

B-17 FLYING FORTRESS LEADER – B-17 BOMBER MINI-GAME

Game Year	1942 to 1944
Bomber Name	

Mission	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Skill Modifier	Recruit (-2)			Green (-1)			Average (0)			Skilled (+1)			Veteran (+2)			Ace (+3)									

Crew Position/Name/Killed Penalty		
(1) Pilot	Name	3 XP Replacement, Lose Tactic
(2) Copilot	Name	2 XP Replacement
(3) Navigator	Name	2 XP Replacement, -1 DRM Front
(4) Bombardier	Name	2 XP Replacement, Reset Lead AtG
(5) Engineer	Name	2 XP Replacement, -1 DRM Front
(6) Radio Operator	Name	1 XP Replacement
(7) Ball Gunner	Name	-1 DRM Port & Stb AtA
(8) Port Waist Gunner	Name	Reset Port AtA
(9) Starboard Waist Gunner	Name	Reset Stb. AtA
(10) Tail Gunner	Name	Reset Rear AtA

Bandit Attacks Bomber	
1-7	No
8+	Yes
Position: Lead	+3
Position: Front	+2
Position: Rear	+1
Damaged	+4
Year 1942	-2
Year 1944	-1

Bandit Type	
1-3	BF-109
4-6	FW-190
7-8	BF-110
9-10	ME-410

Bandit Attack Modifier	
1942	+1
1944	-1

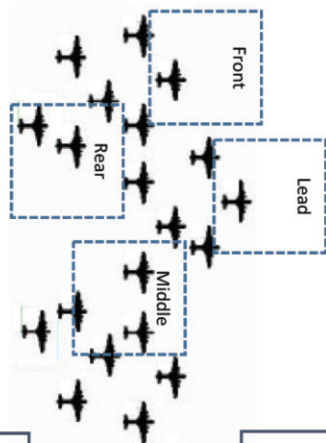
Mission Encounter	
1	Bandit, Flak, BR
2	Flak, BR
3	Bandit, BR
4	Bandit, BR
5	Bandit, Flak, BR, Bandit
6	Bandit, Flak, BR, Bandit
7	Flak, BR
8	Flak, BR, Bandit
9	Bandit, Flak, BR, 2 Bandits
10	Bandit, Flak, BR
11	Flak, BR, 2 Bandits
12	2 Bandits, BR, Bandit
13	2 Bandits, Flak, BR, 2 Bandits
14	Flak, BR, Flak
15	Bandit, Flak, BR, Flak, Bandit
16	Bandit, Flak, BR, Flak
1943: +3, 1944: +6	

Bandit Attack Direction	
3-	Rear
4-5	Port Side
6-7	Starboard Side
8+	Front
Position: Front	+2
Position: Lead	+3
Position: Rear	-2

Fast	
<= 7	No
8+	Yes
Skill Modifier	-2/+3

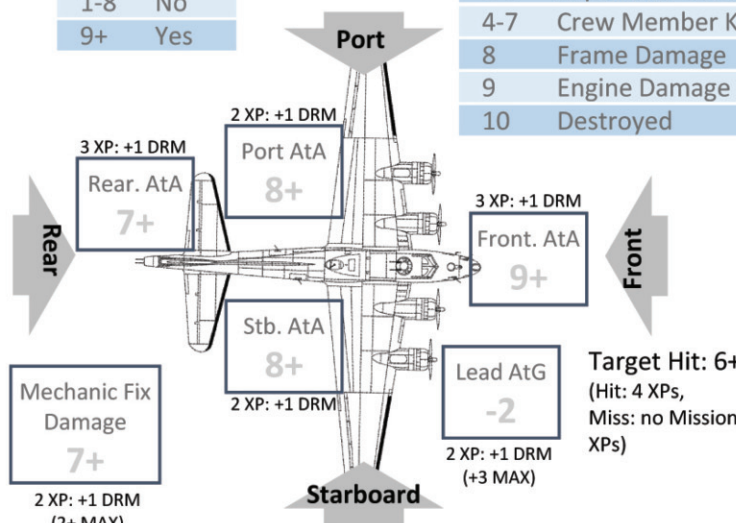
Bomber Position	
6-	Middle
7-8	Rear
9-10	Front
11+	Lead
Skill Modifier	-2/+3

XP Earned by Position	
1	Middle
2	Rear
3	Front
4	Lead



Flak Damage	
1-8	No
9+	Yes

Hit Damage	
1-3	Superficial Damage
4-7	Crew Member Killed
8	Frame Damage
9	Engine Damage
10	Destroyed



Mission Profile/Event	Tactic (Average+ Only, 5 XP, Use Once/Mission) Evasion, Concentrate Fire
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XP Pool	Damage
3 XP Start	Mechanic Fix Damage 7+, 2 XP: +1 DRM (2+ MAX)

Events (Current Mission Only)	
1	Bandit Attack -1 AtA
2	Clear Weather: Bomber +1 AtA, +1 AtG
3	Bandit Rear Attacks Only
4	Bumped to Lead Position
5	Crew Wounded Only
6	Hit Damage +1
7	Bomber is Fast
8	Flak Damage -1
9	Replacement Ball Gunner
10	Bandit Attacks 2 Turns