

He 111P-1 ~ H-3			
B-1 WAVES IN NON-DESIGNATED TARGET ZONE			
Roll (c)	DAY	Roll	NIGHT
0-3	None	0-3	None
4-5	1 (a)	4-5	1 (b)
6	2 (a)	6-7	2 (b)

a) Go to Table B-3, Fighter Waves.
b) Roll for Night Fighter Type on NM-2.
c) +1on DR when returning from Target.

He 111P-1 ~ H-3			
B-2 WAVES IN DESIGNATED TARGET ZONE			
Roll	DAY (a)	Roll	NIGHT
0-2	None	0-3	None
3-4	1 (b)	4	1 (c)
5	2 (b)	5-6	2 (c)
6	3 (b)		

a) Add Weather mod to DR.
b) Go to Table B-3, Fighter Waves.
c) Roll for Night Fighter Type on NM-2.
d) Going Around in TZ: +1 (cumulative) on each turn after the first.

He 111P-1 ~ H-3					
B-4 SHELL HITS BY AREA (a)					
Roll	12 / 1:30 / 10:30	3 / 5 / 7 / 9	6	Vertical Dive	Vertical Climb
	Low Lt and Mod FLAK	Rear MG	Low Vry Hvy FLAK		Low Hvy FLAK
2	3	4	5	3	4
3	2	3	4	2	3
4	0 (b)	3	4	1	2
5	1	0 (b)	2	1	0 (b)
6	1	1	1	0 (b)	1
7	0 (b)	1	0 (b)	1	1
8	1	0 (b)	1	1	0 (b)
9	1	1	2	0 (b)	1
10	2	2	3	2	2
11	2	3	5	2	4
12	3	4	6	4	5

a) The Spitfire and the Hurricane fire .303 rounds which are less effective. "0" is a hit, but No Effect. (See also note b) and the Fighter Details in The Spade.)
b) Hurricane, Fulmar, Blenheim (except Rear Turret) and Defiant has "1" hit.

LOW-LEVEL FLAK: Go to He 111 Table B-5, 6 LOW for each hit.

He 111P-1 ~ H-3	
B-6 SUCCESSIVE ATTACKS	
D6	Attack Position
1	12
2	3
3	6
4	9
5	1
6	10
D6	Altitude
1-2	Low
3-4	Level
5-6	High

**He 111P-1 ~ H-3
B-3 ATTACKING FIGHTER WAVES**

Roll	Fighter Types - Area of Attack	FULMAR / GLADIATOR	DEFIANT
11	One Hurricane: 12 Low		
12	Two Spitfires: 9 Level and 1:30 High	Gladiator: 12 Level	Defiant: 3 Low
13	Two Hurricanes: 3 Level and 3 Low	Gladiator: 10.30 Hi	Defiant: 9 Low
14	One Spitfire: 6 High	Gladiator: 1.30 High	Defiant: 12 Low
15	Three Spitfires: 6 Low, 5 Low and 6 High	Gladiator: Vert. Dive	
16	Two Hurricanes: 12 Level and 12 Low		
21	Three Hurricanes: 12 High, 10:30 Level and 6 Low		
22	One Hurricane: 10:30 High	Fulmar: 6 Low, 6 Level	Defiant: 6 Low
23	One Spitfire: 5 Low	Gladiator: 12 Low	Defiant: 3 Level
24	One Spitfire: 1:30 High	Gladiator: 6 High	
25	Two Hurricanes: 7 High and 9 High	Gladiator: 12 Lo, Lvl	Defiant: 9 Level
26	No Attackers (c) and if over England – FLAK: Roll D6: 1-4: Light. 5 Moderate. 6: Heavy. (d)		
31	One Hurricane: Vertical Dive (a)		Defiant: 10.30 Level
32	One Hurricane: 6 Low		Defiant: 1.30 Level
33	Three Spitfires: 9 Low, 10.30 Level and Vertical Climb (b)		
34	Two Spitfires: 6 Level and 9 Low	Fulmar: 6 Low	
35	Two Hurricanes: 5 Level and 5 Low	Fulmar: 6 Level	Defiant: 3 High
36	No Attackers (c)		
41	Two Hurricanes: 9 High and 9 Level	Gladiator: 6 Hi, 5 Hi	Defiant: 9 High
42	One Hurricane: 12 High	Gladiator: 6 Hi, 7 Hi	
43	Two Hurricanes: 10:30 Level and 10.30 High	Gladiator: 6 High	
44	Three Spitfires: 7 High, 5 High, 6 High	Gladiator: 12 Low	
45	Three Hurricanes: 5 High, 6 High and 7 High		
46	Two Spitfires: 12 Level and 12 Low		
51	One Spitfire: 9 Level	Fulmar: 6 Level, 5 Low	Defiant: Vert. Climb (b)
52	Three Hurricanes: 3 High, 1:30 High and 6 High	Fulmar: 6 Level, 7 Low	
53	Four Spitfires: 7 Low, 6 High, 6 Level and 7 Level	Fulmar: 12 High	
54	Two Hurricanes: 12 High and 10.30 High	Fulmar: 12 High and Vertical Dive (a)	
55	Two Hurricanes: 6 High and Vertical Dive (a)	Fulmar: 6 High and 5 High	
56	No Attackers (c)		
61	One Spitfire: Vertical Climb (b)	Fulmar: Vert. Climb (b)	Defiant: Vert. Climb (b)
62	Four Hurricanes: 6 Low, 3 High, 5 High and 5 Level		
63	Two Spitfires: 10:30 Level and 9 High		
64	Three Spitfires: 6 Level, 3 Level, 6 High	Fulmar: 7 High and 6 High	
65	Two Hurricanes: Vertical Climb (b) and 6 Low		
66	RANDOM EVENTS		

NOTES: Replace the Hurricanes or Spitfires with the Defiant, Fulmar or Gladiator when ordered. **FULMAR:** Will appear from July to October and only in C- Area. **GLADIATOR:** Appears only in JULY and in B- and E- Areas. **DEFIANT:** Appears only in July and August in D- Area.

- a) He 111 Gunners cannot fire at this fighter. It can be driven off by Fighter Cover.
- b) **Roll D6: 1-4:** He 111 cannot fire at this fighter. **5-6:** He 111 Ventral Gun may fire. Needs a 6 To Hit.
- c) Attacking fighters are driven off by the He 111 formation or Fighter Cover. If out of formation, roll again.
- d) He 111 fired on by flak guns in and E or E-W Zone. In any other zone, treat as No Attackers (c).

**He 111P-1 ~ H-3
B-5 AREA DAMAGE TABLES**

ATTACK FROM: 12 / 1:30 / 10:30 o'clock.

Roll 2D6	High Area Hit	Roll 2D6	Level Area Hit	Roll 2D6	Low Area Hit
2	Superficial Damage	2	Superficial Damage	2	Superficial Damage
3	Radio Room	3	Superficial Damage	3	Radio Room
4	Port Wing	4	Port Wing	4	Nose/Pilot Cmpt
	Nose/Pilot Cmpt	5	Nose/Pilot Cmpt	5	Port Wing
6	Port Wing	6	Starboard Wing	6	Waist/Tail
7	Starboard Wing	7	Nose/Pilot Cmpt	7	Port Wing
8	Superficial Damage	8	Port Wing	8	Starboard Wing
9	Starboard Wing	9	Nose/Pilot Cmpt		Bomb Bay
10	Waist/Tail	10	Starboard Wing	10	Starboard Wing
11	Bomb Bay	11	Superficial Damage	11	Superficial Damage
12	Walking Hits (a)	12	Superficial Damage	12	Walking Hits (a)

ATTACK FROM: 3 / 5 / 7 / 9 o'clock

Roll 2D6	High Area Hit	Roll 2D6	Level Area Hit	Roll 2D6	Low Area Hit
2	Walking Hits (b)	2	Walking Hits (a)	2	Walking Hits (b)
3	Port Wing	3	Nose/Pilot Cmpt	3	Port Wing
4	Nose/Pilot Cmpt	4-5	Wing (attacking side)	4	Superficial Damage
5	Superficial Damage			5	Nose/Pilot Cmpt
6	Port Wing	6	Radio Room	6	Port Wing
7	Radio Room	7	Waist/Tail	7	Bomb Bay
8	Starboard Wing	8	Superficial Damage	8	Starboard Wing
9	Bomb Bay			9	Radio Room
10	Starboard Wing	9-10	Waist/Tail	10	Starboard Wing
11-12	Waist/Tail	11	Bomb Bay	11-12	Waist/Tail
		12	Superficial Damage		

ATTACK FROM: 6 o'clock (LOW-LEVEL FLAK: 6 LOW only.)

Roll 2D6	High Area Hit	Roll 2D6	Level Area Hit	Roll 2D6	Low Area Hit
2	Superficial Damage	2	Superficial Damage	2	Superficial Damage
3	Nose/Pilot Cmpt			3	Walking Hits (a)
4	Port Wing	3-4	Port Wing	4-5	Starboard Wing
5	Bomb Bay	5	Radio Room	6	Waist/Tail
6	Port Wing	6	Superficial Damage	7	Radio Room
7	Starboard Wing	7	Waist/Tail		
8	Radio Room	8	Superficial Damage	8-9	Port Wing
9	Waist/Tail	9	Waist/Tail	10	Bomb Bay
10	Starboard Wing	10	Starboard Wing	11	Nose/Pilot Cmpt
11	Walking Hits (a)	11	Starboard Wing	12	Superficial Damage
12	Superficial Damage	12	Superficial Damage		

VERTICAL DIVE		VERTICAL CLIMB	
Roll 2D6	Area Hit	Roll 2D6	Area Hit
2	Walking Hits (b)	2	Superficial Damage
3	Port Wing	3	Waist/Tail
4	Radio Room	4	Radio Room
5	Bomb Bay		
6	Superficial Damage	5-6	Port Wing
7	Port Wing	7	Bomb Bay
8	Starboard Wing		
9	Nose/Pilot Compartment	8-9	Starboard Wing
10	Waist/Tail	10	Nose/Pilot Compartment
11	Starboard Wing	11	Bomb Bay
12	Superficial Damage	12	Walking Hits (a)

- a) 1 hit in these sections: Nose/Pilot Compartment, Bomb Bay, Radio Room, Waist/Tail. (Walking Hits negate all other shell hits by this fighter for this attack.)
b) 2 hits on each wing. (Walking Hits negate all other hits by this fighter for this attack.)

He 111P-1 ~ H-3 B-7 RANDOM EVENTS	
2D6	Result
2	Rabbit's foot: You may re-roll one future roll.
3	Formation casualties: Roll D6: 1-3: You are now the lead bomber. 4-6: Now Out of Formation. (a)
4	Ace for a Day (b): Roll D6: 1: Engineer. 2: Wireless Operator. 3: Nose Gunner. 4: Pilot. 5: Observer. 6: All.
5	Mechanical Failure. Roll for Mechanical Failure.
6	Good Luftwaffe Fighter Cover: Fighter Cover Table He 111P-1 ~ H-3 M-4 DR is Good and DR +1. (e)
7	Rabbit's foot: You may re-roll one future roll.
8	Instruments malfunction. Roll on Table BI-2, Instruments.
9	Good He 111 Formation: Table B-1 and B-2 is -1. (e)
10	Poor RAF Communications: Table B-1 and B-2 is -1. (e)
11	Formation receives message. (c)
12	Mid-air accident. (d)
<p>a) <i>Out of Formation during the remainder of the current zone and the next. If already Lead, you are Out of Formation during the remainder of the current zone and the next.</i></p> <p>b) <i>The affected crew member will receive +1 To Hit fighters, on the Bomb Run, Landing. If Observer is Ace for a Day, the He 111 does not need to spend two turns in each odd numbered zone when Out of Formation. Re-roll if crew man already Ace for a Day unless result is "All."</i></p> <p>c) Roll D6: 1-3: Many fighters in Target Area. Abort. 4-6: No fighters in Target Area. No roll on Table B-2.</p> <p>d) <i>See the B-17 Queen of the Skies Rules for details.</i></p> <p>e) <i>Re-Roll if already in effect.</i></p>	

He 111P-1 ~ H-3 B-8 FIGHTER DETAILS				
TYPE	Appears	FC vs Ftr	Table B-4	Special Details (See also pp. 27 – 31 in <i>The Spade</i>)
Beaufighter	Oct, Night	No mod	special	MG Damage vs Beaufighter: -1 Beaufighter hits on 2x Heavy Flak
Blenheim	Night	No mod	+1	May fire during Passing Shots Exchange. Damage vs He 111: -1
Defiant	July (day), D-Area Night (fr Aug)	+2	+1	May fire during Passing Shots Exchange if not in a Vertical Dive.
Fulmar	C- Area	+2	+1	Table M-5, Pilot Status: -2. He 111 To Hit Fulmar: +1
Gladiator	Jul-Aug, B- and E Area	+3	-1	He 111 To Hit Gladiator: +1 He 111 Damage vs Gladiator: +1
Hurricane	All Areas	+1	+1	Separate roll on FAIR Fighter Cover vs Hurricane Ace or Veteran. See also 303 Squadron and 401 Squadron.
Spitfire	All Areas	No mod	No mod	He 111 MG Damage vs Spit: -1 Spitfire To Hit He 111: +1 See also 19 Squadron.