

Ju 88		
M-1 DEFENSIVE FIRE		
Roll	He 111 Field of Fire	To Hit (D6)
12 High, Level	Observer Gun	6
10.30 High, Level	Observer Gun	6
5 High	Wireless Operator Rear Gun Engineer Gun	5
6 High	Wireless Operator Rear Gun Engineer Rear Gun	5
7 High	Wireless Operator Rear Gun Engineer Rear Gun	5
5 Low	Engineer Ventral Gun	6
6 Low	Engineer Ventral Gun	6
7 Low	Engineer Ventral Gun	6
Vertical Dive	See Ju 88 Table B-3, Note (b)	6
Vertical Climb	See Ju 88 Table B-3, Note (b)	6
All Directions	Spray Fire may be used	See Table M-5, Spray Fire
<b>NOTES:</b>		
<i>To Hit Gladiator: +0 (He 111 has +1, but the Ju 88 is faster.)</i>		
<i>To Hit Fulmar: +0 (He 111 has +1, but the Ju 88 is faster.)</i>		

Ju 88	
M-2 RAF OFFENSIVE FIRE (a) (b) (c) (d) (e)	
Attack Position	To Hit
12 High, Level, Low	6
1:30 / 10:30 High, Level, Low. <b>Low Lt Flak</b>	6
3 / 9 High, Level, Low. <b>Low Mod Flak</b>	6
5 / 6 / 7 High, Level, Low. <b>Low Vry Hvy Flak</b>	5
Vertical Dive	5
Vertical Climb. <b>Low Hvy Flak</b>	4
a) <i>If the result is a hit, go to Table B-4, Shell Hits by Area to determine the number of shells that hit.</i> b) <i>A fighter attacking from 5 and 7 uses the 3 and 9 column on Table B-4, Shell Hits by Area.</i> c) <i>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.</i> d) <i>Fighters which miss are subject to Passing Shots and then removed from combat.</i> e) <i>Roll D6 x 3 for Low-Level Flak To Hit. If Hit go to He 111 Table B-4. Roll once for each hit.</i>	