

B17 COMBAT DAMAGE POINTS

Damage Type	Damage Points	Damage Type	Damage Points
Superficial		Engine Hits	
Each Hit	1	Each Hit	15
Wounds (1)		Superficial	5
Light	2	Engine Out	25
Serious	5	Repeat Hits (Each)	10
Structural Hits (2)		Fire Damage (4)	
Each Hit	25	1 st Extinguisher	25
Result = No Effect	10	2 nd Extinguisher	50
Gun Hits		3 rd Extinguisher	75
Twin Mounts	20	Burst In Plane (5) 100	
Single Mounts	10	Landing With	
Repeat Hits (Each)	½ Orig	Gear Inoperable (6)	60+3(2d6)
Systems & Other Hits (3)		<i>Notes</i>	
Each Hit	10	(1) Denotes B17 damage incurred in connection with shell hits that cause injury to the aircrew.	
Result = No Effect	5	(2) Hits on the airframe such as wing roots, tailplane and main landing gear.	

Damage Category E (Optional): When a B17 incurs 250 or more damage points on a single mission it is subject to write-off as un-repairable. Use the table below.

Total Damage Points	Repair Chance	2d6 Roll*
250 –259	50%	4-7
260-269	42%	2-6
270-279	31%	6-7
280-289	19%	4-5
290-299	11%	5
300>	00%	CatE
<i>*2d6 range for repair.</i>		

Happy Landings!
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(3) Ailerons, flaps, elevators, rudder, instruments, control cables, O2 system, fuel and oil tanks, heating systems, bomb mechanisms, tail wheel, radio, bomb bay doors, porta-john and all miscellaneous parts other than guns, engines, the airframe or the crew.

(4) Damage done by any type of fire. First Extinguisher refers to hand-held, engine extinguishers or any "fire out" result.

(5) Plus other damage per combat or collision Charts. Very, very bad. See rules section TFT 6.5.

(6) Damage can be variable. Roll 2d6 three times and add 60 points to the total.

The *B17 Combat Damage Chart* is to be used post-mission by surviving B17's. It is intended to quantify the damage incurred during a mission. It assigns a factor to each damage type represented on the game's various play charts. These factors when aggregated give numeric expression to the extent of combat damage which when compared to those of other surviving bombers or considered alone offer a feel for mission difficulty. A milk run could be a number of 15 points or less. A difficult mission might be 100 or more. When damage pushes above 170 points the crew is lucky to escape while at 200 points and above those who have survived have been to hell and back.