

TZ-4		BOMB SIGHT BOMB RUN
2D6	Effect	Modifiers for Player Formation Lead or Individual Use of Bomb Sight
0-4	Off Target	Bombardier Skill: Rookie: (Less than 6 leads) Box -2; Flight -1 Veteran: (11+Box or Flight leads) +1 Lightly Wounded in Target Zone: -1 Seriously Wounded or KIA: No Bomb Drop Pilot Skill on PDI Bomb Run: +X Pilot Lightly Wounded in Target Zone: -1 D-8 Bomb Sight above 4000 ft: -3 Norden Bomb Sight below 3500 ft: -2 AFCE Bomb Run: +0 (IP1 -2; IP2 -1) PDI Bomb Run: -1 (Add'l -1 if Control Cables Hit) Heavy or Very Strong & Accurate Flak on PDI Bomb Run: -1 Hit by Flak: -1 Bomb Release Damaged: -3 (see note below) Altitude: 1000-3500 feet +2 4000-9500 feet +1 Weather: Very Good +1 Poor -1 Bad -2 Bomb Load: See Bomb Load Add-On No Flak & No enemy Fighters: +1 Good Formation Flying (from TOA-2a): +1 Bomb Load: See Bomb Load Add-On No Flak & No enemy Fighters: +1 Good Formation Flying (from TOA-2a): +1 Bombing by Flights: +2 (Bridge: +0) Bridge When Bombing by Boxes: -2 Togglier*: Lightly Wounded in Target Zone: -1 Seriously Wounded or KIA: No Bomb Drop (see note below) If Player is Togglier: +1 *Applies only to player's bomber
5-8	On Target (500 feet)	
9+	On Target (250 feet)	
Modifiers for Formation and Player Togglier <i>Unmodified "2" or "3" is automatically "Off Target."</i> Pilot Skill*: +X Pilot Lightly Wounded in Target Zone*: -1 D-8 Bomb Sight Above 4000 ft: -1 Norden Bomb Sight below 3500 ft: -2 PDI Bomb Run: -1 Heavy or Very Strong & Accurate Flak on PDI Bomb Run: -1 Hit by Flak: -1 Bomb Release Damaged: -4 (see note below) Altitude: 1000-3500 feet +2 4000-9500 feet +1 Weather: Very Good +1 Poor -1 Bad -2 Bomb Load: See Bomb Load Add-On No Flak & No enemy Fighters: +1 Good Formation Flying (from TOA-2a): +1 Bombing by Flights: +2 (Bridge: +0) Bridge When Bombing by Boxes: -2 Togglier*: Lightly Wounded in Target Zone: -1 Seriously Wounded or KIA: No Bomb Drop (see note below) If Player is Togglier: +1 *Applies only to player's bomber		

BRIDGES: must be, "On Target (250 ft)" with 80% or greater on TZ-5a or result is "Off Target."

Player is Formation Lead and achieves, "On Target (250 ft)": Formation results cannot be less than, "On Target (500 ft)."

Player is Formation Lead and achieves, "Off Target": Formation results cannot exceed, "On Target (500 ft)."

Bombardier/Togglier Seriously Wounded or KIA: No bomb drop. (**Advanced:** If Togglier is seriously wounded and the Nose and at least one other compartment Intercom is working another crewman may move to the nose and become Togglier. If this happens in the Target Zone roll **2D6** (DR -2 if crewman is moving from Tail): **2-6:** Crewman is too late, Off Target. **7+:** Crewman is in time to drop on Lead, roll normally.

Bomb Release Damaged: In order to drop, Nose and Radio Room Intercom must be operable and a crewman must be in the Bomb Bay.