

B-17 FLYING FORTRESS LEADER – B-17 BOMBER MINI-GAME

Game Year	1942 to 1944
Bomber Name	

Mission	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Skill Modifier	Recruit (-2)	Green (-1)	Average (0)	Skilled (+1)	Veteran (+2)	Ace (+3)																			

Crew Position/Name/Killed Penalty

(1) Pilot	Name	3 XP Replacement, Lose Tactic
(2) Copilot	Name	2 XP Replacement
(3) Navigator	Name	2 XP Replacement, -1 DRM Front
(4) Bombardier	Name	2 XP Replacement, Reset Lead AtG
(5) Engineer	Name	2 XP Replacement, -1 DRM Front
(6) Radio Operator	Name	1 XP Replacement
(7) Ball Gunner	Name	-1 DRM Port & Stb AtA
(8) Port Waist Gunner	Name	Reset Port AtA
(9) Starboard Waist Gunner	Name	Reset Stb. AtA
(10) Tail Gunner	Name	Reset Rear AtA

Bandit Attacks Bomber

1-7	No	1-3 BF-109
8+	Yes	4-6 FW-190
		7-8 BF-110
		9-10 ME-410
		Bandit Attack Modifier
		1942 +1
		1944 -1
		Fast
		<= 7 No
		8+ Yes
		Skill Modifier -2/+3

Bandit Attack Direction

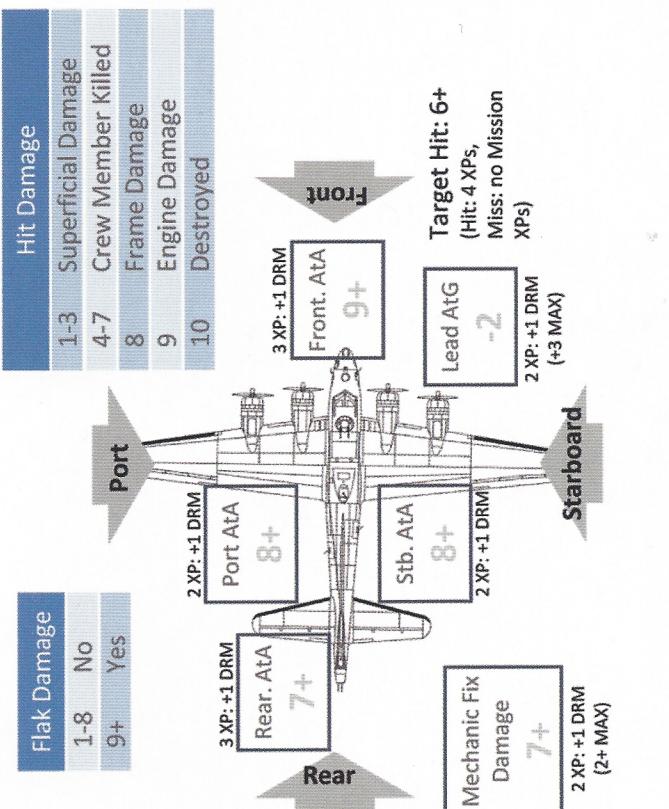
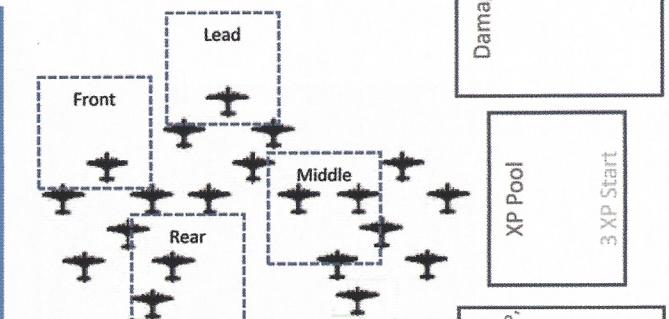
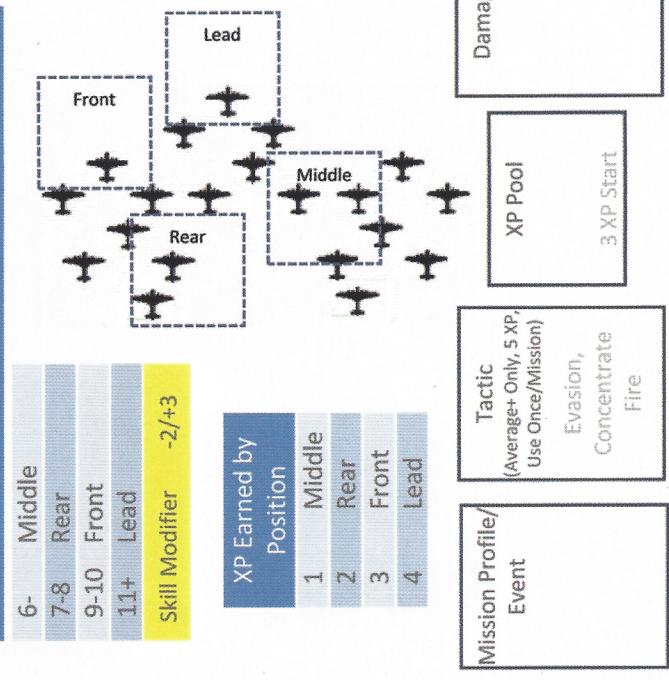
3-	Rear
4-5	Port Side
6-7	Starboard Side
8+	Front

Bandit Attacks Bomber

Mission Encounter

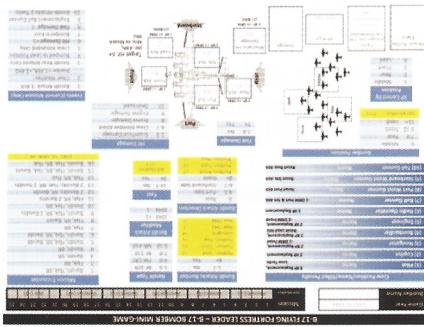
1	Bandit, Flak, BR
2	Flak, BR
3	Bandit, BR
4	Bandit, Flak, BR
5	Bandit, Flak, BR Bandit
6	Bandit, Flak, BR, Bandit
7	Flak, BR
8	Flak, BR, Bandit
9	Bandit, Flak, BR, 2 Bandits
10	Bandit, Flak, BR
11	Flak, BR, 2 Bandits
12	2 Bandits, BR, Bandit
13	2 Bandits, Flak, BR, 2 Bandits
14	Flak, BR, Flak
15	Bandit, Flak, BR, Flak, Bandit
16	Bandit, Flak, BR, Flak

Bomber Position



1	Bandit Attack -1 AtA
2	Clear Weather: Bomber +1 AtA, +1 AtG
3	Bandit Rear Attacks Only
4	Bumped to Lead Position
5	Crew Wounded Only
6	Hit Damage +1
7	Bomber is Fast
8	Flak Damage -1
9	Replacement Ball Gunner
10	Bandit Attacks 2 Turns





You will need a new copy of the B-17 Bomber Mini-game played without B-17 FFL. The B-17 Bomber Mini-game is a standalone game that is Log Page.

4.1 Introduction

4 B-17 Bomber Mini-Game

If your Bomber survives all of the B-17 FFL Campaign missions, congratulations!!!!

3.7 Missions Complete



Example: I just completed Mission #4, so I check the box under #4. For my next mission (#5), my Group is now Green and has a -1 Skill Modifier.

5. If desired, use unspent XPs in the XP Pool to replace purchases at Tacitic (Concentrate Fire or Evasion).
4. If a Crew Member was killed, pay SD points to replace damage and cannot fly the next mission. Roll again after the next group mission.
3. If the Bomber is damaged, roll for the Mechanic to Fix damage. If NOT successful, the Bomber retains the Mechanic Fix Damage number, then remove the damage. If the die roll is equal to or greater than the Mechanic Fix Damage number, then remove the damage.
2. Earn XPs per the XP Earnings by Position chart. Record the XPs in the XP Pool box.
1. Check the next box on the Mission track. Perform the following steps.

After the Bomber Group completes the mission, perform the following steps.

3.6 Post Mission

Example: The Ball Gunnery member was killed due to a Bandit attack. The Port ATA value is 6+ and the Starboard ATA value is 7+. Because the Ball Gunnery member was killed, adjust Bandit attack. The Port ATA value to 7+ and the Starboard ATA value to 8+.

4. If the Bomber is destroyed, then stop tracking your member.
3. If Frame or Engine damage, place the appropriate Damage Counter in the Damage box. If the Bomber is already damaged, then the Bomber is Destroyed. If the Bomber suffers Engine damage, then flip the B-17 FFL KIA. Apply any ATA penalties. Reset ATA means the roll to the Crew Position number. That crew member is original ATA values are used again.
2. If Crew Member killed, roll a die and compare the die roll to the Crew Member killed, no damage is applied.
1. If Superficial Damage, no damage is applied.

3.5.4 Bomber Damage	
Hit Damage	Damage chart to determine the damage.
1-3 Superficial Damage	damage due to a Bandit attack or Flak, roll on the Hit
4-7 Crew Member killed	Crew Member killed instead of the Bomber
8 Frame Damage	Engines Damage
9 Engine Damage	Bomber
10 Destroyed	Group

If the Single Bomber is in the Lead Position, then use the Single Bomber Lead ATA modifier instead of the Bomber Group ATA modifier when the Bomber Group bombs the target.

1. Roll on the Flak Damage chart to determine if the Bomber is hit by Flak.
2. If the Bomber is hit, then execute the following steps to see if the Bomber suffers Flak damage.

If the Bomber Group suffers Flak Damage in B-17 FFL from the Target, execute the following steps to see if the Bomber suffers Flak damage.

1. Roll on the Flak Damage chart to determine if the Bomber is hit by Flak.
2. If the Bomber is hit, then execute the following steps (3.5.4).
 1. Roll on the Flak Damage chart to determine if the Bomber is hit by Flak.
 2. If the Bomber is hit, then determine if the Bomber suffers Flak damage.
 3. If the Bomber is hit, then roll on the Flak Damage chart to determine if the Bomber is hit by Flak.

Example: In B-17 FFL, a Bandit attacks my Bomber Group.

4. The Attack is complete. Remove the Bandit.
5. If the Bomber is slow (i.e. not Fast), do step 5.
6. If the Bandit hits the Bomber, then execute the Bomber Damage steps (3.5.4).
7. If the Bandit hits the Bomber, then execute the Bomber Value. If the Bandit hits the Bomber.
8. If the Bomber is slow (i.e. not Fast), do step 5.
9. The Attack is complete. Remove the Bandit.

Use the following counters when playing the Single Bomber Variant.



The goal of the mini-game is to fly your B-17 for 25 missions.

4.2 Terms

AtA (Air-to-Air): the number that must be rolled or higher to get a hit on the Bandit (Bomber attacking) or Bomber (Bandit attacking).

AtG (Air-to-Ground): the number that modifies your bombing attack on the Target during the Bombing Run (BR).

Fast: If the Bomber is Fast, the Bomber attacks the Bandit before the Bandit attacks. Otherwise, the Bomber is Slow and attacks after the Bandit attacks the Bomber.

DRM (Die Roll Modifier): a modifier applied to your die roll.

XP (Experience Point): Earned for successful missions, used to adjust DRMs or replace crew.

4.3 Game Start

Select the year of your game (1942 – 1944). Name your Bomber and Crew (if desired).

B-17 FLYING FOR		
Game Year	1942	944
Bomber Name	Memphis Belle	
Mission	1	
Skill Modifier	X	
Crew Position/Name/Killed Penalty		
(1) Pilot	Morgan	3 XP Replacement, Lose Tactic
(2) Copilot	Vernis	2 XP Replacement
(3) Navigator	Leighton	2 XP Replacement, -1 DRM Front
(4) Bombardier	Evans	2 XP Replacement, Reset Lead AtG
(5) Engineer	Loch	2 XP Replacement, -1 DRM Front
(6) Radio Operator	Hanson	1 XP Replacement
(7) Ball Gunner	Scott	-1 DRM Port & Stb AtA
(8) Port Waist Gunner	Winchell	Reset Port AtA
(9) Starboard Waist Gunner	Nastal	Reset Stb. AtA
(10) Tail Gunner	Quinlan	Reset Rear AtA

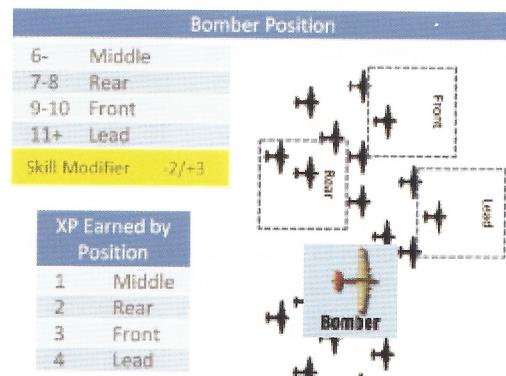
The Mission track at the top indicates the crew Skill Level and Skill Modifiers (Recruit (-2), Green (-1), Average (0), Skilled (+1), Veteran (+2), and Ace (+3)). As you execute missions, you will be checking boxes in the Mission Track. Your current mission number is the first unchecked Mission box.

Mission	1	2	3	4	5	6	7	8	9
Skill Modifier	Recruit (-2)		Green (-1)		Average (0)		Skilled (+1)		Veteran (+2)

You will be using the default AtA values, Lead AtG value, and Mechanic Fix Damage value.

4.4 Mission Start

- If your Bomber is Damaged (Frame or Engine), roll for the Mechanic Fix Damage. If the roll \geq Mechanic Fix DRM, then remove the Damage counter. If not, then reduce a selected AtA box by 1 DRM (Ex: Change Rear AtA from 8+ to 9+) and repeat this step.
- If your Bomber is not Damaged (no Damage counter), roll on the Bomber Position chart to determine the Bomber position in the Group. Apply the Bomber Skill Level modifier. Place your Bomber counter on the indicated position.



- Roll on the **Mission Encounter** chart to determine the Mission Encounter for this mission. The Mission Encounter determines the possible number of Bandit Attacks (Bandits), Flak Attacks (Flak), and the Bombing Run (BR), where the Lead Bomber bombs the target.

Mission Encounter	
1	Bandit, Flak, BR
2	Flak, BR
3	Bandit, BR
4	Bandit, BR
5	Bandit, Flak, BR, Bandit
6	Bandit, Flak, BR, Bandit
7	Flak, BR
8	Flak, BR, Bandit
9	Bandit, Flak, BR, 2 Bandits
10	Bandit, Flak, BR
11	Flak, BR, 2 Bandits
12	2 Bandits, BR, Bandit
13	2 Bandits, Flak, BR, 2 Bandits
14	Flak, BR, Flak
15	Bandit, Flak, BR, Flak, Bandit
16	Bandit, Flak, BR, Flak
	1943: +3, 1944: +6

Record the Mission Encounter number in the Mission Encounter/Event box.

- Roll on the **Events** chart to determine the current mission Event. Record the Event number in the Mission Encounter/Event

Events (Current Mission Only)	
1	Bandit Attack -1 AtA
2	Clear Weather: Bomber +1 AtA, +1 AtG
3	Bandit Rear Attacks Only
4	Bumped to Lead Position
5	Crew Wounded Only
6	Hit Damage +1
7	Bomber is Fast
8	Flak Damage -1
9	Replacement Ball Gunner
10	Bandit Attacks 2 Turns

4.7 Flak Attack

c. If Frame Damage or Engine Damage, place the appropriate Damage Counter in the Damage box. If the Bomber is already damaged, then the Bomber is Destroyed and the game is over.

b. If the Bomber is Slow (i.e. not Fast), then the Bomber attacks the Bandit per step 5.

a. The Attack is complete. Remove the Bandit Counter.

b. If a Crew Member is killed, roll a die and compare the die roll to the Crew Position number. That crew member is KIA. Apply any ATA penalties (right side of Crew Position). Reset ATA means the original ATA value is used again.

1-3	Superficial Damage	4.7	Crew Member Killed	8	Frame Damage	9	Engine Damage	10	Destroyed
roll on the Hit Damage chart to determine the Damage.									
a. If Superficial Damage is					then no damage is				

If the Bandit hits the Bomber,
Hit Damage

on the Bandit Attack Modeler chart. If the modified Bandit attack die roll is >= to the Bandit ATA value, the Bandit hits the

Modify the Bandit Attack roll based on the modifier (lowest value).

Use the **Evasion** tactic if desired prior to the roll (roll twice and use the higher result).

The Bandit attacks the Bomber. Roll for evasion.

the Bandit counter and earn 1 XP.
position AtA value, the Bandit is Destroyed. Removed
all the modifiable die rolls >= the Bonus!

+2 AIA
Free
GuruBrier
Use the GuruBrier® technique to design
prior to the roll.

4.6 Bandit Attack

Example: For Mission Encounterr #9, execute a Bandit Attack, Flak Attack, Bombing Run (BR), Bandit Attack, and Bandit Attack.

Based on the Mission Encounter, execute Bandit Attacks, Flak Attacks, and Bombing Runs (BR) in the order given. At the end of the Encounter, the Bomber has returned to Base.

4.5 Mission Encounter

Bandit Attacks 2 turns - if the Bandit isn't destroyed after the first attack, roll on the Bandit Attack Direction chart to determine the new attack direction, and have the Bandit attack again.

a. Crew Wounded Only (Temporary Penalty) – Crew members aren't killed, but any modified DRMs apply for the remainder of the mission. The Crew member returns to duty the next mission with the original DRM.

b. Repalacement Ball Gunner – The Ball Gunner is permanently replaced. Apply DRM changes to Port & Starboard ATA.

box. Apply the Event throughout the mission.

4.8 Bombing Run (BR)

Perform the following steps to execute the Bombing Run.

1. If you are not in the Lead Bomber Position, then don't perform the next step.
2. If you are in the Lead Bomber Position, then roll a die, modify it by the Lead AtG modifier, and compare it to the Target Hit number (6+). If your modified die roll is ≥ 6 , then earn 4 XPs for the mission. If your modified die roll is < 6 , then you earn no Mission XPs.

4.9 Post Mission

Perform the following once all of the Mission Encounters are complete.

1. Check the next open Mission box.
2. Earn XPs per the XP Earned by Position chart. If you were the Lead Bomber and missed the Target, then you do not earn any XPs. Add your XP count to the XP Pool box.
3. If a Crew Member was killed, pay XPs to replace him (if applicable). If you don't have enough XPs, then the Game is over.
4. Use unspent XPs from the XP Pool (if desired) to adjust any AtA value, AtG value, or Mechanic value.
5. Use unspent XPs to purchase a Tactic (if desired and Average + Skill level).

Example: I just completed Mission #4, so I check the box under #4. For my next mission (#5), my group is now Green and has a -1 Skill Modifier.

Mission	1	2	3	4	5	6	7	8
Skill Modifier	X	X	X	(Blue)	X	Green (-1)		

I was in the

Rear position, so I earn 2 XPs, increasing my total to 6 XPs. My Front AtA value is current set to the default of 9+, so I spend 3 XPs to change my Front AtA value from 9+ to 8+.

4.10 Destroyed/Missions Complete

Determine your outcome based on the number of Missions completed by your Bomber:

- 25 Missions Complete: Great!
- 20-24 Missions Complete: Good
- 10-19 Missions Complete: Average
- 9 or less Missions Complete: Poor