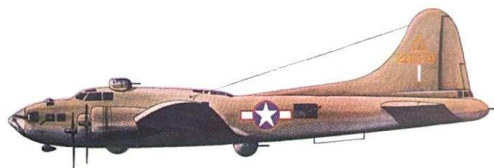


B-17: Queen of the Skies

Game Summary



Phase	Chart
1. Pre-Mission Steps	
1.1. Roll target city	G-1 , G-2 or G-3
1.2. Roll B-17 formation position; note attacking fighter modifier	G-4
1.3. Roll flight log gazetteer; note attacking fighter modifier	G-11
1.4. Combine and record modifications to attackers on Mission Chart	
2. Flying to Target	
2.1. Move B-17 to next zone ^{1,2}	
2.2. Roll for fighter cover in Zones 2, 3 & 4 ³	G-5
2.3. Roll for number of attacking fighter waves ⁴	B-1 or B-2
2.4. Repeat until all waves complete --	
2.4.1. Roll for attacking fighters in wave	B-3
2.4.2. Roll for fighter cover defense.	M-4
2.4.3. Repeat for 3 attacks max (initial, 1 st & 2 nd successive)	
2.4.3.1. If Successive Attack, roll bearing	B-6
2.4.3.2. Place attacking fighters on board	
2.4.3.3. Remove attackers from fighter cover defense	
2.4.3.4. Place B-17 defensive fire counters ^{5,6,7}	
2.4.3.5. For each B-17 gun firing	
2.4.3.5.1. If spray fire then	
2.4.3.5.1.1. Resolve spray fire	M-5
2.4.3.5.2. If not spray fire	
2.4.3.5.2.1. Roll for hit (marking ammo spent) ⁸	M-1
2.4.3.5.2.2. If hit, resolve damage and result	M-2
2.4.3.6. For each attacker remaining	
2.4.3.6.1. Roll for hit - if hit	M-3
2.4.3.6.1.1. Roll for shell hits to B-17 ⁹	B-4
2.4.3.6.1.2. Roll for area damage	B-5
2.4.3.6.1.3. Resolve fuselage/tail damage ^{10,11}	P-1 thru P-6
2.4.3.6.1.4. Resolve wing/instrument/exting'r damage ¹²	BL-1 thru BL-3

¹ A B-17 never spends more than two turns in one zone.

² If damaged buy enemy fighters, may abort. Must abort if 2+ engines out.

³ This step is unnecessary in Zone 1, see next footnote. Fighter cover does not extend past Zone 4.

⁴ In Zone 1, no attacking waves form.

⁵ Only two of three guns may fire amongst nose and cheek guns combined.

⁶ Tail gunner may not fire passing shots if intercom is out.

⁷ Optional Rule 20.0: German fighter pilot status (aces, green pilots)

⁸ After 5th kill, gunner is immediately an ace and adds one to his roll. Bonus does not apply if wounded/frostbitten.

⁹ If attacker is FW-190, multiply rolled number of hits by 1.5 and round down for actual number of hits.

¹⁰ Heat out: after moving one more zone, either drop out of formation below 10k ft or check for frostbite.

¹¹ After two hits on crew member's oxygen: unless he can move to open station with oxygen, plane must drop out of formation below 10k ft. May ascend later, but always out of formation.

¹² One engine out: must jettison bombs to stay in formation.

Two engines out: must jettison bombs and drop from formation below 10k ft.. Attackers +1 on table M-3. No evasive action.

Three engines out: must jettison everything, drop from formation below 10k ft, and either bail out crash land after 2 more zones max. Attackers add +1 on table M-3. No evasive action.

2.4.3.6.1.5. Resolve crew injuries/frostbite	BL-4/BL-5
2.4.3.6.1.6. Place 1 st or 2 nd Successive Attack marker	
2.4.3.6.2. If no hit remove attacker ¹³	
3. Resolve anti-aircraft fire and bomb run	
3.1. Roll for weather over target	O-1
3.2. Roll for heavy/medium/light flak over target	O-2
3.2.1. Roll for flak to hit	O-3
3.2.2. For each "flak to hit"	
3.2.2.1. Roll number of flak hits	O-4
3.2.2.2. For number each flak hit	
3.2.2.2.1. Roll for area damage	O-5
3.2.2.2.2. Resolve fuselage/tail damage	P-1 thru P-6
3.2.2.2.3. Resolve wing/instrument/exting'r damage ¹⁴	BL-1 thru BL-3
3.2.2.2.4. Resolve crew injuries	BL-4
3.3. Roll for bomb run on/off target	O-6
3.4. Roll for percentage of bombs within 1000 ft. of aiming point	O-7
4. Returning home – repeat 2. above	
5. Landing and AAR	
5.1. Roll for weather over base	O-1
5.2. Roll for landing, applying modifiers	G9 or G-10
5.3. Resolve crew disposition	BL-4/BL-5 notes
5.4. Scrap aircraft if BIP or crash landing	

6. Out of Formation Summary	
6.1. Add one Me-109 at 12 Level each attacking wave.	
6.2. Modifiers on B-1 or B-2 are now 0.	
6.3. Ignore added attacker for lead or tail bomber.	
6.4. All fighters make three attacks unless destroyed or FBOA'd	
6.5. If below 10k ft, take light flak each turn	
6.5.1. Roll for flak to hit (only 2 times)	O-3
6.5.2. For each "flak to hit"	
6.5.2.1. Roll number of flak hits	O-4
6.5.2.2. For number each flak hit	
6.5.2.2.1. Roll for area damage	O-5
6.5.2.2.2. Resolve fuselage/tail damage	P-1 thru P-6
6.5.2.2.3. Resolve wing/instrument/exting'r damage ¹⁵	BL-1 thru BL-3
6.5.2.2.4. Resolve crew injuries	BL-4
6.6. May abort prior to bomb run.	

No engines: must immediately bail out or crash land.

¹³ If B-17 is out of formation, attackers which do not hit remain in play – see Out of Formation Summary.

¹⁴ See previous footnotes for engines out and oxygen out. See Out of Formation Summary.

¹⁵ See previous footnotes for engines out and oxygen out. See Out of Formation Summary.