

Errata:

Latest Errata:

This is a clarification and tightening up of the rules and tables (Rule 5.8 and Table 5-16) governing collisions with enemy fighters. If a collision does result, roll to determine which section is hit based on the clock position and angle of attack of the fighter by looking in your bomber's pilot manual. Roll the dice.

If a Superficial Hit is the result, then no collision occurs and the enemy fighter loses contact with your bomber.

If you roll walking hits, roll again on the same table to see if you hit a section of the aircraft.

If a hit does occur, the effects are the same as a BIP. Refer to Rule 6.5. The effects are as follows:

“All crewmen in this compartment are KIA.

If the area hit is a Wing, the Tail, or the Pilot Compartment, the Bomber dives out of control to the ground or water and the remaining crewmen immediately bailout according to Table 7-4, Uncontrolled Bailout.

If the Bomb Bay is hit with the bombs still aboard, the Bomber Explodes and the entire crew is KIA.

If the area hit is the Nose, empty Bomb Bay, Radio Room, or Waist, the following occurs:

The Bomber immediately loses altitude and moves into the Low Altitude Level.

No Evasive Action is possible for the Bomber.

The Bomber must spend two turns in each upcoming zone, rolling twice for German fighter waves. (If the zone currently occupied is the target zone and flak over the target inflicted the BIP, the Bomber must spend two turns in the target zone after turning around.)

The Bomber is assumed to have received every damage result possible on the damage table for that compartment. (Examine the correct damage table and assume each number from 2 to 12 has been rolled.) Record this damage on the Mission Log Sheet.

If the Bomber makes it back to base it is considered a total write-off. Get a new bomber for the next mission.”