

He 111P-1 ~ H-3 P-1 NOSE/PILOT COMPARTMENT		
Roll	Area Hit	Effect (a)
2	Crew Men	All Crew Men in the Pilot Compartment roll for wound each separately on Table BL-4.
3	Nose Equipment	<b>Roll D6: 1-2:</b> Bomb Sight hit. (b) <b>3:</b> Bomb Release controls.(c) <b>4:</b> Nose Gun inoperable. <b>5-6:</b> Oxygen Supply. <b>Roll D6 again: 1-6:</b> One hit. <b>6:</b> Fire and all Nose/Pilot Compartment oxygen out (roll to extinguish on table BL-3). (d)
4	Nose Gunner	<b>P-1 and H-2:</b> No effect. <b>H-3 and P-4:</b> Roll for wound on table BL-4.
5	Pilot	Roll for wound on table BL-4. (f)
6	Observer	Roll for wound on table BL-4. (e) (g)
7	Superficial Damage	No effect.
8-9	Greenhouse Plexiglas	<b>1<sup>st</sup> hit:</b> No effect. <b>2<sup>nd</sup> hit:</b> Landing roll on Table G-9 and G-10 is -1. Bomb Run is -1.
10	Instruments	<b>Roll D6: 1-4:</b> Roll for damage on Table BL-2, Instruments. <b>5-6:</b> Navigator's Equipment. (h)
11	Oxygen Supply	<b>Roll D6: 1-2:</b> Pilot oxygen hit. (d) <b>3-4:</b> Navigator oxygen hit. (e) <b>5:</b> Both hit. (d) <b>6:</b> Fire and all Nose/Pilot Compartment oxygen out (roll to extinguish on table BL-3). (d)
12	Control Cables	<b>1<sup>st</sup> hit:</b> No effect. <b>2<sup>nd</sup> hit anywhere in the He 111:</b> No evasive action and Bomb Run and landing roll on Table G-9 and G-10 is -1.

a) *Treat any second hit to the same system as Superficial damage.*  
b) *Bomb Run is Off Target. May Abort.*  
c) *If Bombs on board, they must be dropped manually by a crew man in the Bomb Bay: Table O-6, Bomb Run is -3.*  
d) *With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out.*  
e) *If Observer is SW/KIA – Bomb Run is Off Target. May Abort.*  
f) *If Pilot is SW/KIA – Roll D6: 1-2: Bail out G-6. 3-5: Bail out G-7. 6: He 111 out of control - No Bail Out.*  
g) *If Observer is SW/KIA and out of formation, He 111 must spend 2 turns in each odd numbered zone.*  
h) *If out of formation, He 111 must spend two turns in each odd numbered zone.*

He 111P-1 ~ H-3 P-2 BOMB BAY		
Roll	Area Hit	Effect (a)
2	Bomb Release	Bombs must be dropped manually by a crew man in the Bomb Bay: Table O-6, Bomb Run is -3.
3	Bombs	<b>If bombs already dropped or no bombs onboard:</b> No effect. <b>If Bombs onboard: Roll D6: 1-4:</b> No effect. <b>5-6:</b> Bombs detonate - the He 111 is destroyed and the whole crew Killed in Action.
4	Superficial Damage	No effect.
5	Bomb Bay Doors	<b>Roll D6: 1-2:</b> Doors inoperable - bomb drop not allowed. (b) <b>3-6:</b> Superficial damage.
6-8	Superficial Damage	No effect.
9	Bombs	See above.
10	Bomb Bay Doors	See above.
11	Bombs	See above. <b>H-3 and P-4:</b> Bomb Bay Tank hit if installed. (c)
12	Control Cables	<b>1<sup>st</sup> hit:</b> No effect. <b>2<sup>nd</sup> hit anywhere in the He 111:</b> No evasive action and Bomb Run and landing roll on Table G-9 and G-10 is -1.

a) *Treat any second hit to the same system as Superficial damage.*  
b) *Doors may be operated manually. A crew man must be in the Bomb Bay and roll D6 once per turn: 1-2: Still inoperable. 3-6: Doors open / close. If doors are open speed is reduced due to wind drag and He 111 must spend 2 turns in each zone.*  
c) *See He 111 Fuel Leaks.*

He 111P-1 ~ H-3 P-3 RADIO ROOM		
Roll	Area Hit	Effect (a)
2	Crew Men	All Crew Men in the Radio Room roll for wound each separately on Table BL-4.
3	Rubber Raft	Raft destroyed. If He 111 lands in water, roll on Table G-10 is -6.
4-5	Wireless Operator's Equipment	<b>Roll D:</b> 1-3: Radio - no mayday. If out of formation when forced to ditch Table G-10, DR is -6. 4-6: Intercom - mission may be aborted. (b)
6	Wireless Op.	Roll for wound on Table BL-4. (c)
7-8	Superficial Damage	No effect.
9	Armament	<b>P-1 and H-2:</b> Dorsal Gun inoperable. <b>H-3 and P-4: Roll D6:</b> 1-3: Dorsal Gun inoperable. 4-6: No effect.
10	Engineer	Engineer/Ventral Gunner rolls for wound on Table BL-4.
11	Oxygen System	<b>Roll D6:</b> 1-5: Oxygen System hit. (d) 6: Fire and all Radio Room oxygen out. Roll to extinguish on Table BL-3. (d)
12	Control Cables	<b>1<sup>st</sup> hit:</b> No effect. <b>2<sup>nd</sup> hit anywhere in the He 111:</b> No evasive action and Bomb Run and landing roll on Table G-9 and G-10 is -1.
a) <i>Treat any second hit to the same system as Superficial damage.</i> b) <i>Entire Intercom System. Gunners' To Hit is -1 and no Passing Shots. See Rule 8.0 - Aborting Missions.</i> c) <b>If Wireless Operator is SW/KIA and out of formation, roll on Table G-10 is -2.</b> d) <i>With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out.</i>		

He 111P-1 ~ H-3 P-4 WAIST/TAIL		
Roll	Area Hit	Effect (a)
2	Superficial Damage	No effect.
3	Tail Wheel	<b>Roll D6:</b> 1-3: Tail Wheel damaged - Landing Roll on Table G-9 is -1. 4-6: Superficial Damage - No effect.
4	Armament	<b>P-1:</b> Ventral Gun inoperable. <b>H-2: Roll D6:</b> 1-2: Ventral Gun inoperable. 3-4: Left gun inoperable. 5-6: Right gun inoperable. <b>H-3 and P-4: Roll D6:</b> 1-2: Front Ventral gun inoperable. 3: Ventral Gun inoperable. 4: Left gun inoperable. 5: Right gun inoperable. 6: No effect.
5-6	Superficial Damage	No effect.
7	Rudder	Rudder takes one hit. (b)
8-9	Superficial Damage	No effect.
10-11	Tailplane	1-2: No effect. 3: Port Elevator inoperable. (c) 4: Starboard Elevator inoperable (c). 5: Port Tail Plane Root hit. (d) 6: Starboard Tail Plane Root hit. (d)
12	Control Cables	<b>1<sup>st</sup> hit:</b> No effect. <b>2<sup>nd</sup> hit anywhere in the He 111:</b> No evasive action and Bomb Run and landing roll on Table G-9 and G-10 is -1.
a) <i>Treat any second hit to the same system as Superficial damage.</i> b) <i>After 3 hits the Rudder is inoperable. Table G-9 and G-10 is -1.</i> c) <i>If both Elevators are inoperable Table G-9 and G-10 is -1.</i> d) <i>After 3 hits to the Root, the Tail Plane it rips off and Table G-9 and G-10 is -2. If both Tail Planes rip off, bail out on Table G-7, Bail Out from an Uncontrolled Plane.</i>		