PILOT'S FLIGHT OPERATING

INSTRUCTIONS

FOR

ARMY MODELS

B-24D and J

This publication shall not be carried in aircraft on combat missions or when there is a reasonable chance of falling into the hands of the enemy.

September 18,   1943

CHAPTER 1
B-24D & J Models

If you are flying a B-24D or J Model bomber use **Table 5-14 - B-24D & J Models Area Damage Table** and **Table 5-15 - B-24D & J Models - Tables B1 thru B8** to resolve the damage to your bomber. These tables are found below.

Note that the B-24D and the B-24J have separate tables for the Nose (B-1), Flight Deck - Pilot/Co-Pilot Compartment (B-2) and the Top Turret/Radio Compartment (B-3) in the tables below, while the remainder of the tables are the same for both models.

Typically the B-24D Liberator carried a 10 man crew. Four officers (Pilot, Co-Pilot, Navigator and Bombardier) and six enlisted men (Engineer/Top Turret Gunner, Radio operator, Two Waist Gunners, Ball Turret Gunner, Tail Gunner and ball gunner)

The B24J Model with the nose turret also carried a ten man crew. There were the following differences in the enlisted personnel's job duties. (Engineer/Top Turret Gunner, Radio operator/waist gunner, a second waist gunner, nose gunner, tail gunner and ball gunner).

Both the B-24D and J models had a flight deck that was divided into the Pilot/Co-Pilot Compartment (forward) and a Top Turret/Radio Compartment (aft). References to the Pilot/Co-Pilot Compartment can be found in Tables 5-15 B-2. References to the Radio Compartment and/or Top Turret can be found in Tables 5-15 B-3.

(**Design Note:** There are a number of different radio sets in the bombers. The Radio Operator only controls the long range radio sets. The pilots can talk short range within the bomber formations with no problems. This is the frequency he would be monitoring. The pilots can bring up the long range voice channels also but he would have to switch frequencies to get that and since he is not monitoring the long range channels (He's on the intra-plane group Frequency), he might not hear a voice recall on the long range channel. The radio Operator handles the Morse code radio and would get a group recall on that if he was at his station.

CLARIFICATION: A question came up on the consequences of a missed radio call recalling your bomber formation and the formation status of your bomber should that happen:

Question: If the Radio Operator is moved to another compartment per the Crew Movement Rule (R/B 5.11.2 Pg. 20), the radio equipment is considered to be unmonitored. If the mission is recalled per Table 4.2 while the radio equipment is unmonitored is there a chance the pilots will miss the formation's recall turn and If the formation's recall turn is missed then is the bomber Out of Formation (R/B 4.7 Pg. 13) and must the bomber roll to Rejoin the Formation per Table 4.8 when entering the next zone, and if not successful, in each subsequent zone.

Answer: There is nothing in the game rules that says this. In real life, even if a radio recall was missed by the radio operator when the pilot sees the bomber formation beginning a turn, he will turn too to stay in the formation. Missing a Radio Recall (From Table 4-2) would only apply to Radio Messages from HQ recalling the whole group. If your bomber did not pick up the recall message from HQ others in the group would and the Group Leader would initiate the recall turn. Your bomber pilot would just follow along when the other bombers in the group turned so no roll on Table 4-8 is necessary.)

Table 5-14 AREA DAMAGE TABLES (B-24) *same for both D & J models*
Roll 2D6:   **Attack From 10:30 / 12 / 1:30 O'Clock**

	HIGH			LEVEL			LOW
ROLL	AREA HIT		ROLL	AREA HIT		ROLL	AREA HIT
2	Instruments		2	Instruments		2	Instruments
3	Flight Deck - Top Turret & Radio Room		3	Flight Deck - Top Turret & Radio Room		3	Flight Deck - Top Turret & Radio Room
4	Waist		4	Waist		4	Waist
5	Flight Deck - Pilot/Copilot Compartment		5	Flight Deck - Pilot/Copilot Compartment		5	Flight Deck - Pilot/Copilot Compartment
6	Wing: Roll 1D6: **1-3**, Left **4-6**, Right		6	Wing: Roll 1D6: **1-3**, Left **4-6**, Right		6	Wing: Roll 1D6: **1-3**, Left **4-6**, Right
7	Superficial Damage		7	Superficial Damage		7	Superficial Damage
8	Nose		8	Nose		8	Nose
9	Bomb Bay		9	Bomb Bay		9	Bomb Bay
10	Superficial Damage		10	Superficial Damage		10	Superficial Damage
11	Tail		11	Tail		11	Tail
12	Walking Hits/ Fuselage **(a)**		12	Walking Hits/ Wings **(b)**		12	Walking Hits/ Fuselage **(c)**

Table Notes: A "walking hits" result negates all further shell hits by this fighter for this attack.
a) 1 shell hit in each of the following sections—Nose, Pilot Compartment, Bomb Bay, Radio Room, Waist and Tail.
b) 2 shell hits on each Wing
c) 1 shell hit in each of the following sections: Nose, Wings -attacking side. (12 O'clock roll 1d6; **1-3,** Left Wing. **4-6,** Right Wing), Waist, Tail

Table 5-14 AREA DAMAGE TABLES (B-24) *same for both D & J models*
Roll 2D6   **Attack From 9 / 3 O'Clock**

	HIGH			LEVEL			LOW
ROLL	AREA HIT		ROLL	AREA HIT		ROLL	AREA HIT
2	Instruments		2	Instruments		2	Instruments
3	Flight Deck - Top Turret & Radio Room		3	Flight Deck - Top Turret & Radio Room		3	Flight Deck - Top Turret & Radio Room
4	Waist		4	Waist		4	Waist
5	Flight Deck - Pilot/Copilot Compartment		5	Flight Deck - Pilot/Copilot Compartment		5	Flight Deck - Pilot/Copilot Compartment
6	Wing: Roll 1D6: **1-3**, Left **4-6**, Right		6	Wing: Roll 1D6: **1-3**, Left **4-6**, Right		6	Wing: Roll 1D6: **1-3**, Left **4-6**, Right
7	Superficial Damage		7	Superficial Damage		7	Superficial Damage
8	Nose		8	Nose		8	Nose
9	Bomb Bay		9	Bomb Bay		9	Bomb Bay
10	Superficial Damage		10	Superficial Damage		10	Superficial Damage
11	Tail		11	Tail		11	Tail
12	Walking Hits/ Fuselage **(a)**		12	Walking Hits/ Wings **(b)**		12	Walking Hits/ Fuselage **(c)**

Table Notes: A "walking hits" result negates all further shell hits by this fighter for this attack.
a) 1 shell hit in each of the following sections—Nose, Pilot Compartment, Bomb Bay, Radio Room, Waist and Tail.
b) 2 shell hits on each Wing
c) 1 shell hit in each of the following sections: Nose, Wings -attacking side. (12 O'clock roll 1d6; **1-3,** Left Wing. **4-6,** Right Wing), Waist, Tail

Table 5-14 AREA DAMAGE TABLES (B-24 *same for both D & J models*)
Roll 2D6:   **Attack From: 6 O'Clock**

	HIGH			**LEVEL**			**LOW**
ROLL	AREA HIT		ROLL	AREA HIT		ROLL	AREA HIT
2	Instruments		2	Instruments		2	Instruments
3	Pilot Compartment		3	Pilot Compartment		3	Radio Room
4	Radio Room		4	Radio Room		4	Waist
5	Waist		5	Waist		5	Pilot Compartment
6	Wing: Roll 1D6: **1-3,** Left **4-6,** Right		6	Wing: Roll 1D6: **1-3,** Left **4-6,** Right		6	Wing: Roll 1D6: **1-3,** Left **4-6,** Right
7	Superficial Damage		7	Superficial Damage		7	Superficial Damage
8	Tail		8	Tail		8	Tail
9	Bomb Bay		9	Bomb Bay		9	Bomb Bay
10	Superficial Damage		10	Superficial Damage		10	Superficial Damage
11	Nose		11	Nose		11	Nose
12	Walking Hits/ Fuselage **(a)**		12	Walking Hits/ Wings **(b)**		12	Walking Hits/ Fuselage **(c)**

Table Notes: A "walking hits" result negates all further shell hits by this fighter for this attack.
a) 1 shell hit in each of the following sections—Nose, Pilot Compartment, Bomb Bay, Radio Room, Waist and Tail.
b) 2 shell hits on each Wing
c) 1 shell hit in each of the following sections: Nose, Wings -attacking side. (12 O'clock roll 1d6; **1-3,** Left Wing. **4-6,** Right Wing), Waist, Tail

Table 5-14 AREA DAMAGE TABLES (B-24 *same for both D & J models*)
Roll 2d6   Vertical Dive and Climb Attacks

	VERTICAL DIVE			**VERTICAL CLIMB**
ROLL	AREA HIT		ROLL	AREA HIT
2	Instruments		2	Instruments
3	Radio Room		3	Radio Room
4	Waist		4	Waist
5	Pilot Compartment		5	Pilot Compartment
6	Wing: Roll 1D6: **1-3,** Left **4-6,** Right		6	Wing: Roll 1D6: **1-3,** Left **4-6,** Right
7	Superficial Damage		7	Superficial Damage
8	Nose		8	Nose
9	Bomb Bay		9	Bomb Bay
10	Superficial Damage		10	Superficial Damage
11	Tail		11	Tail
12	Walking Hits/ Fuselage **(a)**		12	Walking Hits/ Fuselage **(a)**

Table Notes: A "walking hits" result negates all further shell hits by this fighter for this attack.
a) 1 shell hit in each of the following sections—Nose, Pilot Compartment, Bomb Bay, Radio Room, Waist and Tail.

Table 5-15   B-1 NOSE/B-24J
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Norden Bombsight	Bomb run automatically Off Target. (May abort mission)
3	Nose Turret	Roll 1D6: **1-2** = Nose Turret Gunner heat out **(a)**; **3-4** = Nose Turret glass hit—Heat is out for compartment **(a)**; **5-6** = Superficial damage—no effect
4	Bombardier and Navigator	Roll 1D6: 1-2 = Bombardier rolls for wound on Table 5-17 **(b)**; 3-4 = Navigator rolls for wound on Table 5-17; **5-6** = Both roll for wound on Table 5-17 **(b).**
5	Nose Turret	Roll 1D6: **1-2** = guns inoperable; **3-5** = Nose Turret Gunner rolls for wound on Table 5-17; **6** = guns inoperable and Nose Turret Gunner rolls for wound on Table 5-17.
6	Navigator's Equipment	Roll 1D6: **1-3** = Navigation equipment inoperable **(c)**; **4-6** = Bomb controls inoperable **(d).**
7-9	Superficial Damage	No effect.
10	Nose Compartment Equipment	Roll 1D6: **1-3** = Engine fire extinguisher system inoperable **(e)**; **4-6** = Nose Wheel damaged, landing roll on Table 7-1 is –2.
11	Compartment Heat	Roll 1D6: **1-2** = Bombardier; **3-4** = Navigator; **5-6** = both heat out **(a).**
12	Oxygen Supply	Roll 1D6: **1** = Bombardier; **2** = Navigator; **3** = Nose Turret gunner; **4-5** = all three; **6** = Fire and all nose compartment oxygen out. **(f)**. Roll to extinguish fire on Table 5-19.

Notes: **a)** See rules section Heat Out/Frostbite (See Section 5.12)
b) If Bombardier is KIA or seriously wounded, Bomb Run is automatically Off Target
c) If presently or subsequently out of formation, B-24 must spend 2 turns in each future odd-numbered zone entered (Roll twice for fighter waves).
d) Bombs must be dropped manually –Bomb Run roll on Table 6-6 is –3.
e) In case of engine fire (Table 5-14 B-7 Wings, Result #9 Engines) no attempt to put out fire: crew must immediately bail out according to Table 7-3
f) See rules section Oxygen Out. (See Section 5.14)

Table 5-15   B-1 NOSE/B-24D
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Norden Bombsight	Bomb run automatically Off Target. (May abort mission)
3-4	Armament	Roll 1D6: **1-2** = Right cheek gun inoperable; **3-4** = Nose gun inoperable; **5-6** = Left cheek gun inoperable
5	Bombardier and Navigator	Roll 1D6: **1-2** = Bombardier rolls for wound on Table 5-17; wound for each separately on Table 5-17 **(a); 3-4** = Navigator rolls for wound on Table 5-17; **5-6** = Both roll for wound on Table 5-17 **(a).**
6	Navigator's Equipment	Roll 1D6: **1-3** = Navigation Equipment inoperable **(b); 4-6** = Bomb controls inoperable **(c).**
7-9	Superficial Damage	No effect.
10	Nose Equipment	Roll 1D6: **1-3** = Engine fire extinguisher system out **(d); 4-6** = Nose Wheel damaged, landing roll on Table 7-1 is –2.
11	Compartment Heat	Roll 1D: **1-2** = Bombardier heat out; **3-4** = Navigator heat out; **5-6** = both out **(e).**
12	Oxygen Supply	Roll 1D6: **1-2** = Bombardier; **3-4** = Navigator; **5** = both out; **6** = Fire and all nose compartment oxygen out. Roll to extinguish fire on Table 5-19.

Notes**: a)** If Bombardier is KIA or seriously wounded, Bomb Run is automatically Off Target
b) If presently or subsequently out of formation, B-24 must spend 2 turns in each future odd-numbered zone entered (Roll twice for fighter waves).
c) Bombs must be dropped manually – Bomb Run roll on Table 6-6 is –3.
d) In case of engine fire (Table 5-14 B-7 Wings, Result #9 Engines) no attempt to put out fire: crew must immediately bail out according to Table 7-3
e) See rules section Heat Out/Frostbite (See Section 5.12)
f) See rules section Oxygen Out. (See Section 5.14)

Table 5-15   B-2 FLIGHT DECK - PILOT/CO-PILOT COMPARTMENT/B-24J Roll 2D6

ROLL	AREA HIT	EFFECT
2	Nose Turret Hydraulic System	<u>Consolidated Nose Turret.</u> Roll 1D6: **1-3** = Nose turret stuck in last firing position; 4-6 = Nose turret can fire to all positions but modify –1 on Table 5-6. <u>Emerson Nose Turret.</u> No effect.
3	Hydraulic System	Roll 1D6: **1-3** = Bomb bay doors inoperable, brakes lost **(a); 4-6** = Superficial damage—no effect
4	Compartment Heat	Pilot and Co-Pilot heat out **(b).**
5	Pilot and Co-Pilot	Roll 1D6: **1-2** = Pilot hit; **3-4** = Co-Pilot hit; **5-6** = Both roll for wound for on Table 5-17
6-8	Superficial Damage	No effect.
9	Instruments	Roll for damage on Table 5-15 B-8.
10	Oxygen Supply	Roll 1D6: **1-2** = Pilot oxygen out; **3-4** = Co-Pilot oxygen out; **5** = Both Pilot and Co-Pilot oxygen out; **6** = Fire and all Pilot Compartment oxygen out **(b, c)**. Roll to extinguish fire on Table 5-19.
11	Window	1st window hit = no effect; 2nd window hit = landing roll on Table 7-1 or 7-2 is –1, Heat is out for compartment **(b).** Additional hits = no effect
12	Control Cables	1st hit = no effect. 2nd hit (anywhere in B-24) = No Evasive Action allowed, landing roll on Table 7-1 or 7-2 is –1, and Bomb Run is automatically Off Target.

Notes: **a)** Inoperable bomb bay doors, can drop bombs through doors, automatically off target. Brakes lost modifies landings on Table 7-1 by –3.
b) See rules section Heat Out/Frostbite (See Section 5.12)
c) Roll 1D6: Number rolled is the number of zones until runs out for entire plane. If more than one hit, take the lower of number rolled and remaining zones from prior system hit.
d) See rules section Oxygen Out. (See Section 5.14)

Table 5-15   B-2 FLIGHT DECK - PILOT/CO-PILOT COMPARTMENT/B-24D Roll 2D6

ROLL	AREA HIT	EFFECT
2	Window	1st window hit = no effect; 2nd window hit = landing roll on Table 7-1 or 7-2 is –1, Heat is out for compartment **(a).** Additional hits = no effect
3	Hydraulic System	Roll 1D6: **1-3** = Bomb bay doors inoperable, brakes lost **(b); 4-6** = Superficial damage—no effect
4	Compartment Heat	Pilot and Co-Pilot heat out **(a).**
5	Pilot and Co-Pilot	Roll 1D6: **1-2** = Pilot hit; **3-4** = Co-Pilot hit; **5-6** = Both roll for wound for on Table 5-17.
6-8	Superficial Damage	No effect.
9	Instruments	Roll for damage on Table 5-15 B-8.
10	Oxygen Supply	Roll 1D6: **1-2** = Pilot oxygen out; **3-4** = Co-Pilot oxygen out; **5** = Both Pilot and Co-Pilot oxygen out; **6** = Fire and all Pilot Compartment oxygen out. **(c), (d)** Roll to extinguish fire on Table 5-19.
11	Window	1st window hit = no effect; 2nd window hit = landing roll on Table 7-1 or 7-2 is –1, Heat is out for compartment. **(a)** Additional hits = no effect
12	Control Cables	1st hit = no effect. 2nd hit (anywhere in B-24) = No Evasive Action allowed, landing roll on Table 7-1 or 7-2 is –1, and Bomb Run is automatically Off Target.

Notes**: a)** See rules section Heat Out/Frostbite (See Section 5.12)
b) Inoperable bomb bay doors, can drop bombs through doors, automatically off target. Brakes lost modifies landings on Table G-9 by –3.
c) Roll 1D6: Number rolled is the number of zones until oxygen runs out for entire plane. If more than one hit, take the lower of number rolled and remaining zones from prior system hit.
d) See rules section Oxygen Out. (See Section 5.14)

Table 5-15   B-3 FLIGHT DECK - TOP TURRET & RADIO ROOM/B-24J
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Compartment Heat	Compartment heat out **(a).**
3	Electrical System	Roll 1D6: **1-3** = Upper turret, nose turret (Emerson only), ball turret defensive fire modifier is –1 on Table 5-6. **4 -** Radio out **(b); 5-6** = Superficial damage—no effect.
4	Intercom System	Intercom out - Mission may be aborted **(b) (c).**
5	Radio	Radio out. No Mayday. If out of formation when forced to land in water, roll on Table 7-2 is –6 **(c).**
6	Radio Operator	Roll for wound on Table 5-17 **(d)**
7	Superficial Damage	No effect.
8	Top Turret	Roll 1D6: **1-2** = guns inoperable; **3-5** = Engineer rolls for wound on Table 5-17; **6** = guns inoperable and Engineer rolls for wound
9	Superficial Damage	No effect
10	Fuel Transfer System	Roll 1D6: **1-2** = Fire. Roll to extinguish the fire on Table 5-19 **(e); 3-6** = Leak sealed, no effect
11	Oxygen Supply	Roll 1D6: **1-2** = Radio Operator oxygen out **(d, f); 3**-4 = Engineer oxygen out **(f); 5-6** = fire, and Radio Room oxygen system out **(f).** Roll to extinguish the fire on Table 5-19 **(e).**
12	Control Cables	1st hit = no effect. 2nd hit (anywhere in B-24) = No Evasive Action allowed, landing roll on Table 7-1 or 7-2 is –1, and Bomb Run is automatically Off Target.

Table Notes: **a)** See rules section Heat Out/Frostbite (See Section 5.12)
b) Radio equipment and the intercom system are separate. The intercom must be hit to become inoperable.
c) See rules section Aborting Missions (See Section 4.6). All gunners now modify defensive fire –2 on Table 5- 6 except Tail gunners modify –1 (unless Auxiliary Hydraulic system is out).
d) No effect—superficial damage if Radio Operator is serving as Waist Gunner
e) If fire continues after 3 attempts, bailout, Table 7-3.
f) See rules section on Oxygen Out (See Section 5.14)

Table 5-15   B-3 FLIGHT DECK - TOP TURRET & RADIO ROOM/B-24D
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Compartment Heat	Compartment heat out **(a).**
3	Electrical System	Roll 1D6: **1-3** = Upper turret, ball turret fire modifier is "0" on Table 5-6, Radio out **(b); 4-6** = Superficial damage—no effect.
4	Intercom System	Mission may be aborted **(c).**
5	Radio	No Mayday. If out of formation when forced to land in water, roll on Table 7-2 is –6 **(b).**
6	Radio Operator	Roll for wound on Table 5-17.
7	Superficial Damage	No effect.
8	Top Turret	Roll 1D6: **1-2** = guns inoperable; **3-5** = Engineer rolls for wound on Table 5-17; **6** = guns inoperable and Engineer rolls for wound.
9	Superficial Damage	No effect
10	Fuel Transfer System	Roll 1D6: **1-2** = Fire. Roll to extinguish the fire on Table 5-19 **(d); 3-6** = Leak sealed, no effect.
11	Oxygen Supply	Roll 1D6: **1-2** = Radio Operator oxygen out **(e); 3-4** = Engineer oxygen out **(e); 5-6** = Fire, and Radio Room oxygen system out **(e).** Roll to extinguish the fire on Table 5-19 **(d).**
12	Control Cables	1st hit = no effect. 2nd hit (anywhere in B-24) = No Evasive Action allowed, landing roll on Table 7-1or 7-2 is –1, and Bomb Run is automatically Off Target.

Notes: **a)** See rules section Heat Out/Frostbite. (See Section 5.12)
b) Radio equipment and the intercom system are separate. The intercom must be hit to become inoperable.
c) See rules section Aborting Missions. (See Section 4.6) All gunners now modify defensive fire –2 on Table 5-6, except Tail Turret modifier is –1 (unless Auxiliary Hydraulic system is out).
d) If fire continues after 3 attempts, bailout, Table 7-3.
e) See rules section on Oxygen Out (See Section 5.14)

Table 5-15   B-4 BOMB BAY   B-24D & J Model
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Bomb Release Mechanism	Drop bombs manually. Bomb Run on Table 6-6 is –3.
3	Autopilot Mechanism	Roll 1D6: **1-3** = Autopilot mechanism inoperable, Bomb Run on Table 6-6 is –2; **4-6** = Superficial Damage—no effect.
4	Rubber Rafts	If plane lands in water, roll on Table 7-2 is –2.
5	Bomb Bay Doors	Roll 1D6: **1-2** = Inoperable—no bomb drop **(a)**; **3-6** = Superficial damage—no effect.
6-7	Superficial Damage	No effect.
8	Wing Fuel Tanks	Roll 1D6: **1-2** = Fire **(b)**; **3-4** = Leakage **(c)**; **5-6** = Self-seal, no effect
9	Bombs	If bombs already dropped—no effect. Otherwise roll 1D6: **1-4** = no effect; **5-6** = bombs detonate—B-24 destroyed and entire crew KIA
10	Hydraulic Pump	Roll 1D6: **1-4** = Superficial damage; **5-6** = Back up pump hit **(d)**
11	Bombs	If bombs already dropped—no effect. Otherwise roll 1D6: **1-4** = no effect; **5-6** = Bombs detonate—B-24 destroyed and entire crew KIA
12	Control Cables	1st hit = no effect. 2nd hit (anywhere in B-24) = No Evasive Action allowed, landing roll on Table 7-1 or 7-2 is –1, and Bomb Run is automatically Off Target.

Notes: **a)** Inoperable bomb bay doors, can drop bombs through doors, automatically off target.
b) Roll 1D6: **1-5** = Fire continues, bail out, Table 7-3; **6** = Explosion, bailout, Table 7-4.
c) Roll 1D6: (B-24 may travel the following number of turns, then bail out, Table 7-3, or crash land, Table 7-1 or 7-2). 1-2 = 4 turns; 3-4 = 5 turns; 5-6 = 6 turns. If this is the third separate tank hit, B-24 may only go 1 more turn.
d) If #3 engine is out: Nose (affects Consolidated type turret only) turret defensive fire modifier is –1 on Table 5-6; landing on Table 7-1 is –4, wing flaps are inoperable (If both the Left and Right wing flaps or ailerons are inoperable, the landing roll on Table 7-1 or 7-2 is –1), bomb bay doors are inoperable (can only drop bombs through doors, automatically off target).

Table 5-15   B-5 WAIST/B-24D & J Models
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Oxygen Supply	Roll 1D6: **1-2** = Left Waist Gunner; **3-4** = Right Waist Gunner; **5** = Ball Turret Gunner; **6** = Fire. Waist oxygen out. Roll to extinguish fire on Table 5-19 **(a).**
3	Oxygen System	Oxygen tanks hit **(b).**
4	Armament	Roll 1D: 1-3 = Left waist gun inoperable; 4-6 = Right waist gun inoperable.
5	Superficial Damage	No effect
6	Left Waist Gunner	Roll for wound on Table 5-17.
7	Superficial Damage	No effect.
8	Right Waist Gunner	Roll for wound on Table 5-17.
9	Ball Turret	Roll 1D6: **1-2** = roll for wound on Table 5-17; **3** = Ball Turret Gunner heat out **(c); 4-5** = guns inoperable; **6** = turret mechanism inoperable **(d).**
10	Waist Gunners	Roll for wound for each on Table 5-17.
11	Suit Heaters	Roll 1D6: **1-3** = Left Waist Gunner heat out **(c); 4-6** = Right Waist Gunner heat out **(c).**
12	Control Cables	1st hit = no effect. 2nd hit (anywhere in B-24) = No Evasive Action allowed, landing roll on Table 7-1 or 7-2 is –1, and Bomb Run is automatically Off Target.

Notes: **a)** See rules section on Oxygen Out (See Section 5.14)
b) Roll 1D6: # = number of zones until oxygen runs out for entire plane. If more than one hit, can travel the lower of prior number rolled or remaining zones from prior system hit.
c) See rules section Heat Out/Frostbite (See Section 5.12)
d) Gunner is trapped in turret, may not fire guns, and may not bail out. If landing gear or nose wheel is inoperable, gunner is automatically KIA on landing.
e) Hit on Waist Gunner is No Effect if position vacant due to gunner serving as Radio Operator

Table 5-15   B-6 TAIL SECTION/B-24D & J Models
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Auxiliary Hydraulic System	Roll 1D6: **1-3** = cannot retract ball turret, tail turret modifier is –2 on Table 5-6 **(a); 4-6** = Superficial Damage—no effect
3	Autopilot Mechanism	Roll 1D6: **1-3** = Autopilot mechanism inoperable, Bomb Run on Table 6-6 is –2; **4-6** = Superficial Damage—no effect.
4	Suit Heater	Tail Gunner's heat out. **(b)**
5	Tail Turret	Roll 1D6: **1-2** = guns inoperable; **3-5** = Tail Gunner rolls for wound on Table 5-17; **6** = guns inoperable and Tail Gunner rolls for wound.
6	Superficial Damage	No effect.
7	Rudder	Rudder takes 1 hit. Roll 1D6: **1-3** = Left Rudder. **4-6** = Right Rudder. With 6 hits rudders are inoperable, landing roll on Table 7-1 or 7-2 is –1.
8	Superficial Damage	No effect
9-10	Tailplane	Roll 1D6: **1-2** = No effect; **3** = Left elevator inoperable **(c); 4** = Right elevator inoperable **(c);** 5 = Left tail plane hit **(d); 6** = Right tail plane hit **(d).**
11	Oxygen Supply	Roll 1D6: **1-5** = Tail oxygen out; **6** = Fire, and Tail Section oxygen out **(e).** Roll to extinguish fire on Table 5-19.
12	Control Cables	1st hit = no effect. 2nd hit (anywhere in B-24) = No Evasive Action allowed, landing roll on Table 7-1 or 7-2 is –1, and Bomb Run is automatically Off Target.

Notes: **a)** If landing gear or nose wheel are inoperable, ball turret gunner is stuck in turret and KIA on landing.
b) See rules section on Heat Out/Frostbite (See Section 5.12)
c) If both elevators are inoperable, landing rolls on Tables 7-1 and 7-2 are –1.
d) If tail plane accumulates 3 hits during mission, tail plane rips off. If 1 tailplane is off, landing rolls on Tables 7-1 and 7-2 are –1; if both tail planes come off, bailout immediately on Table 7-4.
e) See rules section Oxygen Out (See Section 5.14)

Table 5-15 B-7 WINGS/B-24 D & J Models
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Wing Spar	4 wing root hits **(a). (Wing Rips off)**
3	Wing Root	1 wing root hit **(a).**
4	Wing Flap	Roll 1D6: **1-3** = Flap inoperable **(b); 4-6** = No effect
5	Aileron	Roll 1D6: **1-3** = Aileron inoperable **(b); 4-6** = No effect
6-8	Superficial Damage	No effect.
9	Engines	Roll 1D6: If Left wing—**1-3** = #1 engine; **4-6** = #2 engine. If Right wing—**1-3** = #3 engine; **4-6** = #4 engine. Roll 1D6 again: **1-2** = Superficial Damage; **3-5** = Engine out **(c); 6** = Runaway engine **(d). (f)**
10	Fuel Tank	Roll 1D6: **1-3** Outboard tank; **4-6** = Inboard tank. Roll 1D6 again; **1-2** Leakage **(e); 3-6** = Self-seal, no effect. **e)**
11	Wing Root	1 wing root hit **(a).**
12	Landing Gear	Roll 1D6: **1-3** = Brakes out **(g); 4-6** = Landing gear inoperable **(h).**

Table Notes: **a)** When a wing root hit has accumulated 4 hits over the course of a mission, the wing rips off and the crew must immediately bail out according to Table 7-4
b) If both the Left and Right wing flaps or ailerons are inoperable, the landing roll on Table 7-1 or 7-2 is –1.
c) Engine catches fire, roll 1D6 to extinguish; **1-5** Fire Out; **6,** roll 1D6 again. **1-5** Fire Out; **6** Fire spreads to the wing. (The bomber is lost - Roll for bail out on Table 7-3), If the fire is extinguished the engine is out for the remainder of the mission. Pilot may abort mission for any engine out. (This failure may be rolled again for any operating engine; there is *no effect* if a previously failed engine is rolled for.)
d) Runaway Engine: Roll 1D6: **1-5** = Prop feathered and engine out; **6** = Prop not feathered, engine out of control—crew must immediately bail out according to Table 7-3.
e) Fuel Tank Leaking: Roll 1D6: (B-17 may travel the following number of turns, then bail out, Table 7-3, or crash land. Table 7-1 or 7-2). **1,2** = 4 turns; **3,4** = 5 turns; **5,6** = 6 turns. If this is the third separate tank hit, B-17 may only go 1 more turn. If a fuel tank which is already leaking is hit again, roll for fire. Roll 1D6: **1-3** = No Fire; **4-5** Fire- bail out, Table 7-3; **6** = Explosion, bailout, Table 7-4
f) If both #1 and #2 engines out, loss of deicer boots, must drop under 10,000 feet, Out of Formation
g) Landing roll on Table 7-1 is –1.
h) If the landing gear is inoperable, landing roll on Table 7-1 is –3.

Table 5-15   B-8 INSTRUMENTS   B24 D & J Models
Roll 2D6

ROLL	AREA HIT	EFFECT
2	Auto Pilot Mechanism	Bomb Run roll on Table 6-6 is –2 **(a).**
3	Landing Gear	Landing roll on Table 7-1 is –3.
4	Intercom System	Mission may be aborted **(b).**
5	Oxygen System	Drop out of formation to 10,000 feet in next zone **(c).**
6	Flaps	Landing roll on Table 7-1 or 7-2 is –1 **(d).**
7	Ailerons	Landing roll on Table 7-1 or 7-2 is –1 **(d).**
8	Elevators	Landing roll on Table 7-1 or 7-2 is –1 **(d).**
9	Rudder	Landing roll on Table 7-1 or 7-2 is –1 **(d).**
10	Propeller Feathering	Crew must immediately bailout Table 7-3 in the case of a subsequent runaway engine result from Table 5-15 B-7 (#9 Engines).
11	Engine Fire Extinguishers	Engine fire extinguishers out. Crew must immediately bailout Table 7-3 if engine fire occurs.
12	Electrical Systems	Crew must immediately bail out Table 7-3.

Table Notes: **a)** If Intercom system also out, Bomb Run is automatically off target.
b) See rules section, Aborting Missions (See Section 4.6).
c) See rules sections Oxygen Out (See Section 5.14) and Out of Formation See Section 4.7).
d) Disregard the landing roll modifications for lost controls of the flaps, ailerons, and elevators if both the Left and Right parts of these systems are already inoperable. If the rudder is already inoperable, ignore the landing roll modifications for loss of the rudder's controls.