

B-3 (Rev) GAF Resistance, 10/44 - 04/45

Table B-3 (Rev): Mission Resistance Level

- 1 Token See Table B-3 (Rev) C
- 2 Token See Table B-3 (Rev) C
- 3 Token See Table B-3 (Rev) C
- 4 Light See Table B-3 (Rev) B
- 5 Light See Table B-3 (Rev) B
- 6 Moderate See Table B-3 (Rev) A

Note: Roll only once on this table, during the briefing

Table References

- a 109 = Me 109, 110 = Me 110, 190 = FW 190.
- b B-17 cannot fire on this fighter, nor can fighter cover remove it.
- c Fighters driven off by other B-17's. Reroll if out of formation.
- d Top Tur. and Radio Rm MG's may fire (Need 6). Fighters may remove.
- e Only Ball Turret may fire (Need 3-6). Fighters may remove.
- f German bombs dropped on formation from above: Roll d6
1: Treat as x1 Medium Flak, 2-6: Treat as x1 Light Flak
- g German rockets lobbed into formation from aft: Roll d6
1-2: Treat as x2 Medium Flak, 3-6: Treat as x2 Light Flak
- h If over Germany, substitute Ju 88 C-6 (See variant)
- i If target is in N. France, 50% chance 109's are from JG 26 (See variant)
- j If in Zone 3, Target is Germany, and Gazetteer says /F, /B, /N, or /G
50 % chance 109's are from JG 26 (See variant)
- k If over Germany, roll d6 for each 109 or 190 on a "6":
replace 109 with Me 163 and replace 190 with Me 262 (See variant)
- l Fighters driven off, possibility of hits from B-17's in formation:
Roll d6, a "6" is a hit. If hit, roll 2d6
2,12: 2 shell hits, 3-11 1 shell hit. Roll 2d6 for location:
2 Nose, 3 Pilot, 4 Bomb Bay, 5 Radio Room, 6 Port Wing, 7 Waist,
8, Starboard Wing, 9 Tail, 10 Bomb Bay, 11 Pilot, 12 Nose

B-3 (Rev) A: Moderate Resistance

- 11 None
- 12 109 (h): 6 Level
- 13 Two 190: 10:30 High, 9 Level
- 14 Three 110: 12 Level, 6 Level, Vertical Climb (e)
- 15 Two 110 (k): 6 Low, 6 Level, Two 190: 10:30 Level, 6 High
- 16 None (l) (c)
- 21 None
- 22 190: 12 Level
- 23 Two 190: 9 High, 10:30 High
- 24 190: Vertical Dive (d), Two 109: 10:30 High, 1:30 Low
- 25 Four 190 (k): 12 High, 10:30 High, 6 Level, 12 Low
- 26 None (l) (c)
- 31 None
- 32 190: 10:30 High
- 33 Two 190: 10:30 High, 6 High
- 34 109: 12 High, 110: 6 Level, 190: 12 Level
- 35 Three 190 (k): 1:30 High, 10:30 High, 1:30 Level, 110: Vert. Climb (e)
- 36 None (l) (c)
- 41 None (g)
- 42 109: 12 High
- 43 109: Vertical Dive (b), 190: 9 High
- 44 Three 190: 12 Level, 3 Level, 1:30 High
- 45 109 (k): 10:30 Level, 190: 3 High
- 46 None (l) (c)
- 51 None (g)
- 52 110: 12 Level
- 52 Two 190: 1:30 High, 10:30 High
- 54 Three 190: 12 High, 1:30 High, 9 High
- 55 190 (k): 12 Level
- 56 None (l) (c)
- 61 None
- 62 109: 12 Level
- 63 110: 12 Level, 109: 10:30 Level
- 64 Two 190: 3 High, 3 Level, 109: 1:30 Level
- 65 190 (k): 12 High
- 66 Random Event

B-3 (Rev) B: Light Resistance

- 11 None
- 12 None
- 13 109: 12 Low
- 14 190: 12 High, 109: 12 Level
- 15 Three 190 (k): 12 High, 9 High, 6 Level
- 16 None (l) (c)
- 21 None
- 22 None
- 23 190: 12 Level
- 24 Two 190: 12 Level, 10:30 Level
- 25 Three 190 (k): 12 High, 3 High, Vertical Dive (d)
- 26 None (l) (c)
- 31 None
- 32 None
- 33 190: 12 High
- 34 Two 190: 1:30 High, 3 Level
- 35 Three 190 (k): 9 Level, 12 High, Vertical Dive (b)
- 36 None (l) (c)
- 41 None
- 42 None
- 43 190: 9 High
- 44 Two 109: 12 High, 12 Low
- 45 190 (k): 3 High
- 46 None (l) (c)
- 51 None
- 52 None
- 52 109: 10:30 Level
- 54 190: 12 High, 109: 6 High
- 55 None
- 56 None (l) (c)
- 61 None
- 62 None
- 63 109: 6 High
- 64 110: 6 Low, 109: 12 High
- 65 None
- 66 Random Event

B-3 (Rev) C: Token Resistance

- 11 None
- 12 None
- 13 None
- 14 109: 9 Low
- 15 Two 109 (k): 12 High, 9 High
- 16 None (l) (c)
- 21 None
- 22 None
- 23 None
- 24 190: 6 High
- 25 Two 190 (k): 9 High, 10:30 High
- 26 None (l) (c)
- 31 None
- 32 None
- 33 None
- 34 109: 1:30 High
- 35 Two 109 (k): 12 High, 1:30 High
- 36 None (l) (c)
- 41 None
- 42 None
- 43 None
- 44 109: 3 High
- 45 None
- 46 None (l) (c)
- 51 None
- 52 None
- 52 None
- 54 109: 12 Level
- 55 None
- 56 None (l) (c)
- 61 None
- 62 None
- 63 None
- 64 190: 1:30 High
- 65 None
- 66 Random Event