

Ju 88 P-1 NOSE/LOWER COMPARTMENT		
Roll	Area Hit	Effect (a)
2	Superficial Damage	No effect.
3	Nose Equipment	Roll D6: 1-2: Bomb Sight hit. (b) 3: Bomb Release controls.(c) 4: Low Rear Gun inoperable.
4	Engineer	Roll for wound on Table BL-4.
5-6	Upper Compt	Roll on Ju 88 Table P-2.
7	Superficial Damage	No effect.
8-9	Greenhouse Plexiglas	1st hit: No effect. 2nd hit: Bomb Run is -1.
10	Observer	Roll for wound on table BL-4. (d)
11	Oxygen Supply	Roll D6: 1-2: Engineer oxygen hit. (e) 3-4: Engineer Heat out. 5-6: Fire and all Nose/Pilot Compartment oxygen out (roll to extinguish on table BL-3). (e) (f)
12	Superficial Damage	No effect.

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) *If Observer is SW/KIA and out of formation, He 111 must spend 2 turns in each odd numbered zone and Bomb Run is Off Target. May Abort.*
e) *With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out.*
f) *Includes the Upper Compartment.*

Ju 88 P-2 NOSE/UPPER COMPARTMENT		
Roll	Area Hit	Effect (a)
2	Crew Men	All Crew Men in Nose (Lower and Upper Compartment) roll for wound each separately on Table BL-4.
3-4	Lower Compt	Roll on Ju 88 Table P-1
4	Wireless Operator	Roll for wound on table BL-4. (b)
5	Pilot	Roll for wound on table BL-4. (c)
6	Superficial Damage	No effect.
7-8	Greenhouse Plexiglas	1st hit: No effect. 2nd hit: Landing roll on Table G-9 and G-10 is -1.
9	Instruments	Roll D6: 1-4: Roll for damage on Table BL-2, Instruments. 5-6: Observer's Equipment. (d) Roll D: 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. (e)
10	Armament	Roll D6: 1-3: Observer Gun inoperable. 4-6: Wireless Op Gun inoperable.
11	Oxygen/Heat	Roll D6: 1-3: Oxygen. 4-6: Heat. Roll D6 again: 1-2: Pilot. (f) 3-4: Observer. (f) 5-6: Wireless Operator. (f)
12	Control Cables	1st hit: No effect. 2nd hit anywhere in the He 111: 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) *If Wireless Operator is SW/KIA and out of formation, roll on Table G-10 is -2.*
c) *If Pilot is SW/KIA – Roll D6: 1-2: Bail out G-6. 3-5: Bail out G-7. 6: Ju 88 out of control - No Bail Out.*
d) *If out of formation, He 111 must spend two turns in each odd numbered zone.*
e) *Entire Intercom System. Gunners' To Hit is -1 and no Passing Shots. See Rule 8.0 – Aborting Missions.*
f) *With two hits to an individual system, Oxygen is out. See Rule 12.0 - Oxygen Out.*

Ju 88 P-3 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	If bombs already dropped or no bombs onboard: No effect. If Bombs onboard: Roll D6: 1-4: No effect. 5-6: Bombs detonate - the Ju 88 is destroyed and the whole crew Killed in Action.
4	Superficial Damage	No effect.
5	Bomb Bay Doors	Roll D6: 1-2: Doors inoperable - bomb drop not allowed. (b) 3-6: Superficial damage.
6-7	Superficial Damage	No effect.
8	Rubber Raft	Raft destroyed. If Ju 88 lands in water, roll on Table G-10 is -6.
9	Bombs	See above.
10	Bomb Bay Doors	See above.
11	Bombs	See above.
12	Control Cables	1st hit: No effect. 2nd hit anywhere in the Ju 88: No evasive action and Bomb Run and landing roll on Table G-9 and G-10 is -1.
<p>a) <i>Treat any second hit to the same system as Superficial damage.</i> b) <i>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.</i></p>		

Ju 88 P-4 WAIST/TAIL		
Roll	Area Hit	Effect (a)
2	Superficial Damage	No effect.
3	Tail Wheel	Roll D6: 1-3: Tail Wheel damaged – Landing Roll on Table G-9 is -1. 4-6: Superficial Damage - No effect.
4-6	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	1st hit: No effect. 2nd hit anywhere in the Ju 88: No evasive action and Bomb Run and landing roll on Table G-9 and G-10 is -1.
<p>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></p>		