reverse the fighter's marker and transfer the health back to the card. Ignore the starting air zone as indicated on the card – the fighter returns to the air zone it executed the tactical retreat from. It also immediately attacks or enters dogfight as normal.

Flak units do not retreat, and when they shift off the Threats Flow, their cards are returned to the box.

FIGHTER DAMAGE MARKING

Enemy and escort fighters have a health track on their air force cards or on the Middle section sheet respectively. This basically represents how fit the fighter is to continue to fight.

Damage from attacks is marked on this track by counting down from the max. As long as the fighter is undamaged, no need to use the wooden marker. For the first point of damage the fighter sustains, place the marker on the first box on the left (the highest number), then move it one box right for each additional point it sustains in this or any other attack. When the marker reaches the rightmost box on the track (marked 0), the fighter is eliminated.

*Good flying never killed an enemy.
You gonna hit them anytime soon?*

DEFENSE STRATEGIES

If there are several enemy units in play on the Threats Flow, things can quickly escalate. As new cards push earlier cards in a cascade, three or four attacks per turn are a real possibility, easily shredding the bomber.

A good offense is the best defense against fighters. Try to eliminate them as quickly as possible, concentrating your turret fire.

As flak units cannot be eliminated, the best defense against them is altitude. Fly high, and they are less likely to hit you.

ESCORTS

There are two types of escort fighters, the P-38 Lightning and the P-51 Mustang. The Lightning has a better defense, the Mustang a better offense. Keep this in mind when deploying them.

BOMBER ATTACKS

The crew may attack enemy fighters in the Activity phase.

To attack a fighter, take an Attack Enemy action from a turret with visibility. Visibility is indicated on the halo around the turret's symbol. You can also gain visibility by performing the Position action to fly the bomber in a maneuver that gives all turrets visibility on all air zones.

If an attack against a fighter hits, mark damage on the fighter's card. The base damage of an attack is 1 point but may be increased as described under the Attack Enemy action.

In addition to attacking, you can also affect the movement of enemy fighters by taking the Deceptive Tactic and the Barrage Fire actions.

Flak units cannot be attacked or manipulated.

See "SKIRMISH ACTIONS" on page 23 ►

ESCORT ACTIONS

Escorts move between air zones and act as controlled by the crew.

You summon and move escort fighters by taking the Command Escort action in the Activity phase.

Whenever you call in an escort fighter, place its marker on an air zone of your choice. Whenever you move an escort fighter, move it from its current location to any adjacent or opposing air zone.

You may also choose to release the escort. Releasing an escort returns its marker to the escort pool. It retains any damage it has, and may be summoned again via the Command Escort action.

If an escort fighter enters an air zone with enemy fighters, or vice versa, the fighters engage in a dogfight.

See "SKIRMISH ACTIONS" on page 23 ►

DOGFIGHT

When an enemy fighter enters an air zone with friendly escorts, or when a friendly escort enters an air zone with enemy fighters, they mutually engage in combat.

When fighters engage in a dogfight, the new arrival's side attacks first, then all surviving opponents make their counterattacks. The order of attacks and their targets are decided by the crew.

When an escort attacks an enemy fighter, the Radio Operator performs an attack on behalf of the escort, as described in the actions section. This attack does not count as an action by the crew, and has no skill, equipment or other requirements, nor Readiness cost. To make the attack, roll a Gunnery test for the escort. The Gunnery skill of the escort is listed on the Middle section sheet, and is modified by the general Gunnery modifier from the Tail section sheet, as well as the enemy's defense as listed on its air force card. If the attack is successful, the opponent is damaged. You may try to increase damage on this attack by lowering your chances of success as described under the Attack Airplane action. Mark any damage on the enemy fighter's card.

When an enemy fighter attacks a friendly escort, roll the red attack die as for attacks against the bomber. Subtract the escort's defense value and the general air force attack modifier from the number on the die to get the attack value. Note that the Evade maneuver only protects the bomber, but not the escort fighters. Now compare the attack value to the attack sequence on the enemy fighter's card. Take the highest value that the roll is equal to or higher, and read the damage next to it. The escort takes this many points of damage. Mark this damage on the escort's health track on the Middle section sheet. If the escort has no health remaining, it is eliminated – collect its marker for victory reckoning at the end of the mission.

Door gunner carrying out maintenance



DOGFIGHT AND DAMAGE EXAMPLE



1. In the Challenge phase we play the Me-109 I air force card (deployment code 5) on slot 5 on the Threats Flow. We also take its marker from the pool of enemy fighter markers.

When playing the card on the Threats Flow (slot 5), the marker is placed in the airspace around the bomber. The fighter enters an empty zone, so it attacks immediately, rolling the black target and the red attack die. A roll of 3 on the target die means it targets the Middle section. A roll of 5 on the attack die means it inflicts 1 hit. A roll of 6 on the attack die would have resulted in 2 hits.

2. We draw a damage card for the Middle section, Ball Turret Destroyed (deployment code 1+), and play it on the leftmost Threats Flow slot.

3. We do not manage to resolve the Ball Turret Destroyed card, so at the beginning of the next Challenge phase, we shift it to Last Ditch. Now we try to resolve it out of turn, and Jack the Pilot succeeds at his action, and discards the card. He gains an Edge card, but will be unable to activate in the Activity phase.

4. After shifting the first card, the Me-109 card must also be moved on the Threats Flow from slot 5 to slot 4. As shown on the card's movement track, the fighter moves to the opposite air zone on the other side of the bomber, then counterclockwise before attacking.

5. There are 2 escort planes in the target air zone, so the hostile can't attack the bomber – this turn, it has to face the two escorts. We choose to have the enemy attack our P-38 fighter as it has a higher defense. The Me-109 rolls a 6 on the attack die. The P-38 has 2 points of defense, so the roll of 6 is reduced by 2 for a final attack value of 4, resulting in 1 hit. The P-38 can withstand 4 hits, meaning it can endure 3 more hits before it is eliminated.

6. Now the P-38 attacks back and rolls a 5, above its Gunnery of 4, meaning it does not hit.

7. To conclude this round of the dogfight, the P-51 attacks and rolls a 2, below its Gunnery of 5, meaning it hits the enemy for 1 damage. An additional 3 damage is required to destroy the hostile fighter. Had we taken a -1 penalty to boost the P-51 Mustang's attack, it would have dealt 1 extra damage to the enemy.

HEADQUARTERS, ARMY AIR FORCES

HEADQUARTERS, ARMY AIR FORCES
WASHINGTON 25, D. C.

KILL COUNTS

Killing enemy fighters is good, getting damaged and losing escort is bad for your reputation, and will affect victory. Try to find a good balance.

THE DAMAGE DECK

Each section of the bomber has its own set of damage cards. Regardless of section, however, all damage cards are shuffled together to form a single damage deck.

Whenever you have to draw a damage card for a specific section, simply draw cards one after another until a card of the given section comes up, then reshuffle the unused cards to the deck. As the section color is visible on the back of the card, you don't even have to look at the cards' faces, meaning you can just skim through the card backs till you find the first card of the section.

Whenever you have to draw an unspecified damage card, simply draw the topmost card. As the secondary section color is visible on the back of the cards, if you want a truly random draw, with no preliminary insight as to the section, simply cut the deck, and draw the first card from the face-down half.

Discarded damage cards are reshuffled into the damage deck. For ease of play, you may opt to just put the discarded cards at the bottom of the deck, no need to shuffle every time.

Certain cards may instruct you to remove given damage cards from the game or from play. When you have to remove a card from play, discard it from the board, and reshuffle in the deck. When you have to remove it from the game, collect it from the board or from the deck, and put it away into the box.

DAMAGE

BOMBER DAMAGE

Damage to the bomber is represented by damage cards. Whenever the bomber gets hit in skirmish, or suffers damage from an emergency or any other source, it gets dealt a number of damage cards as dictated by the source.

Damage cards dealt to the bomber are usually placed on the Imminent Threat field. There may be exceptions to this rule, as indicated elsewhere in the rules.

Damage cards on the Imminent Threat field are then played at the first possible instance in the current or the next Challenge phase.

The cards are played as per their deployment code. Deployment code 0 cards take effect immediately, and are then discarded. Deployment code 1+ cards are played on the lowest, deployment code 5- cards on the highest empty slot of the Threats Flow – if there are no empty slots, they are played to Last Ditch. If a card is triggered due to its Trigger condition being fulfilled, and its Play description says so, it is played directly to Last Ditch, regardless of its deployment code.

A card played on the Threats Flow may have an instant effect, as indicated in its description. It then cascades down the Threats Flow, and the crew has till the Last Ditch to resolve it. If it shifts off from Last Ditch unresolved, its Shift off effect sets on.

After shifting off from Last Ditch, the damage card behaves according to its Shift off condition – it is discarded and reshuffled into the deck, or is placed on the Damage Tally.

DAMAGE EFFECTS

Damage cards describe the effects of damage.

The effects may include various conditions to the bomber or the crew.

- **Error and wreck:** Place error or wreck tokens on the locations indicated.
- **Fire:** Place fire tokens on the locations indicated.
- **Injury and panic:** Place injury/panic tokens on crewmen as indicated.
- **Loss of kits:** Remove kits as indicated.
- **Loss of fuel:** Reduce fuel as indicated.
- **Loss of Readiness:** Reduce the Readiness of crewmen as indicated.

Damage cards may also have effects that trigger changes in other damage or emergency cards. These are indicated in their description, and also in the trigger conditions on the targeted cards' headers.

Damage cards with non-immediate effects indicate how to avoid the onset of these. The effects themselves can also be reduced or eliminated by various actions as described for the various conditions.

DAMAGE EXAMPLE

The bomber gets shot by an enemy fighter for three hits to the Flight Deck. That bastard! We draw and play the cards Hand Transfer Pump Error, Bombing Bay Doors Jammed and Control Panel Failure, in that order. On the Threats Flow, slots 1, 3 and 4 already have cards.

1. The first card, Hand Transfer Pump Error, is a deployment 5- card, so it normally goes to the leftmost empty slot, slot 5 in this case. However, the card Fuel Transfer Error already sits on slot 3 of the Flow, and it triggers Hand Transfer Pump Error, so it immediately goes to Last Ditch. It places 2 error tokens on the Hand Transfer Pump, and the crew now has a single chance out of turn to try and resolve the card.
2. Next, Bombing Bay Doors Jammed is a deployment 0 card, meaning it delivers its effects, an error token on the Bombing Bay Doors, then it immediately gets discarded.
3. The last card, Control Panel Failure, is a deployment 1+ card, so it goes to the rightmost empty slot, slot 2 in this case. The crew now has some time to try and avoid it delivering its effect.

The diagram illustrates the Damage Example. It shows the Threats Flow (slots 1-5) and the Last Ditch. Cards are placed based on deployment codes and triggers. Hand Transfer Pump Error (5-) is placed in slot 5. Bombing Bay Doors Jammed (0) is placed in slot 1. Control Panel Failure (1+) is placed in slot 2. Fuel Transfer Error (5-) is placed in slot 3. The diagram also shows the Flight Deck, Wings, and Fuselage sections with their respective damage cards and tokens.

Threats Flow:

- Slot 1: BOMBING BAY DOORS JAMMED (0)
- Slot 2: CONTROL PANEL FAILURE (1+)
- Slot 3: FUEL TRANSFER ERROR (5-)
- Slot 4: (Empty)
- Slot 5: HAND TRANSFER PUMP ERROR (5-)

Last Ditch:

- Slot 1: (Empty)
- Slot 2: (Empty)
- Slot 3: (Empty)
- Slot 4: (Empty)
- Slot 5: (Empty)

Flight Deck:

- ME-262 III VETERAN (3)
- FUEL TRANSFER ERROR (5-)
- Wings (2)
- Fuselage (1)

Hand Transfer Pump Error (5-):

- Play: Place on Last Ditch if triggered.
- Place 2 error tokens on the Hand Transfer Pump.
- Resolve: Repair at the device.
- Shift off (Damage Tally): Wreck the device, then remove the Fuel Transfer Error damage card from the game.

Bombing Bay Doors Jammed (0):

- Play: Place an error token on the Bombing Bay Door. Place an attention marker on the Bombsight to indicate that bombs cannot be released (remove when the error token is removed from the device).

Control Panel Failure (1+):

- Resolve: Succeed at a Technical 0 test (action) at both Control Panels.
- Shift off (discard): Place 2 error tokens (roll a die)...
- 1-3: On the Pilot's Control Panel.
- 4-6: On the Co-pilot's Control Panel.

Fuel Transfer Error (5-):

- Play: Place 2 error tokens on a Fuel Transfer.
- If active: The Hand Transfer Pump Error damage card is played on the Last Ditch. Fuel can only be transferred at the Hand Transfer Pump.
- Resolve: Repair at the Hand Transfer Pump.
- Shift off (Damage Tally): Wreck the device.

ME-262 III VETERAN (3):

- Resolve: Reduce to 0 health.
- Shift off (Mission Progress): Tactical retreat.

Wings (2):

- Resolve: Succeed at a Gunnery -2 test (action) at a turret in 2 sections each.
- Shift off (discard): Place an air force card on the active mission stage.

Fuselage (1):

- Resolve: Succeed at a Gunnery -2 test (action) at a turret in 2 sections each.
- Shift off (discard): Place an air force card on the active mission stage.

DAMAGE TALLY

Damage cards with a ‘Shift off (Damage Tally)’ condition, if not resolved before shifting off from Last Ditch, are placed on the Damage Tally. Damage cards placed on the Tally represent irreparable damage, and remain with the bomber till the end of the mission. If there are too many cards on the Damage Tally, the bomber is unable to continue its flight and crashes.

Damage cards on the Damage Tally continue to exert their ‘If active’ effects, including any negative modifiers to actions.

*Join the force, they said.
Nice uniform, pretty girls, they said.
No one ever said anything about
the damn engine blowing off...*

DAMAGE CARDS

Damage cards represent damage to the bomber. Below is a breakdown of the cards.

CHIN TURRET DESTROYED1+1.



3. Nose124.

5. Resolve: Succeed at a Piloting -2 test (action) at a Control Wheel.
Shift off (discard): Wreck the Chin Turret.

FIRST AID KIT SCATTERED01.

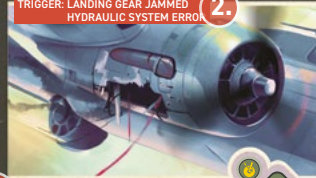


3. Middle3.

5. Play: Remove the first aid kit from the Middle. If the first aid kit is already missing, reduce the Readiness of a crewman in the Middle by 2.

LANDING GEAR DESTROYED5-1.

TRIGGER: LANDING GEAR JAMMED
HYDRAULIC SYSTEM ERROR2.



3. Wings!304.

5. Play: Place on Last Ditch if triggered. Place 3 error tokens on a Landing Gear. If active: Play the Belly Landing emergency card when activating a landing sequence. Resolve: Repair at the Landing Gear Crank. Shift off (Damage Tally): Wreck the device. Remove the Landing Gear Jammed damage card from the game.

1. DEPLOYMENT CODE

Indicates where to play the card on the Threats Flow.

2. TRIGGERS

Indicates which other cards trigger certain effects of this card. If a card has triggers, its Play condition description starts with instructions on what to do, if the trigger applies.

3. EFFECT BAR

The card's effect applies to the section specified here, and affects the equipment represented by the symbols (this is just a visual clue, the equipment are also indicated in the description). For equipment that are to be repaired not at the device but through another console or system, this latter is indicated by a smaller, auxiliary equipment symbol appended to the primary.

The effect bar also specifies the number and type of condition tokens to be placed on the affected devices and systems. For deployment code 5- cards, place these tokens immediately. For deployment code 1+ cards, place the tokens when the card shifts off from Last Ditch and is placed on the Damage Tally.

If the card may trigger an emergency, this is also indicated here by the emergency symbol (!).

4. SUBSTITUTE SYSTEMS AND REPAIR ACCESS

Certain malfunctioning or broken systems can be substituted with other systems, providing workaround solutions, though often less efficient. The exact instructions regarding such substitute solutions are in the card's description.

In some cases, the damaged system may be inaccessible by the crew, and special access points are provided where the crew can effectuate repairs. These access points are indicated by a smaller symbol below the defective system's symbol.

5. EFFECTS AND CONDITIONS

This section describes what effects the card has when played or while active, how to resolve the card, and what happens if it shifts off unresolved from Last Ditch.

The description also includes what happens if the card is triggered, i.e. if a card indicated in the Triggers section (above) is already in play. Execute the “if triggered” sentences only if the trigger applies. The rest of the Play instructions are executed normally.

*A/C 338852 EP-N after returning to Thorpe Abbotta.
The a/c, flown by the Edward Rubuckon, Jr.
crew was flying the 14 MAR 45 mission to Seelze
when a 88mm shell exploded in the waist*



FIGHTER DAMAGE

For damage to escort and enemy fighters, see the SKIRMISH chapter.





INJURIES EXAMPLE

Felix the Radio Operator has 2 injury tokens, he thus takes a -2 penalty on all action tests, such as when taking an Attack Enemy action to fire a turret with his Gunnery skill.

He can also try to use the Treat Injuries action on himself, but in this case he gets a -2 penalty to the test for his 2 injuries, in addition to the -2 penalty for trying to heal the same 2 injuries, for a total penalty of -4. With his First Aid skill of 4, this would result in an action value of 0, but as the minimum effective action value is 1, he has to roll a 1 on the action die.

Were he to use a first aid kit, it would give him a +3 bonus. With that, his action value would be 3.

Much better, but it would still be best if a crewmate could try and treat him.

HINDERING INJURIES EXAMPLE

Jack the Pilot already has a hindering injury when he is injured again. He is later healed up by a crewmate with a successful Treat Injuries test. He heals 3 injury tokens and gets to 0. With this, he is now getting another hindering injury, and his maximum Readiness is again reduced. The reduction is only 1 point, even though he was healed of 3 injuries. Unfortunately, this is now his second hindering injury, so his Readiness maximum is now 3. As his current Readiness was 4 before the healing, 1 point in excess is lost, and he is now at 3 points.

RESTRICTED

CONDITIONS

CREW CONDITIONS

In the course of the mission the crew may get panicked, sustain injuries, and even die as a result of certain events. These conditions are described below in detail.

PANIC



Crewmen can get panicked in various ways. Certain damage cards directly cause a crewman to panic. Also, injured crewmen may get panicked indirectly by failing (rolling high) on their panic roll in step 4 of the Challenge phase.

Whenever an event causes panic to a crewman, place a panic token on his marker. A crewman can have a maximum of one panic token at any time.

A panicked crewman cannot do anything until he fights the panic off – he cannot move, take actions, nor spend Readiness.

The crewman will eventually fight off the panic, and regain his senses. This happens in step 1 of the Upkeep phase where the crew would reset their activity markers. A panicked crewman instead sets his activity marker to the idle position, then removes the panic token. This effectively means that he is still unable to act in the current turn, but he may now spend Readiness as he no longer panics. If not getting panicked again, he will then be able to act normally in the next turn.

INJURIES



Crewmen can get injured in various ways. Certain damage cards directly place a number of injury tokens on crewmen as indicated on the card. A crewman starting or ending their movement in a space with fire tokens receives an injury token (a maximum of 1 token per turn). If a card effect would reduce the Readiness of a crewman below 0, he receives an injury token (a maximum of 1 token per card). Also, an injured crewman receives a further injury token in step 2 of the Upkeep phase as his condition worsens.

Whenever an event causes injury to a crewman, place the number of injury tokens on his marker as indicated. A crewman can have a maximum of 3 injury tokens at a time – the more tokens the more aggravated his injuries and condition. If he would receive a 4th injury token on his marker, he dies.

A crewman with any number of injury tokens on his marker is considered injured. He remains able to act, but takes a penalty of -1 per injury token on the action value of all action tests he makes.

Injured crewmen may get healed with the Treat Injuries action. A successful Treat Injuries action removes 1 injury token. You can try to treat him more effectively by reducing the test's action value as you see fit – if the test is successful remove 1 extra injury token per reduction to the action value.

See "ON-BOARD ACTIONS" on page 19 ►

HINDERING INJURIES

Treating injuries in the course of the mission is only a make-do remedy, and though it allows healed crewmen to act normally, it leaves some lasting effects.

Each time an injured crewman is successfully healed of all his injuries (i.e. when removing the last injury token from his marker), he gets a hindering injury.

Hindering injuries reduce the crewman's maximum Readiness by 1. To indicate this, the first time he gets a hindering injury, place an injury token on the rightmost box on the Readiness track on his sheet, then for any further hindering injuries, shift this injury token one place to the left. Readiness points above this limit are immediately lost, and from now on, Readiness cannot be increased above this limit.

A crewman can only have a maximum of 3 hindering injuries at a time, meaning that the Readiness maximum is always at least 2.

Hindering injuries, and the ensuing Readiness reduction, remain in effect for the mission, as this symbolizes that injuries require long-term care. In campaign play, hindering injuries may be healed in between missions.

See "READINESS" on page 32 ►
See "CAMPAIGNS" on page 36 ►

DEATH



A crewman who would have a total of 4 injury tokens on his marker at any time is dead.

If you ever need to put a 4th injury token on a crewman's marker, he dies of his injuries. He can no longer be healed with the Treat Injuries action, and his corpse is now an obstruction to the movement and actions of the rest of the crew.

Discard all tokens from his marker, and turn both his crew marker on the board and the activity marker on his crew sheet face down.

*Ten little airman boys
flew the plane just fine;
A bullet hit one in the chest
and then there were nine...*

BOMBER CONDITIONS

In the course of the mission the bomber's equipment may malfunction and get damaged, and fire may erupt in certain locations. These conditions are described below in detail.

FIRES

Fires may erupt on board the bomber in various ways. Certain cards directly place a number of fire tokens on the space as indicated on the card. Also, if a space is already aflame, it receives a further fire token in step 2 of the Upkeep phase as the fire spreads.

Whenever an event causes a fire to erupt or spread on a space, place the number of fire tokens on it as indicated. A space can have a maximum of 3 fire tokens at a time, the more tokens the more intense the fire. If the space already has 3 fire tokens, ignore any instructions to place additional fire tokens on it.

A crewman starting or ending their movement in a space with fire tokens receives an injury token (a maximum of 1 token per turn). A crewman passing through a space with fire tokens has his Readiness reduced by an equal number. If this would reduce the Readiness of a crewman below 0, he receives an injury token (a maximum of 1 token per turn).

Fires may be doused with the Extinguish Fire action. A successful Extinguish Fire action removes 1 fire token. You can try to douse the fire more effectively by reducing the test's action value as you see fit – if the test is successful, remove 1 extra fire token per reduction to the action value.

See "ON-BOARD ACTIONS" on page 19 ►

ERRORS

Equipment on board the bomber can malfunction due to various events and damage. Whenever such an event causes a piece of equipment to malfunction, place a number of error tokens on the equipment's symbol on the bomber layout, as indicated on the event's card (turn or damage card).

A piece of equipment can have any number of error tokens at a time, the more tokens the more aggravated its condition.

A piece of equipment with any number of error tokens on its symbol is considered to be out of order, it cannot be used.

Malfunctioning equipment can be repaired with the Repair action. A successful Repair action removes 1 error token. You can try to make more efficient repairs by reducing the test's action value as you see fit – if the test is successful remove 1 extra error token per reduction to the action value.

See "ON-BOARD ACTIONS" on page 19 ►

WRECKS

Equipment on board the bomber can be damaged beyond repair due to various events and damage. Whenever such an event causes a piece of equipment become wrecked, as indicated on its card (damage card), place a wreck token on the equipment's symbol on the bomber layout.

A piece of equipment can have a maximum of one wreck token on its symbol.

A piece of equipment with a wreck token is permanently out of order for the mission, and cannot be used nor repaired in the course of the mission.

Wreck tokens override error tokens. Discard all error tokens from the equipment's symbol on the board, and ignore any later instructions to place error tokens on it.

ERRORS AND WRECKS EXAMPLE



The machine gun has 2 error tokens, and Eric the Chief Engineer can't use it until repaired. If he were to try and fix it at once with the Repair action, the 2 error tokens would give a -2 penalty to his action value. He can try to repair only 1 token each on two successive turns, making 2 Repair tests at only a -1 penalty each. Since he has a Technical skill of 4, and also has 2 spare points of Readiness to boost the test, he tries the Repair in one action.

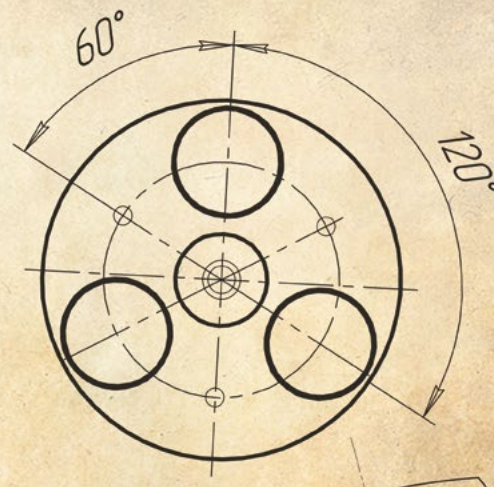
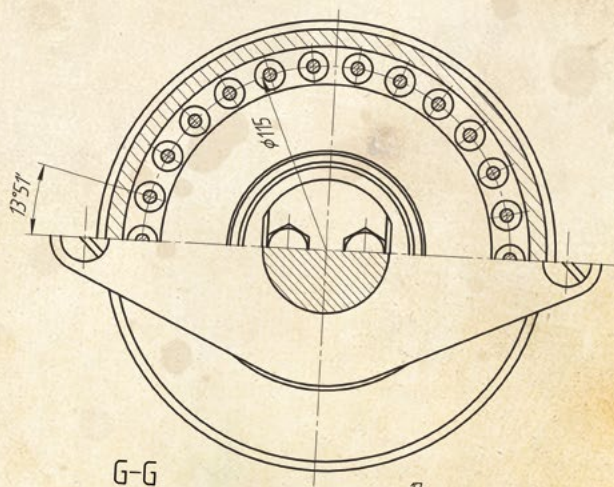
His Technical skill of 4, with the -2 penalty for the tokens and the +1 bonus for the boost, results in an action value of 3. He rolls a 2 and successfully removes both error tokens.



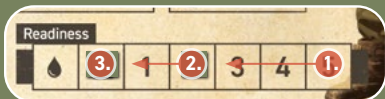
The Life Raft has a wreck token, so Eric has no chance to repair it. Let's just hope that we won't take a dip in the Channel. The Bombing Bay Door also has an error token, but it is not on an adjacent space. If Eric wants to fix it, he has to use his movement to move to that space to repair the Bay Door.



The Oil System has an error token, with another error token having been repaired in a previous turn. As the system is on the wings, Eric cannot reach it directly, but he now switches places with Jack the Pilot, and can thus access it through a working Control Panel. He can now try to repair the 1 remaining error on the system with a -1 penalty. If successful, the system will now be free of error tokens and the Oil System Error card is discarded from the Threats Flow.



READINESS EXAMPLE



Jack the Pilot starts his turn with a Readiness of 5.

1. At the start of the Activity phase, out of turn, he buys an Edge card for 3 points of Readiness, as this may come handy for the crew. His Readiness is now at 2.
2. He then spends 2 points of Readiness for a +1 boost bonus to his Piloting test to maneuver away from fire. Now, he is at 0 Readiness
3. When Alexander the Co-pilot is making a Piloting roll to change altitude, Jack cannot assist him, as he is already at 0 Readiness, and he can't overspend points. Moreover, if an event forces him to lose Readiness, even by a meagre 1 point, Jack gets injured, and can even die under extreme circumstances. Let's just hope it won't come to that!

ASSIST EXAMPLE

Jack the Pilot's action value for his Piloting test to Evade is 2 due to the error of the hydraulic system (Hydraulic System Error card on the Damage Tally). Alexander the Co-pilot and Eric the Chief Engineer are in adjacent spaces, and both spend 1 point of Readiness to assist Jack. This gives Jack a +2 modifier (two times +1) to his roll, for a total action value of 4. He is now more likely to succeed in maneuvering the plane in the heavy flak shower. A little help goes a long way indeed!

BOOST EXAMPLE

Anthony the Tail Gunner has 5 points of Readiness. He is shooting at a pesky ME-262, and is intent on downing it once and for all. The hostile fighter is a hard target at -2, so Anthony decides to give his all into this roll, and spends 4 points of Readiness for a boost modifier of +2, compensating for the target's slipperiness. With his Gunnery skill of 4, the hostile's -2 defense modifier and the +2 boost modifier, Anthony now has a final action value of 4. A rather good chance to end this threat once and for all!

EXPERIENCE AND LANDING

Normal landing is a rather uneventful experience, whereas when crash landing or bailing out, the whole crew is quite busy saving their lives.

The reason behind banning the Experience use of Readiness at landing is to avoid the gap in game balance that a few rounds of Prepare actions by the complete crew may cause in normal landing sequences by farming up enough Edge cards to buy a handful of insights for the crew. Also, such farming is really a dull ending to an otherwise exciting mission.

READINESS

Readiness is a measure of a crewman's current fitness and preparedness to take his part in completing the mission. It is an important asset that may be used for various effects. It is also a reserve that is used up by certain troubles that may befall the crew.

READINESS POINTS

Readiness is an individual resource – each crewman has his own pool of Readiness points.

Readiness is gained mainly by the Prepare action, as well as certain events. It is used up by certain actions, and further reduced by events, mainly hits, fire and other emergencies. Readiness is slow to increase and quick to be lost, so keep a close eye on it.

Readiness is measured between 0 and 5, and tracked on the crew sheet. Readiness can be increased to a maximum of 5, and reduced to a minimum of 0. Readiness cannot intentionally be overspent below 0 points, but certain events may further reduce it, meaning trouble for the crewman.

As long as he has points of Readiness, and even at 0 points, the crewman is safe. But if Readiness needs to be reduced below 0 due to some event, the crewman gets injured, and an injury token is placed on his marker. If, however, the crewman gets injured directly as a result of a card's instructions placing an injury token on his marker, this does not directly affect Readiness.

SPENDING READINESS

Readiness can be used at any time. A crewman can spend Readiness even in another crewman's turn of Activity – this is how Assist works, but you may also spend Readiness for other uses out of your turn.

You can spend as many points of your Readiness as you choose – as long as you are ready to face the consequences.

Spending Readiness is not considered an action in itself.

USES FOR READINESS

Readiness may be used for a number of effects, as detailed below.

ASSIST

1 Readiness point

Whenever a crewman has to make an action test, any other crewmen able to do so (i.e. not panicking) and standing in an adjacent space can spend Readiness to assist him.

The assisting crewman spends 1 Readiness, and the acting crewman gets +1 to his action value for the given test. As opposed to Boost (below), a single crewman can only give a +1 modifier to a single test.

A crewman may receive help from several other crewmen – all of them standing in adjacent spaces, able to assist, and spending Readiness each. Each assisting crewman must spend 1 Readiness point, and the active crewman gets +1 to his action value for the test for each assist.

Also, a crewman may assist several other crewmen in the same turn.

Assist must be wagered before making the roll for the action test, i.e. it must be announced and the Readiness point spent before attempting the action. The Readiness spent is used up even if the action fails.

BOOST

2 Readiness points

By spending Readiness, a crewman can increase his action value for a given action test.

For every 2 Readiness points spent, he gets +1 to his action value for the given action test. You may also get a higher boost to your action value – for every 2 extra points of Readiness spent, you get an additional +1 modifier.

Boosting must be wagered before making the roll for the action test, i.e. it must be announced and the Readiness points spent before attempting the action. The Readiness spent is used up even if the action fails.

EXPERIENCE

3 Readiness points

By spending Readiness, a crewman may draw an Edge card, possibly gaining temporary or long term advantages.

For every 3 Readiness points spent, draw an Edge card. This can be done at any time, even if the character is idle. After initiating a landing sequence, this use of Readiness is no longer available.

Edge cards gained this way may be used as per the relevant rules on the next page.

EDGE

Throughout the game, crewmen have opportunities to gain Edges, that is short and long-term boosts to their abilities, for major personal achievements.

GAINING EDGE

Whenever a crewman successfully resolves a card on the Threats Flow, the Last Ditch, or the Complication slot on the Tail section sheet, he receives an Edge. This includes successfully repairing malfunctioning equipment, downing enemy fighters, and avoiding other threats.

In addition, crewmen may buy an Edge for 3 Readiness points via the Experience use of Readiness.

Whenever a crewman is entitled to an Edge, draw a card from the Edge deck.

Edge cards are not specific to any crewmen but form a pool for the crew as a whole. After drawing an Edge card, place it face-up in a pool on or near the board, the Edge pool.

USING EDGE

Based on its effects and use, Edge can be of two types, exploits and insights. These are used differently.

EXPLOITS

Exploits give the crew one-time bonuses and extra options, as detailed on the cards.

Exploits can be used at any time, even out of turn, to support any crewman. Using an exploit does not count as an action in itself.

When using an exploit, immediately apply the effects, then discard the card and reshuffle it in the Edge deck.

What does not kill you makes you stronger.

Well, I may very well become the strongest person there is after this damn mission.



*Woody Woodpecker XR-H 44-6841
349th Bomb Squadron*

INSIGHTS

Insights grant permanent special abilities and benefits to individual crewmen.

Generally speaking, insights modify the rules to some extent as they apply to a given crewman. Certain insights even enable special actions that can be used by the recipient in addition to the standard actions available to all crewmen. The insight's description specifies the conditions to activate the ability and the benefits it provides.

Insights are not of one-time use, but provide long-term edges. In order to apply the effects to a crewman, you must buy the insight.

Whenever you wish to improve a crewman by an insight, select an insight from the Edge pool, and discard 6 additional Edge cards (exploit or insight) from the pool and reshuffle these in the Edge deck. You may also opt to choose a specific insight from the Edge deck (not currently in the Edge pool) to purchase – in this case, the cost to purchase is 9 additional Edge cards from the pool.

Purchasing an insight can be done at any time, even out of turn. The insight immediately activates, and its effects apply from now on whenever relevant. After purchasing an insight for a crewman, it remains with the crewman for the length of the mission, and for the whole campaign in campaign play. Place the Edge card near his crew sheet. If the insight is a Drill, you may also use a skill marker on the crew sheet to mark the increase in the skill value.

Any single crewman can only have a maximum of 3 insights, and all these must be different. If a crewman already has 3 insights, you may replace any of them – select and discard one of his insights, then purchase and play a new insight as described above.

In campaign play, in order to develop a balanced crew, crewmen must be bought insights evenly, that is, a crewman cannot have more than 1 insight above any other crewman.

SUDDEN BOOST

As an additional use, you can spend Edge cards (both exploits and insights) from the pool, to add +1 per card to the action value on an action test. In this case, the effect written on the card doesn't apply. Discard spent cards and reshuffle them in the Edge deck.



YOUR FATE IN YOUR HANDS

The crew has a number of assets they can use to alter the odds of succeeding in the activities and the mission as a whole: Readiness, Edge, Fortune and the Squadron.

These assets are limited but may be used for great effect in critical situations. Use them wisely!

UNEVEN EDGE

Not all crew activities result in gaining Edge cards, and certain sections have a higher potential for gaining Edge. This is only a seeming imbalance as the Edge pool belongs to the crew as a whole, and all crewmen can use the cards from the pool equally.

So no need to be edgy if all you do is aim the bomb or navigate the course, your actions also contribute greatly to the mission's success.

THE EDGE POOL

To facilitate play, instead of forming a single pool, you may want to place each Edge card near the location or section where it will likely be used. For instance, the Bold Maneuver exploit will most likely be used on the Flight Deck, so you may choose to place it near the Flight Deck on the board or next to its section sheet.

There is no hard and fast rule for placing and displaying the Edge pool, arrange the cards as it works best for you. Whatever the arrangement, remember that the cards form a single pool that every crewman can use cards from.



*B-17 42-32066 / Silver Sliver 95th Bomb group
(Square B) over Rostock, Germany*

FORTUNE AND SQUADRON

Fortune and the Squadron are higher forces aiding the crew on their mission.

FORTUNE

Fortune is represented by a pool of tokens that can be spent on retrying failed actions.

If a crewman fails an action test, you may choose to spend a Fortune token from the pool, then reroll the action die. Rerolling is done with the action value of the original roll, and with the same possible effects if successful. If the new roll is a success, the action succeeds.

The spending of the Fortune token and the rerolling of the action test must be done immediately following the original test, before applying any effects of failure.

Any test may only be rerolled once. Even if the reroll fails, no more attempts are possible.

SQUADRON

Squadron is represented by a pool of tokens that can be spent on rerolling attacks by enemy units.

If you dislike an enemy unit's attack results, and hope that a reroll will produce a more favorable result, you may choose to spend a Squadron token from the pool, then reroll the attack. When doing so, reroll any or both the red attack and the black target die. The result of the reroll stands, even if less favorable than the original attack.

The spending of the Squadron token and the rerolling of the enemy attack must be done immediately following the original roll, before applying any effects.

Any enemy attack may only be rerolled once. Even if the reroll is unfavorable, no more attempts are possible.



DEBRIEF

The game ends when the mission ends. When the game ends, it is time to assess the gains and the losses, and evaluate victory.

FINISHING THE MISSION

The mission ends when the crew touches ground - one way or another. In game terms, this means that the landing sequence or the bailout finishes, i.e. the Landing, the Rough Landing, the Crash Landing or the Bailing Out card is resolved or shifts off Last Ditch.

If at this point there are still cards on the Imminent Threat field or the Threats Flow, immediately apply their Shift off effects, including moving them to the Damage Tally if needed.

If the mission ends in the Landing stage with the bomber having no more than 5 cards on the Damage Tally, the bomber remains in service, in all other cases it is lost.

Any crewman with a total of 4 injury tokens dies, and those with 1 to 3 injury tokens now suffer a hindering injury.

MISSION EVALUATION

The mission's aim is to cause the greatest possible damage to the objective and to enemy forces while suffering as few losses as possible. The mission's success is assessed based on these factors.

The success of the mission is calculated in Victory Points, as listed in the Victory Reckoning table.

The success of delivering the bomb is based on the final Aim value on the objective card when releasing the bomb load, i.e. when the Bombing Run checkpoint card is resolved or shifts off. An Aim of 0 means an unsuccessful drop, 1 means minor damage, 3 means major damage, and 5 is a perfect hit obliterating the objective.

*Robert "Rosie" Rosenthals original 418th crew.
Rosie led all 100th aviators with 52 missions.
Standing L-R: L. F. Darling, M. V. Bocuzzi, Jr. F. Mack,
C.C. Hall, W. J. DeBlasio, and R. H. Robinson.
Kneeling: R. C. Bailey, Rosie (pilot), C. J. Milborn, W. T. Lewis*

Downed enemy and escort fighter units are counted using the markers collected in skirmishes. For final damage, injuries and deaths, refer to the Damage Tally and the crew sheets after resolving all cards after landing as per the above.

To rank the success of the mission, tally the Victory Points for all factors and items from the Victory Reckoning table, then compare the total to the point thresholds as listed in the Victory Rank table.

LOGGING THE MISSION

You may now fill in the details on the Captain's Log, taking note of crew experience (insights) and health (hindering injuries and casualties), and the bomber's condition (the specific cards on the Damage Tally, or the fact that the bomber was lost).

If playing a campaign, keeping the Captain's Log is a must, but you may also do it for single missions for later reminiscing.

The Air Force Song

*Off we go into the wild blue yonder,
Climbing high into the sun;
Here they come, zooming to meet our
thunder,
At them boys, Give 'er the gun!
Down we dive, spouting our flame
from under
Off with one helluva roar!
We live in fame or go down in flame.
Hey!
Nothing'll stop the Army Air Corps!*



VICTORY RECKONING

VICTORY CONDITION	VICTORY POINTS
Dropping the bomb (per final Aim)	+2 PTS
Enemy fighter eliminated (every second unit)	+1 PTS
Escort fighter destroyed (each unit)	-2 PTS
Damage Tally (each card to a maximum of 6)	-3 PTS
Hindering injury (each)	-1 PTS
Death (each)	-4 PTS

VICTORY RANK

VICTORY RANK	VICTORY POINTS
Legendary victory	10 OR ABOVE
Victory	4 TO 9
Undistinguished success	-3 TO 3
Failure	-9 TO -4
Terrible failure	-10 AND BELOW

GAME MODES

CASUAL OR CAMPAIGN PLAY

Each game session of B-17 Flying Fortress: The Bloody 100th is a mission with a single objective to be obliterated.

Missions can be played on their own, providing for a fun game night. You can play several such single missions, selecting from the various objectives, even modifying mission difficulties, to experience thrilling and varying action session after session.

But that’s not the only way you can play the game.

If you want to play through a long war story spanning several missions, with the crew getting all the more weathered, and the bomber battered, you may try campaign play for a daring adventure.

CAMPAIGNS

In the case of campaign play, players go against a series of increasingly more difficult objectives in succession.

Campaign play is a series of 10 game sessions, with each mission stepping up in difficulty. On each successive mission, you have to bomb a more difficult objective, facing more challenges and new, higher-level obstacles. Damage from previous missions may still burden the bomber, and crewmen may not fully recover from their injuries.

CAMPAIGN MISSIONS

MISSION LEVEL	OBJECTIVE
Level 1 to 4	ROUTINE
Level 5 to 7	VETERAN
Level 8 to 10	ELITE

EVENTS RESHUFFLE

The rules as written add new event cards to the mission decks incrementally, keeping cards shuffled in on earlier missions within the deck.

If you wish for more vagaries in missions, you may opt to build the event decks for each mission from the ground up, starting with the base decks, then adding 6 random cards of the veteran and elite tiers times the number of past missions.

SINGLE MISSION LEVEL

LEVEL	OBJECTIVE	EVENTS	DAMAGE	INJURIES	INSIGHTS
1	ROUTINE	0	0	0	0
2	ROUTINE	6	1	0	3 / 4
3	ROUTINE	12	1	1	6 / 8
4	ROUTINE	18	1	1	9 / 12
5	VETERAN	24	2	2	12 / 16
6	VETERAN	30	2	2	15 / 20
7	VETERAN	36	2	3	18 / 24
8	ELITE	42	3	3	21 / 28
9	ELITE	48	3	4	24 / 32
10	ELITE	ALL	4	4	27 / 36

In return, you will see the crew develop from mission to mission, gaining new abilities, and becoming more capable to overcome challenges, till they retire from service as true war heroes at the end of the campaign.

CAMPAIGN MISSIONS

Play the first mission of the campaign as a rookie level mission with the basic game setup against a routine tier objective.

For each subsequent mission, choose or draw another objective card, discarding all the objectives from earlier missions. For the objective’s tier, refer to the Campaign Missions table.

CAMPAIGN EVENTS

As the campaign progresses, every time you step up a mission, draw 6 event cards of veteran tier. To do so, collect all turn, air force and flak cards of the veteran tier into a single deck, shuffle it, then draw 6 random cards. Shuffle these cards into the appropriate decks. Do this for each subsequent mission, keeping earlier veteran cards in the decks. When all veteran cards have been shuffled in, proceed with the elite cards, selecting them as you did with the veteran cards.

This ensures that the game will pose a higher level challenge each mission, for an increasingly more capable crew to keep up with.

COMPENSATING FOR SUCCESS AND FAILURE

At the beginning of each mission, note the previous mission’s victory rank from the Captain’s Log, and set the crew’s starting number of Fortune and Squadron tokens accordingly, as per the below.

- **Legendary victory:** Start with 2 tokens for both.
- **Victory:** Start with 2 tokens for both, then add 1 Fortune or 1 Squadron
- **Undistinguished success:** Start with 3 tokens for both.
- **Failure:** Start with 3 tokens for both, then add 1 Fortune or 1 Squadron.
- **Terrible failure:** Start with 4 tokens for both.

BOMBER DAMAGE

Though ground personnel at the home base have much more means to repair the bomber than the crew does, certain damages may have lingering effects.

After a mission ends, take note of the cards on the Damage Tally track, and record them on the Captain’s Log. At the beginning of the next mission, select these cards from the damage deck, shuffle them, then place one face down on top of each card stack on the Mission Progress track, starting with the En Route Flight stage then continuing to the right until all cards are placed.

CREW INJURIES

Crewmen often get injured on missions, and though in between the missions they have time to recover, certain injuries take a bit longer to heal.

In game terms, crewmen may have hindering injuries remaining at the end of each mission. At the end of the mission, roll a die for each such injury, and on any roll other than a 6, discard it. If you roll a 6, however, the injury and its effect will remain for the next mission, continuing to reduce the crewman's maximum Readiness for the mission.

Take note of each crewman's remaining hindering injuries he is left with after recovery, and record them on the Captain's Log. Start the next mission with these. At the end of the next mission, you may try to remove the injuries again.

CREW INSIGHTS

At the end of each mission, take note of each crewman's insights, and record them on the Captain's Log. Start the next mission with these.

Unused Edge cards are lost at the end of the mission.

DEAD CREWMEN, DERELICT BOMBER

If one or more crewmen died during the mission, discard their insight cards and reshuffle them in the Edge deck, then choose and assign them one less new insight card from the Edge deck. This represents a new crewman joining the crew – a bit less experienced, but still capable to take the place of his predecessor.

If the bomber is lost or destroyed during a mission, the crew is assigned another bomber – somewhat worn and battered, as wartime logistics often go. Draw 3 random damage cards of deployment code 5-. Shuffle the cards, then place one face down on top of each card stack on Mission Progress, starting with the En Route Flight stage then continuing to the right until all cards are placed, as if they were damage from a previous mission.

Of course, if you want to be more realistic, or feel like it's better for the story to end after a disastrous mission, then let it go. War stories are as often tragic, as they are heroic. Hail the heroes, mourn the losses, and when you're ready, start a new campaign!

CAPTAIN'S LOG

The Captain's Log serves to keep track of your missions (objectives and victory ranks), as well as the conditions of the aircraft (damage) and the crew (hindering injuries and insights). The captain's log is a handy tool to keep track of your progress throughout a campaign.

SINGLE MISSIONS OF HIGHER LEVELS

If this is your first session playing the game, we recommend you play a rookie mission with the basic setup against a routine level objective.

Later on, when you already have a grasp of the rules, and wish to try a more challenging run, you may choose to play a higher level mission even if you don't dedicate yourself to a campaign.

Single missions of higher levels roughly equate to missions of the appropriate level in a campaign.

To play the mission, first choose a level up to level 10, then set the game up accordingly, with the below changes, referring to the Single Mission Level table.

- **Objective:** Choose or draw an objective card of the listed tier.
- **Events:** Select the number of veteran and elite tier event cards into the various decks, as described above for campaign missions. Start with the veteran cards and when they run out, continue with elites.
- **Damage:** Draw a number of random damage cards of deployment code 5-. Shuffle the cards, then place one face down on top of each card stack on Mission Progress, starting with the En Route Flight stage then continuing to the right until all cards are placed, as if they were damage from a previous mission.
- **Injuries:** Distribute a number of hindering injuries among the crew as you see fit, but as evenly as possible among the sections, making sure that no crewman starts the game with more than 2.
- **Insights:** Draw a number of random insight Edge cards and select from among these as indicated (e.g. for a level 4 mission, draw 12 insights and choose 9 of them). Distribute these among the crew, as per the rules for allotting insights. Shuffle the rest back into the Edge deck.

EASIER OBJECTIVES

You may want to bomb easier objectives at higher mission levels. You may do this for both campaign and single missions.

To do so, set the mission up as per standard rules, except for the objective card.

Now select the objective, or draw randomly from among the cards of the desired tier, and take note of its tier. If the objective lacks a single tier (routine instead of veteran, or veteran instead of elite), add an extra turn card (and two air force cards on top) to the En Route Dogfight stack on Mission Progress. If the objective lacks two tiers (routine instead of elite), also add an extra turn card (and one flak card on top) to the Flying In stack.

Piece of cake!

Honorable discharge

Historically, B-17 crews had to fly 25 combat missions to earn the right to rotate home. For playability, we opted for shorter campaigns – to give a more intense sense of growth, progression and achievement.



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and B-17 Flying Fortress: The Mighty 8th.