

## Variant – Fighter Damage Art Dittus

These custom charts I designed to apply whenever an enemy fighter receives an FCA or DESTROYED result. The effects are mainly descriptive and add some color to the game and answers the question of what exactly caused the fighter go down. There is slight chance that an FCA turns into a destroyed result instead, and some situations where chance is improved of a collision with B-29.

Since there is 36 chances on a 2D6 roll, I assigned as follows: wings 18, nose 6, fuselage 6, tail 3, fuel tank 3.

<b>TABLE 10-1 FCA FIGHTER DAMAGE</b>		
<b>Roll</b>	<b>Area</b>	<b>Additional Effect</b>
2	Tail - V stabilizer	Rudder shredded up, inop. (A)
3	Tail - H stabilizer	Elevator shredded up, inop. (A)
4	Fuel tank	Roll: 1-3 sealed / 4-5 fuel leak / 6 engine-fuel fire, fighter destroyed. (C) Modifier: +1 forward upper turret hit, +2 tail 20 mm cannon hit.
5	Port wing	Roll: 1-2 gun damaged. (D) / 3-6 flap, aileron destroyed, inop. (A)
6	Port wing	Superficial
7	Fuselage	Roll: 1-3 superficial / 4-6 cockpit damage, roll on table 7-13 for pilot condition. (B) Modifier: +1 if forward upper turret hit, +2 if tail 20 mm cannon hit.
8	Starboard wing	Superficial
9	Starboard wing	Roll: 1-2 gun damaged. (D) / 3-6 flap, aileron destroyed, inop. (A)
10	Nose - Fuselage	Superficial
11	Nose - Engine	Engine damaged and smoking. Roll: 1-3 pilot remains in control. / 4-5 engine sputters, prop damaged (A) / 6 engine dies, fighter destroyed. (C) Modifier: +1 if forward upper turret hit, +2 if tail 20 mm cannon hit.
12	Nose - Engine	Roll: 1-3 moderate oil leakage, pilot remains in control. / 4-5 oil system ruptured, splattered windshield. (A) / 6 engine-oil fire, fighter destroyed. (C) Modifier: +1 if forward upper turret hit, +2 if tail 20 mm cannon hit.
A) When a "possible mid-air collision" result occurs, add +1 to the second roll. Effects are cummulative.		
B) If pilot is killed or suffers serious wounds, fighter cannot attack and is destroyed in crash.		
C) Due to critical situation, this fighter cannot attack B-29.		
D) Ignore the effect of 1 shell hit from table 5-10 if this fighter successfully hits B-29.		

<b>TABLE 10-2 CAUSE OF KILL</b>		
<b>Roll</b>	<b>Area</b>	<b>Additional Effect</b>
2	Tail	Entire tail section broken off, plane falls out of sky. (A)
3	Tail	Shredded-up vertical and horizontal stabilizers, flight controls inop. (B)
4	Fuel tank	Ruptured fuel tank catches fire, plane explodes, pilot killed.
5	Port wing	Wing tears off, plane corkscrews into uncontrolled dive. (A)
6	Port wing	Holes all over wing, panels missing, flaps and ailerons shredded, inop. (B)
7	Fuselage	Fuselage split open, canopy shattered, cockpit smashed, pilot fatally wounded.
8	Starboard wing	Holes all over wing, panels missing, flaps and ailerons shredded, inop. (B)
9	Starboard wing	Wing tears off, plane corkscrews into uncontrolled dive. (A)
10	Nose - Fuselage	Excessive mechanical and structural damage all over, plane inop. (B)
11	Nose - Engine	Engine fire envelopes plane, turns into fireball, pilot fatally burned.
12	Nose - Engine	Engine blown, locked-up prop, stalled-out plane drops out of sky. (A)
A) Uncontrolled bail-out, Roll: 1-4 pilot goes down with plane, killed in crash landing. / 5-6 pilot bails out.		
B) Controlled bail-out, Roll: 1-2 pilot goes down with plane, killed in crash landing. / 3-6 pilot bails out.		