Campaign	Initiative	Target #	Allied Option	Axis Option	Flak Pattern	Bombing Patterns	Target's Status	Allied VPs	Axis VPs	Net VPs
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Mission Sequence

- 1. Attacker selects Target
- 2. Both secretly select Options
- 3. Reveal Options

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- 4. Defender secretly selects Flak Pattern
- 5. Resolve Mission
- 6. Attacker selects Bombing Patterns
- 7. Inflict Flak Hits on Bombers
- 8. Drop Bombs
- 9. Determine Target's Status
- 10. Record Victory Points

Player Turn Sequence

- 1. Pre-Turn Draw Cards
- 2. Adjust Altitude
- 3. Speed Maneuvering
- 4. Action
- 5. Discard
- 6. Post-Turn Draw Cards



Flak Pattern

• Flak Patter Dispersed: Normal: Tight:	n Inflict Hits = x1/2 Flak Inflict Hits = x1 Flak (Only against a Normal or Tight Bombing Pattern) Inflict Hits = x2 Flak (Only against a Tight Bombing Pattern)					
Bombing Patterns						
Dispersed:	Inflict Hits = x1/2 Bombs					
Normal:	Inflict Hits = x1 Bombs					
Tight:	Inflict Hits = x2 Bombs					
Towns (1) Of	5					
Target's Status						
Undamaged	If Bomb value < Target's Damaged value • Defender scores VPs = Target's Destroyed value • Defender gains Initiative					
Damaged	If Bomb value => Target's Damaged value					
	 Attacker scores VPs = Target's Damaged value Attacker gains Control of Target 					
	Defender gains Initiative					
Destroyed	If Bomb value => Target's Destroyed value					
	Attacker scores VPs = Target's Destroyed value					
	v					
	 Attacker gains Control of Target Attacker retains Initiative 					