

Ju 88 B-4 SHELL HITS BY AREA (a) (b)					
Roll	12 / 1:30 / 10:30 Low Lt and Mod FLAK	3 / 9 Rear MG	5 / 6 / 7 Low Vry Hvy FLAK	Vertical Dive	Vertical Climb Low Hvy FLAK
2	3	4	5	3	4
3	2	3	4	2	3
4	2	3	4	1	3
5	1	0*	2	1	2
6	1	1	1	0*	1
7	0*	1	0*	1	1
8	1	1	1	1	0*
9	1	2	3	2	1
10	2	2	3	2	2
11	2	3	5	3	4
12	3	4	6	4	5

a) *The He 111 is smaller than the B-17 and the B-24, so the number of hits is reduced by one for some die rolls.*

b) *The Spitfire and the Hurricane fire .303 rounds which are less effective. Some dice rolls result in a No effect (0).*

* *Add fighter damage modifier. A fighter with a damage modifier of x1.5, treat as 1 hit. For Low-Level Flak treat as 1 hit.*

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

Ju 88					
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	Waist/Tail	3	Superficial Damage	3	Waist/Tail
4	Port Wing	4	Port Wing	4	D6: 1-4: Low. 5-6: Upr.
5	D6: 1-2: Low. 3-6: Upr.	5	D6: 1-2: Low. 3-6: Upr.	5	Port Wing
6	Port Wing	6	Starboard Wing	6	Waist/Tail
7	Starboard Wing	7	D6: 1-2: Low. 3-6: Upr.	7	Port Wing
8	Superficial Damage	8	Port Wing	8	Starboard Wing
9	Starboard Wing	9	D6: 1-2: Low. 3-6: Upr.		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	D6: 1-2: Low. 3-6: Upr.	3	Port Wing
4	D6: 1-2: Low. 3-6: Upr.	4-5	Wing (attacking side)	4	Superficial Damage
5	Superficial Damage	6	Waist/Tail	5	D6: 1-4: Low. 5-6: Upr.
6	Port Wing	7	Waist/Tail	6	Port Wing
7	Radio Room	8	Superficial Damage	7	Bomb Bay
8	Starboard Wing	9-10	Waist/Tail	8	Starboard Wing
9	Bomb Bay	11	Bomb Bay	9	Radio Room
10	Starboard Wing	12	Superficial Damage	10	Starboard Wing
11-12	Waist/Tail			11-12	Waist/Tail
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	D6: 1: Low. 2-6: Upr.	3-4	Port Wing	3	Walking Hits (a)
4	Port Wing	5	Waist/Tail	4-5	Starboard Wing
5	Bomb Bay	6	Superficial Damage	6	Waist/Tail
6	Port Wing	7	Waist/Tail	7	Waist/Tail
7	Starboard Wing	8	Superficial Damage	8-9	Port Wing
8	Waist/Tail	9	Waist/Tail	10	Bomb Bay
9	Waist/Tail	10	Starboard Wing	11	D6: 1-5: Low. 6: Upr.
10	Starboard Wing	11	Starboard Wing	12	Superficial Damage
11	Walking Hits (a)	12	Superficial Damage		
12	Superficial Damage				
VERTICAL DIVE			VERTICAL CLIMB		
Roll 2D6	Area Hit	Roll 2D6	Area Hit	Roll 2D6	Area Hit
2	Walking Hits (b)	2	Superficial Damage	2	Superficial Damage
3	Port Wing	3	Waist/Tail	3	Waist/Tail
4	Waist/Tail	4	Waist/Tail	4	Waist/Tail
5	Bomb Bay	5-6	Port Wing	5-6	Port Wing
6	Superficial Damage	7	Bomb Bay	7	Bomb Bay
7	Port Wing	8-9	Starboard Wing	8-9	Starboard Wing
8	Starboard Wing	10	D6: 1-4: Low. 5-6: Upr.	10	D6: 1-4: Low. 5-6: Upr.
9	D6: 1-2: Low. 3-6: Upr.	11	Bomb Bay	11	Bomb Bay
10	Waist/Tail	12	Walking Hits (a)	12	Walking Hits (a)
11	Starboard Wing				
12	Superficial Damage				

- 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.)

