ZONE WORKSHEET

| ZONE NO. | ZONE DIE ROLL MODIFIER | FIGHTER ESCORT LEVEL | ZONE WX * | CONTRAILS | FORMATION |
|----------------------------|------------------------|--------------------------|------------------|----------------|--------------------|
| | (GAZETTEER) | (TABLE 2-13) | (TABLE 4-1) | (TABLE 4-4) | (IN/OUT/DISRUPTED) |
| | | | | | |
| | | | | | |
| BELOW 10,000 FEET | GAF RESISTANCE LEVEL | NOUMBER OF FIGHTER WAVES | FIGHTERS REMOVED | EVASIVE ACTION | FLAK LEVEL |
| YES/NO | (TABLE 5-1) | (TABLE 5-2) | (TABLE 5-4) | (SECTION 5.9) | (TABLE 6-2) |
| | | | | | |
| | | | | | |
| COMBAT CALCULATIONS/NOTES: | - | | | | |
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| | | | | | |
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* NOTE: WX OVER BASE - TABLE 3-1; TARGET VISIBILITY - TABLE 6-1.

| ZONE NO. | ZONE DIE ROLL MODIFIER | FIGHTER ESCORT LEVEL | ZONE WX * | CONTRAILS | FORMATION |
|----------------------------|------------------------|--------------------------|------------------|----------------|--------------------|
| | (GAZETTEER) | (TABLE 2-13) | (TABLE 4-1) | (TABLE 4-4) | (IN/OUT/DISRUPTED) |
| | | | | | |
| | | | | | |
| BELOW 10,000 FEET | GAF RESISTANCE LEVEL | NOUMBER OF FIGHTER WAVES | FIGHTERS REMOVED | EVASIVE ACTION | FLAK LEVEL |
| YES/NO | (TABLE 5-1) | (TABLE 5-2) | (TABLE 5-4) | (SECTION 5.9) | (TABLE 6-2) |
| | | | | | |
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| COMBAT CALCULATIONS/NOTES: | | | | | |
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* NOTE: WX OVER BASE - TABLE 3-1; TARGET VISIBILITY - TABLE 6-1.

| ZONE NO. | ZONE DIE ROLL MODIFIER | FIGHTER ESCORT LEVEL | ZONE WX * | CONTRAILS | FORMATION |
|-------------------------------------|-------------------------------|--------------------------|------------------|----------------|--------------------|
| | (GAZETTEER) | (TABLE 2-13) | (TABLE 4-1) | (TABLE 4-4) | (IN/OUT/DISRUPTED) |
| | | | | | |
| | | | | | |
| BELOW 10,000 FEET | GAF RESISTANCE LEVEL | NOUMBER OF FIGHTER WAVES | FIGHTERS REMOVED | EVASIVE ACTION | FLAK LEVEL |
| YES/NO | (TABLE 5-1) | (TABLE 5-2) | (TABLE 5-4) | (SECTION 5.9) | (TABLE 6-2) |
| | | | | | |
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| COMBAT CALCULATIONS/NOTES: | | | | | |
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| * NOTE: WX OVER BASE - TABLE 3-1; T | ARGET VISIBILITY - TABLE 6-1. | | | | |

COMPOSITE MISSION RECORD

| MISSION NUMBER | PLANE NAME | TARGET/ Type | BOMB RUN % | BOMBARDIER Lt. | NAVIGATOR Lt. | PILOT Capt. | COPILOT Lt. | ENGINEER MSGT. | RADIO Sgt. | BALL Sgt. | PORT W Sgt. | STBD. W SGT. | TAIL Sgt. |
|-------------------|---------------|-----------------|---------------|-------------------|------------------|----------------|----------------|-------------------|---------------|--------------|----------------|-----------------|--------------|
| NUMBER 1 | NAME | ITE | 70 | LI. | LI. | UAFT. | LI. | M901. | 301. | 301. | 301. | 301. | 301. |
| 2 | | | | | | | | | | | | | <u> </u> |
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| 34 | | | | | | | | | | | | | |
| 35 | | | | | | | | | | | | | |

MISSION RESULTS LOG

| | MISSION RE | SULTS | BOM | BOMBER CREW | | | | | | |
|--------|-----------------|-------------|-------------------------|---------------------------|------------------|--------------------|------------------|--------------------|-----------------|-------------------|
| | MISSION NUMBER | BOMBER NAME | PILOT NAME | PILOT STATUS | CO-PILOT NAME | CO-PILOT STATUS | BOMBARDIER NAME | BOMBARDIER STATUS | NAVIGATOR NAME | NAVIGATOR STATUS |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | TARGET TYPE | TARGET NAME | ENGINEER-T.T. NAME | ENGINEER - T.T. | RADIO NAME | RADIO STATUS | BALL TURRET NAME | BALL TURRET STATUS | LEFT WAIST NAME | LEFT WAIST STATUS |
| | | | | | | | | | | |
| DATE | | | | | | | | | | |
| N D/ | BOMB RUN ON/OFF | BOMB RUN % | RIGHT WAIST NAME | RIGHT WAIST STATUS | TAIL GUNNER NAME | TAIL GUNNER STATUS | OTHER NAME | OTHER STATUS | OTHER NAME | OTHER STATUS |
| MISSIM | | | | | | | | | | |
| Σ | | | | | | | | | | |

| | MISSION NUMBER | BOMBER NAME | PILOT NAME | PILOT STATUS | CO-PILOT NAME | CO-PILOT STATUS | BOMBARDIER NAME | BOMBARDIER STATUS | NAVIGATOR NAME | NAVIGATOR STATUS |
|--------------|-----------------|-------------|-------------------------|---------------------------|------------------|--------------------|------------------|--------------------|-----------------|-------------------|
| | | | | | | | | | | |
| | TARGET TYPE | TARGET NAME | ENGINEER-T.T. NAME | ENGINEER - T.T. | RADIO NAME | RADIO STATUS | BALL TURRET NAME | BALL TURRET STATUS | LEFT WAIST NAME | LEFT WAIST STATUS |
| | | | | | | | | | | |
| H | | | | | | | | | | |
| MISSION DATE | BOMB RUN ON/OFF | BOMB RUN % | RIGHT WAIST NAME | RIGHT WAIST STATUS | TAIL GUNNER NAME | TAIL GUNNER STATUS | OTHER NAME | OTHER STATUS | OTHER NAME | OTHER STATUS |
| SSIO | | | | | | | | | | |
| Ξ | | | | | | | | | | |

| | MISSION NUMBER | BOMBER NAME | PILOT NAME | PILOT STATUS | CO-PILOT NAME | CO-PILOT STATUS | BOMBARDIER NAME | BOMBARDIER STATUS | NAVIGATOR NAME | NAVIGATOR STATUS |
|---------|-----------------|-------------|-------------------------|---------------------------|------------------|--------------------|------------------|--------------------|-----------------|-------------------|
| | | | | | | | | | | |
| | TARGET TYPE | TARGET NAME | ENGINEER-T.T. NAME | ENGINEER - T.T. | RADIO NAME | RADIO STATUS | BALL TURRET NAME | BALL TURRET STATUS | LEFT WAIST NAME | LEFT WAIST STATUS |
| | | | | | | | | DALE TORRET OTATOS | | |
| DATE | | | | | | | | | | |
| IN DA | BOMB RUN ON/OFF | BOMB RUN % | RIGHT WAIST NAME | RIGHT WAIST STATUS | TAIL GUNNER NAME | TAIL GUNNER STATUS | OTHER NAME | OTHER STATUS | OTHER NAME | OTHER STATUS |
| NOISSIM | | | | | | | | | | |
| Σ | | | | | | | | | | |

| | MISSION NUMBER | BOMBER NAME | PILOT NAME | PILOT STATUS | CO-PILOT NAME | CO-PILOT STATUS | BOMBARDIER NAME | BOMBARDIER STATUS | NAVIGATOR NAME | NAVIGATOR STATUS |
|--------------|-----------------|-------------|-------------------------|---------------------------|------------------|--------------------|------------------|--------------------|-----------------|-------------------|
| | | | | | | | | | | |
| | TARGET TYPE | TARGET NAME | ENGINEER-T.T. NAME | ENGINEER - T.T. | RADIO NAME | RADIO STATUS | BALL TURRET NAME | BALL TURRET STATUS | LEFT WAIST NAME | LEFT WAIST STATUS |
| | | | | | | | | | | |
| AE VIE | | | | | | | | | | |
| N D/ | BOMB RUN ON/OFF | BOMB RUN % | RIGHT WAIST NAME | RIGHT WAIST STATUS | TAIL GUNNER NAME | TAIL GUNNER STATUS | OTHER NAME | OTHER STATUS | OTHER NAME | OTHER STATUS |
| MISSION DATE | | | | | | | | | | |
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GROUP GAME ASSIGNMENT SHEET - 1943

| AIR F | DRCE: | DIVISION: | WING: | _ GROUP: | SQUADRON: | TYPE OF PLANE: |
|--------|-----------------|-------------|---------------|----------|-----------|----------------|
| TARG | ET: | ТҮРЕ: | | ZONE: | | |
| | BOMBER POSITION | BOMBER NAME | BOMBER STATUS | | NOTES | S |
| | 1 - GROUP LEAD | | | | | |
| | 2 | | | | | |
| CELL | 3 | | | | | |
| | 4 | | | | | |
| DLE | 5 | | | | | |
| MIDDLE | 6 | | | | | |
| | CELL NOTES: | | | | | |

| | BOMBER POSITION | BOMBER NAME | BOMBER STATUS | NOTES |
|------|-----------------|-------------|---------------|-------|
| | 7 - LEAD | | | |
| | 8 | | | |
| | 9 | | | |
| CEL | 10 | | | |
| HIGH | 11 - TAIL | | | |
| 三 | 12 | | | |
| | ES | | | |
| | NOTES: | | | |
| | CELL | | | |
| | 3 | | | |

| | BOMBER POSITION | BOMBER NAME | BOMBER STATUS | NOTES |
|------|------------------------|-------------|----------------------|-------|
| | 13 - LEAD | | | |
| | 14 | | | |
| | 15 | | | |
| CELL | 16 | | | |
| NOT | 17 | | | |
| 2 | 18 - TAIL | | | |
| | CELL NOTES: | | | |

PLAYERS SHOULD MAKE COPIES OF THIS SHEET BEFORE PLAY

GROUP GAME ASSIGNMENT SHEET - 1942

| AIR FORCE: | DIVISION: | WING: | GROUP: | SQUADRON: | TYPE OF PLANE: |
|------------|-----------|-------|--------|-----------|----------------|
| | | | | | |
| TARGET: | TYPE: | | ZONE: | | |

| | BOMBER POSITION | BOMBER NAME | BOMBER STATUS | NOTES |
|-----------|-----------------|--------------------|----------------------|-------|
| | 1 - GROUP LEAD | | | |
| | 2 | | | |
| | 3 | | | |
| z | 4 - TAIL | | | |
| FORMATION | 5 | | | |
| DRM | 6 | | | |
| E | 7 | | | |
| HIGH | 8 | | | |
| | 9 | | | |
| | CELL NOTES: | | | |

| | BOMBER POSITION | BOMBER NAME | BOMBER STATUS | NOTES |
|------------|-----------------|--------------------|---------------|-------|
| | 10 | | | |
| | 11 | | | |
| | 12 | | | |
| z | 13 | | | |
| FORMATION | 14 - LEAD | | | |
| NRM | 15 | | | |
| W FG | 16 | | | |
| LOW | 17 | | | |
| | 18 - TAIL | | | |
| | CELL NOTES: | | | |

B-24J MISSION LOG SHEET

| CAMPAIGN NUMBER: | CAMPAIGN MISSION NUMBER: | BOMBER MISSION NU | MBER: BOMBER NAME: | |
|------------------------|--------------------------|-------------------|-------------------------------|---------------|
| BASE LOCATION: | TARGET CITY: | TARGET TYPE: | ON TARGET: 🗌 YES | NO BOMBING %: |
| | | BOM | IB GROUP COMBAT BOX POSITION: | PLANE NUMBER: |
| TURRETS/GUN AMMUNITION | | | NOTES: | |
| LEFT WAIST 5 | 10 | | | |
| RIGHT WAIST 5 | 10 | | | |
| TOP TURRET 5 | 10 15 | | | |
| BALL TURRET 5 | 10 15 | 20 | | |
| TAIL GUN 5 | 10 15 | 20 | | |
| NOSE TURRET 5 | 10 15 | 20 25 | | |
| | | | | |
| | | | | |
| CREW POSITION | CREW NAME CREV | N STATUS CREW PO | SITION CREW NAME | CREW STATUS |

| GREW PUSITION | UREW NAME | CREW STATUS | CREW PUSITION | CREW STATUS |
|---------------------|-----------|-------------|---------------|-------------|
| BOMBADIER | | | RADIO/WAIST | |
| NAV./NOSE TURRET | | | BALL TURRET | |
| PILOT | | | LEFT WAIST | |
| CO-PILOT | | | RIGHT WAIST | |
| ENGINEER/TOP TURRET | | | TAIL TURRET | |

PLAYERS SHOULD COPY SHEET BEFORE PLAY

B-24D MISSION LOG SHEET

| CAMPAIGN NUMBER: | _ CAMPAIGN MISSION NUMBER: | BOMBER MISSION NUMBER: | BOMBER NAME: |
|-----------------------|----------------------------|------------------------|------------------------------------|
| BASE LOCATION: | TARGET CITY: | TARGET TYPE: | ON TARGET: 🗌 YES 🗌 NO BOMBING %: |
| | | BOMB GROUP | COMBAT BOX POSITION: PLANE NUMBER: |
| TURRETS/GUN AMMUNITIO | Ν | NOTES: | |
| LEFT CHEEK 5 | 10 | | |
| RIGHT CHEEK 5 | 10 | | |
| LEFT WAIST 5 | 10 | | |
| RIGHT WAIST 5 | 10 | | |
| NOSE GUN 5 | 10 | | |
| TOP TURRET 5 | 10 15 | | |
| TAIL GUN 5 | 10 15 | | |
| BALL TURRET 5 | 10 15 | 20 | |

| CREW POSITION | CREW NAME | CREW STATUS | CREW POSITION | CREW NAME | CREW STATUS |
|---------------------|-----------|-------------|----------------------|-----------|-------------|
| BOMBADIER | | | RADIO | | |
| NAVIGATOR | | | BALL TURRET | | |
| PILOT | | | LEFT WAIST | | |
| CO-PILOT | | | RIGHT WAIST | | |
| ENGINEER/TOP TURRET | | | TAIL TURRET | | |

B-17G MISSION LOG SHEET

| CAMPAIGN NUMBER: | CAMPAIGN MISSION NUMBER: | BOMBER MISSION NUM | IBER: BOMBER NAME: | |
|------------------------|--------------------------|--------------------|------------------------------|---------------|
| BASE LOCATION: | TARGET CITY: | TARGET TYPE: | ON TARGET: 🗌 YES 🗌 | NO BOMBING %: |
| TURRETS/GUN AMMUNITION | | BOMI | B GROUP COMBAT BOX POSITION: | PLANE NUMBER: |
| RADIO 5 | 10 | [| NOTES: | |
| LEFT CHEEK 5 | 10 15 | | | |
| RIGHT CHEEK 5 | 10 15 | | | |
| TOP TURRET 5 | 10 15 | | | |
| CHIN TURRET 5 | 10 15 | | | |
| TAIL GUN 5 | 10 15 | | | |
| BALL TURRET 5 | 10 15 | 20 25 | | |
| LEFT WAIST 5 | 10 15 | 20 25 | | |
| RIGHT WAIST 5 | 10 15 | 20 25 | | |

| CREW POSITION | CREW NAME | CREW STATUS | CREW POSITION | CREW NAME | CREW STATUS |
|---------------------|-----------|-------------|---------------|-----------|-------------|
| BOMBADIER | | | RADIO | | |
| NAVIGATOR | | | BALL TURRET | | |
| PILOT | | | LEFT WAIST | | |
| CO-PILOT | | | RIGHT WAIST | | |
| ENGINEER/TOP TURRET | | | TAIL TURRET | | |

PLAYERS SHOULD COPY SHEET BEFORE PLAY

B-17F MISSION LOG SHEET

| CAMPAIGN NUMBER: | CAMPAIGN MISSION NUMBER: | BOMBER MISSION NUMBER: | BOMBER NAME: | | |
|------------------------|--------------------------|------------------------|----------------------------------|---------------|--|
| BASE LOCATION: | TARGET CITY: | TARGET TYPE: | ON TARGET: 🗌 YES 🗌 NO BOMBING %: | | |
| TURRETS/GUN AMMUNITION | I | BOMB GROUF | P COMBAT BOX POSITION: | PLANE NUMBER: | |
| RADIO 5 | 10 | NOTES: | | | |
| NOSE GUN 5 | 10 15 | | | | |
| LEFT CHEEK 5 | 10 15 | | | | |
| RIGHT CHEEK 5 | 10 15 | | | | |
| TOP TURRET 5 | 10 15 | | | | |
| TAIL GUN 5 | 10 15 | | | | |
| BALL TURRET 5 | 10 15 | 20 | | | |
| LEFT WAIST 5 | 10 15 | 20 | | | |
| RIGHT WAIST 5 | 10 15 | 20 | | | |

| CREW POSITION | CREW NAME | CREW STATUS | CREW POSITION | CREW NAME | CREW STATUS |
|---------------------|-----------|-------------|----------------------|-----------|-------------|
| BOMBADIER | | | RADIO | | |
| NAVIGATOR | | | BALL TURRET | | |
| PILOT | | | LEFT WAIST | | |
| CO-PILOT | | | RIGHT WAIST | | |
| ENGINEER/TOP TURRET | | | TAIL TURRET | | |

PLAYERS SHOULD COPY SHEET BEFORE PLAY

YB-40 MISSION LOG SHEET

| CAMPAIGN NUMBER: CAMPA | | AMPAIGN MISSION NUMBER: | | | BOMBER MISSION NUMBER: | | | | | BOMB | ER NAI | ME: | | | | |
|------------------------|----------|-------------------------|----------|-------|------------------------|--------|-----|-----|--------|------|--------|------|-------|-------|---------------|---------------|
| BASE LOCATION:_ | | | TARGET | CITY: | | | | TAR | GET TY | 'PE: | | | | | | |
| TURRETS/GUN AN | MUNITION | | | | | | | | | В | OMB | 3 GR | OUP C | OMBAT | BOX POSITION: | PLANE NUMBER: |
| CHIN TURRET | | | TURRET 2 | | | | | | | | | | | | NOTES: | |
| CREW POSITION | CREW NA | ME | STATI | JS | CREW I | POSITI | ON | CR | EW N/ | AME | | S | TATUS | | | |
| NOSE GUNNER | | | | | BALL T | URREI | r | | | | | | | | | |
| NAVIGATOR | | | | | LEFT W | /AIST | | | | | | | | | | |
| PILOT | | | | | RIGHT | WAIST | | | | | | | | | | |
| CO-PILOT | | | | | TAIL TU | JRRET | | | | | | | | | | |
| ENGINEER/TT1 | | | | | AMMO STOCKER | | KER | | | | | | | | | |
| RADIO /TT2 | | | | | | | | | | | _ | | | | | |

PLAYERS SHOULD COPY MAKE COPIES OF THIS SHEET BEFORE PLAY