

He 111P-1 ~ H-3 G-1 RAF COMMUNICATIONS/ACTIVITY	
D6	Effect
1	Bad/Low – Table B-1: -2. Table B-2: -1
2-4	Fair/Normal – No extra modifications.
5-6	Good/Heavy – Table B-1 +0. Table B-2: +1
Notes: Add the modifiers to the Gazetteer on both Day and Night Mission.	

He 111P-1 ~ H-3 G-2 WEATHER		
Roll	Target/Base	NOTES
2	Very Good	Bomb Run +1, B-1 and B-2 modifiers are+1.
3-6	Good	
7-8	Fair	Optional - Roll D6 in Target Zone: Bomb Run will not be possible on “6” – Abort or spend one extra turn to go around for a second bomb run.
9-10	Poor (a)	Optional - Roll D6 in Target Zone: Bomb Run is not possible on “4-6.” Abort or spend one extra turn to go around for a second bomb run.
11-12	Bad (b)	Optional - Roll D6 in Target Zone: 1: Bomb Run Possible. 2-3: Bomb Run is not possible. Abort or spend one extra turn to go around for a second bomb run. 3-6: Very Bad Weather – No Bomb Run possible. Abort.
<p>a) <i>Poor weather:</i></p> <p>He 111 Table B-2, <i>Fighter Waves</i> -1 He 111 Table M-4, <i>Fighter Cover</i> -1 He 111 Table O-4, <i>Bomb Run</i> -1 (Ignore when Optional D6 used.) He 111 Table G-3, <i>Flak</i> -1 He 111 Table G-10, <i>Landing on Land</i> -1 He 111 Table G-11, <i>Landing on Water</i> -3 He 111 Table G-12, <i>Take Off</i> -1</p> <p>b) <i>Bad weather:</i></p> <p>He 111 Table B-2, <i>Fighter Waves</i> -2 He 111 Table M-4, <i>Fighter Cover</i> -2 He 111 Table O-4, <i>Bomb Run</i> -2 (Ignore when Optional D6 used.) He 111 Table G-3, <i>Flak</i> -2 He 111 Table G-10, <i>Landing on Land</i> -2 He 111 Table G-11, <i>Landing on Water</i> -5 He 111 Table G-12, <i>Take Off</i> -2</p>		

He 111P-1 ~ H-3 G-3 FLAK OVER TARGET AND BARRAGE BALLOONS COVERAGE			
Roll	Amount of Flak	Roll	Balloon Coverage (b)
0	No Flak	0	None
1	No Flak	1	None
2	Light Flak	2	None
3	Light Flak	3	Few c)
4	Moderate Flak	4	Few c)
5	Moderate Flak	5	Moderate Coverage – no mod.
6	Heavy Flak	6	Complete Coverage d)
7	Very Heavy Flak (a)	7	Complete Coverage d)
<p>a) Roll 5x Heavy Flak on Table O-1, <i>Flak To Hit</i>. b) Roll when ordered by the Target List. c) <i>Fighter Cover vs Balloons</i> He 111 Balloon Table 1 is +1. d) <i>Fighter Cover vs Balloons</i> He 111 Balloon Table 1 is -1.</p>			

He 111P-1 ~ H-3 G-4 FORMATION POSITION			
1: Position in Kettenkeil (a)		2: Kettenkeil in Staffel (a)	
D6	Position	D6	Position
1-2	Lead Plane	1	Lead <i>Kettenkeil</i> (b)
3-6	Wing (3-4: L; 5-6: R)	2-4	Flank
a) <i>Modifications:</i> Pilot has 0-5 Missions: +1 6+ Missions: -1		5-6	Tail (c) (<i>Four Kettenkeile in Staffel.</i>)
		b) Remove all fighters at 5, 6, 7 Level. c) Remove all fighters at 12 Level.	
3: Staffel in Gruppekolonne (d)		4: Gruppekolonne in Geschwader	
D6	Position	D6	Position
1-2	Lead – Bomb Run +1	1-2	Lead – Flak: -1
3-4	Flank	3-4	Middle
5-6	Tail (e)	5-6	Tail – Flak: One extra To Hit Roll. (g)
d) <i>If Player is Staffel Lead: -1</i> e) <i>If Player is Tail Staffel in Tail Gruppe: See note g)</i>		f) <i>If Player has more than 30 missions: -1</i> g) <i>If Player is Tail Staffel in Tail Gruppe: Bomb Run –1</i>	
D6	5: Mission Altitude		
1-4	10000 or lower – No heat, No oxygen needed. All hits to these systems are hits to the system but superficial. Bomb Run +1. Flak +1		
5-6	Higher than 10000 – Heat and oxygen needed.		

He 111P-1 ~ H-3 G-5 FIGHTER COVER	
D6	Cover
1	Poor – Bf 110 only & 6 zones range
2	Poor – Bf 109 & 4 zones range
3	Fair – Bf 110 only & 6 zones range
4	Fair – Bf 109 & 5 zones range
5-6	Good - & Bf 109 & 5 zones range

He 111P-1 ~ H-3 G-6 BAILOUT FROM CONTROLLED PLANE	
D6	Effect
1	Roll again: 1-5: Bailout OK. 6: Crew man killed in accident.
2-6	Bailout OK
a) <i>If bailing out over England - crewman becomes a POW.</i> b) <i>Seriously wounded crewman may not bail out.</i> c) <i>If bailing out over France, Belgium or the Netherlands: Crewman is returned to his base in time for next mission.</i> d) <i>If crewman bailed out OK over water, roll again on He 111P-1 ~ H-3 Table G-6, Survival in Water.</i>	

He 111P-1 ~ H-3 G-7 BAILOUT FROM UNCONTROLLED PLANE	
D6	Effect
1-5	No Bailout – Goes down with plane.
6	Bailout OK.
a) <i>See notes on He 111P-1 ~ H-3 Table G-4.</i> b) <i>Bailout OK is always successful even if the crew man is Light Wound.</i>	

He 111P-1 ~ H-3 G-8 Survival in Water (a)(b)(d)-(f)	
2D6	Result
0	Crew man KIA
1	Roll for wound BL-4, +2. (c)
2-4	Roll for wound BL-4, +1. (c)
5-12	Crew man OK. (c)
a) <i>If crew man in Rubber Raft DR +1.</i> b) <i>If crew man has bailed out over water, DR -6.</i> c) <i>If crewman survives, roll on Table G- 10c, Sea Rescue.</i> ROLL FOR WEATHER IN ZONE d) <i>Poor weather: -4</i> e) <i>Bad weather: -6</i> f) <i>Very Bad weather: -8</i>	

He 111P-1 ~ H-3 G-9 Sea Rescue (a)-(g)	
2D6	Result
-1	Crew or crew man MIA/LAS
0-2	Rescued by the Royal Navy – POW. (f)
3-6	Crew or crew man MIA/LAS
7-12	Crew or crew man rescued - <i>returned to his base in time for next mission.</i>
a) <i>Good Fighter Cover in the zone: DR +1</i> b) <i>If Out of Formation and the Radio is out, DR is -6.</i> c) <i>Poor weather: -3</i> d) <i>Bad weather: -4</i> e) <i>Very Bad weather: Crew man is MIA/LAS.</i> f) <i>Wireless Operator Skill: +X</i> g) <i>If in France-Water, Belgium-Water or Netherlands-Water Zone rescued by friendly forces in He 115/E-Boat.</i>	

He 111P-1 ~ H-3 G-10 LANDING ON LAND	
2D6	Effect
-2	He 111 crashes: All crewmen KIA
-1	He 111 crashes: Roll for wound on table BL-4 DR +1
0	He 111 crashes: Roll for wound on table BL-4
1	He 111 irreparably damaged and scrapped, used for spare parts. Crew safe.
2-12	He 111 repairable by next mission. Crew safe.
a) <i>Add Pilot Skill.</i> b) <i>Add battle damage landing modifiers.</i> c) <i>With bombs on board, -1 DR mod.</i> d) <i>With bombs on board: If result is -1 or less: Roll D6: 1-5: No effect. 6: Explosion, all crewmen are KIA. (If Belly Landing or Non-Airfield: +1)</i> e) <i>Pilot and Co-Pilot KIA or seriously wounded and another crewman at the controls: -11</i> f) <i>Landing with one Engine: -4</i> g) <i>Landing with no Engines: -6</i> h) <i>Landing on land anywhere other than an air field: -3</i> i) <i>One Main Gear only: -2</i> j) <i>Brakes out: -3</i> k) <i>Belly landing: -2 (negates note l, j, l, m)</i> l) <i>One wheel punctured: -1</i> m) <i>Two or all wheels punctured (negates Brakes Out): -3</i> n) <i>Control Cables: -1</i> o) <i>Poor weather: -1</i> p) <i>Bad weather: -2</i> q) <i>Very Bad weather: -4</i> r) <i>Crewmen may voluntarily bailout before a dangerous landing.</i> s) <i>If landing in England, the crew become POW.</i> t) <i>If landing in France, Belgium or the Netherlands crew is returned to his base in time for next mission.</i> u) <i>Night landing: -1</i>	

He 111P-1 ~ H-3 G-11 Landing in Water, (a)	
2D6	Result
-2	Plane wrecked and Crew KIA
-1	Landing successful, plane sinks. (e)
0-3	Landing successful, plane sinks. (f)
4-12	Landing successful, plane floats. (g)
a) <i>Add landing modifiers.</i> ROLL FOR WEATHER IN ZONE b) <i>Poor weather: -3</i> c) <i>Bad weather: -5</i> d) <i>Very Bad weather: -7</i> e) <i>Crew rolls for wounds on BL-4 at +1 and Roll on He 111P-1 ~ H-3 Table G-6, Survival in Water.</i> f) <i>Roll on He 111P-1 ~ H-3 Table G-6, Survival in Water, DR -1.</i> g) <i>Roll on He 111P-1 ~ H-3 Table G-6, Survival in Water.</i>	

He 111P-1 ~ H-3 G-12 TAKEOFF (a)-(c)	
2D6	Effect
1	Problem on Take off. He 111 crashes: All KIA
2	If Poor or Bad Weather: Problem on Take off. Roll on Table G-8. -3 DR mod. (d)
3-10	Take off ok and crew safe. For now...
11	Problem on Take off. Roll on He 111P-1 ~ H-3 Table G-8, Landing on Land. -1 DR mod.(d)
12	If Poor or Bad weather: Problem on Take off. He 111 crashes: All KIA
a) <i>Add Pilot Skill.</i> b) <i>Add weather modifications.</i> c) <i>With bombs on board, -1 DR mod.</i> d) <i>If He 111 is not damaged, it may take off again.</i>	

He 111P-1 ~ H-3 G-13 MECHANICAL FAILURES	
2D6	Effect
2	Radio: (To Repair: D6 once per turn: 1: Radio unrepairable – Radio is out. 2-4: Still failing. 5-6: Repaired.)
3	Machine Gun jammed: (To Repair: D6 once per turn: 1: Gun unrepairable – Inoperable. 2-4: Still jammed. 5-6: Unjammed.) P-1: D6: 1-2: Nose Gun. 3-4: Dorsal Gun. 5-6: Ventral Gun. H-2: D6: 1: Nose Gun. 2: Dorsal Gun. 3: Ventral Gun. 4: Left Side Gun. 5: Right Side Gun. 6: Roll again. H-3: D6: 1: Nose Gun. 2: Dorsal Gun. 3: Ventral Gun. 4: Left Side Gun. 5: Right Side Gun. 6: Forward Ventral Gun.
4	Instruments: Roll on Table BL-2, Instruments.
5	Roll D6: 1-3: Bomb Bay Doors inoperable. 4-6: Bomb Release Mechanism inoperable. (To Repair: D6 once per turn: 1: Mechanism unrepairable – Inoperable. 2-4: Still failing. 5-6: Repaired.)
6	Bomb Sight inoperable. Bomb Run is Off Target – may Abort.
7	Oxygen System: Complete failure. See Rule Oxygen Out.
8	Intercom System: Complete failure. See note (f) on BL-2, Instruments.
9	Engine: D6: 1-3: #1 Engine. 4-6: #2 Engine. (Roll on “9” BL-1, Wings.)
10	Landing Gear: D6: 1-3: Left Wing. 4-6: Right Wing. (Roll on “12” on BL-1, Wings.)
11	Control Cables: Treat as one hit.
12	Electrical System: Complete failure, Bailout Table G-6.
NOTES: <i>A crew man can repair mechanical failures. Add his skill, but an unmodified “1” will always mean “unrepairable.”</i>	