
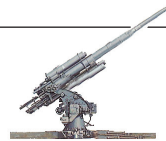


- **Flak Pattern**

- | | | |
|-------------------|--|---|
| Dispersed: | Inflict Hits = x1/2 Flak |  |
| Normal: | Inflict Hits = x1 Flak
(Only against a Normal or Tight Bombing Pattern) | |
| Tight: | Inflict Hits = x2 Flak
(Only against a Tight Bombing Pattern) | |



- **Bombing Patterns**

- | | |
|-------------------|----------------------------|
| Dispersed: | Inflict Hits = $x/2$ Bombs |
| Normal: | Inflict Hits = $x1$ Bombs |
| Tight: | Inflict Hits = $x2$ Bombs |



- **Target's Status**

- | | |
|------------------|---|
| Undamaged | If Bomb value < Target's Damaged value <ul style="list-style-type: none">• Defender scores VPs = Target's Destroyed value• Defender gains Initiative |
| Damaged | If Bomb value => Target's Damaged value <ul style="list-style-type: none">• Attacker scores VPs = Target's Damaged value• Attacker gains Control of Target• Defender gains Initiative |
| Destroyed | If Bomb value => Target's Destroyed value <ul style="list-style-type: none">• Attacker scores VPs = Target's Destroyed value• Attacker gains Control of Target• Attacker retains Initiative |

Player Log