

<i>TOA-2b</i>		<i>TAKE-OFF TURN RANOMEVENTS</i>	<i>Adv</i>
D6	Effect	Notes	
1	Sick crew man – return to base.	Ie; Bad food, hit in the head by a badly secured machine gun (a crew man in the 386 <sup>th</sup> was actually hit in the head by a machine gun and was “knocked unconcious.”	
2	Where are the Little Friends? <b>If Close Escort:</b> Fighter Cover is now Area Cover. <b>If Area Cover:</b> No Fighter Cover on this mission. Do not roll on Z1-2, RV with Little Friends.		
3	Good Group Flying.	Your Box will be TIGHT through out the mission. On MT-1b, Formation Check only Tight Flight will affect your formation.	
4	Bad or worse weather reported over target.	Mission aborted.	
5	Lucky Charm. You may ignore a result that is not favorable to your crew, crew man or B-26. May be saved to be used on another mission.		
6	No RV with other Group.	See bottom of MP-7, Formation Position, Optional, One Group.	

<i>MT-1a</i>		<i>FORMATIONEVENTS</i>	<i>Adv</i>
2D6	Event		
2-3	Random Events (a)(c) + Formation Check (c) (See Table MT-1b)		
4-5	Formation Check (See Table MT-1b) (b)		
6-7	NA		
8	NA (c) (d)		
9	Formation Casulties (See Table MT-1c) (c)(d)		
10	Navigation: You are Off Course. (c)(e) Check FLAK ZONE on MT-1d, then Navigation on MT-1d after MT-2 Current Turn.		
11	Weather (See Table MT-1e) (e)		
12	Mechanical Failure (f)		
<b>DR MODIFIERS:</b>			
a) (Unmodified roll only) Roll for Random Event on Table MT-1f.)			
b) Navigation (DR 10) when Out of Formation. (A.5.23.7)			
c) NA if Out of Formation & when landing.			
d) Check information on certain Counters.			
e) NA before landing, Zone 0.			
f) (Unmodified roll only) Check for Mechanical Failure on Table MT-1g.			

<i>MT-1e</i>		<i>WEATHER</i>	<i>Adv</i>
<i>If in TARGET ZONE see Target Zone below.</i>			
D6	Result		
1	Very Good (MT-2 DR +1, you are now On Course!)		
2-3	Poor (MT-2 DR -1; Roll also on MT-1d NAVIGATION, DR -1)		
4-5	Bad (MT-2 DR -2; Roll also on MT-1d NAVIGATION, DR -2)		
6	Very Bad (MT-2 DR -3; Roll also on MT-1d NAVIGATION, DR -2)		
<b>In the Target Zone, to Target, roll D6:</b>			
<b>1-2:</b> If Secondary Target assigned, go to Secondary. If only Primary Target (or this is Seconadary), Aim Point is -3.			
<b>3:</b> Check Navigation on MT-1d.			
<b>4: Box 1:</b> Windy over Target. TZ-4a & b is -2.			
<b>Box 2:</b> Windy over Target. TZ-4a & b is -2. If Box 1 is Off Target, Aim Point is -2.			
<b>5: If Close Escort:</b> Fighter Cover is now Area Cover and TZ-2 (Intensity) is -2. <b>If Area Cover:</b> No Fighter Cover this Turn and TZ-2 (Intensity), is -1.			
<b>6:</b> One Extra Turn, then bomb from 6000 feet.			

<i>MT-1f</i>	<i>RANDOM EVENTS</i>	<i>Adv</i>
2D6	Event	
2	Lucky Charm. You may ignore a result that is not favorable to your crew, crew man or B-26. May be saved to be used on another mission.	
3	Enemy Fighter Patrol. One wave attacks. Roll also on MT-2. If this is a Zone with no GAZ mod GAZ is +0. If this is over Enemy Territory, GAZ is +1	
4	Good Enemy Communication. MT-2 is +1 until you receive another MT-2 mod on this table on this mission.	
5	Where are the Little Friends? <b>If Close Escort:</b> Fighter Cover is now Area Cover. <b>If Area Cover:</b> No Fighter Cover on this mission.	
6	Enemy Air Force Resistance (MP-5) in THIS ZONE - <b>Roll D6: 1: Token; 2-3: Light; 4-5: Modrate; 6; Heavy.</b>	
7	Good Team Work: All Crew Men have +1 Skill DR modifier on this mission. If this is rolled a second time: No mechanical failures will occur on this mission. (MT-1a & MT-1g.)	
8	More Little Friends. <b>If Close Escort:</b> Fighter Cover has +1 on the first roll on TZ-3, Fighter Cover. <b>If Area Cover/No Cover:</b> You have now Poor Close Escort.	
9	Bad weather over the Target. (If in the Target Zone, no bomb drop, but flak.) Bomb Secondary Target. If no Secondary Target - mission recalled. <b>If PFF:</b> Pathfinder equipment malfunctions. Pathfinder aborts but continue mission normally.	
10	Bad Enemy Communication. MT-2 is -1 until you receive another MT-2 mod on this table on this mission.	
11	Crew man is ill. Select one randomly. He is out for the remainder of the mission.	
12	Lucky Charm. You may ignore a result that is not favorable to your crew, crew man or B-26. May be saved to be used on another mission.	
a) <i>Simultaneous fire exchange: The effect of the fire exchange is calculated after your gunner and the fighter have fired.</i>		

<i>MT-1g</i>	<i>MECHANICAL FAILURES</i>	<i>Adv</i>
2D6	Effect	
2	<b>Left Wing Generator</b> malfunctions. <b>Roll D6: 1-4:</b> Damaged - loss of power. <b>5-6:</b> Destroyed. (See DT-6, DR11, #10.)	
3	<b>Left Engine. Roll D6: 1-3:</b> ½ Power. (See 7.41.2.) <b>3-4:</b> Engine out. (See DT-6, DR 8, #6-7.) <b>6:</b> Runaway Engine. (See DT-6, DR 8, #6-7.)	
4	<b>Bomb Doors:</b> <b>Before closing, roll D6: 1-3:</b> Doors close. <b>4-6:</b> Doors remain stuck. <b>B-26 &amp; A:</b> Doors are stuck – DRAG! <b>B-26B to G: Manual Operation:</b> A crew man must be in the Main (and Aft B & B-4) Bomb Bay to close the doors. DRAG! It will take one turn to close the doors.	
5	<b>Intercom Out</b> - mission may be aborted. Gunners To Hit is -1 and Bailout on BO-1a-c for crew man not in the Pilot Compartment is -1. No Passing Shots.	
6	<b>Tail Armament:</b> <b>B-26 and B-26A:</b> Tail Gun is out. <b>B-26B-G - Roll D6: 1:</b> Left Ammo Track inoperable (DT-6, DR9); <b>2:</b> Right Ammo Track inoperable (DT-6, DR9); <b>3-6:</b> Guns are out.	
7	<b>Bomb Release controls</b> – Bombs cannot be released from the Nose. <b>LEAD/DEPUTY:</b> May Abort. <b>Manual Operation:</b> The Bombs must be dropped by a Crew Man with a screw driver in the Bomb Bay. <b>If Nose and Radio Room Intercom is working and a crewman at both stations, and a crewman must begin the turn in the Bomb Bay</b> TZ-4a, Bomb Run is -3. <b>If not, SALVO.</b> Bomb Run is Off Target. (See DT-5a, Bomb Doors Emergency Operation and Bomb Salvo.)	
8	<b>Radio Out</b> - no mayday. If out of formation when forced to ditch LW-3, Sea Rescue is -5. At night, the mission must be aborted.	
9	<b>Main Hydraulic System:</b> See DT-5a	
10	<b>Top Turret - Roll D6: 1-2:</b> Power is out and turret is inoperable. <b>3:</b> Guns inoperable – may not fire. ( <b>Ace Gunner</b> may scare off an attacker – <b>Roll 2D6: 2-10:</b> No effect. <b>11-12:</b> Fighter is <i>Kaczmarek</i> .) <b>4-5:</b> Manual Operation during combat: ( <b>Roll 2D6: 1-4:</b> Gunner has no target. <b>5-6:</b> Gunner may fire To Hit -2 or Spray Fire!) <b>6:</b> Ammo Boxes - Top Turret Guns loose twin modifier after 3 more boxes, then treat as Single Machine Gun. If Ammo Boxes are hit again, the turret is out of action, may not fire.	
11	<b>Right Engine.</b> (See DR 3 above.)	
12	<b>Right Wing Generator</b> malfunctions. (See DR 2 above.)	