

MT-1a FORMATION EVENTS	
2D6	Event
2	Random Events (a)(c) + Formation Check (c) (See Table MT-1b)
3-5	Formation Check (See Table MT-1b) (c)
6-7	NA
8	NA (b) (c)
9	Formation Casualties (See Table MT-1c) (b)(c)
10	Navigation: You are Off Course. (d)(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)
DR MODIFIERS:	
a) <i>(Unmodified roll only) Roll for Random Event on Table MT-1f. (NA if before landing.)</i>	
b) <i>Check information on certain Counters.</i>	
c) <i>NA if Out of Formation & when landing.</i>	
d) <i>NA if Off Course.</i>	
e) <i>NA before landing, Zone 0.</i>	
f) <i>(Unmodified roll only. NA if modified) Check for Mechanical Failure on Table MT-1g.</i>	

MT-1b FORMATION CHECK	
2D6	Result
2-3	Tight Flight and Tight Box
4	Tight Box
5	Tight Flight
6-8	Normal Formation
9	Loose Flight
10	Loose Box
11-12	Loose Flight and Loose Box
DR MODIFIERS:	
In the Target Zone: -1	
Loose Box and/or Flight: -1	
Tight Box and or Flight: +1	
Formation Casualties – Five or more B-26s have left the Formation: +1	

MT-1c FORMATION CASULTIES	
2D6	Result
2-3	Two B-26s leave the formation
4-8	NA
9-10	One B-26 leaves the formation.
11-12	Three B-26s leave the formation
NOTE: Keep track of how many which have left. Five or more gone will affect the Formation Flying (see Table MT-1b).	
IF YOU ARE DEPUTY – D6:	
1-4: No change.	
5-6: You are now Flight Lead!	

MT-1d NAVIGATION	
FLAK ZONE: Roll D6 if over land or land/water when you are off course over Enemy Territory: 1-4: No event. 5-6: FLAK ZONE! Roll D6 on TZ-2, Medium Flak, No Radar.	
2D6	Result
0-5	Off course. Check Flak Zone, above. Check MT-1d again after MT-2. If Off Course in the Target Zone, no Bomb Run until On Course again.
6+	On course.
Toggler , In Formation: +1 (and if Weather (MT-1e) see Weather at the bottom of this Table).	
Lead Navigator and when Out of Formation Navigator's and Bombardier/Navigator's experience: +X Navigator's equipment damaged: -2 Navigator or Bombardier/Navigator SW or KIA – Pilots Navigating: -2 & Pilot Skill: +X Radio Out: -1 Night: -1 Two turns per zone (over land only): +1 Over Land/Water Zone or Zone 0 & 1: +1 Over Water Zone: -2 Finding the course to an Emergency Airfield (e) not in England (E)/or open ground: -1/-2 LOST: -2 Weather: Poor: -1 Bad & Very Bad: -2 LITTLE FRIENDS (from CT-4d) From the Turn they join you, you are On Course. <u>Continue the mission On Course.</u>	

MT-1e WEATHER	
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)
In the Target Zone, check Navigation MT-1d if called for above and see below:	
Very Good: The weather is Very Good, regardless of any other result on TZ-1.	
Poor: Weather from TZ-1, plus Windy over the Target - TZ-4a is -1	
Bad: Weather from TZ-1, plus Strong Winds over the Target – TZ-4a is -2	
Very Bad: The weather is Very Bad, regardless of any other result on TZ-1. Roll D6:	
1: Aim point found! No FLAK, no fighters!	
2-3: Check Aim Point for Poor on TZ-1.	
4-6: Check Aim Point for Bad on TZ-1.	

MT-2		LUFTWAFFE EARLY WARNING OPERATIONS
2D6	Effect	Modifiers
0-5	None.	EAR: Token: -3; Light: -1; Moderate: +0; Heavy: +1
6-8	1 wave attacks. (a)	GAZ Mod: +X
9-10	2 waves attack. (a)	Weather (from MT-1e or TZ-1): Poor: -1; Bad: -2; Very Bad: -3
11-12	3 waves attack. (a)	Little Friends: No cover: +2 Area Cover: -1
Unmodified "12" roll D6: 0-2: 1 wave attacks. 3-5: 2 waves attack. 6: 3 waves attack. EAR: Token & Light: -1 Heavy: +1 Weather (from MT-1e or TZ-1): Poor: -1 Bad: -2 Very Bad: -3		Close Escort: Poor: -1; Fair: -2; Good: -3; w/ Forward Support: Good: -4; Fair: -3 Formation Flying: Tight Box: -1; Loose Box: +1 Tail Group: +1 Target Zone, To Target: +1 (Diversion: +0) Out of Formation: EAR, GAZ Mod, Weather Area Cover: -1 Little Friends – Close Escort (above) if in the same turn as Formation. Good Fighter Support from Table CT-1d: -1 Out of Formation: -2 (+2 if in same Turn as Formation.) Low-Level Mission: Low-Level: -2 EAR: Token: -3; Light: -1; Moderate: +0; Heavy: +1 GAZ Mod: +X Weather (from LLMT-1e): Poor: -1; Bad: -2; Very Bad: No enemy fighters. Little Friends: Area Cover: -1
a) If 1 or more waves attack, go to Table CT-1a (or Adv CT-1a)		

CB-1 FORMATION CASULTIES	
D6	Flight
1-2	Low
3-4	Lead
5-6	High
	Roll D6 again to decide Position in Flight. If the result is your position, roll again. Divide the D6 evenly between the remaining positions, excluding yours.

CT-A ATTACKING FIGHTER								
2D6	7/43	12/43	3/44	7/44	9/44	11/44	2/45	4/45
0	109F-4	Special*	Special*	Special*	Special*	Special*	Special*	Special*
1-2	109F-4	109G-1	109G-6	109G-6	109G-6	109G-6(a)	109G-6	109G-14 (a)
3	109G-1	109G-6	109G-6	109G-6	109G-6	109G-6	109G-14 (a)	109G-14 (f)
4	109G-6	109G-6	109G-6	109G-6	109G-6	109G-6	109G-14	109G-14 (g)
5	109G-6	109G-6	109G-6	109G-6	109G-6	109G-14	109G-14 (b)	109G-14 (b)
6	109G-6	109G-6	109G-6	109G-14	109G-14	109G-14	109K-4	109G-14 (a, c)
7	190A-4	109G-6	190A-6	190A-6	190A-6	109K-4	190A-6 (c)	109K-4 (d)
8	190A-5	190A-5	190A-6	190A-6	190A-7	190A-6	190A-8 (d)	190A-6
9	190A-5	190A-6	190A-7	190A-6	190A-8	190A-8	190A-8	190A-8 (g)
10	190A-6	190A-6	190A-8	190A-7	190A-8	190A-8	190A-9	190A-8 (e, f)
11	190A-6	190A-7	190A-8	190A-8	190A-8	190A-9	190D-9	190A-9
12	110F-2	110G-2	110G-2	190A-8	190A-9	190D-9	152H-1	Special* (f)
13+	110G-2	110G-2	410A-1	Special*	Special*	Special*	Special*	Special*

* **Special:** Roll on SPECIAL FIGHTER below.

From the Gazetteer:

* = Me 109 heavy area (* in the Zone): DR above is -2

□ = FW 190 heavy area (□ in the Zone): DR above is +2

+ or t = Special fighter area (OPTIONAL): DR above is +2 If the result above is 110, 410 or Special, roll on SPECIAL FIGHTER below. In a “t-area” roll on 7/43.

a) In a * area this is a 109K-4 b) In a * area this is a 109K-6 c) In a □ area this is a 190D-9

d) In a □ area this is a 190D-11 e) In a □ area this is a 152H-1 f) In a # area this is a Me 262

g) In a “ area this is an He 162.

SPECIAL FIGHTER

2D6	7/43	12/43	3/44	7/44	9/44	11/44	2/45	4/45
2	190A-5	190A-4	410A-1	262A*	262A-1	262A-1	262A-1□	P.1101
3	190A-4	190A-6	410A-1	410A-1	190A-9	190A-8	162A-1	162A-1
4	Potez 63	190A-5	190A-6	190A-7	190D-9	262A-1	262A-1	190D-11
5	Ar 96	190A-6	190A-7	190A-7	190D-9	262A-1	109K-6	109K-6
6	CR 42	190A-7	190A-8	109G-14	190A-8	109K-4	109K-6	152H-1
7	D.520	190A-7	190A-8	190A-8	190A-8	109K-4	262A-1	262A-1
8	G.50	110F-2	190A-8	190A-8	190A-8	190A-9	262A-1	262A-1
9	FW 56	190A-5	110G-2	190A-6	190A-8	190A-9	152H-1	190D-9
10	Re 2001	110G-2	190A-6	410A-1	190A-9	190D-9	335A-1	109K-6□
11	190A-4	190A-4	190A-5	410A-1	190A-9	190D-9	190D-11	335A-1
12	190A-6	190A-4	190A-4	262A*	262A-1	262A-1	234C-3	234C-3

*) In France (F), Belgium (B) & the Netherlands (N) this is a Me 262A-2a fighter bomber only in # zones. In other zones treat as Me 109G-6. Me 262A-2a Hits on B-26 is 3x Hwy and no R4M. (Otherwise same as Me 262A-1. See Adv CT-1c for details.)

The Messerschmitt 262A-1 & some units using it: On July 20, 1944 Kommando Schenk arrived at Chateaudun with a small number of the Me 262 A-2a fighter bombers, but did not affect the front lines in any way. In the middle of August Kommando Schenk retreated toward Belgium, then to the Netherlands and in September (5th) the Kommando became a part of I/KG 51 in Rheine, Germany. In **B-26**, it will be possible to meet the Me 262 as early as 7/44, but for more historical accuracy ignore the 262 until 10/44. Treat as a Me 109G-6 in July to September. In October Kommando Nowotny operates from Hesepe and Achmer (North of Osnabrück) with the A-1a. This small unit became III/JG 7 in November. Jagdgeschwader 7 went through training in November and entered combat in the beginning of December. Jagdverband 44, Galland's elite 262 unit was formed in January 1945 and became IV/JG 7 in the beginning of May. B-26s was first attacked in March 1945 by Me 262s.

Ar 234C-3: These were not used against the B-26. The Ar 234 was a bomber and bombed the Remagen bridge frequently in March 1945. It was used in small numbers. Ar 234C-3 did not see action, but can be encountered in **B-26** as a fighter.

He 162A-1: These were not used against the B-26. JG 1 began using them from February 1945. It can be encountered in **B-26**.

Me P.1101: This was an experimental aircraft which never saw combat. It can be encountered in **B-26**.

□ **Optional: Ta 183:** It can be encountered in **B-26** from March 1945. This was an experimental aircraft which never saw combat.

CT-1a POSITION OF ATTACKING FIGHTER			
2D6	Position	2D6	Position
11	12 o'clock (a)	41	6 o'clock
12	12 o'clock (a)	42	6 o'clock
13	12 o'clock (a)	43	6 o'clock
14	2 o'clock (a)	44	7 o'clock
15	2 o'clock (a)	45	7 o'clock
16	10 o'clock (a)	46	7 o'clock (a, b)
21	10 o'clock (a)	51	Vertical Climb
22	3 o'clock (a, b)	52	Vertical Climb
23	3 o'clock (a, b)	53	Vertical Dive
24	3 o'clock (a)	54	Vertical Dive
25	9 o'clock (a, b)	55	Two fighters! 3 o'clock!
26	9 o'clock (a, b)	56	Two fighters! 9 o'clock!
31	9 o'clock (a)	61	Two fighters! Vertical Climb
32	5 o'clock (a, b)	62	Two fighters! Vertical Dive
33	5 o'clock	63	Two fighters! 6 o'clock!
34	5 o'clock	64	Two fighters! 12 o'clock! (a)
35	6 o'clock (a, b)	65	Three fighters! 6 o'clock!
36	6 o'clock	66	Three fighters! 12 o'clock! (a)

a) **Jets:** Move 12 to 6; 1.30 ↔ 3 to 5; 10.30 ↔ 9 to 7.
b) **Me 262**, possible R4M attack. In March, April and May 1945 roll D6, after CT-3, **Fighter Cover:** 1-4: Normal attack. 5-6: R4M! Roll D6: 1: Heavy. 2-4: Medium. 5-6: Light. (See 7.2.6)

CT-1b ALTITUDE	
D6	Result
1-3	High
4	Level
5-6	Low

High Flight: -1
Low Flight: +1
Jet: +2

CT-1c FIGHTER	
D6	Type
1-3	Messerschmitt 109
4-5	Focke-Wulf 190
6	Messerschmitt 110

*See Adv CT-1a for details. Use the fighters outlined in **BOLD**.*

CT-1d FIGHTER SUPPORT (Fighter Cover supporting a B-26 Out of Formation)	
2D6	Type
2-7	No effect.
8-9	Poor (one or two fighters)
10-11	Fair (two or three fighters)
12	Good! (a flight or veterans)

Unmodified 12 is always Good.
Modifier:
Radio Operator Skill: +X
Good Area Cover: +2

CT-3 FIGHTER COVER		
D6	Effect	Modifiers
0-4	No effect.	Modifiers for 1st roll: <i>Area Cover:</i> +1 (If Enemy Airforce Resistance is Heavy: +0) <i>Close Escort, Poor:</i> +0 <i>Close Escort, Fair:</i> +1 <i>Close escort, Good:</i> +2 <i>Close Escort, Forward Support, High Cover and Top Cover: Good:</i> +3; <i>Fair:</i> +2 <i>Green Enemy Pilot:</i> +1 Modifiers above plus: <i>Little Friends vs JET:</i> -1 <i>Little Friends vs Me 110:</i> +2 and +1 on second, effect, roll <i>Little Friends vs Me 410:</i> +2 <i>Little Friends vs Ju 88:</i> +1 (if not KLA roll again for final result.)
5-6	Attacking fighter damaged! Roll D6 again: 0: No effect 1-2: LD 3-4: SD 5: FBO 6: KIA – for more effect, roll D6: 1-2: Spinn 3: Dive 4-5: Parachute 6: Explosion!	

CT-2a		FIGHTER PILOT STATUS		
2D6	Type			
2-3	Kaczmarek (a)(d)	a) <i>If you are Out of Formation: ACE or ACE TABLE!</i> b) <i>If you are Out of Formation: GREEN.</i> c) <i>If you are Out of Formation: AVERAGE.</i> d) <i>Evasive Action: Fighter has been shaken off.</i>		
4	Kaczmarek (b)(d)			
5	Kaczmarek (b)			
6	Kaczmarek (b)			
7	Green (c)			
8-10	Average			
11-12*	Ace (or roll on CT-2b, Ace Table)			
*Unmodified 12 is always Ace (or Ace Table). Modifiers: <i>Tight Flight: -2</i> <i>Loose Flight: +1</i> <i>Formation Position: +X</i> <i>Fighter has been damaged by Fighter Cover (See CT-3, Fighter Cover): -1</i> Evasive Action: <i>B-26 Pilot 25 or more missions: -1</i> <i>Enemy Pilot Skill: Green -1; Veteran +1; Aces +2</i> <i>Weather (Clouds): Poor & Bad -1; Very Bad -2</i> <i>Fighter Damage – Light: -1; Serious: Shaken off</i>				

CT-2b		ACE TABLE	
2D6	Type		
0-5	Veteran		
6-8	Ace		
9-11	Expert		
12*	<i>Alter Hase – Old Hare</i>		
* Unmodified 12 is always an Old Hare. Modifiers: <i>5/43 - 11/43: +2</i> <i>12/43 - 6/44: +0</i> <i>7/44 - 12/44: -1</i> <i>1/45 - 2/45: -2</i> <i>3/45 - 5/45: -3</i> <i>Loose Flight: +2</i> <i>Tight Flight: -2</i> <i>Out of Formation: +2</i>			

CB-2				FIGHTER PILOTS' MODIFICATIONS			
Pilot	B-26 Gunner To Hit	Fighter Pilot To Hit B-26	Notes				
Green	+1	-1					
Average	+0	+0					
Veteran	-1	+0					
Ace	-1	+1		Initial Attack: Move from 7 & 9 to 10, 3 & 5 to 2. 6, VD & VC to 12. No change if you are Out of Formation.			
Expert	-1	+1 & Combat Table 5b, Hits on Bomber (if not a Walking Hit) +1 hit		Initial Attack: Move from 7 & 9 to 10, 3 & 5 to 2. 6, VD & VC to 12. No change if you are Out of Formation. Combat Table 4c, Damage on Fighter: -1			
<i>Alter Hase – Old Hare</i>				Initial Attack: Move from 7 & 9 to 10, 3 & 5 to 2. 6, VD & VC to 12. Successive Attacks: 12, VD & VC is 6; 10 & 9 is 7; 2 & 3 is 5 No changes if you are Out of Formation. Combat Table 4c, Damage on Fighter: -1 If your Damage roll on Combat Table 4c, Damage on Fighter is KIA, roll again with no modifiers and use this second result. The first Serious Damage scored on the Old Hare is reduced to Light Damage.			

DT-5a		HYDRAULIC FAILURE	
System	Procedure (Automatic unless D6 must be rolled.)		
<p>Landing Gear If leakage roll D6.</p> <p>If hand pump or Main and Reserve Hydraulic Reservoirs are out gear is inoperable.</p>	<p>B-26 to C: Emergency Handpump in Cock-pit must be used to <u>lower</u> Nose wheel. Pilot rolls D6 1-4: Still inoperable. 5-6: Gear is lowered – DRAG if not in the Landing Turn.</p> <p>B-26 to C: Emergency Handpump in Cock-pit must be used to <u>lower</u> Main Gear. Pilot rolls D6: 1-4: Still inoperable. 5-6: Gear is lowered – DRAG if not in the Landing Turn.</p> <p>B-26F & G: To lower Nose Wheel for landing a crew man must be in the Nose before landing and use the manual control (one Turn). DRAG when wheel is down if not in the Landing Turn.</p> <p>B-26F and G: Gear may be operated manually by a crewman from the Main Bomb Bay. A crew man must be in the Main Bomb Bay before landing and use the manual control (one Turn). DRAG when gears are down if not in the Landing Turn.</p>		
Bomb Doors	<p>Before closing, roll D6: 1-3: Doors close. 4-6: Doors remain stuck.</p> <p>B-26 & A: Doors are stuck – DRAG!</p> <p>B-26B to G: Manual Operation: 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.</p>		
Bomb Doors Emergency Operation and Bomb Salvo	<p>The Bomb Bay Doors must be opened by the <u>Pilot in the Cock-Pit</u> or by a Crew Man <u>in the Waist in B-26 F and G</u>. The bombs will automatically be salvoed unarmed. (B-26A-B4: in both Bomb Bays!). Bomb Run is Off Target.</p> <p>If Hydraulic Leak or Main and Emergency Hydraulic Reservoir empty see Bomb Doors above.</p>		
Flaps	<p>Mechanical Manual Operation in Main Bomb Bay. A crew man must be in the Main Bomb Bay before landing and use the manual control (one Turn). DRAG when Flaps are down if not in the Landing Turn.</p>		