

Hell Over Korea Clarification
February 25, 2017

5.1 DETERMINE FIGHTER RESISTANCE

A. Each turn (both to and from the target) that the B-29 is in a zone (“Day” missions only) with a modifier in front of the slash on Table 2-5), roll on Table 5-1 to determine the number of Communist fighters (if any) that will appear that turn (note that unlike the Japan game, players are rolling for actual fighters and not just a level of fighter resistance). In the case of multiple fighters, a subsequent die roll (see Note b. to Table 5-1) will determine whether the fighters appear simultaneously (i.e., in a “wave”) or successively. NOTE: A multi-plane attack (simultaneous or successive) is mutually exclusive with the “dogpile mass attack” result (#5) on Table 5-3 (which, in practical terms, is a slight variation of a simultaneous attack).

B. If out of formation, add +2 on Table 5-1 when determining number of fighters attacking the B-29.

C. An out of formation B-29 will face additional fighters along with those determined in 5.1.A. One fighter will be placed in the 12:00 position and another in the 6:00 position. To determine which fighter will appear in each position, roll on Table 5-2. To determine the angle of attack for each fighter, roll on Table 5-4. Note that the two extra fighters are placed even if no fighter attacks occur as determined by 5.1.A.