

He 111P-1 ~ H-3 M-1 DEFENSIVE FIRE		
Roll	He 111 Field of Fire	To Hit (D6)
12 High, Level	Nose Gun	6
12 Low	Nose Gun Forward Vent 20 mm Gun	6
10.30 High, Level	Nose Gun	6
10.30 Low	Nose Gun Forward Vent 20 mm Gun	6
1.30 High, Level, Low	Nose Gun	6
1.30 Low	Nose Gun Forward Vent 20 mm Gun	6
3 Level, High	Right Side Gun (a)	6
9 Level, High	Left Side Gun (a)	6
5 High	Dorsal Gun Right Side Gun	5 6
6 High	Dorsal Gun	4
7 High	Dorsal Gun Left Side Gun	5 6
5 Low	Ventral Gun Right Side Gun	5 6
6 Low	Ventral Gun	4
7 Low	Ventral Gun Left Side Gun	5 6
Vertical Dive	He 111 cannot fire at this fighter	
Vertical Climb	See Table B-3, Note (b)	
All Directions (b)	Spray Fire may be used	See Table M-5, Spray Fire
<p>a) Only one can be fired at a time. b) Only the directions within the He 111 Field of Fire.</p> <p>NOTES: To Hit Gladiator: +1 To Hit Fulmar: +1</p>		

He 111P-1 ~ H-3 M-2 RAF OFFENSIVE FIRE (a) (b) (c) (d) (e)	
Attack Position	To Hit
12 High, Level, Low	5
1:30 / 10:30 High, Level, Low. Low Lt Flak	6
3 / 9 High, Level, Low. Low Mod Flak	5
5 / 6 / 7 High, Level, Low. Low Vry Hvy Flak	4
Vertical Dive	5
Vertical Climb. Low Hvy Flak	4
<p>a) If the result is a hit, go to Table B-4, Shell Hits by Area to determine the number of shells that hit. b) A fighter attacking from 5 and 7 uses the 3 and 9 column on Table B-4, Shell Hits by Area. b) A fighter always hits on a roll of 6. The number of hits on Table B-4, Shell Hits by Area, is reduced by the number of negative modifiers on the fighter firing. c) Fighters which miss are subject to Passing Shots and then removed from combat. d) Spitfires: +1 To Hit the He 111. e) Roll D6 x 3 for Low-Level Flak To Hit. If Hit go to He 111 Table B-4. Roll once for each hit.</p>	

He 111P-1 ~ H-3 M-3 DAMAGE AGAINST FIGHTER	
Roll	Effect (a)
0-1	No effect.
2-3	The fighter is hit. Fighter Continues Attack with -1 To Hit modifier. (FCA -1). (b)
4	The fighter is hit and damaged. Fighter Breaks Off after its Attack. Fires with a -2 To Hit modifier. (FBOA -2). (b)
5-6	The fighter is hit and destroyed. It may not fire at He 111. (KIA)
a) <i>Fighter attack die roll modifiers are cumulative for additional FCA and FBOA results.</i> b) $2 \times FCA = FBOA$. $2 \times FBOA = KIA$. $FCA + FBOA = FBOA$. c) Machine Gun Damage: <i>All MG fire Damage (not 20 mm) vs Spitfire is -1.</i> <i>All MG fire Damage (not 20 mm) vs Gladiator is +1.</i> <i>20 mm vs Damage Hurricane is +1.</i> <i>20 mm vs Damage Gladiator is +2.</i>	

He 111P-1 ~ H-3 M-4 FIGHTER COVER (a)(b)(c)(d)(e)(f)			
Roll	Poor Cover	Fair Cover	Good Cover
0	0 (0)	0 (0)	0 (0)
1	0 (0)	0 (0)	0 (0)
2	0 (0)	0 (0)	1 (0)
3	0 (0)	0 (0)	1 (1)
4	0 (0)	1 (0)	2 (1)
5	1 (0)	2 (1)	3 (2)
6	2 (1)	2 (1)	3 (2)
a) <i>The first number is the number of fighters driven off in the initial attack phase. The number in parentheses is the number of fighters driven off in the successive attacks.</i> b) +3 vs Gladiators. (July and August only.) c) +2 vs Defiants. (July only.) d) +2 vs Fulmars. d) +1 vs Hurricanes. (Not vs 303 Sqd.) e) Hurricane Ace or Veteran: Poor Column. f) -1 if Me 110 are escorting (from 7/10-8/18).			

He 111P-1 ~ H-3 M-5 ROYAL AIR FORCE FIGHTER PILOT STATUS		
2D6	Pilot Status	Effect
0-1	Novice	-1 To Hit Bomber Bomber +1 To Hit Novice FCA Modification is -2 May not fire when FBOA
2-4	Green	-1 To Hit Bomber Bomber +1 To Hit Green Pilot
5-8	Average	303 Squadron also: -1 To Hit Bomber when first FBOA
9-10	Veteran	+1 To Hit Bomber 303 Squadron also: Ignore first FCA modifier -1 To Hit Bomber when first FBOA
11-12	Ace	+1 To Hit Bomber Bomber -1 To Hit Ace 303 Squadron also: Ignore first FCA modifier -1 To Hit Bomber when first FBOA
NOTES Night: -1 FULMAR Pilots: -2 19 Squadron: +2 303 Squadron: +3 401 Squadron: -4		