

**Ju 88**  
**BL-1 WINGS**

Roll	Area Hit	Effect (a)
2-3	Wing Root	1 wing root hit. (b)
4	Flap	<b>1-2:</b> Flap inoperable.(c) <b>3-4:</b> Dive Brake. (c) <b>5-6:</b> No effect.
5	Aileron	<b>1-3:</b> Aileron inoperable. (d) <b>4-6:</b> No effect.
6-8	Superficial Damage	No effect.
9	Engine	<b>Roll D6:</b> <b>1-2:</b> Superficial damage. <b>3-4:</b> Engine out. (e) <b>5:</b> Runaway engine. (f) <b>6:</b> Oil Tank hit. (g)
10	Fuel Tank	<b>Roll D6:</b> <b>1:</b> Fire (h) <b>2-4:</b> Leakage (i) <b>5-6:</b> Self-Seal – No effect.
11	Optional	<b>Roll D6:</b> <b>1-3:</b> Main Landing Gear Doors. (j) <b>4-6:</b> Superficial damage.
12	Landing Gear	<b>1-2:</b> Brake out. (k) <b>3:</b> Wheel punctured. (l) <b>4-5:</b> Landing gear inoperable.(m) <b>6:</b> Drop down. (n)

- a) *Treat any second hit to the same system as Superficial damage.*
- b) *4 hits to the wing root: wing rips off - Bailout on He 111 Table G-5.*
- c) *When both Flaps are inoperable He 111 Table G-8 and G-9 is –1. **If Dive Brake is inoperable** the Ju 88 may not Dive bomb.*
- d) *When both Ailerons are inoperable He 111 Table G-8 and G-9 is –1.*
- e) **Roll D6:** **1-5:** Prop feathered. **6:** Prop not feathered - 2 turns per zone due to wind drag, and is out of formation.
- f) **Roll D6:** **1-5:** Engine out and Prop feathered. **6:** Prop not feathered – Engine is out of control, Bailout, He 111 Table G-4.
- g) **Roll D6:** **1-2:** Engine fire. (**Use fire extinguisher: Roll D6 again: 1-4:** Fire out. When the fire is extinguished, the engine is out and roll on e) above. **5-6:** Fire continues - try again. (Each Engine has two Fire Extinguisher charges. If the second try fails, Bailout He111 Table G-4.) **3-5:** Leakage. **Roll D6 again: 1-2:** Engine must be shut off after 1 more turn. **3-4:** Engine must be shut off after 2 turns. **5:** Engine must be shut off after 3 turns. **6:** Engine must be shut off after 4 turns.) **6:** Self Seal - no effect.
- h) **Roll D6:** **1:** Fire is out by slipstream. Leakage. (Roll on (j) below for remaining fuel. DR -1) **2-5:** Fire continues – Bailout, He 111 Table G-4. **6:** Explosion – Bailout, He 111 Table G-5.
- i) **Roll D6:** **1-2:** 3 zones of fuel left. **3-4:** 4 zones of fuel left. **5-6:** 5 zones of fuel left. **If this is the second hit:** 2 more turns. **If this is the third hit:** 1 more turn. (Jettison all equipment and gain one extra turn.)
- j) *The Gear Door is jammed. If the Main Gear is functioning it can't be lowered.*
- k) *-3 on He 111 Table G-8 if Brake on both Gears are inoperable when Gear is lowered at landing.*
- l) *-1 on He 111 Table G-8 if one wheel is Punctured. –3 if two wheels are punctured.*
- m) *If one of the Main Landing Gears is inoperable, Table He 111 G-8 is –1. If both Gears are inoperable, He 111 Table G-8 is –3. If no gears are operable Table G-8 is –2 (belly landing).*
- n) *Doors open and Gear drops down, speed is reduced due to wind drag and He 111 must spend 2 turns in each zone. **Roll D6:** **1-3:** Gear is not locked. Treat as Main Gear inoperable when landing. **4-6:** Gear is locked. Treat main gear operable when landing.*

**Ju 88**  
**BL-2 INSTRUMENTS**

<b>Roll</b>	<b>Area Hit</b>	<b>Effect (a)</b>
<b>2</b>	Instrument Panel	Vital Instruments destroyed. Landing -1. Bomb Run -1.
<b>3</b>	Landing Gear Inoperable	<b>Roll D6: 1-2:</b> Left Gear.(b) <b>3-4:</b> Right Gear. (b) <b>5:</b> Tail Wheel. (c) <b>6:</b> Right and Left Gear. (b)
<b>4</b>	Intercom System	Intercom System malfunctions. (d)
<b>5</b>	Oxygen System	Oxygen System malfunctions. (e)
<b>6</b>	Flaps/Dive Brakes	<b>Roll D6: 1-3:</b> Flaps: He 111 Table G-8 and G-9 Landing on Land and Landing in Water DR modifier is -1. (f) <b>4-6:</b> Dive brakes.
<b>7</b>	Ailerons	He 111 Table G-8 and G-9 Landing on Land and Landing in Water DR modifier is -1. (f)
<b>8</b>	Elevators	He 111 Table G-8 and G-9 Landing on Land and Landing in Water DR modifier is -1. (f)
<b>9</b>	Rudder	He 111 Table G-8 and G-9 Landing on Land and Landing in Water DR modifier is -1. (f)
<b>10</b>	Propeller Feathering	Crew must immediately bail out on He 111 Table G-4 if a runaway Engine occurs.
<b>11</b>	Engine Fire Extinguishers	Crew must immediately bailout on He 111 Table G-4 if an engine fire occurs.
<b>12</b>	Electrical System	Crew must immediately bailout on He 111 Table G-4.
<p>a) <i>Treat any second hit to the same system as Superficial Damage.</i></p> <p>b) <i>If one of the Main Landing Gears is inoperable, He 111 Table G-8 is -1 . If both Gears are inoperable, He 111 Table G-8 is -3. If no gears are operable He 111 Table G-8 is -2 (belly landing).</i></p> <p>c) <i>Landing Roll on He 111 Table G-8 is -1.</i></p> <p>d) <i>Entire Intercom System. Gunners' To Hit is -1 and no Passing Shots. See Rule 8.0 – Aborting Missions.</i></p> <p>e) <i>He 111 must drop out of formation to 10,000 feet in next zone. See Rule 12.0 - Oxygen Out. and Rule 13.0 Out of Formation.</i></p> <p>f) <i>Ignore the modifier if the system is already inoperable.</i></p>		