

CREW STATUS

- Pilot
- Copilot
(Nose Turret)
- Flight Engineer
(Top Frt Turret)
- Ventral Gunner
(Top Aft Turret)
- Tail Gunner
- Navigator Bombardier
- EW Officer
- Abwehr Agent

HANGAR

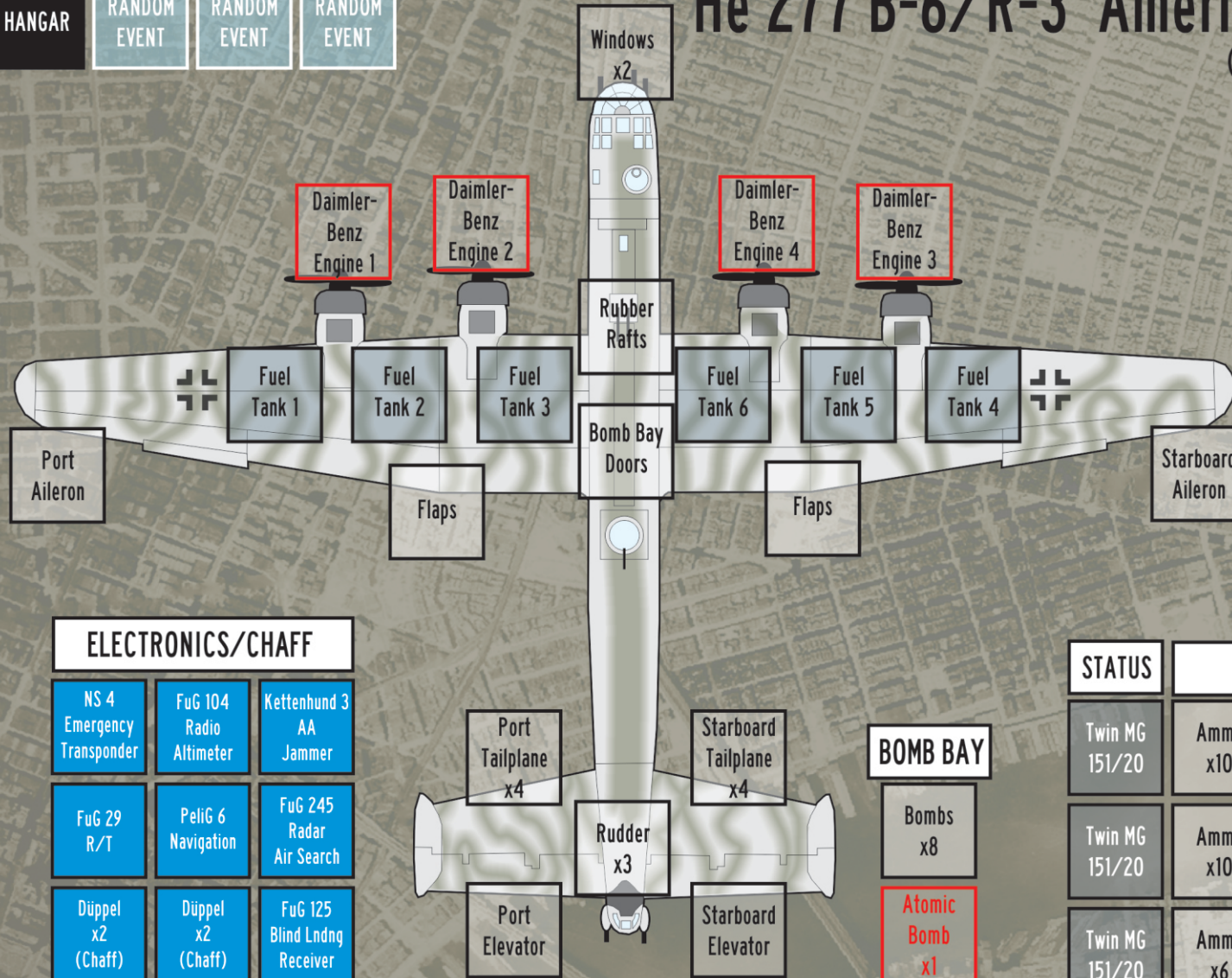
RANDOM EVENT

RANDOM EVENT

RANDOM EVENT

He 277 B-6/R-3 'Amerika Bomber'

(AVAILABLE JUNE 1947)



MISC. DAMAGE

Brakes +1 Landing	Electrical System
Landing Gear +1 Landing	Lotfe 7K-5 Bomb Sight
Oxygen Pressure System	Control Cables
Rb 50/30 Camera	Intercom System

ELECTRONICS/CHAFF

NS 4 Emergency Transponder	FuG 104 Radio Altimeter	Kettenhund 3 AA Jammer
FuG 29 R/T	PeliG 6 Navigation	FuG 245 Radar Air Search
Düppel x2 (Chaff)	Düppel x2 (Chaff)	FuG 125 Blind Lndng Receiver

STATUS	WEAPONS	
Twin MG 151/20	Ammo x10	Chin Turret 6
Twin MG 151/20	Ammo x10	Top Frt Turret 6
Twin MG 151/20	Ammo x6	Top Aft Turret 6
Twin MG 151/20	Ammo x10	Ventral Gondola 6
Quad MG 131	Ammo x10	Tail Guns 6

BOMB BAY

Bombs x8
Atomic Bomb x1

STRUCTURAL DAMAGE

Port Wing Root x5	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	DE			
Starboard Wing Root x5	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	DE			
Air Frame x9	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	DE

CREW NOTES:
Top Aft/Ventral Gunner operates both guns but cannot fire both in the same round.

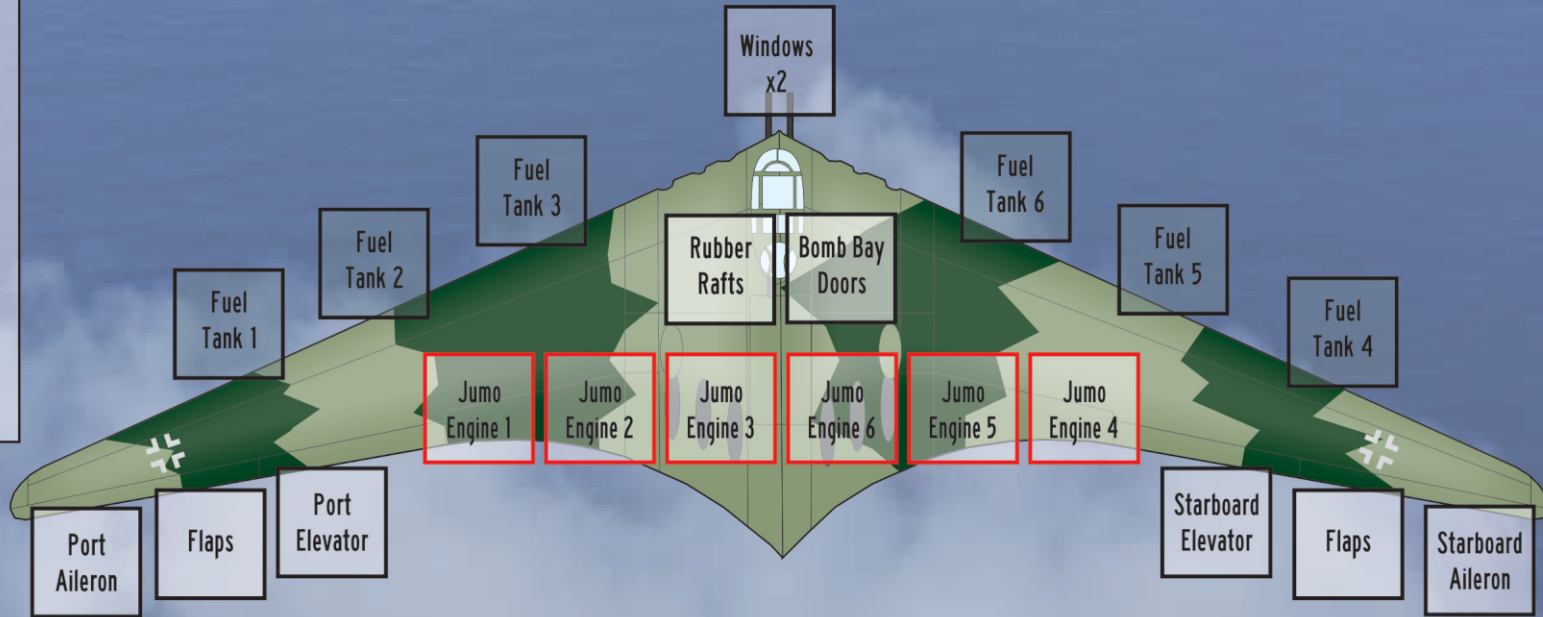
CREW STATUS

- Pilot
- Copilot
(Nose Gun)
- Flight Engineer
(Gunner)
- Abwehr Agent

- HANGAR
- RANDOM EVENT
- RANDOM EVENT
- RANDOM EVENT

Ho XVIII 'Amerika Bomber'

(AVAILABLE DECEMBER 1947)



MISC. DAMAGE

Brakes +1 Landing	Electrical System
Landing Gear +1 Landing	Lotfe 7K-5 Bomb Sight
Oxygen Pressure System	Control Cables
Rb 50/30 Camera	Intercom System

ELECTRONICS/CHAFF

NS 4 Emergency Transponder	FuG 104 Radio Altimeter	Kettenhund 3 AA Jammer
FuG 29 R/T	PeliG 6 Navigation	FuG 245 Radar Air Search
Düppel x2 (Chaff)	Düppel x2 (Chaff)	FuG 125 Blind Lndng Receiver

BOMB BAY

- Bombs x13
- Atomic Bomb x1

STATUS	WEAPONS	
Twin Mk 108	Ammo x10	Nose Guns 6
Twin MG 151/20	Ammo x6	Top Front Turret 6

STRUCTURAL DAMAGE

Port Wing Root x9	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	DE
Starboard Wing Root x9	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	DE

NOTES:

Airframe, tailframe and rudder hits are applied randomly as wing root hits.

CREW NOTES:

Flight Engineer operates the top turret.

AIRCRAFT SPECIAL NOTES:

Disregard the first hit in each zone due to evasives. Due to this bomber's high speed, prop driven aircraft (F8F, F7F, etc.) only conduct one attack, whether or not they hit or are hit.

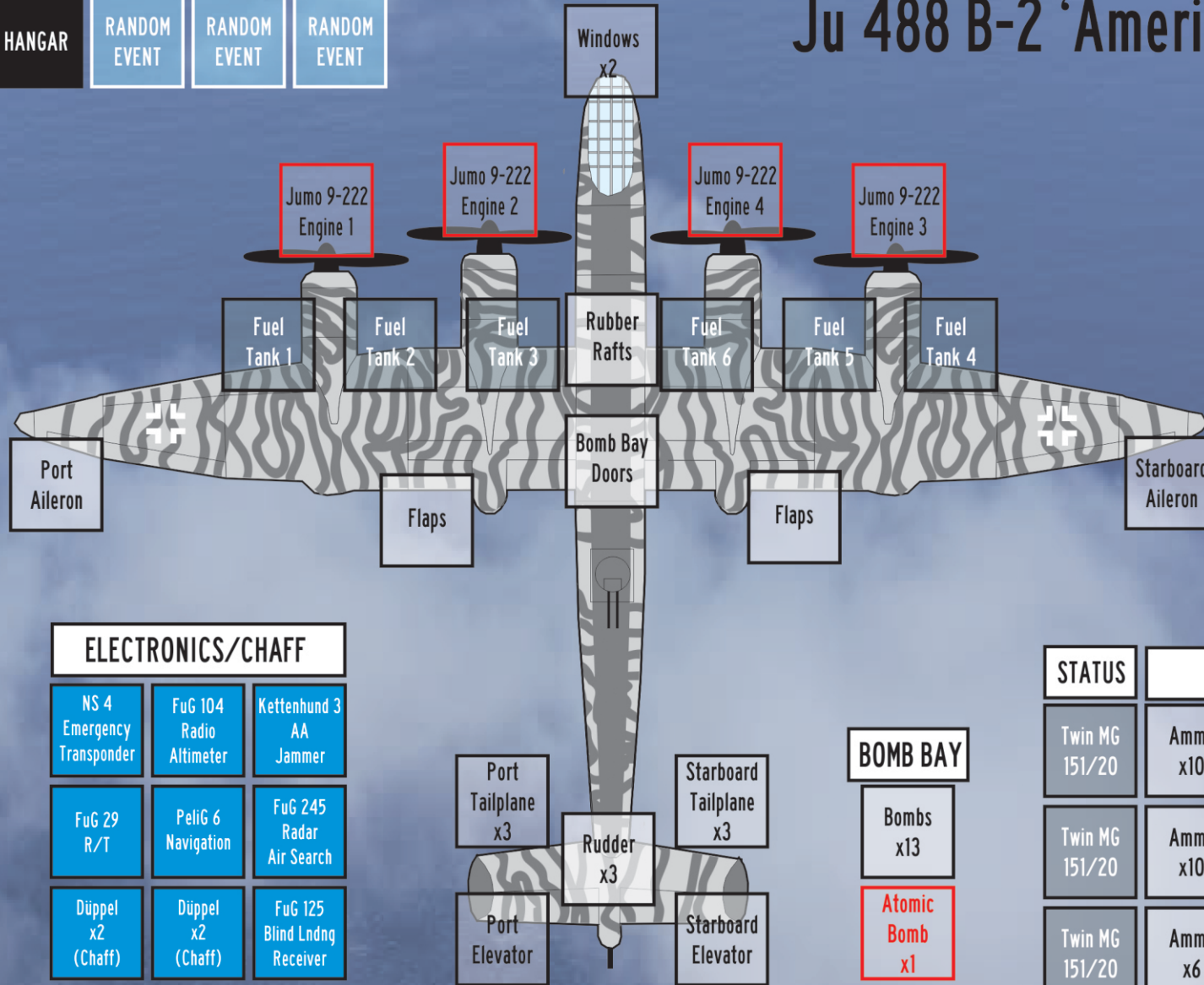
CREW STATUS

- Pilot
- Copilot
(Navigator)
(Bombardier)
- Flight Engineer
(Top/Vent Turret)
- EW Officer
(Tail Gunner)
- Abwehr Agent

- HANGAR
- RANDOM EVENT
- RANDOM EVENT
- RANDOM EVENT

Ju 488 B-2 'Amerika Bomber'

(AVAILABLE AT START)



MISC. DAMAGE	
Brakes +1 Landing	Electrical System
Landing Gear +1 Landing	Lotfe 7K-5 Bomb Sight
Oxygen Pressure System	Control Cables
Rb 50/30 Camera	Intercom System

ELECTRONICS/CHAFF		
NS 4 Emergency Transponder	FuG 104 Radio Altimeter	Kettenhund 3 AA Jammer
FuG 29 R/T	PeliG 6 Navigation	FuG 245 Radar Air Search
Düppel x2 (Chaff)	Düppel x2 (Chaff)	FuG 125 Blind Lndng Receiver

BOMB BAY
Bombs x13
Atomic Bomb x1

STATUS	WEAPONS	
Twin MG 151/20	Ammo x10	Top Aft Turret 6
Twin MG 151/20	Ammo x10	Ventral Turret 6
Twin MG 151/20	Ammo x6	Tail Turret 6

STRUCTURAL DAMAGE							
Port Wing Root x5	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	DE
Starboard Wing Root x5	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	DE
Air Frame x8	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	DE

CREW NOTES:
Flight Engineer operates the top turret and the ventral turret but cannot fire both in the same round.

CREW STATUS

- Pilot
- Copilot
(Nose Gun)
- Flight Engineer
(Gunner)
- Abwehr Agent

HANGAR

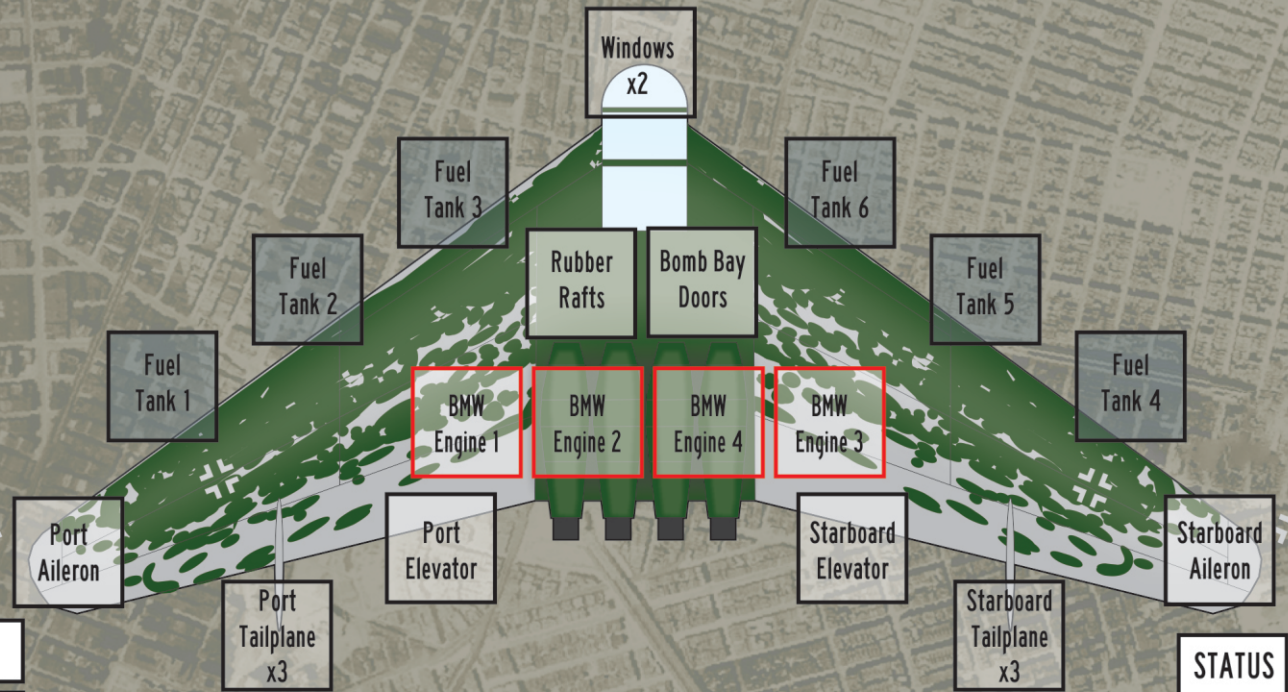
RANDOM EVENT

RANDOM EVENT

RANDOM EVENT

Junkers EF130 'Amerika Bomber'

(AVAILABLE DECEMBER 1947)



MISC. DAMAGE

Brakes +1 Landing	Electrical System
Landing Gear +1 Landing	Lofte 7K-5 Bomb Sight
Oxygen Pressure System	Control Cables
Rb 50/30 Camera	Intercom System

ELECTRONICS/CHAFF

NS 4 Emergency Transponder	FuG 104 Radio Altimeter	Kettenhund 3 AA Jammer
FuG 29 R/T	PeliG 6 Navigation	FuG 245 Radar Air Search
Düppel x2 (Chaff)	Düppel x2 (Chaff)	FuG 125 Blind Lndng Receiver

STRUCTURAL DAMAGE

Port Wing Root x10	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	DE
Starboard Wing Root x10	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	DE

NOTES:

Airframe and rudder hits are applied randomly as wing root hits.

AIRCRAFT SPECIAL NOTES:

Disregard the first hit in each zone due to evasives. Due to this bomber's high speed, prop driven aircraft (F8F, F7F, etc.) only conduct one attack, whether or not they hit or are hit.

BOMB BAY

Bombs x13

Atomic Bomb x1

STATUS

Twin Mk 108

Twin MG 151/20

Twin MG 151/20

WEAPONS

Ammo x6 **6** Nose Gun

Ammo x6 **6** Tail Guns

Ammo x6 **6** Tail Guns

CREW NOTES:

Flight Engineer operates the tail guns remotely. There are two tail gun barbettes: the first tail gun hit damages one, a second tail gun hit result damages the other one.

CREW STATUS

- Pilot
- Copilot
(Navigator)
(Bombardier)
- Flight Engineer
(Top Turret)
- Ventral Tail Gunner
- EW Officer
- Abwehr Agent

HANGAR

RANDOM EVENT

RANDOM EVENT

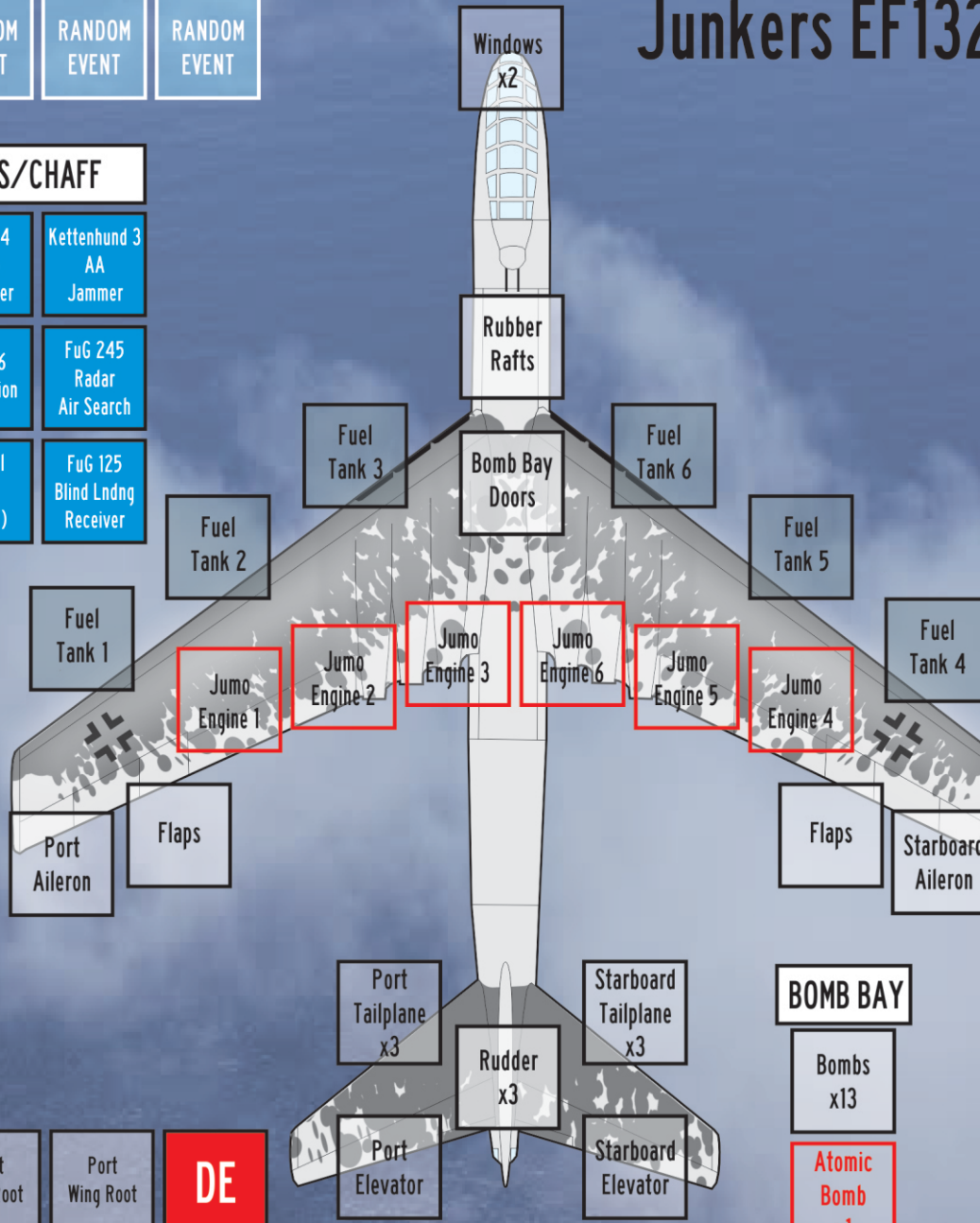
RANDOM EVENT

ELECTRONICS/CHAFF

NS 4 Emergency Transponder	FuG 104 Radio Altimeter	Kettenhund 3 AA Jammer
FuG 29 R/T	PeliG 6 Navigation	FuG 245 Radar Air Search
Düppel x2 (Chaff)	Düppel x2 (Chaff)	FuG 125 Blind Lndng Receiver

Junkers EF132 'Amerika Bomber'

(AVAILABLE DECEMBER 1947)



MISC. DAMAGE

Brakes +1 Landing	Electrical System
Landing Gear +1 Landing	Lofte 7K-5 Bomb Sight
Oxygen Pressure System	Control Cables
Rb 50/30 Camera	Intercom System

STATUS	WEAPONS	
Twin MG 151/20	Ammo x6	Top Turret 6
Twin MG 151/20	Ammo x10	Ventral Turret 6
Twin MG 151/20	Ammo x6	Tail Guns 6

BOMB BAY

- Bombs x13
- Atomic Bomb x1

STRUCTURAL DAMAGE

Port Wing Root x6	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	DE			
Starboard Wing Root x6	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	DE			
Air Frame x9	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	DE

CREW NOTES:
Flight Engineer operates the top turret. Remote tail guns and ventral turret are fired by the Ventral/Tail Gunner, but he cannot fire both in the same round.

CREW STATUS

- Pilot
- Copilot
(Chin Turret)
(Navigator)
- Flight Engineer
(Top Frt Turret)
- Ventral Gunner
(Top Aft Turret)
- Navigator Bombardier
- EW Officer
- Abwehr Agent

HANGAR

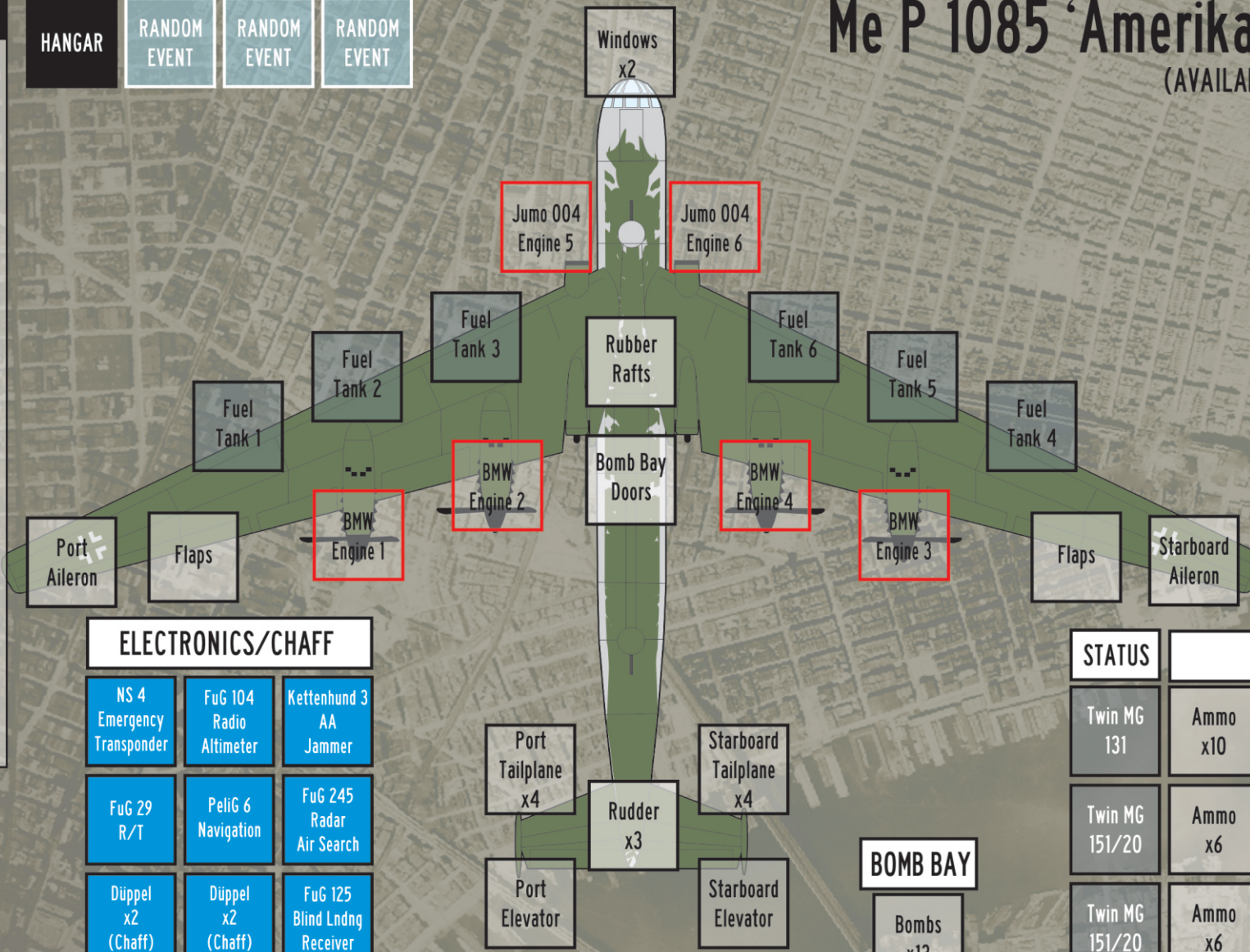
RANDOM EVENT

RANDOM EVENT

RANDOM EVENT

Me P 1085 'Amerika Bomber'

(AVAILABLE OCTOBER 1947)



MISC. DAMAGE

Brakes +1 Landing	Electrical System
Landing Gear +1 Landing	Lotte 7K-5 Bomb Sight
Oxygen Pressure System	Control Cables
Rb 50/30 Camera	Intercom System

ELECTRONICS/CHAFF

NS 4 Emergency Transponder	FuG 104 Radio Altimeter	Kettenhund 3 AA Jammer
FuG 29 R/T	PeliG 6 Navigation	FuG 245 Radar Air Search
Düppel x2 (Chaff)	Düppel x2 (Chaff)	FuG 125 Blind Lndng Receiver

STATUS WEAPONS

STATUS	WEAPONS	
Twin MG 131	Ammo x10	Chin Turret 3
Twin MG 151/20	Ammo x6	Top Front Turret 6
Twin MG 151/20	Ammo x6	Top Aft Turret 6
Twin MG 151/20	Ammo x6	Ventral Turret 6

BOMB BAY

Bombs x13
Atomic Bomb x1

STRUCTURAL DAMAGE

Port Wing Root x6	Port Wing Root	Port Wing Root	Port Wing Root	Port Wing Root	DE			
Starboard Wing Root x6	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	Starboard Wing Root	DE			
Air Frame x9	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	Air Frame	DE

CREW NOTES:
Top Aft/Ventral Gunner operates both guns but cannot fire both in the same round.

copyright © 2021, Compass Games, LLC

B1e INTERCEPTION

Roll once in each Zone: 2d6

APR-JUN 1947

Roll	Result
2	No Contact
3	3x P-80 Shooting Star
4	2x F8F Bearcat
5	2x X-Craft**
6	No Contact
7	2x P-80 Shooting Star
8	No Contact
9	2x P-80 Shooting Star
10	2x F8F Bearcat
11	2x P-80B Shooting Star
12	4x F8F-1B Bearcat *

JUL-SEP 1947

Roll	Result
2	No Contact
3	2x P-80 Shooting Star
4	2x FJ-1 Fury
5	2xFH-1 Phantom
6	No Contact
7	3x P-80 Shooting Star
8	No Contact
9	2x P-80B Shooting Star
10	2x F8F-1B Bearcat
11	2x X-Craft**
12	4x FJ-1 Fury *

OCT-DEC 1947

Roll	Result
2	No Contact
3	2x X-Craft**
4	2x FJ-1 Fury
5	2x P-80B Shooting Star
6	No Contact
7	3x P-80 Shooting Star
8	No Contact
9	4x FH-1 Phantom
10	2x FJ-1 Fury
11	2x F-86 Sabre
12	4x F7F-3 Tigercat *

JAN-MAR 1948

Roll	Result
2	4x F2H-2 Banshee
3	2x F-89 Scorpion
4	2x F7F-3 Tigercat
5	2x P-80 Shooting Star
6	No Contact
7	3x P-80 Shooting Star
8	No Contact
9	2x P-80 Shooting Star
10	2x F2H-1 Banshee
11	2x F-86 Sabre
12	4x F-89 Scorpion*

X-Craft List roll 1d6

Roll	Result
1	Boeing XF8B-1 (Navy)
2	Bell XP-83 (USAAF)
3	Boeing XF8B-1 (Navy)
4	Northrup P-61 Black Widow (USAAF)
5	Consolidated Convair XP-81 (USAAF)
6	McDonnell XP-67 Moonbat (USAAF)

There is no interception roll in Zone 1.

In Zones 2 through 4, ONLY Navy aircraft rolls result in an interception as they are carrier based. Rolls resulting in USAAF aircraft interception are treated as "no effect". (A "12" is still a Random Event.)

In Zone 5, any aircraft can intercept.

In Zone 6, only USAAF aircraft may intercept. Rolls resulting in NAVY aircraft interception are treated as "no effect". (A "12" is still a Random Event.)

* The first "12" is a Random Event. Roll on the Random Events table this Zone instead of the listed encounter. Subsequent "12" rolls are the encounter as listed.

** Roll 1d6 for random experimental aircraft

Navy aircraft:



USAAF aircraft



The following aircraft receive a -1 drm on the "Damage to Fighters by Bomber Defensive Firepower (FP)" section of Chart B2: F-86, F-89, P-80B, F2H-1.

Due to its slow speed, the XP-67 receives a "+2" drm on the "To Hit" section of Chart B2.

Fighter Damage to Bomber

F8F Bearcat: 1d6 -1 hits
F8F-1B Bearcat: 1d6 hits
XF8B-1 Bearcat: 1d6+1 hits
FJ-1 Fury: 1d6 hits
FH-1 Phantom: 1d6-1 hits
F7F-3 Tigercat: 1d6+1 hits
F2H-1 Banshee: 1d6 hits
F2H-2 Banshee: 1d6 hits
P-80 Shooting Star: 1d6 hits
P-80B Shooting Star: 1d6 hits
P-61 Black Widow: 2d6-1 hits
XP-67: 2d6 hits
XP-81: 1d6 hits
XP-83: 1d6 hits
F-86: 1d6 hits
F-89: 2d6-1 hits