

## ***B-26: The Marauder Strikes!***

### **Sequence of Play (*Advanced in Italics*)**

#### **I. Mission Planning (Before Take-off)**

- a. Determine Target by using the Target List and Gazetteer booklet.
- b. Determine Weather *at Take-Off*, Landing and over the Target (Table MP-1b)
- c. Determine Altitude (Table MP-2) & *Initial Point* (Table MP-3)
- d. Determine Expected Flak (Table MP-4)
- e. Determine *Enemy Air Force Resistance* (Table MP-5) & Fighter Cover and Strength (Table MP-6)
- f. Determine Formation Position (Table MP-7)

#### **II. Take-off (Zone 0)**

- a. *Take-off* (Table TOA-1a)
- b. *Assemble and Join Formation* (Table TOA-2a)

#### **III. Zone 1 (Out only)**

- a. *Formation Events* (Table Z1-1)
- b. *Rendezvous with Fighter Cover* (Table Z-2)
- c. **If GAZ Mod:** Luftwaffe Early Warning Operations (Table MT-2)

#### **IV. Zones 2 to Target Zone**

- a. *Formation Events* (Table MT-1a)
- b. **If GAZ Mod:** Luftwaffe Early Warning Operations (Table MT-2)

If Fighters Appear:

1. Roll on CT-A, ATTACKING FIGHTER (or CT-1c for BASIC).
2. Roll on CT-1a POSITION OF ATTACKING FIGHTER and CT-1b, Altitude and place the Fighter or Fighters on the Combat Board.
3. Roll on CT-3, Fighter Cover once for each enemy. Place Damage Counters or remove an enemy which breaks away or is destroyed.
4. *Roll on CT-2a, Fighter pilot Status. If the Pilot is an Ace you can also roll on CT-2b, Ace Table.*
5. Study CT-4b, B-26 Gunner Field of Fire and see on which enemies you can fire. You can also see the hexes on the Combat Board. Place B-26 Machine Gun Counters on the enemies you want to fire at.
6. Place SPRAY FIRE on the enemies which you use spray fire on. (See 7.32.1 SPRAY FIRE.)
7. Cross of Ammo Boxes on the Mission Chart for each firing gun position.
8. Roll on CT-4a, B-26 Gunner To Hit. (The To Hit Value on the Combat Board includes the modifiers from the bottom of CT-4a.)
9. If the Fighter is hit, roll on CT-4c, Damage on Fighter. If LD or SD, place a Damage Counter on the Fighter. If FBA, FBO or KIA remove the fighter.
10. Roll on CT-5a, Enemy Fighter To Hit. (*If the fighter has 30mm cannon, roll on TZ-3a, if it hits your bomber.*)
11. If the enemy hits you, roll on CT-5b, Hits on Bomber.
12. For each hit, roll on CT-5c, Area Hit.
13. Go to the Damage Tables (DT-1 to 9). Find the correct area and roll 2D6 for damage.
14. It may be possible to fire a Passing Shot (7.38.0). Study 7.38.0 (also on the Combat Board) and CT-4b, B-26 Gunner Field of Fire. Each gunner who has the enemy within the field of fire and who can fire a Passing Shot, may fire. Cross of Ammo Boxes and roll To Hit on CT-4a. If HIT, see step 9.

15. A fighter with REAR MACHINE GUN at LEVEL, LOW or VERTICAL CLIMB on its Passing Shot Position may fire again with its Rear Machine Gun. This will be treated as simultaneous fire as the B-26 Gunners' Passing Shots. Roll on CT-5a, Rear MG (by Vertical Dive) to hit the B-26, and if hit roll on CT-5b, Hits on Bomber, Rear MG (by Vertical Dive). (See 7.38.21.)
  16. An enemy pilot may come around for a Successive Attack (7.39.0).
  17. See step 2 for all eligible fighters. If 51-66 is rolled on CT-1a the fighter will automatically break off before the next attack due to low ammo or fuel.
  18. Roll on CT-3, Fighter Cover once for each enemy (step 3).
  19. Roll on CT-2a. *If the result is Kaczmarek it has not been able to get into a good new attacking position and will not attack your bomber. On all other results, the fighter will attack. The pilot's status will not change from the Initial Attack.*
  20. Successive Attacks continue until all Bandits in a wave have left.
  21. If there are still more waves to attack, go to step 1.
- c. Move into the next Zone for a New Turn and go to IV.a. If next Zone Is the Target Zone, go to V. Target Zone.

## V. Target Zone

- a. **When entering Target Zone:** Weather Conditions (Table TZ-1)
- b. Perform IV.a & b
- c. Flak
  1. Roll twice on TZ-2, Flak Intensity and Accuracy. The first 2D6 decides the Intensity of the flak, ranging from None to Very Strong. Roll again a D6 for Accuracy if Flak Intensity is Weak or stronger.
  2. *Flak may damage or shoot down B-26s in your formation. Roll on MT-1c before TZ-4a or b to see if one or more B-26s have left. Formation Casualties will affect TZ-5a, Damage.*
  3. If Weak or stronger Flak roll on TZ-3a, Flak To Hit. Roll from one (Weak Intensity) to four Times (Very Strong Intensity) under Accurate, Fair or Inaccurate.
  4. For each hit roll once on Table TZ-3b, Number of Flak Hits.
  5. For each hit go to Table TZ-3c, Area Hit by Flak. Light Flak can score Walking Hits. Go to Table CT-5b, Hits on Bomber for details.
  6. If the result on TZ-3a is "BIP- Burst Inside Plane" roll on TZ-3c to find where your B-26 is affected by the Burst Inside Plane (BIP). *An option is to roll once on TZ-3d, Burst Inside Plane instead of TZ-3c for the effect of the BIP.*
- d. Bomb Run (Table TZ-4a or TZ-4b then Table TZ-5a)

### Lead Bombardier

1. Aim Point (Table TZ-1). The Aim Point must be identified before the bomb drop. Roll 2D6 on TZ-1 and Aim Point, on the correct column (Very Good to Very Bad) to ID the Aim Point. To ID the Aim Point you need to roll equal to or higher than the number shown. **If unidentified:** V.e (see Aim Point Mod on TZ-1) or VI. Go Around.
2. Roll on Target Zone Table 4a (TZ-4a), Bomb Sight Bomb Run.
3. Roll on Target Zone Table 5a (TZ-5a) Damage to determine how successful the bombing run is.
4. Check Damage Assessment on the same table to find what you must score to destroy a target.

### Toggler

1. Aim Point (Table TZ-1). The Aim Point must be identified before the bomb drop. Roll 2D6 on TZ-1 and Aim Point, on the correct column (Very Good to Very Bad) to ID the Aim Point. To ID the Aim Point you need to roll equal to or higher than the number shown. **If unidentified:** V.e (see Aim Point Mod on TZ-1) or VI. Go Around.
2. Roll on Target Zone Table 4b (TZ-4b), Toggler/Bombing on Formation Leader. If you have been hit by flak, check the modifiers at the bottom the table.

3. Roll on Target Zone Table 5a (TZ-5a) Damage to determine how successful the bombing run is.
4. Check Damage Assessment on the same table to find what you must score to destroy a target.

**Bombing by Flights (in order Lead, High, Low.)**

See Lead or Toggler above for your Flight.

1. Check Aim Point on TZ-1 (with +1) once for the Flight.
2. Roll on TZ-4b with modifiers for Target Size and Bridge only.
3. Roll on TZ-5a for damage for the Flight.
4. Do the same for the three flights in the other box or once for an average for the box.

f. **New Turn:** Turn plane around facing Zone 0. IV.a then V.c, IV.b and IV.c.

**VI. Go Around for a Second Bomb Run**

a. **New Turn:** Formation Events (IV.a, Table MT-1a)

b. Flak (Table TZ-2 with Break Off Mod then Table TZ-3a)

c. **If GAZ Mod:** Luftwaffe Early Warning Operations (Table MT-2)

d. **New Turn:** V.b to f.

**VII. Landing (Zone 0)**

a. Formation Events (Table MT-1a. **ATTN:** Note c & e)

b. Alternate Landing Ground? **New Turn** then VII.a

c. Landing on Land (Table LT-1a) or Landing in Water (Table LW-1)

d. Mission is over.