

FRIDAY THE 13TH



LV 907
HALIFAX MK III

NP-F
128 OPERATIONS

a Halifax add-on
by

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Just Jane, Mickey the Moocher, Phantom of the Ruhr and On Tap are four of the 35 Lancasters which made 100 or more operations. There were only four Halifaxes which flew over 100 operations. Friday the 13th was one of them and also the Halifax which has the record of 128 missions.

After the war, Friday was put on display in London, but was later scrapped. The nose art panels were saved and are now in the RAF Museum at Hendon. A recently restored Halifax has been painted as LV907, NP-F, Friday the 13th.

In this variant you will fly to the same targets as Friday and on the same date, with each real mission reflected in the *B-17* and *Lancaster* world of WW II. The campaign begins on the night of March 30/31, 1944 and ends at the end of April 1945. If you survive all 128 mission, you can beat the record by surviving Mission #129 to Tonsberg in Norway, April 25/26, which was the last heavy bomber raid of the war. 158 Squadron and Friday the 13th did not participate on this mission.

Some changes must be made to increase your chances of beating 128 missions:

1. Change Table B-2 (L):

B-2 [L] "TAME BOAR" TABLE		
Roll 1D.		
ZONE	TO TARGET	FROM TARGET
1-3	No Attacks	No Attacks
4	6	6
5	5, 6	6
6-11	4-6	6
Target	3-6	5, 6

From October 1944: No attacks Zone 4.

**From November 1944: Zone 5 is "6" only and
Zone 6-7 is "5, 6"**

**From February 1945: No attacks in Zone 5 and
Target (To Target) is "4-6"**

From April 1945: Zone 6-8 is "5, 6"

2. A gunner may fire a 3 ammo box burst at a target. To Hit is +1, but the guns will jam on an unmodified To Hit roll of "1." If you fire a 5 ammo box burst To Hit is +1 and damage is +1, but your guns will jam on an unmodified "1-2."

3. A Tame or Wild Boar will make a successive attack only if the bomber is on fire (i.e. engine, oxygen, fuel tank).

4. If the bomber is not on fire a Tame Boar will make a successive attack if it has the bomber on the radar. Roll D6 (DR -1 if you are flying evasive action): 1-3: Bomber lost. 4-6: The Tame Boar will attack again.

5. If fighter's To Hit roll or Radar Roll is an unmodified "1" the fighter will leave due to low ammo or fuel.

6. An unspotted fighter has +1 To Hit and +2 Hits on the bomber, and will fire again normally after the defensive fire. (See also #3, 4 and 5 above.)

7. You will need a couple of Lucky Charms. Anytime one of your crew men rolls "12" or "6 + 6" he will receive a Lucky Charm. For instance, an unmodified landing or take-off roll of "12" on 2D6 will give your pilot a Lucky Charm, or when your Mid Upper Gunner rolls an unmodified "6" on his To Hit roll and an unmodified "6" on the damage roll he will get a Lucky Charm. You may use these Lucky Charms to negate a result. A crew man is KIA: Use a Lucky Charm and his wound is only a scratch. Fuel Tank Fire or Bombs Detonate? Use a Lucky Charm and the damage is only superficial. You may save the Lucky Charms and use them when needed. Once you have used all of your Lucky Charms... well, then Lady Luck will have to fly along with you, or pray that your dice are not on the enemy's side.

8. After each 5th completed mission your bomber will receive a Lucky Charm if it has brought its crew back to England. Add these charms to your Lucky Charm Pool.

9 – an option to #1 - Change Table B-2 (L): A Tame Boar will appear only on a result of "6" in all "active" zones. Before each mission, roll D6: 1-4: No effect. 5-6: Heavy Luftwaffe activity – Add "1" to the Tame Boar roll.

Friday the 13th Campaign Mission List

This table (13 pages) lists all 128 missions plus one extra mission, all in the same order as Friday the 13th flew the missions:

Mission #: The number of the mission you are flying.

Date: The date of the mission. A night mission is listed as "Mar. 30/31" and a day or PM mission as "Jun. 22."

Target and Type: Where your target is located, a town either in France (F), Belgium (B), the Netherlands (N) or Germany (G). You will also find a target on Heligoland Island (Heligoland) and one in Norway (Nor). Your targets are Marshalling Yards, Oil Refineries, Troops, V-1 launch sites and Depots, V-2 Depots, Towns, Coastal Guns, and several other types.

NOTES: Here are notes on the mission. You can find notes about Friday the 13th, historical notes, what the weather and flak level will be over the target, if you have any modification on the bomb run or specific details about the mission.

DAY MISSION: Use the original *B-17* rules or use any variant that you like. (I don't know what type of formation the groups in Bomber Command used on day missions, but use the *B-17* rules to determine where you are flying. The

bomber crews were not trained to fly in formation and often flew a loose formation.)

PM Missions: These will be treated as a night mission.

OBOE MISSION: You will have the Oboe modifier on your bomb run.

Gazetteer: This is found below the date of the mission, from Zone 1 to Zone 11. Day missions have B-1 and B-2 modifiers next to the terrain indicator. The majority of the targets included in this variant are new.

Strategic Movement Board: Same as Lancaster, but with the new targets added.

Fighter Cover: You will have fighter cover on your day missions. The original rules cannot be used. Either use the fighter cover rules from *B-24* or the *Little Friends* variant (which can be found on the 314 Squadron site).

Friday the 13th Campaign Mission List Aid

This table lists all 128 missions plus the extra mission, in the same order as Friday the 13th Campaign Mission List, but without the notes, where you have space for your own notes.

Day Light Operations Tail Markings: The first daylight mission by Bomber Command since May 31, 1943, when 2 Group attacked Zeebrugge, Caen, Cherbourg and Flushing, took place on June 14, 1944 to Le Havre. The USAAF used different methods of identifying the bombers and Bomber Command needed something similar. Since there were no rules set by Bomber Command each Group used their own method. This was usually done by marking the tail fins of Lancasters and Halifaxes in different colors and stripes. An example of tail markings (taken from Fly Past January 2001, Special Issue Bomber Command):



Sources and Interesting Links:

<http://members.iinet.net.au/~tcosgrove/friday.html> (Friday the 13th)
http://hsfeatures.com/features04/halifaxsw_1.htm (Friday the 13th - plastic model)
http://www.yorkshireairmuseum.co.uk/collections/aircraft/wwII_aircraft_info.asp?id=11
<http://www.youtube.com/watch?v=tY8OMDWqreo> (Halifax on YouTube)
http://www.youtube.com/watch?v=P_Q-jNoTyIg (Same Halifax on another YouTube)
<http://www.bomber-command.info/f13elvington.htm> (Photo of restored Halifax)
<http://www.bomber-command.info/halipics.htm> (Photos of Halifaxes)
<http://www.yorkshireairmuseum.co.uk/news/index.asp?offset=38> (Yorkshire Air Museum News)
<http://www.militaryhistoryonline.com/wwii/bombercommand/1942.aspx> (Bomber Command History)

Fly Past December 2008, Halifax 36-page Tribute (www.flypast.com)

Fly Past January 2001, Special Issue Bomber Command (www.flypast.com)

More from MyK646

The Tuskegee Airmen - 332nd Fighter Group

Fighter Cover in the 15th Air Force, based on the African-American Fighter Unit. They never lost a bomber they were escorting.

Little Friends – Fighter Cover in the ETO

Advanced Fighter Cover for B-17.

58th Bomb Wing

B-29s in the China-Burma-India Theater April 1944 to March 1945.

YB-40 Historical Campaign Part I and II

Part I is a detailed campaign for YB-40 based on the real missions. Part II includes new YB-40 Damage Tables, Table M-1 and M-3, several new tables and new targets and gazetteer, based on the period between May and August 1943. *P- Tables and Table O-1 will be revised.*

There are several projects under construction.

- *JG 700*
- *Multi-Player and Group Support in B-17: Queen of the Skies*
- *More Little Friends – Fighter Cover in the MTO*
- *8th Air Force Scouting Force*
- *Rammkommando Elbe*
- *Sturmgruppen*
- *Kommando Novotny, JG 7 and JV 44*
- *B-17 Models from Model 299 to B-17G in B- P- and M- Tables.*
- *Against the Rising Sun – B-17s in the Pacific*
- *Bushido – Japanese Veteran Units in B-29 SUPERFORTRESS (“JG 26” in Japan.)*
- *B-26 in the MTO, Aleutians and the PTO*
- *Historical Missions*
- *First over Fortress Europa – B-17C in the RAF*
- *5th Emergency Rescue Squadron*
- *Heinkel He 111 – A German Bomber over England during the Battle of Britain –available for play-testing.*
- *Beaufighter: The Whispering Death*
- *Mosquito: The Wooden Wonder*
- *P-61 – The idea that evolved into the B-26: The Wingless Wonder variant.*

- ***P-47 Thunderbolt***
- ***F-15E: Strike Eagle (for HORNET LEADER)***
- ***“The Swan Song” – B-29s in Korea (For B-29 SUPERFORTRESS)***
- ***D-Company –Light Tank Scenarios in Patton’s Best.*** Control the M5, M5 A1, M24 and M8... and face a Tiger.
- ***B-26 The Wingless Wonder.*** The B-26, A-26, A-20 and B-25 has joined the B-17, B-24 and the Lancaster in the skies over Europe. It is under construction and have been available for play-testing. It is too detailed and complicated at the moment, so a lot has to be done before the next play-tests. THIS IS A STAND-ALONE GAME. B-17 or B-29 is not needed.
- ***Nachtjagd – Night Fighters.*** More night fighters and most of them are dangerous! New B-3s for Lancaster and Halifax which span from the beginning to the end of WW II.
- ***Short Stirling.***

