

# B-17 FLYING FORTRESS LEADER – B-17 SINGLE BOMBER VARIANT LOG PAGE

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)															

## QUICK RULES

### AT START

1. Select a B-17 Bomber Group for your Bomber. Name Bomber and Crew (if desired).

### MISSION START

1. If Bomber is Undamaged, roll on **Bomber Position** chart to determine Bomber position in group.
2. Place Bomber counter in position box.

### BANDIT ATTACK ON GROUP

1. If Bomber Group is attacked by Bandits, resolve attack.
2. For each Bandit attacking the group, roll on **Bandit Attacks Bomber** chart to determine if individual Bandit attacks.
3. If attacking, roll on **Bandit Attack Direction** chart to determine attack direction. Place matching Group Bandit counter in attacking position.
4. Roll on the **Fast** chart to see if the Bomber is Fast.
5. If Bomber is Fast, roll AtA attack using appropriate AtA box. If hit, remove Bandit counter, earn 1 XP.
6. Roll for Bandit attack, use Bandit Counter AtA number.
7. If Bandit hits Bomber, roll on **Hit Damage** chart to determine damage.
8. If Crew Member is killed, roll d10 and match number to Crew position number. Mark crew member KIA. Apply any AtA penalties.
9. If Damaged, place appropriate damage counter in Damage box. Flip Group to Dispersed if Engine is Damaged.
10. If Destroyed, add Destroyed counter to group.
11. If Bomber is slow, do step 4.

### FLAK ATTACK ON GROUP

1. If Bomber Group suffers Flak damage, roll on **Flak Damage** chart to see if Bomber is hit.
2. If hit, roll on **Hit Damage** chart to determine damage (follow steps 7-9 above).

### LEAD BOMBER - BOMBING

1. If the Bomber is the Lead Bomber, use the **Lead AtG** modifier as the Groups AtG modifier.

### POST MISSION

1. Check next open Mission box.
2. Earn XPs per the **XP Earned by Position** chart.
3. If Bomber is Damaged, roll for Mechanic to Fix Damage. If successful, remove damage. If NOT successful, the Bomber cannot fly the next mission. Roll again after next Group mission.
4. If Crew Members were killed, pay SO points to replace and/or reset modifiers.
5. Use Unspent XPs (if desired) to adjust AtA value or Mechanic value. (ex: Rear AtA 7+ to 6+), or purchase a Tactic.

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

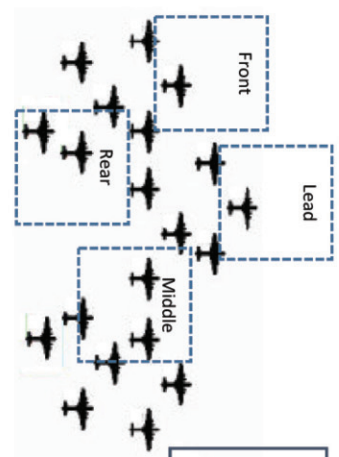
Bandit Attacks Bomber	
1-7	No
8+	Yes
Position: Lead	+3
Position: Front	+2
Position: Rear	+1
Damaged	+4
Year 1942	-2
Year 1944	-1

Bandit Attack Modifier	
1942	+1
1944	-1

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

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

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

Tactic  
(Average+ Only, 5 XP, Use Once/Mission)  
Evasion, Concentrate Fire

XP Pool  
3 XP Start

Damage

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

