

Weather

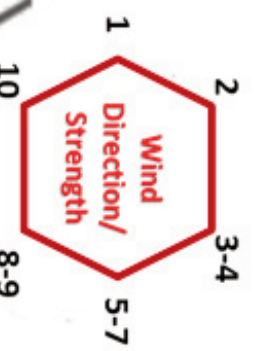
- 1-3 Heavy Clouds
- H2X Bombing
- 4-6 Mostly Cloudy
- 2 AtGs or H2X
- 7-8 Partly Cloudy
- 1 AtG or H2X
- 9+ Clear +1 AtG



Bombers: 5 Luftwaffe Response: +2



Flak: 4/6/9 (3 Rolls)



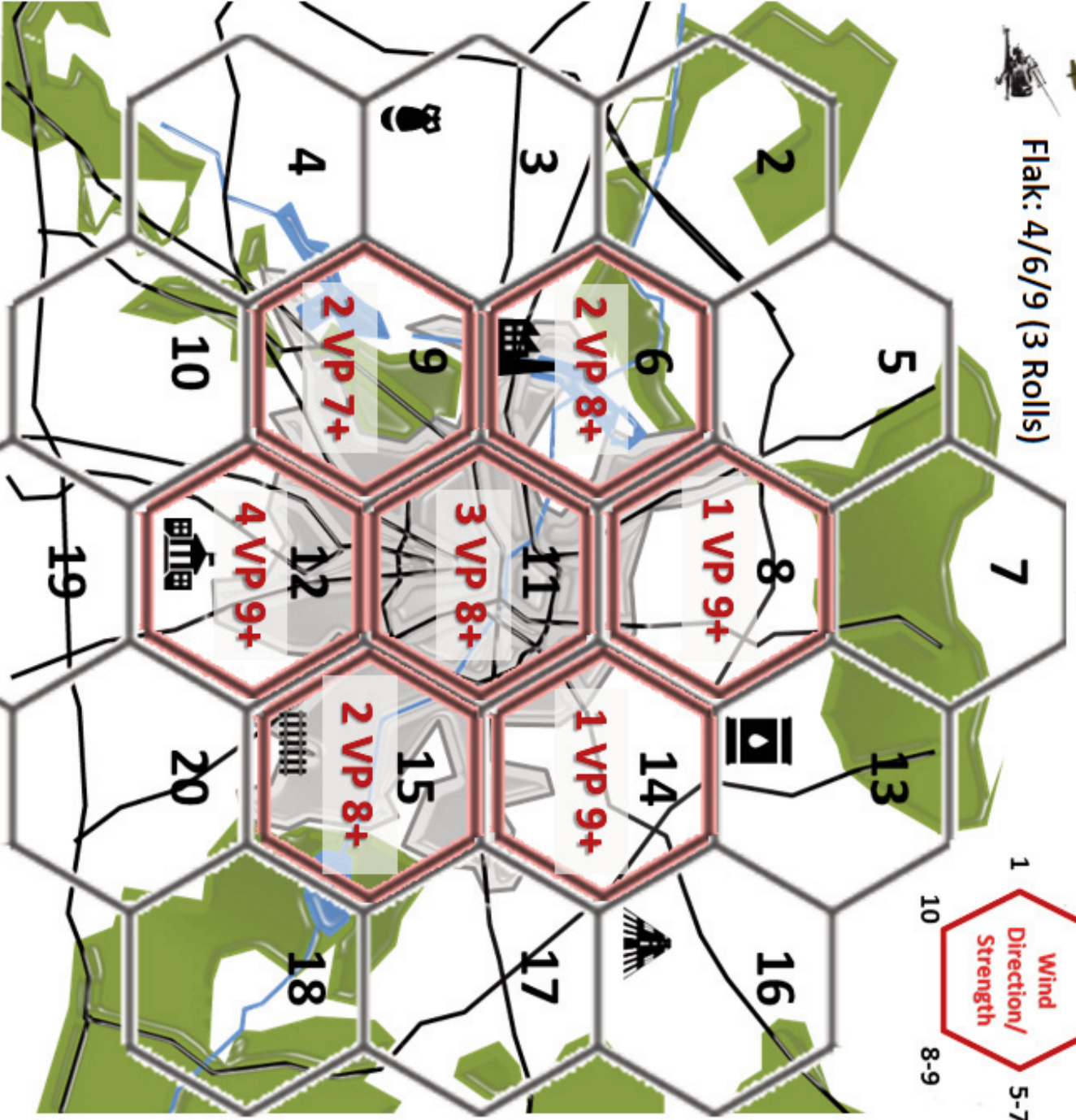
Wind Strength

- 1-3 None
- 4-6 Light (+1)
- 7-9 Moderate (+2)
- 10 High (+3)

A/C Factory
Hex 6
Incidnary (7/9)
AtG: +1
4/8/12/15
5 VPs

Arsenal
Hex 3
Incidnary (5/8)
AtG: 0
3/5/12/15
4 VPs
Reduce Flak dice by 1 if Destroyed

Administration Bldgs. Hex 12
AtG: +1
4/7/10/14
5 VPs



Oil Storage
Hex 13
Incidnary (6/9)
AtG: +2
3/5/9/12
3 VPs

Airfield
Hex 16
(Dispersed)
AtG: +2
4/6/9/13
4 VPs
Remove a Bandit from the City Hex if Destroyed

Rail Yard
Hex 15
(Dispersed)
AtG: +1
2/5/7/11
4 VPs

BERLIN (Hex 16)



Weather

- 1-3 Heavy Clouds
- 4-6 H2X Bombing
- 7-8 Mostly Cloudy
- 9+ Partly Cloudy

-2 AtGs or H2X
-1 AtG or H2X
Clear +1 AtG



Bombers: 5 Luftwaffe Response: +1
Flak: 5/8/9 (2 Rolls)

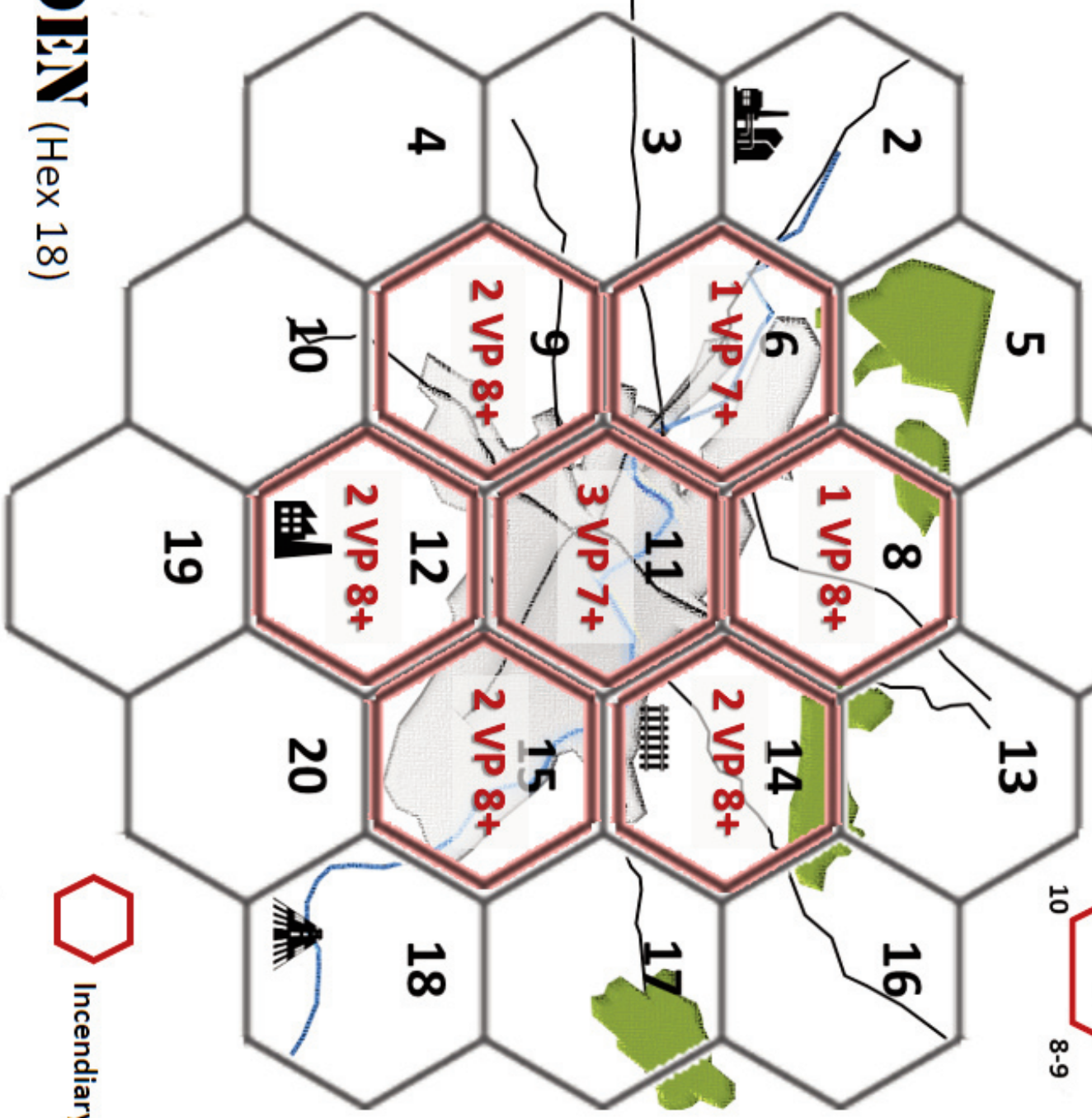
1-2 3-4
 5-7 8-9 10

Wind Strength

- 1-3 None
- 4-6 Light (+1)
- 7-9 Moderate (+2)
- 10 High (+3)

Oil Production
 Hex 2
 Incendiary (6/9)
 AtG: +1
 4/6/9/13
 5 VP's

A/C Factory
 Hex 12
 Incendiary (7/9)
 AtG: +1
 4/8/12/15
 5 VP's



Rail Yard
 Hex 14
 (Dispersed)
 AtG: +2
 3/8/9/11
 3 VP's

Airfield
 Hex 18
 (Dispersed)
 AtG: +2
 4/6/9/13
 4 VP's
 Remove a Bandit from the City Hex if Destroyed



Incendiary Area

DRESDEN (Hex 18)