

TARGET FOR TONIGHT

ZONE NUMBER	
Base WX (T/O) (Table 3-1)	
Active Devices (Section 2.7.1)	
Altitude Level (Section 4.1.1)	
Mech Failure (Section 4.4)	
Zone WX (Table 4-1)	
Contrails (Table 4-4)	
Mission Recall (Section 4.3)	
Kammhuber Detection (Section 4.7)	
Searchlight (Section 5.1)	
Number of Night fighters (Table 5-5)	
Evasive Action (Section 5.6)	
Collision (Sections 4.10 & 5.6.3)	
Nav. (On/Off Course) (Table 5-15)	
Target Visibility (Table 6-1)	
Base WX (Landing) (Table 3-1)	
COMBAT CALCULATIONS/NOTES:	

ZONE WORKSHEET

PLAYERS SHOULD PHOTOCOPY THIS FORM FOR THEIR OWN USE

ZONE NUMBER	
Base WX (T/O) (Table 3-1)	
Active Devices (Section 2.7.1)	
Altitude Level (Section 4.1.1)	
Mech Failure (Section 4.4)	
Zone WX (Table 4-1)	
Contrails (Table 4-4)	
Mission Recall (Section 4.3)	
Kammhuber Detection (Section 4.7)	
Searchlight (Section 5.1)	
Number of Night fighters (Table 5-5)	
Evasive Action (Section 5.6)	
Collision (Sections 4.10 & 5.6.3)	
Nav. (On/Off Course) (Table 5-15)	
Target Visibility (Table 6-1)	
Base WX (Landing) (Table 3-1)	
COMBAT CALCULATIONS/NOTES:	

TARGET FOR TONIGHT

SQUADRON GAME ASSIGNMENT SHEET

PLAYERS SHOULD PHOTOCOPY THIS FORM FOR THEIR OWN USE

DATE: _____

WING: _____

GROUP: _____

CAMPAIGN NUMBER: _____

TARGET: _____

SQUADRON: _____

MISSION NUMBER: _____

TYPE: _____

BOMBER TYPE: _____

POSITION	PLANE NAME	HITS						NOTES
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

TARGET FOR TONIGHT

TURN SEQUENCE

STARTING THE MISSION GAME

- Select your bomber, determine target, electronics carried and armament changes if using optional rule.

SEQUENCE OF PLAY

- Determine the Phase of the Moon on Table 2-1. (Rule 2.10)
- Determine the weather over the base on Table 3-1. (Rule 3.1.1)
- Determine the bomber's takeoff position in the bomber stream on Table 3-1A. (Rule 3.1.2)
- Determine takeoff results on Tables 3-2 and 3-3. (Rule 3.1.3)
- Determine if you have suffered a collision after takeoff in Zone 1. Roll on Table 5-16. (Rule 3.1.4)

SEQUENCE OF PLAY IN THE ZONES

- Determine your bomber's altitude level in the zone when you enter (Rule 4.1.1)
- Determine the weather in the zone. Roll on Table 4-1. (Rule 4.2)
- Check for Mission Recall on Table 4-2. (Rule 4.3 & Rule 4.8)
- Check for Mechanical Failure on Table 4-3A. (Rule 4.4)
- Check for Contrails on Table 4-4. (Rule 4.6)
- Check for Bomber detection by Freya and Wurzburg Radar on Table 4-5. (Rule 4.7)
- If the bomber is spotted go to Rules section 5.0 and complete the combat sequence of play.
- If the bomber is NOT spotted, then continue the sequence of play in the zone with the Navigation section (Rule 4.9)
- Check for collisions (Rule 4.10 and Rule 5.9) (Table 5-16)

COMBAT SEQUENCE OF PLAY

- The player determines crew positions on the bomber. (Rule 5.0.1)
- The player determines if a crewman is dropping "Window" (Rule 5.0.3)
- The player determines which of the bomber's EW devices are operating in the zone (Rule 5.0.2)

AAA GUN COMBAT SEQUENCE OF PLAY

- Determine if your bomber has been detected by the searchlights and AAA guns roll 2D6 on Table 4-7. (Rule 5.1.1 and Table 4-7)
- If the bomber is NOT detected go to the Night Fighter combat phase. (Rule 5.3)
- If the bomber is detected go to Rule 5.2 and complete the AAA Gun combat Phase.
- After completing the AAA Gun Combat go to the Night Fighter combat phase. (Rule 5.3)



NIGHT FIGHTER COMBAT SEQUENCE OF PLAY

- Determine the number of night fighters that will attack your bomber. (Rule 5.3.1) (Table 5-5)
- Determine the type of night fighter attacking your bomber. (Rule 5.3.3) (Table 5-7)
- Determine the type of EW and Weapons Packages carried by the night fighter. (Rule 5.3.4) (Tables 5-7A thru D)
- Determine the skill level of the night fighter pilot. (Rule 5.3.5) (Table 5-8)
- Determine if the first night fighter rolled for on Table 5-5 spots the bomber. (Rule 5.3.2) (Table 5-6)
- Determine the night fighter's attack clock position and level of attack. (Rule 5.3.6) (Tables 5-9 and 5-9A)
- Determine if the bomber spots the night fighter. (Rule 5.3.7) (Table 5-10)
- Complete the "Schräge Musik" Combat procedure if the night fighter is not spotted. (Rule 5.4 and Table 5-13)
- Decide if Evasive Action is desired. (Rule 5.6)
- Complete the Bomber's defensive fire phase. (Rule 5.5)
- Complete the night fighter combat round. (Rule 5.8 and Tables 5-13, 5-13A, 5-13B Check for Collision after Fighter Combat (each round) (Rule 5.9 and Table 5-16)
- Determine if night fighter maintains contact with the bomber. (Rule 5.8 and Table 5-14)
- Complete any additional rounds of combat for this night fighter. (Rule 5.8)
- Complete any additional night fighter combats called for by the rules, then after all combat is concluded return to the Navigation section in the Zone Sequence of Play.

TARGET ZONE SEQUENCE OF PLAY

- Determine your bomber's altitude level in the zone when you enter. (Rule 4.1.1)
- Determine the weather in the zone. Roll on Table 4-1. (Rule 4.2)
- No check is made for Mission Recall on Table 4-2. (Rule 4.3)
- Check for Mechanical Failure on Table 4-3A. (Rule 4.4)
- Check for Contrails on Table 4-4. (Rule 4.6)
- No check is made for Bomber detection by Freya and Wurzburg Radar on Table 4-5. (Rule 4.7)
- Go to the night fighter and AAA gun combat rules (Rule 5.0) and complete the combat sequence of play for both AAA guns and night fighters for the initial movement turn in the target zone. (If the bomber is moving more than one movement turn per zone then perform the combat sequences for *each* movement turn the bomber is required to make in the zone.)
- If the bomber has "Off Course" negative die roll modifiers and you decide to "Go Around" to avoid the "Off Course" bomb run penalty, the German night fighter attack sequence is rolled for to reflect the time needed for the bombers to "Go Around" to get lined up for the bomb run. "Going Around" is an *extra attack roll sequence by German night fighters* before you enter the bomb run. Repeat the German Night Fighter Attack sequence as outlined in Section 5.3 for this "extra attack roll sequence". Only the German fighters get this second chance to attack your bomber again. There is no additional AAA Gun attack. This additional attack is *in addition to* any other attacks as outlined in the rules that your bomber faces in the target zone.
- Determine Target Visibility. (Table 6.1)
- Determine "on target" or "off target" (Table 6-6) Determine Bombing Accuracy (Table 6-7). Turn around in Zone to head home, repeat combat procedure for AAA and Night Fighters. (Rule 5.0)

LANDING AT BASE	<ul style="list-style-type: none"> • Roll for Weather. (Table 3-1) • Roll for Landing. (Table 7-1)
DITCHING (WATER LANDING)	Roll on Table 7-2
LANDING IN EUROPE	Roll on Table 7-1. A bomber landing in Europe is automatically assumed to be "crash" landing in some open area, not an airfield.