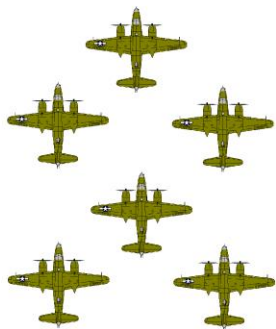
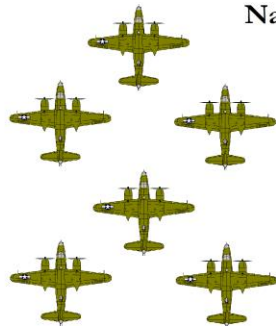


# Box 2

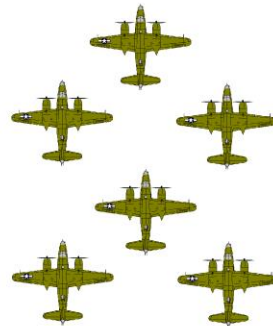
**Low Flight**  
**Pilot:**  
**Bombardier:**  
**Navigator:**



**Lead Flight**  
**Pilot:**  
**Bombardier:**  
**Navigator:**



**High Flight**  
**Pilot:**  
**Bombardier:**  
**Navigator:**



Roll on the tables normally. The Player's roll will also affect the Box (or Flight). Always roll for Box 1 before Box 2 as Box 2 will be affected by some of the results.

## **Take-Off**

### **TOA-2a:**

**Box 1:** Affected by 4, 7, 8, 9, 10 & Random Events TOA-2b (2 & 4-6)

**Player:** No change, and see Box 1

**Box 2:** Affected by 7, 8, 9, 10.

**Player:** No change, except unaffected by 4 (only if Box 1 has had that result) and only affected by 1 and 3 on TOA-2b, Random Events.

## **Zone 1:**

### **Box 1:**

**Z-1a:** Ignore Random Effects and Mechanical Failures.

**Z-1b:** No change.

**Player:** No change.

### **Box 2:**

**Z-1a:** Ignore Random Effects, Navigation, Weather and Mechanical Failures. Box 2 is affected by the result of Box 1 for Weather and Navigation.

**Z-1b:** Affected by the result of Box 1

**Player:** Ignore Navigation and Weather, and is affected by the result of Box 1 for Weather and Navigation.

## **The Other Box On Route:**

**MT-1a:** Use only Formation Check and Formation Casualties.

**MT-2:** Use modifiers and if Fighter Attacks, roll on MT-1c, Formation Casualties and see Formation Casualties below for each B-26 affected.

## **The Other Box Target Zone:**

MT-1a, MT-2, TZ-2: Aim Point, MT-1c, TZ-5b

## **Formation Casualties**

Roll 2D6 once for each casualty:

**2-5:** Leaves formation – roll D6 again: 1-3: Returns to Station

4: Shot down

5-6: Crash lands before reaching Station

**6-9:** Still in formation but Bomb Run affected.

**Toggler:** Treat as Formation Casualty on TZ-5a

**Lead:** No bomb drop.

**Before the Target Zone:** See “2-5: Leaves formation” above and Deputy takes over.

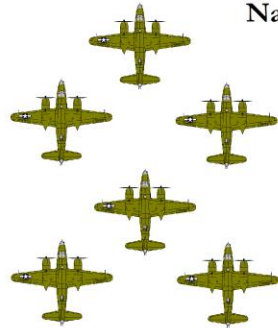
**In the Target Zone:** See “2-5: Leaves formation” above and Deputy takes over. Go Around. If Deputy has left the formation, High Flight will become Lead Flight. If High Lead is a casualty, Low Flight will become Lead Flight. If all Lead's are casualties, remaining ships will return to base. Lowest numbered position in each flight will take over as leads. Boxes will return independently to Station unless both Go Around.

**10-12:** Shot down.

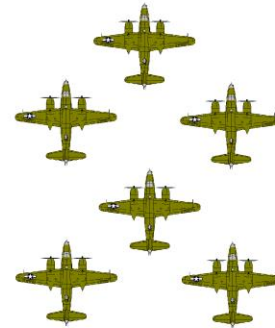
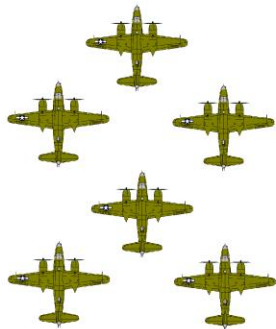
**Lead:** Deputy takes over. See “In the Target Zone” above for more information.

# Box 1

**Lead Flight**  
**Pilot:**  
**Bombardier:**  
**Navigator:**



**Low Flight**  
**Pilot:**  
**Bombardier:**  
**Navigator:**



**High Flight**  
**Pilot:**  
**Bombardier:**  
**Navigator:**

Roll on the tables normally. The Player's roll will also affect the Box (or Flight). Always roll for Box 1 before Box 2 as Box 2 will be affected by some of the results.

## **Take-Off**

### **TOA-2a:**

**Box 1:** Affected by 4, 7, 8, 9, 10 & Random Events TOA-2b (2 & 4-6)

**Player:** No change, and see Box 1

**Box 2:** Affected by 7, 8, 9, 10.

**Player:** No change, except unaffected by 4 (only if Box 1 has had that result) and only affected by 1 and 3 on TOA-2b, Random Events.

## **Zone 1:**

### **Box 1:**

**Z-1a:** Ignore Random Effects and Mechanical Failures.

**Z-1b:** No change.

**Player:** No change.

### **Box 2:**

**Z-1a:** Ignore Random Effects, Navigation, Weather and Mechanical Failures. Box 2 is affected by the result of Box 1 for Weather and Navigation.

**Z-1b:** Affected by the result of Box 1

**Player:** Ignore Navigation and Weather, and is affected by the result of Box 1 for Weather and Navigation.

## **The Other Box On Route:**

**MT-1a:** Use only Formation Check and Formation Casualties.

**MT-2:** Use modifiers and if Fighter Attacks, roll on MT-1c, Formation Casualties and see Formation Casualties below for each B-26 affected.

## **The Other Box Target Zone:**

MT-1a, MT-2, TZ-2: Aim Point, MT-1c, TZ-5b

## **Formation Casualties**

Roll 2D6 once for each casualty:

**2-5:** Leaves formation – roll D6 again: 1-3: Returns to Station

4: Shot down

5-6: Crash lands before reaching Station

**6-9:** Still in formation but Bomb Run affected.

**Toggler:** Treat as Formation Casualty on TZ-5a

**Lead:** No bomb drop.

**Before the Target Zone:** See “2-5: Leaves formation” above and Deputy takes over.

**In the Target Zone:** See “2-5: Leaves formation” above and Deputy takes over. Go Around. If Deputy has left the formation, High Flight will become Lead Flight. If High Lead is a casualty, Low Flight will become Lead Flight. If all Lead's are casualties, remaining ships will return to base. Lowest numbered position in each flight will take over as leads. Boxes will return independently to Station unless both Go Around.

**10-12:** Shot down.

**Lead:** Deputy takes over. See “In the Target Zone” above for more information.