

## German Jets in B-17, Queen of the Skies

### Appearance

There is a chance that jets will appear when a **15, 25, 35, 45, 55** or **65** is rolled on **Table B-3**. Roll 1D for each regularly appearing Me-109 or FW-190, **do not** make this roll for the additional ME-109 appearing due to lead/tail bomber position or Out of Formation effect.

Jets only appear in Zones over Germany.

If a "6" is rolled replace the regular plane with a jet marker, ME-109 becomes ME-163 and FW-190 becomes ME-262.

Roll for pilot quality as per normal rules.

### Defensive Fire

Only power assisted turrets (Chin Turret, Top Turret, Ball Turret & Tail Guns) may attempt to attack the jets.

After assigning fire but before rolling to hit each gun must attempt to track the target. Roll 1D for each weapon. On a roll of "6" the gun successfully tracks, ACE bonuses do not apply, jet and my fire. If the gun was not able to track the target no ammo is used but the gun cannot fire at any other fighter. (*This represents the difficulty aiming at such fast moving targets*)

All to hit rolls made against the jets have a modifier of **-1**, a roll of a "6" still hits. The ACE bonus can be used. (*This represents the difficulty hitting such fast moving targets*).

If the jet is hit the twin gun bonus applies against the ME-262. Against the ME-163 there is an additional +1 bonus for a total of +2 on **Table M-2**.

The Tail Guns passing fire option is not allowed against jets

### Offensive Fire

Roll for German Offensive Fire normally, **Table M-3**.

On Table **B-4** (Shell Hits By Area) use the following modifiers

ME-262: multiply the number of shell hits by 2

ME-163: add one to the number of shell hits

## **Rockets**

*Note: This section was vague in the briefing and I think the moderators used this as a option to level the playing field or just to be sadistic. - Anthony's opinion*

The ME-262s sometimes carried air-to-air rockets. If you are attacked by an ME-262 please inform a moderator immediately and he will determine if your bomber is subjected to a rocket attack.

If your bomber is subjected to a rocket attack roll on **Table O-3**, Flak to Hit B-17, 2x under the **Light Flak** column. If your bomber is hit follow the Flak hit procedure.