

HALIFAX



a B-17: Queen of the Skies
BATTLE OF BRITAIN
LANCASTER
variant

by

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HALIFAX VARIANT DETAILS

1. Use all Lancaster Rules. Trade the Lancaster for the Halifax. Use the FLAK and BASIC LANC RULES Location of Hits and the Halifax Damage Tables with out adding any other rules or tables for the quickest way of flying the Halifax, but take a look below at the different Halifax Models.
2. For Halifax Day Missions, and can be used on Night Missions, Halifax Defensive Fire, Enemy Offensive Fire, Shell Hits by Area and Location of Hits tables have been added.
3. The Halifax and Lancaster could carry a very large bomb load. On missions to Zone 8 Bomb Run is +1 and Accuracy is +10% if ON Target. On Missions to Zone 9 and further Bomb Run is +1. (cf. B-24 Variant.)
4. Halifax Models in the Halifax Variant (Wing Bomb Compartment is not included):

HALIFAX I, S.1 – First operation by 35 Sqn to Le Havre, March 10/11, 1941

Armament:

- Nose Turret: Twin .303
- Left and Right Beam Gun: Single .303
- Tail Turret: Quad .303

Special 1: When two engines are out on the same wing or after each Evasive Action attempt roll **2D6: 2-5: Uncontrollable spin.** Bail Out Table G-7. **6+: Spin, but pilot regains control.** On night missions, Enemy Fighters have been shaken off. Modifiers: Two engines out: DR -2. Pilot skill: +/-1. Crew men roll for wound: DR -2 (A result less than "1" is only a scratch.)

Special 2: Make an extra Flak To Hit roll, due to lower altitude.

HALIFAX I, S.3

Armament:

- Nose Turret: Twin .303
- Mid Upper: Twin .303
- Tail Turret: Quad .303

Special 1 and 2: As Halifax I, S.1 above.

HALIFAX II

Armament:

- Mid Upper: Quad .303
- Tail Turret: Quad .303

HALIFAX III

Armament:

- Nose Gun: Single .303
- Mid Upper: Quad .303
- Tail Turret: Quad .303

6. Ammo Boxes:
- Nose Gun - Single .303: 12 boxes (60 round drum magazine)
 - Nose Turret - Twin .303: 40 boxes
 - Mid Upper - Twin .303: 40 boxes
 - Mid Upper - Quad .303: 24 boxes
 - Beam Guns – Single .303: Each 12 boxes (60 round drum magazine)
 - Tail Turret - Quad .303: 100 boxes

7. Machine Guns Special Details: Use the same rule for the Quad Mid Upper Turret and the Quad tail Turret. (See the Damage Tables for details.) The Single Nose Gun and Beam Guns must be reloaded after three bursts. If Spray Fire is used, you may not fire again during the same wave.
8. Crew: Like the Lancaster, but with different positions. Bomb Aimer and Navigator in the Nose. Wireless Operator underneath the Cock-pit where the Engineer has his station behind the Pilot. Mid Upper Gunner in the Waist and Tail Gunner in the Tail Turret.
9. Halifax Replacement Table:

HALIFAX REPLACEMENT TABLE (Roll 2D6)								
Date Model	Mar. 1941	Oct. 1941	Aug. 1942	Jun. 1943	Oct. 1943	Feb. 1944	Oct. 1944	Feb. 1945
Hal. I, S.1	2-12	2-3						
Hal. I, S.3		4-7	2-5	2-3				
Hal. II		8-12	6-12	4-12	2-12	2-5	2-3	
Hal. III						6-12	4-7	2-12

Roll on this table for your first model. If you begin the Lancaster Variant Campaign in July 1943, roll on Jun. 1943 to determine your first Halifax Model. When you have completed 5 or more missions you may roll on the table again. If the result is a new model you may change. Roll after each 5th mission completed, or keep the model you are flying.

10. Friday the 13th Campaign: See separate Add-On.
11. March 1941 – June 1943: See separate Add-On.
12. Sources and Interesting Links:

Halifax Bomber

http://en.wikipedia.org/wiki/Handley_Page_Halifax
http://www.raf.mod.uk/bombercommand/halifax_spec.html
<http://takeoff.to/halifax>
<http://www.xs4all.nl/~fbonne/warbirds/ww2htmls/handhalif.html>
http://www.historyofwar.org/articles/weapons_halifax_mkI.html
<http://www.flyingzonedirect.com/halifaxcdrom/halifaxindex.htm>
http://www.historyofwar.org/articles/weapons_halifax_mkII.html
http://www.pilotfriend.com/photo_albums/timeline/ww2/Handley%20Page%20Halifax.htm

Halifax Crews

<http://www.halifaxlv827.co.uk/lv827.htm>
<http://www.archieraf.co.uk/archie/index.html>

Halifax Squadrons

<http://halifaxbomber.com/>
http://dymndman.tripod.com/RCAF_424.html
http://www.historyofwar.org/air/units/RAF/35_wwII.html
<http://www.rcaf.com/>

Machine Guns and Turrets

http://en.wikipedia.org/wiki/Vickers_K
<http://www.vickersmachinegun.org.uk/>
<http://myweb.tiscali.co.uk/hphalifax/guns.htm>

HALIFAX		DEFENSIVE FIRE	
Position	Halifax Field of Fire	To Hit (D6)	Machine Gun Notes
12 High	Nose Turret Nose Gun Mid Upper	6	HALIFAX I, S.1 - Nose Turret: Twin .303 - Left and Right Beam Gun: Single .303 - Tail Turret: Quad .303
12 Level	Nose Turret Nose Gun	6	
12 Low	Nose Turret Nose Gun	6	HALIFAX I, S.3 - Nose Turret: Twin .303 - Mid Upper: Twin .303 - Tail Turret: Quad .303
10:30 High	Nose Turret Mid Upper	6	
10:30 Level	Nose Turret	6	HALIFAX II, S.1A - Mid Upper: Quad .303 - Tail Turret: Quad .303
10:30 Low	Nose Turret	6	
1:30 High	Nose Turret Mid Upper	6	HALIFAX III - Nose Gun: Single .303 - Mid Upper: Quad .303 - Tail Turret: Quad .303
1:30 Level	Nose Turret	6	
1:30 Low	Nose Turret	6	* Twin Nose and Twin Mid Upper do not receive +1 Twin Gun bonus.
3 High	Mid Upper	5	
3 Level	Mid Upper	5	* Twin Nose and Twin Mid Upper will not receive -1 Single Gun damage modifier vs tougher targets.
3 Low	NA	NA	
9 High	Mid Upper	5	*Quad Mid Upper and Tail receive +1 Twin gun bonus.
9 Level	Mid Upper	5	
9 Low	NA	NA	
6 High	Mid Upper Tail Turret	4	
5 High	Mid Upper Tail Turret	4	
5 Level	Tail Turret	5	
5 Low	Tail Turret Right Beam	4 6	
7 High	Mid Upper Tail Turret	4	
7 Level	Tail Turret	5	
7 Low	Tail Turret Left Beam	4 6	
6 Level	Mid Upper Tail Turret	5	
6 Low	Tail Turret	4	
Vertical Dive	(a)	6	
Vertical Climb	(b)	3	

a) Roll D6: 1-2: Both Mid Upper and Tail Guns may fire. 3-6: Only Mid Upper Turret may fire.
b) Roll D6: 1-4: Fighter out of Field of Fire. 5-6: Tail Guns may fire.

HALIFAX GERMAN OFFENSIVE FIRE (a)	
Attack Position	To Hit
12 High, Level, Low.	6*
Rear MG.	6
1:30 / 10:30 High, Level, Low	6*
3 / 9 High, Level, Low.	5*
5 / 7 High, Level, Low.	4*
6 High, Level, Low	4*
<i>Schräge Musik.</i>	3
Vertical Dive	5
Vertical Climb	5*
a) If the result is a hit, go to Table B-4, Shell Hits by Area to determine the number of shells that hit. * To Hit DR +1 on DAY Missions. STIRLING: +1 To Hit.	

HALIFAX		SHELL HITS BY AREA (a)(b)			
Roll	12 / 1:30 / 10:30 Rear MG	3 / 5 / 7 / 9	6	Vertical Dive	Vertical Climb <i>Schräge Musik</i>
2	3	4	6	3	4
3	2	3	5	2	4
4	2	3	4	2	3
5	2	3	3	1	2
6	1	2	2	1	2
7	1	1	2	1	1
8	1	2	2	1	2
9	2	3	3	1	2
10	2	3	4	2	3
11	2	3	5	2	4
12	4	5	7	4	5

a) *Modify the number of hits by each fighter's hit modifier.*
b) *Stirling: +1 hit unless "7" is rolled. Then no change to the number of hits.*

HALIFAX LOCATION OF HITS					
FLAK AND "BASIC" HALIFAX HIT LOCATIONS					
FLAK			BASIC LANC RULES		
Roll 2D6	Area Hit		Roll 2D6	Area Hit	
2	Left Wing		2	Walking hits (a)	
3	Cock-pit		3	Bomb Bay	
4	Bomb Bay		4	Cock-pit	
5	Waist		5	Waist	
6	Left Wing		6	Left Wing	
7	Superficial damage		7	Superficial damage	
8	Right Wing		8	Right Wing	
9	Tail		9	Tail	
10	Nose		10	Nose	
11	Radio Compartment		11	Radio Compartment	
12	Right Wing		12	Walking hits (b)	

NOTES and WALKING HITS
a) One hit in each compartment..
b) Two hits on each Wing.

HALIFAX	FLAK TO HIT		
Roll	Heavy	Medium	Light
2	Hit	Hit	Hit
3	Hit	Hit	Miss
4	Miss	Miss	Miss
5	Hit	Miss	Miss
6	Miss	Miss	Miss
7	Hit	Hit	Miss
8	Miss	Miss	Miss
9	Hit	Miss	Miss
10	Miss	Miss	Miss
11	Hit	Miss	Miss
12	Hit	Hit	Hit

HALIFAX	FLAK HITS
Roll	Number of Hits
2	Burst Inside Plane
3	1*
4	4
5	3*
6	2
7	1
8	2*
9	3
10	4*
11	1
12	4

* STIRLING: +1 Hit

HALIFAX		LOCATION OF HITS			
ATTACK FROM		12, 1:30, 10:30			
Roll 2D6	High Area Hit	Roll 2D6	Level Area Hit	Roll 2D6	Low Area Hit
2	Superficial damage	2	Superficial damage	2	Cock-pit
3	Radio Compartment	3	Superficial damage	3	Walking hits (b)
4	Nose	4	Nose	4	Nose
5	Cock-pit	5	Cock-pit	5	Bomb Bay
6	Waist	6	Left Wing	6	Waist
7	Superficial damage	7	Superficial damage	7	Superficial damage
8	Wing:	8	Right Wing	8	Wing:
9	Waist	9	Nose	9	Radio Compartment
10	Tail	10	Radio Compartment	10	Tail
11	Walking hits (a)	11	Bomb Bay	11	Bomb Bay
12	Superficial damage	12	Superficial damage	12	Superficial damage
ATTACK FROM		3 and 9			
Roll 2D6	High Area Hit	Roll 2D6	Level Area Hit	Roll 2D6	Low Area Hit
2	Nose	2	Bomb Bay	2	Walking hits (d)
3	Left Wing	3	Nose	3	Wing (Opposite)
4	Waist	4	Wing (Attacking)	4	Radio Compartment
5	Left Wing	5	Tail	5	Tail
6	Waist	6	Waist	6	Waist
7	Right Wing	7	Wing (Attacking)	7	Bomb Bay
8	Tail	8	Superficial damage	8	Wing (Attacking)
9	Superficial damage	9	Wing (Attacking)	9	Nose
10	Right Wing	10	Waist	10	Superficial damage
11	Cock-pit	11	Cock-pit	11	Bomb Bay
12	Walking hits (c)	12	Superficial damage	12	Cock-pit
ATTACK FROM		5 and 7 o'clock			
Roll 2D6	High Area Hit	Roll 2D6	Level Area Hit	Roll 2D6	Low Area Hit
2	Superficial Damage	2	Bomb Bay	2	Superficial Damage
3	Nose	3	Wing (Attacking)	3	Walking hits (f)
4	Left Wing	4	Tail	4	Radio Compartment
5	Cock-pit	5	Waist	5	Wing (Attacking side)
6	Tail	6	Wing (Attacking)	6	Waist
7	Superficial damage	7	Tail	7	Bomb Bay
8	Waist	8	Wing (Attacking)	8	Tail
9	Right wing	9	Waist	9	Waist
10	Radio Compartment	10	Tail	10	Nose
11	Walking hits (e)	11	Wing (Attacking)	11	Wing (Opposite)
12	Bomb Bay	12	Superficial Damage	12	Bomb Bay
NOTES and WALKING HITS: See below the table on the next page.					

HALIFAX		LOCATION OF HITS			
ATTACK FROM		6 o'clock			
Roll 2D6	High Area Hit	Roll 2D6	Level Area Hit	Roll 2D6	Low Area Hit
2	Superficial Damage	2	Bomb Bay	2	Superficial Damage
3	Cock-pit	3	Left Wing	3	Radio Compartment
4	Walking hits (e)	4	Tail	4	Walking hits (f)
5	Tail	5	Waist	5	Left Wing
6	Left Wing	6	Left Wing	6	Waist
7	Superficial damage	7	Tail	7	Bomb Bay
8	Right wing	8	Right Wing	8	Tail
9	Tail	9	Waist	9	Right wing
10	Waist	10	Tail	10	Bomb Bay
11	Tail	11	Right Wing	11	Nose
12	Superficial damage	12	Superficial Damage	12	Tail
VERTICAL DIVE/ Rear MG		VERTICAL CLIMB/ Schräge			
Roll 2D6	Area Hit	Roll 2D6	Area Hit		
2	Walking hits (a)	2	Superficial damage		
3	Left Wing	3	Nose		
4	Cock-pit	4	Walking hits (g)		
5	Waist	5	Left Wing		
6	Left Wing	6	Bomb Bay		
7	Superficial damage	7	Bomb Bay		
8	Right Wing	8	Right Wing		
9	Tail	9	Waist		
10	Nose	10	Radio Compartment		
11	Right Wing	11	Tail		
12	Superficial damage	12	Superficial damage		
NOTES and WALKING HITS					
a) One hit in the Nose, Cock-pit and Tail; Two hits in Waist.					
b) One hit in the Nose, Radio Compartment, Waist and Tail; Two hits in the Bomb Bay.					
c) One hit in the Waist; Two hits on each Wing.					
d) One hit in the Bomb Bay; Two hits on each Wing.					
e) One hit in the Tail, Cock-Pit and Nose; Two hits in the Waist.					
f) One hit in the Tail, Radio Compartment and Nose; Two hits in the Bomb Bay.					
g) One hit in the Radio Compartment and Waist; Two hits in Bomb Bay.					

HALIFAX		P-1 NOSE
Roll	Area Hit	Effect (a)
2	Crew Men	All Crew Men in the Nose roll for wound each separately on Table BL-4.
3	Armament	Mk I: Roll D6: 1-4: Nose turret inoperable. 5-6: Nose turret inoperable and Bomb Aimer rolls for wound on Table BL-4. Mk II: Superficial Damage. Mk III: Roll D6: 1-3: Superficial Damage. 4-5: Nose gun inoperable. 6: Nose gun inoperable and Bomb Aimer rolls for wound.
4	Oxygen Supply	Roll D6: 1-2: Bomb Aimer oxygen hit. (f) 3-4: Navigator oxygen hit. (f) 5: Both hit. (f) 6: Fire and all Nose oxygen out (roll to extinguish on table BL-3). (f)
5	Navigator	Roll for wound on Table BL-4. (b)
6	Bomb Aimer	Roll for wound on Table BL-4.
7-8	Superficial Damage	No effect.
9	Greenhouse Plexiglas	1st hit: No effect. 2nd hit: Nose Compartment heat is out even if the heater is undamaged and Bomb Run Table O-6 is -1.
10	Equipment	Roll D6: 1-3: Navigator's equipment inoperable.(c) 4-5: Bomb Release controls.(d) 6: Bomb Sight - Bomb Run Off Target.
11	Compartment Heat	Roll D6: 1-3: No effect. 4: Bomb Aimer heat out.(e) 5: Navigator heat out.(e) 6: Both out.(e)
12	Superficial Damage	No effect.

a) *Treat any second hit to the same system as Superficial damage.*
b) *If Navigator is SW or KIA the Halifax must spend 2 turns in each odd numbered zone.*
c) *The Halifax must spend 2 turns in each odd numbered zone.*
d) *If Bombs on board, they must be dropped manually by the Flight Engineer in the Bomb Bay: Table O-6, Bomb Run is -3.*
e) *See Rule 11.0 - Heat Out and Frostbite. If Heat is out, crew men may move to the bunks in the waist.*
f) *With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out. If Oxygen is out, crew men may move to the bunks in the waist.*

HALIFAX		P-2 COCK-PIT
Roll	Area Hit	Effect (a)
2	Crew Men	All Crew Men in the Cock-Pit roll for wound each separately on Table BL-4.
3	Compartment Heat	Roll D6: 1-3: No effect. 4: Pilot. (b) 5: Flight Engineer. (b) 6: Both. (b)
4	Pilot	Roll for wound on Table BL-4.
5	Flight Engineer	Roll for wound on Table BL-4.
6-8	Superficial Damage	No effect.
9	Instruments	Roll for damage on Table BL-2, Instruments.
10	Oxygen Supply	1-2: Pilot. (c) 3-4: Flight Engineer. (c) 5: Both. (c) 6: Fire and all Pilot Compartment oxygen out (roll to extinguish on Table BL-3). (c)
11	Window	1st hit: No effect. 2nd hit: Landing roll on Table G-9 and G-10 is -1 and the Pilot Compartment heat is out even if the heater is undamaged. Table O-6 is -1.
12	Control Cables	1st hit: No effect. 2nd hit anywhere in the Halifax: No evasive action and Bomb Run Table O-6 is -1 and landing roll on Table G-9 and G-10 is -1.

a) *Treat any second hit to the same system as Superficial damage.*
b) *See Rule 11.0 - Heat Out and Frostbite. If Heat is out, crew men may move to the bunks in the waist.*
c) *With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out. If Oxygen is out, crew men may move to the bunks in the waist.*

HALIFAX		P-3 RADIO COMPARTMENT
Roll	Area Hit	Effect (a)
2	Superficial Damage	No effect.
3	Compartment Heat	Roll D6: 1-4: No effect. 5-6: Heat out. (b)
4	Wireless Operator	Roll for wound on Table BL-4.
5-8	Superficial Damage	No effect.
9	Equipment	Roll D6: 1-3: Radio - no mayday. If out of formation when forced to ditch Table G-10, DR is -6. 4-6: Intercom - mission may be aborted. If Night Fighter is spotted, no evasive action until after it has fired.
10	Oxygen Supply	Roll D6: 1-5: Wireless Operator. (c) 6: Fire and all Radio Compartment oxygen out (roll to extinguish on Table BL-3). (c)
11	Wireless Operator	Roll for wound on Table BL-4.
12	Superficial Damage	No effect.
<p>a) <i>Treat any second hit to the same system as Superficial damage.</i></p> <p>b) <i>See Rule 11.0 - Heat Out and Frostbite. If Heat is out, crew man may move to the bunks in the waist.</i></p> <p>c) <i>With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out. If Oxygen is out, crew man may move to the bunks in the waist.</i></p>		

HALIFAX		P-4 BOMB BAY
Roll	Area Hit	Effect (a)
2	Superficial Damage	No effect.
3	Bomb Release	Roll D6: 1-2: Bombs must be dropped manually by the Engineer in the Bomb Bay: Table O-6, Bomb Run is -3. 3-6: Superficial damage.
4	Bomb Bay Doors	Roll D6: 1-2: Doors inoperable - bomb drop not allowed. (b) 3-6: Superficial damage, but if crew man is in the Bomb Bay: Roll for wound on Table BL-4.
5	Bombs	If bombs already dropped or no bombs onboard: No effect. If Bombs onboard: Roll D6: 1-4: No effect. 5-6: Bombs detonate - the Halifax is destroyed and the crew Killed in Action.
6-8	Superficial Damage	No effect.
9	Bombs	See above.
10	Bomb Bay Doors	See above.
11	Bombs	See above.
12	Control Cables	1st hit: No effect. 2nd hit anywhere in the Halifax: No evasive action and Bomb Run and landing roll on Table G-9 and G-10 is -1.
<p>a) <i>Treat any second hit to the same system as Superficial damage.</i></p> <p>b) <i>Doors may be operated manually. The Flight Engineer must be in the Bomb Bay and roll D6 once per turn (add crew man's experience and -1 if LW): 1-2: Still inoperable. 3-6: Doors open / close. If doors are open speed is reduced due to wind drag and Halifax must spend 2 turns in each zone.</i></p>		

HALIFAX		P-5 WAIST
Roll	Area Hit	Effect (a)
2	Superficial Damage.	No effect.
3	Armament	Mk I, S.1: Roll D6: 1-2: No effect. 3-4: Left Beam Gun inoperable. 5-6: Right Beam Gun inoperable. Mk I, S.3: Mid Upper Turret: Roll D6: 1-4: Turret inoperable. 5-6: Turret inoperable and Gunner rolls for wound on Table BL-4. Mk II and III: Mid Upper Turret: Roll 2D6: 2-3: Ammo Box – Roll on “9” below, treat as Mid Upper Ammo Box hit. 4-7: Gunner rolls for wound on Table BL-4. 8-10: Turret inoperable. 11-12: Turret inoperable and Gunner rolls for wound on Table BL-4.
4	Superficial Damage.	No effect. If any crew man in the bunks, roll for wound on Table BL-4. Use die roll to determine hit crew man if more than one is resting.
5	Gunner	Roll for wound on Table BL-4.
6-7	Superficial Damage.	No effect.
8	Tail Turret Ammo Track	Roll D6: 1-4: No effect. 5: Left Ammo Track hit. 6: Right Ammo Track hit. If one track is damaged, tail guns will lose their +1 modifier on Table M-2 after two more firings. If both tracks are damaged, tail guns run out of ammo after two more firings and may not be used thereafter. SEE NOTE.
9	Tail Turret Ammo Box	Roll D6: 1-3: Left Ammo Box hit. 4-6: Right Ammo Box hit. If Ammo Box takes 2 hits it is damaged and can no longer supply ammo to the tail turret. If only one Ammo Box is damaged, the tail guns will lose their +1 modifier on Table M-2 after four more firing. If both Ammo Boxes are damaged, tail guns run out of ammo after four more firings, and may not be used thereafter. SEE NOTE.
10	Oxygen Supply	Roll D6: 1-2: Crew bunks. (b) 3-4: Mid Upper Gunner. (c) 5: Bunks and Mid Upper Gunner. (b)(c) 6: Fire and all Waist oxygen is out (roll to extinguish on Table BL-3). (b)(c)
11	Heat	Roll D6: 1-3: No effect. 4: Gunner. (d) 5: Bunks (d) 6: Both. (d)
12	Control Cables	1st hit: No effect. 2nd hit anywhere in the Halifax: No evasive action and Bomb Run Table O-6 is -1 and landing roll on Table G-9 and G-10 is -1.
<p>a) <i>Treat any second hit to the same system as Superficial damage.</i></p> <p>b) <i>If Oxygen or Heat is out by the bunks, no crew man may stay in them unless bomber is at 10000.</i></p> <p>c) <i>With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out. If Oxygen is out, crew men may move to the bunks in the waist.</i></p> <p>d) <i>See Rule 11.0 - Heat Out and Frostbite. If Heat is out, crew man may move to the bunks in the waist.</i></p> <p>TAIL TURRET NOTE: See Lancaster.</p>		

HALIFAX		P-6 TAIL
Roll	Area Hit	Effect (a)
2	Superficial Damage	No effect.
3	Tail Wheel or Autopilot Mechanism	Roll D6: 1-3: Tail Wheel damaged – Landing Roll on Table G-9 is –1. 4-6: Autopilot inoperable. Bomb Run Table O-6 is –1.
4	Tail Turret	Roll 2D6: 2-7: Gunner rolls for wound on Table BL-4. 8-10: Turret inoperable. 11-12: Turret inoperable and Gunner rolls for wound on Table BL-4.
5-6	Superficial Damage	No effect.
7	Rudder	Roll D6: 1-3: Left Rudder takes one hit. 4-6: Right Rudder takes one hit. With 2 hits, a rudder is inoperable. If both rudders are inoperable, Bomb Run Table O-6 is –1 and landing roll on Table G-9 and G-10 is –1.
8	Compartment Heat	Roll D6: 1-4: No effect. 5-6: Heat out. (b)
9-10	Tailplane	1-2: No effect. 3: Port Elevator inoperable. (c) 4: Starboard Elevator inoperable (c). 5: Port Tail Plane Root hit. (d) 6: Starboard Tail Plane Root hit. (d)
11	Oxygen Supply	Roll D6: 1-5: Tail Gunner. (e) 6: Fire and all Tail oxygen out (roll to extinguish on Table BL-3). (e)
12	Control Cables	1st hit: No effect. 2nd hit anywhere in the Halifax: No evasive action and Bomb Run Table O-6 is –1 and landing roll on Table G-9 and G-10 is –1.
<p>a) <i>Treat any second hit to the same system as Superficial damage.</i></p> <p>b) <i>See Rule 11.0 - Heat Out and Frostbite. If Heat is out, crew man may move to the bunks in the waist.</i></p> <p>c) <i>If both Elevators are inoperable Table G-9 and G-10 is -1.</i></p> <p>d) <i>After 3 hits to the Root, the Tail Plane it rips off and Table G-9 and G-10 is -2. If both Tail Planes rip off, bail out on Table G-7, Bail Out from an Uncontrolled Plane.</i></p> <p>e) <i>With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out. If Oxygen is out, crew men may move to the bunks in the waist.</i></p>		

HALIFAX		BL-2 INSTRUMENTS
Roll	Area Hit	Effect (a)
2	Autopilot	Bomb Run Table O-6 is –1.
3	Landing Gear Inoperable	Roll D6: 1-2: Left Gear.(b) 3-4: Right Gear. (b) 5-6: Right and Left Gear. (b)
4	Intercom System	Intercom System malfunctions. (c)
5	Oxygen System	Oxygen System malfunctions. (d)
6	Flaps	Table G-9 and G-10 Landing on Land and Landing in Water DR modifier is –1. (e)
7	Ailerons	Table G-9 and G-10 Landing on Land and Landing in Water DR modifier is –1. (e)
8	Elevators	Table G-9 and G-10 Landing on Land and Landing in Water DR modifier is –1. (e)
9	Rudder	Table G-9 and G-10 Landing on Land and Landing in Water DR modifier is –1. (e)
10	Propeller Feathering	Crew must immediately bail out Table G-6 in the case of a subsequent Runaway Engine result from Table BI-1.
11	Engine Fire Extinguishers	Crew must immediately bailout on table G-6 if an engine fire occurs.
12	Electrical System	Crew must immediately bailout on table G-6.
<p>a) <i>Treat any second hit to the same system as Superficial Damage.</i></p> <p>b) <i>If one of the Main Landing Gears is inoperable, Table G-9 is -1 . If both Gears are inoperable, Table G-9 is –3 (belly landing). Manual Operation: Gear may be operated manually by the Engineer from the Bomb Bay. 1-2: Still up. 3-5: Gear is lowered, speed is reduced due to wind drag and Halifax must spend 2 turns in each zone. 6: Gear is permanently inoperable.</i></p> <p>c) <i>Entire Intercom System. Gunners' To Hit is –1 and no Passing Shots. See Rule 8.0 – Aborting Missions.</i></p> <p>d) <i>Halifax must drop out of formation to 10,000 feet in next zone. See Rule 12.0 - Oxygen Out.</i></p> <p>e) <i>Ignore the modifier if the system is already inoperable.</i></p>		

HALIFAX		BL-1 WINGS
Roll	Area Hit	Effect (a)
2-3	Wing Root	1 wing root hit. (b)
4	Flap/Aileron	1-2: Flap inoperable. (c) 3-4: Aileron inoperable. (d) 5-6: No effect.
5	Left Wing: Dinghy!	If Left Wing Roll D6: 1-4: No effect. 5-6: Dinghy destroyed. If Halifax lands in water, roll on Table G-10 is -6. If Right Wing: Superficial Damage
6-8	Superficial Damage	No effect.
9	Engine	Roll D6: 1-2: Superficial damage. 3-4: Outboard Engine. 5-6: Inboard Engine. If damaged, roll D6 again: 1-2: Superficial damage. 3-4: Engine out. (e) 5: Runaway engine. (f) 6: Oil Tank hit. (g)
10	Fuel Tank	Roll D6: 1-3: Outboard Tank. 4-6: Inboard Tank. Roll D6 again: 1: Fire (h) 2-4: Leakage (i) 5-6: Self Seal - no effect.
11	Landing Gear	1-2: Brake out. (j) 3: Wheel punctured. (k) 4-5: Landing gear inoperable. (l) 6: Drop down. (m)
12	Superficial Damage	No effect.

a) *Treat any second hit to the same system as Superficial damage.*
b) *5 hits to the wing root: wing rips off - Bailout on Table G-7.*
c) *When both Flaps are inoperable Table G-9 and G-10 is -1.*
d) *When both Ailerons are inoperable Table G-9 and G-10 is -1.*
e) **Roll D6: 1-5:** Prop feathered. **6:** Prop not feathered - 2 turns per zone due to wind drag.
f) **Roll D6: 1-5:** Engine out and Prop feathered. **6:** Prop not feathered – Engine is out of control, Bailout, Table G-6.
g) **Roll D6: 1-2:** Engine fire. (**Use fire extinguisher: Roll D6 again: 1-4:** Fire out. When the fire is extinguished, the engine is out and roll on f) above. **5-6:** Fire continues - try again. (Each Engine has two Fire Extinguisher charges. If the second try fails, Bailout Table G-6.) **3-4:** Leakage. **Roll D6 again: 1-2:** Engine must be shut off after 1 more turn. **3-4:** Engine must be shut off after 2 turns. **5:** Engine must be shut off after 3 turns. **6:** Engine must be shut off after 4 turns.) **5-6:** Self Seal - no effect.
h) **Roll D6: 1:** Fire is out by slipstream. Leakage. (Roll on (i) below for remaining fuel. DR -1) **2:** Fire continues, roll for leakage, must re-roll in each subsequent zone until other than 2 is rolled. **3-4:** Fire continues – Bailout, Table G-6. **5-6:** Explosion – Bailout, Table G-7. (**OPTIONAL: Roll D6 again: 1-2:** Bailout, Table G-6. **3-6:** Bailout, Table G-7.)
i) **Roll D6: 1-2:** 4 zones of fuel left. **3-4:** 5 zones of fuel left. **5-6:** 6 zones of fuel left. **If this is the second hit:** 2 more turns. **If this is the third hit:** 1 more turn.
Before tank is empty - Jettison all equipment and gain one extra turn.
j) *-3 on Table G-9 if Brake on both Gears are inoperable when Gear is lowered at landing.*
k) *-1 on Table G-9 if one Wheel is Punctured. -3 if two wheels are Punctured.*
l) *If one of the Main Landing Gears is inoperable, Table G-9 is -1. If both Gears are inoperable, Table G-9 is -3 (belly landing).*
q) *Gear drops down. Speed is reduced due to wind drag and Halifax must spend 2 turns in each zone. Roll D6: 1-3:* Gear is not locked, unable to raise. Treat as no Main Gear when landing. **4-6:** Gear is locked. **Manual Operation:** Gear may be operated manually by the Engineer from the Bomb Bay. **1-2:** Still lowered/raised. **3-5:** Gear is lowered/raised. If lowered speed is reduced due to wind drag and Halifax must spend 2 turns in each zone. **6:** Gear is permanently inoperable.