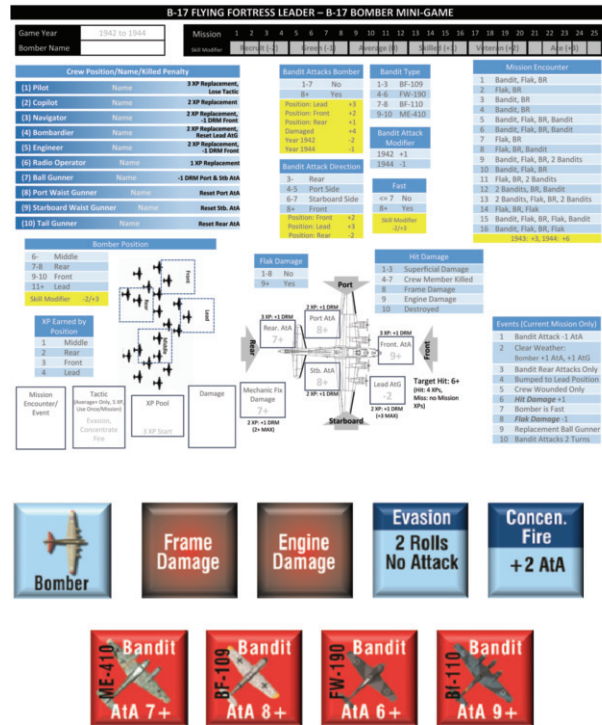# B-17 Flying Fortress Leader - Mini Game

The B-17 Bomber Mini-game can be played standalone without B-17 Flying Fortress Leader (B-17 FFL). You will need a new copy of the Mini-game page, a pencil, a d10 die (used for all rolls), and a set of counters included in B-17 FFL.

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

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	Mission 1
Bomber Name	Memphis Belle	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)). Your current mission number is the first unchecked Mission box.

Mission	1	2	3	4	5	6	7	8	9	10	11
Skill Modifier	Recruit (-2)			Green (-1)			Average (0				

The goal of the game is to fly 25 missions without your Bomber being destroyed.

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.

MISSION START

1. If your Bomber is Damaged (Frame or Engine), roll for the Mechanic Fix Damage. If the roll >= 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.

Bomber Position

6-	Middle
7-8	Rear
9-10	Front
11+	Lead
Skill Modifier	-2/+3

XP Earned by Position

1	Middle
2	Rear
3	Front
4	Lead

2. 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.

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	

3. 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.

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

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. Roll on the Events chart to determine the current mission Event. Record the Event number in the Mission Encounter/Event box. Apply the Event throughout the mission.

Special Notes:

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. Replacement Ball Gunner – The Ball Gunner is permanently replaced. Apply DRM changes to Port & Starboard AtA.

c. Bandit Attacks 2 Turns – If the Bandit isn't destroyed after the first attack, roll on the Bandit Attack Direction chart to determine new attack direction, and have the Bandit attack again.

MISSION ENCOUNTER

1. 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.

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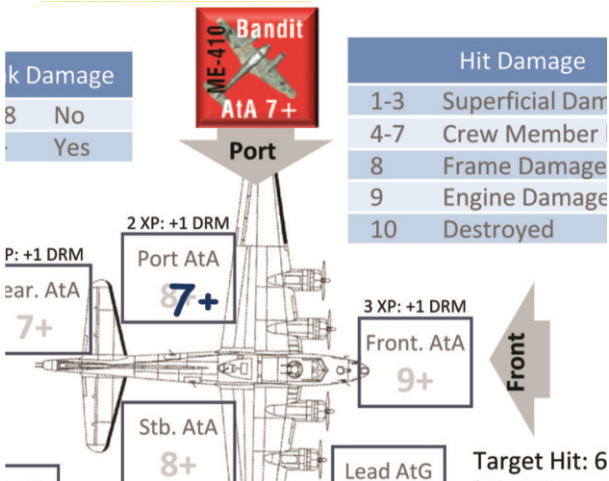
BANDIT ATTACK

Bandit Attacks Bomber

1-7	No
8+	Yes
Position: Lead	+3
Position: Front	+2
Position: Rear	+1
Damaged	+4
Year 1942	-2
Year 1944	-1

1. Roll on the Bandit Attacks Bomber chart to determine if a Bandit attacks your Bomber in the Group.

If No, then end Bandit Attack.

Bandit Type	
1-3	BF-109
4-6	FW-190
7-8	BF-110
9-10	ME-410

2. If a Bandit Attacks, roll on the Bandit Type chart to determine the Bandit type attacking your Bomber.

Bandit Attack Modifier	
1942	+1
1944	-1

Modify the roll based on the Bandit Attack Modifier chart. If the Bandit attack die roll is >= the Bandit AtA value, the Bandit hits the Bomber.

Hit Damage	
1-3	Superficial Damage
4-7	Crew Member Killed
8	Frame Damage
9	Engine Damage
10	Destroyed

7. If the Bandit hits the Bomber, roll on the Hit Damage chart to determine the Damage.

Hit Damage	
1-3	Superficial Dam
4-7	Crew Member
8	Frame Damage
9	Engine Damage
10	Destroyed

a. If Superficial Damage, no damage is applied.

b. If Crew Member Killed, roll and compare the die roll to the Crew Position number. That crew member is KIA. Apply any AtA penalties. Reset AtA means the original AtA values are used again.

c. 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.

8. If the Bomber is slow (i.e. not Fast), do step 5.

9. The Attack is complete. Remove the Bandit.

Bandit Attack Direction		
3-	Rear	
4-5	Port Side	
6-7	Starboard Side	
8+	Front	
Position: Front		+2
Position: Lead		+3
Position: Rear		-2

3. Roll on the Bandit Attack Direction chart to determine the attack direction. Place the Bandit counter in the appropriate attack position.

Fast	
<= 7	No
8+	Yes
Skill Modifier	
-2/+3	

4. Roll on the Fast chart to determine if the Bomber is Fast.

5. If the Bomber is Fast, roll for the AtA attack using the appropriate AtA box based on the Bandit position.

Concen. Fire +2 AtA
Use the Concentrate Fire tactic if desired prior to the roll.

If the modified die roll is >= the Bomber position AtA value, the Bandit is Destroyed. Remove the Bandit counter and earn 1 XP.

6. Roll for the Bandit attack.

Evasion 2 Rolls No Attack
Use the Evasion tactic if desired prior to the roll (roll twice and use lowest value).

Example: The next step in the Mission Encounter is Bandit. I am currently Skilled and in the Rear position. I roll to see if a Bandit attacks my Bomber. I roll an 8, which is modified to 9 (Rear position). The Bandit attacks my Bomber. I roll to see which Bandit attacks. I roll a 9, which is a ME-410. I roll to see what direction it attacks from. I roll a 7, which is modified to 5 (Rear position). It attacks my Port side. I roll to see if my Bomber is Fast. I roll a 5, which is modified to 6 (Skilled +1). I'm Slow. I now roll to see if the Bandit hits. I roll an 8 that is modified to 7 (Year = 1944), which is a hit (Bandit AtA is 7+). I roll for damage. I roll a 6, which is a Crew Member killed. I roll a 5, which means my Engineer is killed. I change the Front AtA value from 6+ to 7+. It's now my turn to attack. I roll a 4, which is less than my Port AtA value of 7+. So I miss. The Bandit Attack is now complete.

FLAK ATTACK

Flak Damage	
1-8	No
9+	Yes

3. Roll on the Flak Damage chart to determine if the Bomber is hit by Flak (modified by Event #8).

4. If the Bomber suffers damage, roll on the Hit Damage chart to determine damage (see Bandit Attack Step 7 for details).

BOMBING RUN (BR)

1. If you are not the Lead Bomber, don't perform the AtG attack (you drop your bombs when the Group Lead Bomber does).

Lead AtG -2
2 XP: +1 DRM (+3 MAX)

Target Hit: 6+ (Hit: 4 XPs, Miss: no Mission XPs)

2. If you are the Lead Bomber, roll for the AtG attack on the Target. Apply the Lead AtG modifier. If the modified roll is 6+, the Target was hit and you earn 4 XPs. If the Target was missed, you get no XPs for the mission.

POST MISSION

6. After all of the Mission Encounter steps are done, check the next open Mission box.

7. 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.

8. 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.

9. Use unspent XPs from the XP Pool (if desired) to adjust any AtA value, AtG value, or Mechanic value

10. 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	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 currently set to the default of 9+, so I spend 3 XPs to change my Front AtA value from 9+ to 8+.

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