

B24 COMBAT DAMAGE POINTS

A Variant For Target For Today

DAMAGE TYPE	POINTS
SUPERFICIAL	
EACH HIT	2
WOUNDS (1)	
LIGHT	2
SERIOUS	5
KIA	10
STRUCTURAL HITS (2)	
EACH HIT	25
RESULT = NO EFFECT	10
GUN HITS	
TWIN MOUNTS	20
SINGLE MOUNTS	10
EACH REPEAT HIT	One Half Original

SYSTEMS & OTHER HITS (3)	
EACH HIT	10
RESULT= NO EFFECT	5

DAMAGE TYPE	POINTS
ENGINE HITS (Engines # 1,2 &4)	
INITIAL HIT	15
SUPERFICIAL	5
EACH REPEAT HIT	10
ENGINE OUT	+25
ENGINE HITS (Engine #3)	
INITIAL HIT	20
SUPERFICIAL	7
EACH REPEAT HIT	12
ENGINE OUT	+35
FIRE DAMAGE (4)	
1ST EXTINGUISHER	25
2ND EXTINGUISHER	50
3RD EXTINGUISHER	75

BURST IN PLANE (5)	
	100
LANDING WITH GEAR	
INOPERABLE (6)	75+ (2D6X3)

Damage Category E (Optional): When a B24 incurs 240 or more damage points on a single mission it is subject to write-off as un-repairable. Use the table below.

Bruce L. Peckham twoshots@localnet.com 28-Oct-17	<table border="1"> <thead> <tr> <th>TOTAL DAMAGE POINTS</th> <th>D100 ROLL TO REPAIR</th> </tr> </thead> <tbody> <tr> <td>240-249</td> <td>1-50</td> </tr> <tr> <td>250-259</td> <td>1-42</td> </tr> <tr> <td>260-269</td> <td>1-31</td> </tr> <tr> <td>270-279</td> <td>1-19</td> </tr> <tr> <td>280-289</td> <td>1-11</td> </tr> <tr> <td>290 ></td> <td>CAT E</td> </tr> </tbody> </table>	TOTAL DAMAGE POINTS	D100 ROLL TO REPAIR	240-249	1-50	250-259	1-42	260-269	1-31	270-279	1-19	280-289	1-11	290 >	CAT E
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Notes

- (1) Denotes B24 damage incurred in connection with shell hits that cause injury to the aircrew.
- (2) Hits on the airframe such as wing roots, tailplane, main landing gear and nose wheel.
- (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 both hand-held, engine extinguishers or any "fire out" result.
- (5) Plus other damage per combat or collision charts. Very, very bad. See rules section 6.5.
- (6) Damage can be variable. Roll 2d6 three times and add 75 points to the total.

The B24 Combat Damage Chart is to be used post-mission only by surviving B24'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.