

B-29 Game Turn Streamliner v1.9

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1. TAKE-OFF

Roll on Tables 3-1 and 3-2 (p.5) of the *Chart Book*.

2. CHECK OFF FUEL BOXES (Section 4.3)

Action/Situation	# of Fuel Boxes Subtracted Per Zone or Game Turn
Entry into Zone 1 after take-off *	-1
Bombs on board when entering new Zone	-2
No bombs on board when entering new Zone	-1
Turn-around on inbound leg in Designated Target Zone	-1 in Designated Target Zone
Each level climbed in altitude per Zone	-2
Rejoining Formation	-1
Weather Conditions (Section 4.4 - p.9)	+/- 1 or more
Random Event (Section 4.6 - p.10)	-1 or more
Battle Damage (Section 7.0 - p.19)	-1 or more
Off Course in any Zone	-1
Off Course in Designated Target Zone	-2 per turn in Target Zone
Off Course in Zone 1 of Inbound Leg	-1 per turn in Zone 1
Off Course in Zone 6 of Inbound Leg and landing at Iwo Jima	-1 per turn in Zone 6
Aborting Mission- One additional turn must be taken in same zone. Other fuel consumption rules apply.	-1 in Mission Abort Zone
No Fuel Boxes Remaining	Roll on Table 4-1 (p.7)

* **Simplified Rule** - One extra fuel box is always consumed upon reaching Zone 1 on outbound leg after take-off, regardless of whether carrying extra armament / ammunition and crew members or not.

Note: If no fuel boxes remain (out of fuel), roll on Table 4-1 (p.7) of the *Chart Book*.



3. WEATHER IN ZONE (Table 4-2) Roll 2D6

Roll	Result
2	Good. But if at High Altitude, and... * If on <u>outbound</u> leg of the mission (enroute to <i>Designated Target Zone</i>), immediately cross off one extra fuel box. (strong headwind) * If on the <u>inbound</u> leg of the mission (flying away from the <i>Designated Target Zone</i>), then restore one crossed off fuel box. (strong tailwind)
3-8	Good
9	Poor
10	Poor. Also, if at High Altitude, and... * If on <u>outbound</u> leg of the mission (enroute to <i>Designated Target Zone</i>), immediately cross off one extra fuel box. (strong headwind) * If on the <u>inbound</u> leg of the mission (flying away from the <i>Designated Target Zone</i>), then restore one crossed off fuel box. (strong tailwind)
11	Bad (Roll on Table 4-3 Step 4 below). Also, if at High Altitude, and... * If on <u>outbound</u> leg of the mission (enroute to <i>Designated Target Zone</i>), immediately cross off one extra fuel box. (strong headwind) * If on the <u>inbound</u> leg of the mission (flying away from the <i>Designated Target Zone</i>), then restore one crossed off fuel box. (strong tailwind)
12	Bad (Roll on Table 4-3 Step 4 below)

Modifiers (cumulative):

- * -1 if current altitude is *High*
- * +1 if previous Zone weather was *Poor*
- * +2 if previous Zone weather was *Bad*

4. IMPACT OF BAD WEATHER (Table 4-3) Roll 1D6

Roll	Result
≤ 1-4	Safe passage. Continue mission with no impact.
5	Formation Disrupted <u>if</u> currently flying in formation (see Section 4.8) (p.11). Mark the <i>Formation Disrupted</i> box on the Mission Log Sheet. Apply a +1 modifier to <u>all</u> future rolls during this mission for Japanese Fighter Resistance on Table 5-1. Also apply a -1 die roll modifier for Bomb Run on Table 6-6. See note below (regardless of formation status). (a)
6	See roll #5 above. Also, there is storm damage to the B-29 (regardless of formation status). Roll once on Table 7-9 (Cockpit Instruments) (p.34), and roll twice on Table 7-5 (Wings) (p.29) - once each for both port and starboard wings. (a)
7	See roll #5 above. Also, one hit is inflicted on the B-29's electrical system. (Table 7-10) (p.35) (a)

Modifiers (cumulative) - apply only if *not* in formation:

- * +1 if Radar is not working, or the Radar Operator is KIA or seriously wounded.
- * -1 if one extra fuel box is voluntarily crossed off prior to the die roll, reflecting willingness to cautiously steer a wide course around the storm front.

Notes:

- a) There is also a collision risk with flying in Bad weather. If the roll result on Table 4-3 is **5-7**, roll 2D6:
2-11 = No collision. **12**= Possible collision **(b)**. **Modifier:** +3 if B-29 is currently flying in formation.

- b) Roll 2D6: **2-8** = Close call but no effect. **9-10** = Shallow dive (B-29 falls out of formation for one turn and then regains formation, if applicable). **11** = Steep dive. B-29 falls violently out of formation (**c**). **12** = Mid-air collision. B-29 destroyed and crew must bail out on Table 8-5 (p.40).
- c) Roll 1D for each wing: **1-5** = Wing holds and B-29 goes to Low altitude and must remain out of formation, if applicable, for at least one turn or for how many turns it takes to regain mission altitude- whichever is greater. **6** = Wing rips off and crew must bail out on Table 8-5 (p.40).

5. NAVIGATION

A) COURSE DETERMINATION – Out of Formation, or In Formation and Lead Bomber (Table 4-8)

Roll 2D6

Roll	Result
≤ 2-10	On Course
11-12 +	Off Course (-1 Fuel Box)

Modifiers (cumulative):

- * -1 if Navigator is veteran (*fourteen* or more missions) and not Seriously Wounded or KIA
- * +1 if Navigator is novice (*seven* or fewer missions) and not Seriously Wounded or KIA
- * +1 if Zone is All Water (Zones 1-5, 7-9)
- * +1 if currently Off Course
- * +1 if Gyro Flux Gate Compass is damaged
- * +1 if LORAN is damaged and on Missions #11-35 and in Zones 1-7
- * +1 if Radio Compass is damaged and on Missions #11-35 and in Zone 1 or 6
- * +1 if Navigator Tools are damaged
- * +1 if Radar is damaged or Radar Operator is Seriously Wounded or KIA
- * +2 if Navigator is Seriously Wounded or KIA
- * +2 if weather is *Poor*
- * +3 if weather is *Bad*

Notes:

- 1) If *Off Course* in *Formation Assembly Zone* (Section 4.8, Day Missions only) (p.8), roll 1D: **1-2** = B-29 at Rally Point on time. **3-6** = Rally Point missed or B-29 arrives late. No die roll is made on Table 4-10. B-29 remains Out of Formation. B-29 may abort. (Section 4.7) (p.11)
- 2) If *Off Course* in *Designated Target Zone*, the B-29 has missed the IP (Initial Point) and may either abort (Section 4-7) (p.11) or remain in the *Designated Target Zone* for an additional turn in an attempt to obtain an *On Course* result. If remaining for an additional turn, mark off two additional fuel boxes (Section 4.3) (p.8) (i.e. as if entering a new Zone). Other than fuel, there is no limit to the number of turns a B-29 may remain in the Zone in an attempt to obtain an *On Course* result. Once an *On Course* result is obtained, the target may be bombed normally. If at any time the B-29 aborts for being *Off Course*, see Note 4 (p.4). In this case, the B-29 has dropped bombs on a secondary target. Bombs are automatically considered *Off Target* (Tables 6-6 and 6-7) (p.24-25).
- 3) If *Off Course* in Zone 1 on the *Inbound Leg* of the mission (i.e. returning to base), or in Zone 6 on the *Inbound Leg* of the mission and planning on landing at *Iwo Jima* (if available- Section 8.4) (p.22), then the B-29 must remain in the Zone for additional turns in an attempt to obtain an *On Course* result. Mark off an additional fuel box (Section 4.3) for each extra turn the B-29 must spend in the Zone. Keep playing turns until you get on course or your plane runs out of fuel- whichever comes first. Per rule 4.4, additional weather checks are not required. If no fuel boxes remain, the B-29 may only remain in the air with a successful roll on Table 4-1 (p.7). Once an *On Course* result is obtained, the B-29 may move Zone 1 into the 20th Air Force Base square (fuel permitting) and roll for landing (Table 8-1) (p.38), or if in Zone 6, roll for landing at *Iwo Jima* (Table 8-1) (p.38).
- 4) If *Off Course* in any Zone, always immediately cross off one extra fuel box.

Exceptions:

- * Do not make a die roll per note 2 above (or mark off an extra fuel box) if the B-29 does not abort for being Off Course in the Designated Target Zone and a subsequent On Course result is obtained in the same Zone (see note 2 p.3).
- * Similarly, do not make a die roll per note 3 above (or mark off an extra fuel box) if the B-29 is Off Course in Zone 1 on the *Inbound Leg* of the mission (i.e. returning to Base), or is in Zone 6 on the *Inbound Leg* of the mission and planning a landing at *Iwo Jima* (see note 3 p.3). In this case, extra fuel boxes will be marked off as necessary anyway in order to obtain the necessary On Course result for landing.

B) COURSE DETERMINATION – In Formation and not Lead Bomber (Table 4-8)

Roll 2D6

Roll	Result
2-10	On Course
11-12 +	Off Course (-1 Fuel Box)

Modifiers (cumulative):

- * +1 if Zone is All Water
- * +1 if currently Off Course
- * +2 if weather is *Poor*
- * +3 if weather is *Bad*



Notes:

- 1) If Off Course in *Designated Target Zone*, the B-29 group has missed the IP (Initial Point). Roll 1D6 :
1-5 = Lead Bomber decides to keep group in the *Designated Target Zone* for an additional turn in an attempt to obtain an On Course result. Mark off two additional fuel boxes. Other than fuel, there is no limit to the number of turns the B-29 group may remain. Player may abort and leave formation if B-29 is damaged or low on fuel. Once an On Course result is obtained, the target may be bombed normally.
6 = Lead bomber aborts group for being Off Course (see Note 4 below). In this case, the B-29 group has dropped their bombs on a secondary target. Bombs are automatically considered Off Target (Tables 6-6 and 6-7) (p.24-25).
- 2) If group is Off Course in any Zone, always immediately cross off one extra fuel box.

Exceptions:

- * Do not make a die roll per note 1 above (or mark off an extra fuel box) if the B-29 group does not abort for being Off Course in the *Designated Target Zone* and a subsequent On Course result is obtained in the same Zone (see note 1 above).

6. RANDOM EVENT - Roll 2D6

2-11 = No Event.

12 = Random Event Occurs. Roll 1D6: **1-2** = *Special* Random Event occurs. Roll once on Table 17 (p.8) of this book. **3-6** = Normal Random Event occurs. Roll once on Table 4-9 (p.10) of the *Chart Book*.

7. ABORT MISSION

- * If aborting mission, consult Section 4.7 (p.11) of the *Rule Book*.

8. FORMATION ASSEMBLY (Section 4.8.A-D)

- * If on Missions #1-10 *and* in Zone 3, roll on Table 4-10 (p.13) of the *Chart Book*.
- * If on Day Missions #11-35 *and* in Zone 9, roll on Table 4-10 (p.13) of the *Chart Book*.

9. FIGHTER ESCORT RENDEZVOUS (Section 4.8.E)

- * If on *Day* Mission, in Zone 3, fighter escort is available, *and* target is Iwo Jima, roll on Table 4-11 (p.13) of the *Chart Book*.
- * If on *Day* Mission, in Zone 9, fighter escort is available, *and* target is in Japan, roll on Table 4-11 (p.13) of the *Chart Book*.

10. JAPANESE FIGHTER RESISTANCE (Section 5.1)

- * If in Zones 10-14, or on Missions #1-10 in Zone 6, roll on Table below.

EXCEPTION: On Day Missions (#1-10) where Base Take-off time is *Day* and Base Landing time is *Night*, do not roll for Japanese fighters in Zone 6 on the *inbound* (return to base) mission leg.

Roll 2D6 (If result is *None*, skip to Step 13 (p.6) of this book)

Roll	Result
≤ 2	None
3	None
4	None
5	Light
6	Light
7	Light
8	Moderate
9	Moderate
10	Moderate
11	Heavy
12 +	Heavy



Modifiers (cumulative):

- * - / + number to the left of the slash in appropriate zone for *Designated Target* on Table 2-9 (p.4)
- * -2 if P-51 Fighter Escort marker is on Japanese Fighter Placement Chart
- * -2 if currently at *High* altitude
- * -2 if weather is *Bad*
- * -1 if weather is *Poor*
- * -1 if expected Japanese Fighter Resistance level is *None*
- * -1 if currently at *Low* altitude (*Day* Missions only)
- * -1 if tight formation created on formation assembly
- * -1 if F6F Hellcat Fighter Escort marker is on Japanese Fighter Placement Chart
- * -1 if P-38 Fighter Escort marker is on Japanese Fighter Placement Chart
- * +1 if on the *inbound* leg of the mission (flying away from the Designated Target Zone)
- * +1 if *difficulty assembling formation* on formation assembly
- * +1 if expected Japanese Fighter Resistance level is *Heavy*
- * +1 if one or more *Formation Disrupted* results received on Table 4-3 from *Bad* weather while in formation anytime during this mission (does not apply if *Out of Formation*, or if a *Night Mission*)
- * +2 if out of formation (*Day Missions* only)

IMPORTANT NOTE: A result of *None* always means *no* Japanese fighters encountered this turn.

11. DETERMINE FIGHTER RESISTANCE – DAY MISSIONS

Roll 1D6 (only if in Zone 6 and on Missions #1-10, or in Zones 10-14)

- * **Light Fighter Resistance:** **1** = Fighter attacks. **2-6** = No fighter combat this turn.
- * **Moderate Fighter Resistance:** **1-2** = Fighter attacks. **3-6** = No fighter combat this turn.
- * **Heavy Fighter Resistance:** **1-3** = Fighter attacks. **4-6** = No fighter combat this turn.

Note: If roll results in *fighter attacks*, roll on Tables 5-2 to 5-13 (p.14-22) of the *Chart Book*.

12. DETERMINE ATTACKERS – NIGHT MISSIONS

JAPANESE SEARCHLIGHTS (Table 5-13) * No night attack if current Zone is *All Water* *

Roll 2D6 (Only if in Zone 6 and on Missions #1-10, or in Zones 10-14.)

Roll	Result
≤ 2-10	No Effect.
11-12 +	Searchlight has spotted and is fixed on B-29. (a) (b) (c)

Modifiers (cumulative):

- * -2 if weather is *Bad*
- * -1 if weather is *Poor*
- * -1 if B-29 performing *Evasive Action* (Section 5.7) (p.16)
- * -1 Target City is asterisked on Table 2-9 (p.4)
- * +1 if Target is Tokyo, Nagoya, or Shimonoseki



Notes:

- a)** If a searchlight fixes on the B-29, place a *Searchlight* marker on the B-29 counter on the Strategic Movement Track. The marker is removed at the end of the turn.
- b)** If the B-29 is successfully spotted and fixed by the Japanese searchlight and the bomber's squadron position is *Low* and the two lower turrets (forward and aft) are armed and functional, one attempt may be made to shoot out the offending light(s). The CFC, Left Waist Gunner, or Right Waist Gunner may attempt the shot. Mark off on burst (box) of ammunition for both lower turrets and roll 2D6: **2** (unmodified) = No effect and gun(s) jam **(d)**. **3-11** = *No effect* (searchlight remains fixed). **12** = Searchlight suppressed (remove Searchlight marker from B-29 counter). Note that only one dice roll is made even though both turrets are firing. If only one of the lower turrets is armed and functional, the shot may not be attempted.
- c)** A Searchlight marker on the B-29 counter causes a **-1** modifier when rolling for defensive fire on Table 5-7, a **+1** modifier when rolling on Japanese Night Fighters on Table 5-15, a **+1** modifier when rolling for Japanese Flak on Table 6-2, and a **-1** modifier when rolling for the bomb run on Table 6-6.
- d)** Roll 1D6: **1-3** = Lower forward turret jams. **4-6** = Lower aft turret jams. See Table 5-7 note A (p.18).

Note: If roll result is **11-12** (Searchlight has spotted and is fixed on B-29), roll on Table 5-15 (p.22) of the *Chart Book*.

13. OVER THE TARGET

If in the Designated Target Zone and on the bomb run, roll on Tables 6-1 to 6-9 (p.23-25) of the *Chart Book*.

14. BAILING OUT

- * If bailing out of B-29 that is *under control*, roll on Table 8-4 (p.39) of the *Chart Book*.
- * If bailing out of B-29 that is *uncontrolled*, roll on Table 8-5 (p.39) of the *Chart Book*.

Note: If the B-29 is pressurized when attempting to bail out, consult Section 8.2 (p.22) of the *Rule Book*.

15. LANDING

- * **The Marianas:** If *On Course* in Zone 1 and altitude is *Low*, roll on Table 8-1 (p.38) of the *Chart Book*.
- * **Iwo Jima:** If on Missions #11-35 and in Zone 6, consult Section 8.4 (p.22) of the *Rule Book*.
- * **Japan:** If in Zones 10-14, consult Section 8.5 (p.22) of the *Rule Book*.
- * **The Sea:** If in Zones 1-5 or 7-9, consult Section 8.6 (p.23) of the *Rule Book*, and also roll on Table 8-2 (p.38) of the *Chart Book*.

16. VICTORY CONDITIONS

After landing, roll on Tables 9-1 to 9-3 (p.41) of the *Chart Book*.



17. SPECIAL RANDOM EVENT

Roll 2D6

Roll	Result
2	Food poisoning. Roll 1D6 for <i>each</i> crewmember: 1-2 = No effect. 3-4 = Mild food poisoning. Crewman is considered Lightly Wounded but may still perform his duties. 5-6 = Severe food poisoning. Crewman is considered Seriously Wounded and is unable to perform his duties for the remainder of the mission. All food poisoning effects are temporary and crewmen always make a full recovery after returning to base.
3	CFC system fails. Forward <i>and</i> Rear Upper/Lower turrets are inoperable for the remainder of the mission.
4	Exceptional fuel management by Engineer. Immediately add +2 fuel boxes. If Engineer is Seriously Wounded or KIA, result is ignored.
5	Storm system encountered. Bad weather in each zone for the remainder of the mission. Roll on Bad Weather Table 4 (p.3) of this book each zone. Do not roll on Table 3 (p.2).
6	Pathfinder. Navigator is plotting particularly well this mission. +1 modifier on Navigation Table 5-A (p.4) of this book for the remainder of the mission. If Navigator is Seriously Wounded or KIA, result is ignored.
7	Sloppy fuel management by Engineer. Immediately subtract -2 fuel boxes. If Engineer is Seriously Wounded or KIA, subtract -4 fuel boxes.
8	Pickle Barrel. Bombardier is aiming particularly well this mission. +1 modifier on Bombing Table 6-6 p. 24 in the <i>Charts Book</i> .
9	High pressure system encountered. Good weather in each zone for the remainder of the mission (no headwind or tailwind). Do not roll on Table 3 (p.2) of this book.
10	Radar system fails. Radar is inoperable for the remainder of the mission. +1 modifier on Navigation Table 5-A (p.4) of this book.
11	B-29 encounters severe icing (only if at High altitude <u>and</u> weather in zone is Poor or Bad). Bomber <i>must</i> immediately jettison bombs and descend to Low altitude for 1 turn in order to melt the ice. Bomber is considered out of formation and evasive action is not possible during this turn. Bomber may attempt to rejoin formation after the ice melts by burning 2 fuel boxes in the next two zones until reaching High altitude again. If bomber is at Medium or Low altitude, or weather in zone is Good, no icing occurs and result is ignored.
12	Sharpshooter. A gunner is aiming particularly well this mission. +1 modifier on Table (treat as Ace gunner) for the remainder of the mission. Roll 1D to determine gunner: 1 = Bombardier. 2-3 = CFC gunner. 4 = Left Waist Gunner. 5 = Right Waist Gunner. 6 = Tail Gunner.

