

7A
TOP SECRET

OIL REFINERY

damage	
0 - 15	0 VP
16 - 30	20 VP
31 - 45	40 VP
46 +	75 VP

target area
4 2



miss	hit	direct	vital
0	1	4	6

3A
TOP SECRET

GROUND FORCES

damage	
0 - 1	0 VP
2 - 3	1 VP
4 - 5	3 VP
6 +	5 VP

target area
1 0



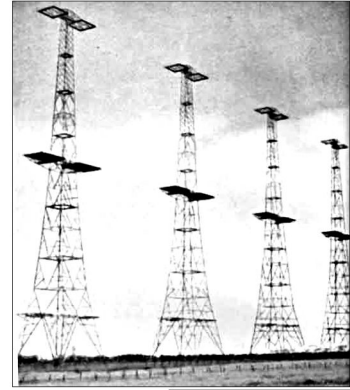
miss	hit	direct	vital
0	1	2	3

5B
TOP SECRET

RADAR STATION

damage	
0 - 1	0 VP
2 - 3	1 VP
4	3 VP
5 +	6 VP

target area
2 1



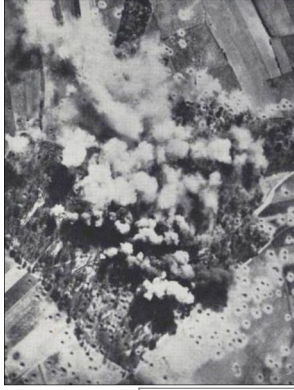
miss	hit	direct	vital
0	1	3	5

TOP SECRET

V-WEAPON SITE

damage	
0 - 3	0 VP
4 - 6	10 VP
7 - 11	20 VP
12 +	40 VP

target area
3 1



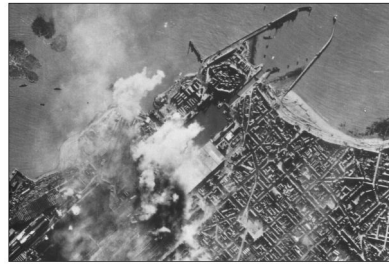
miss	hit	direct	vital
0	1	2	4

TOP SECRET

SUBMARINE PENS

damage	
0 - 5	0 VP
6 - 11	25 VP
12 - 17	50 VP
18 +	90 VP

target area
4 2



miss	hit	direct	vital
0	0	1	3

5B
TOP SECRET

SMALL SHIP

damage	
0 - 2	0 VP
3 - 5	1 VP
6 - 7	3 VP
8 +	5 VP

target area
1 0



no torpedo
no skip bombing

miss	hit	direct	vital
0	1	2	3

4A
TOP SECRET

FREIGHTER

damage	
0	0 VP
1	1 VP
2 - 3	3 VP
4 +	5 VP

target area
1 0



miss	hit	direct	vital
0	1	3	4

2A
TOP SECRET

DOCKS

damage	
0 - 3	0 VP
4 - 6	3 VP
7 - 9	6 VP
10 +	10 VP

target area
2 1



miss	hit	direct	vital
0	1	3	5

4A
TOP SECRET

DESTROYER

damage	
0 - 2	0 VP
3 - 4	1 VP
5 - 6	3 VP
7 +	6 VP

target area
2 1



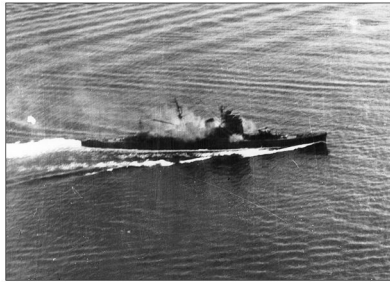
miss	hit	direct	vital
0	1	4	7

1A

CRUISER

damage	
0 - 4	0 VP
5 - 8	3 VP
9 - 12	6 VP
13 +	12 VP

target area
 3 1



miss	hit	direct	vital
0	1	4	7

2B

TOP SECRET

CARRIER FLEET

see the campaign log for damage points and VP

target area
 2 2



miss	hit	direct	vital
0	1	4	7

no strafing

6B

BRIDGE

damage	
0 - 4	0 VP
5 - 7	2 VP
8 - 9	4 VP
10 +	8 VP

target area
 3 1



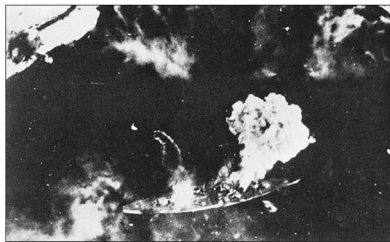
miss	hit	direct	vital
0	1	4	8

1A

BATTLESHIP

damage	
0 - 8	0 VP
9 - 16	6 VP
17 - 22	12 VP
23 +	24 VP

target area
 4 1



miss	hit	direct	vital
0	1	4	7

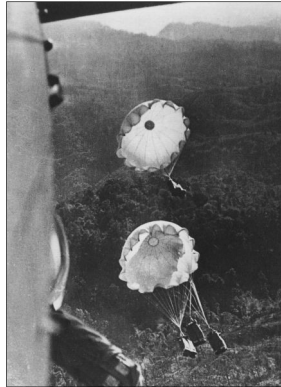
6B

TOP SECRET

AIR DROP

result	
0 - 2	0 VP
3 - 6	6 VP
7 - 10	12 VP
11 +	20 VP

target area
 0 2



draw 1 card per point of cargo no extra card due to pilot skill nor to Norden bombsight

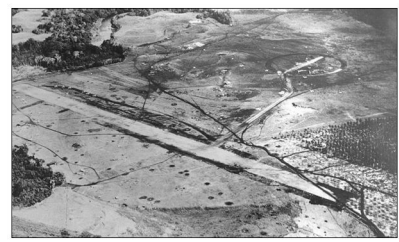
miss	hit	use
0	1	straft result

3A

AIRFIELD

damage	
0 - 2	0 VP
3 - 4	3 VP
5 - 7	6 VP
8 +	10 VP

target area
 3 1




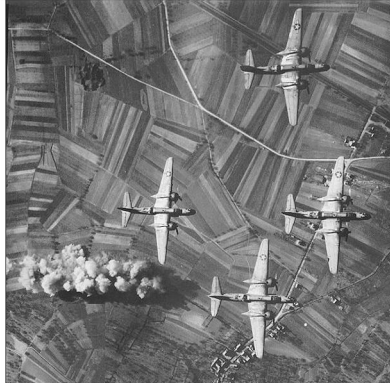
miss	hit	direct	vital
0	1	2	3

TOP SECRET

VILLAGE

damage	
0 - 3	0 VP
4 - 7	5 VP
8 - 10	10 VP
11 +	20 VP

target area
 1 0



miss	hit	direct	vital
0	1	3	5

damage	
0 - 1	0 VP
2 - 3	2 VP
4 - 6	4 VP
7 +	7 VP

SUPPLY DEPOT

target area
 2 1



miss	hit	direct	vital
0	1	3	5

2A **TOP SECRET**

SUPPLY CENTER

damage	
0 - 3	0 VP
4 - 7	4 VP
8 - 12	8 VP
13 +	15 VP

target area
 3 1



miss	hit	direct	vital
0	1	3	5

5B TOP SECRET SUBMARINE

damage	
0 - 1	0 VP
2 - 3	1 VP
4 - 5	3 VP
6 +	6 VP



target area
0/1 0



each aircraft choose depth charges setting before ingress turn
draw a card at the beginning of the ingress turn to determine warning time
- sub choose deep, shallow, or surface if Blue
- sub choose shallow or surface if Red
- sub choose surface if White
depth charges do less damage if depth setting is wrong
use Flak on surface only

miss	hit	direct	vital
0	0/1	1/4	3/7

3B TOP SECRET SMALL CITY

damage	
0 - 9	0 VP
10 - 16	10 VP
17 - 22	20 VP
23 +	45 VP



target area
2 1



miss	hit	direct	vital
0	1	3	5

7A TOP SECRET SECTOR AIRBASE

damage	
0 - 3	0 VP
4 - 12	10 VP
13 - 19	20 VP
20 +	40 VP



target area
3 1



miss	hit	direct	vital
0	1	2	3

4B TOP SECRET SEAPLANE BASE

damage	
0 - 2	0 VP
3 - 4	2 VP
5 - 7	4 VP
8 +	7 VP



target area
1 0



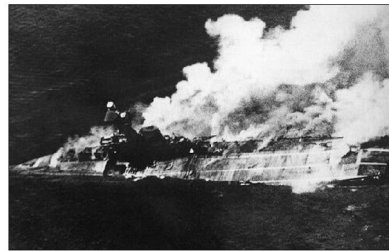
miss	hit	direct	vital
0	1	2	3

TOP SECRET RN LIGHT CARRIER

damage	
0 - 2	0 VP
3 - 5	4 VP
6 - 9	8 VP
10 +	16 VP



target area
2 1



miss	hit	direct	vital
0	1	4	7

3B RAILYARD

damage	
0 - 2	0 VP
3 - 5	3 VP
6 - 8	6 VP
9 +	10 VP



target area
3 1



miss	hit	direct	vital
0	1	3	5

MARSHALLING YARD

damage	
0 - 7	0 VP
8 - 20	12 VP
21 - 29	25 VP
30 +	50 VP



target area
4 1



miss	hit	direct	vital
0	1	3	5

5A TOP SECRET LIGHT CARRIER

damage	
0 - 2	0 VP
3 - 5	4 VP
6 - 9	8 VP
10 +	16 VP



target area
3 1



miss	hit	direct	vital
0	1	4	7

4B TOP SECRET INVASION FORCE

damage	
0 - 2	0 VP
3 - 4	2 VP
5 - 7	4 VP
8 +	7 VP



target area
1 0



miss	hit	direct	vital
0	1	2	3

no torpedo

TOP SECRET INDUSTRIAL CENTER

damage	
0 - 12	0 VP
13 - 28	20 VP
29 - 44	40 VP
45 +	80 VP

target area
4 2



miss	hit	direct	vital
0	1	4	6

7B TOP SECRET INDUSTRIAL AREA

damage	
0 - 10	0 VP
11 - 25	15 VP
26 - 40	35 VP
41 +	70 VP

target area
4 2



miss	hit	direct	vital
0	1	4	6

7B FACTORY COMPLEX

damage	
0 - 3	0 VP
4 - 7	7 VP
8 - 11	14 VP
12 +	21 VP

target area
4 1



miss	hit	direct	vital
0	1	4	6

TOP SECRET CITY

damage	
0 - 15	0 VP
16 - 30	15 VP
31 - 45	30 VP
46 +	60 VP

target area
3 2



If more than 75 damage are inflicted AND incendiary bombs were taken then a Fire Storm erupts add 40 VP for a total of 100 VP

miss	hit	direct	vital
0	1	3	5

5A TOP SECRET AIRCRAFT CARRIER

damage	
0 - 3	0 VP
4 - 8	7 VP
9 - 13	13 VP
14 +	25 VP

target area
3 2



miss	hit	direct	vital
0	1	4	7

1B DOGFIGHT

for each enemy fighter			
- damaged :	2 VP		
- destroyed :	5 VP		

a/c involved	draw	marginal	decisive
4 to 5	0 - 1	2 - 5	6 +
6 to 7	0 - 2	3 - 8	9 +
8 to 9	0 - 3	4 - 11	12 +
10 to 11	0 - 4	5 - 14	15 +
12 to 13	0 - 5	6 - 17	18 +
14 to 15	0 - 6	7 - 20	21 +



campaign dogfight missions always have a six-turn duration

basic dogfight victory level is obtained by correlating the difference in VP with the total amount of aircraft involved

6A TOP SECRET AIR TRANSPORT

for each cargo point : 1 VP



6A TOP SECRET MINE LAYING

for each mine : 1 VP (no card draw)



laying procedure is the same as bombing procedure
number of mines carried is equal to saturation bombing rating or twice level b
aircraft must be at very low altitude - no Norden bombsight

1B TOP SECRET PATROL

result	
miss	0 VP
hit	5 VP
direct	10 VP
vital	20 VP



spotting procedure is the same as bombing procedure
patrol aircraft must be at the altitude given for the mission by the beginning of the ingress turn and remain at that altitude until the end of the egress turn
patrol aircraft must survive to the end of the egress turn in order to score VP
draw one result card for each patrol aircraft and use best result