

B17 COMBAT DAMAGE POINTS

Damage Type	Damage Points	Damage Type	Damage Points
Superficial		Engine Hits	
Each Hit	1	Each Hit	15
		Superficial	5
Wounds (1)		Engine Out	25
Light	2	Repeat Hits (Each)	10
Serious	5		
KIA	10	Fire Damage	
		1 st Extinguisher	25
Structural Hits (2)		2 nd Extinguisher	50
Each Hit	25	3 rd Extinguisher	75
Result = No Effect	10		
		Burst In Plane (4)	100
Gun Hits			
Twin Mounts	20	Landing With	
Single Mounts	10	Gear Inoperable (5)	60+3(2d6)
Repeat Hits (Each)	½ Orig		
Systems & Other Hits(3)			
Each Hit	10		
Result = No Effect	5		

Damage Category E (Optional): When a B17 incurs 250 or more damage points on a single mission it is subject to write-off as un-repairable. Use the table below.

Total Damage Points	Repair Chance	2d6 Roll*
250 –259	50%	4-7
260-269	42%	2-6
270-279	31%	6-7
280-289	19%	4-5
290-299	11%	5
300>	00%	CatE
*2d6 range for repair.		

Happy Landings!
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Notes

(1) Denotes B17 damage incurred in connection with shell hits that cause injury to the aircrew.

(2) Hits on the airframe such as wing roots, tailplane and main landing gear.

(3) Ailerons, flaps, elevators, rudder, instruments, control cables, O2 system, fuel and oil tanks, heating systems, bomb mechanisms, tail wheel, radio, bomb bay doors, porta-john and all miscellaneous parts other than guns, engines, the airframe or the crew.

(4) Plus other damage per P and B1 Charts. Very, very bad. See rules section 19 (pg 9).

(5) Damage can be variable. Roll 2d6 three times and add 60 points to the total.

The B17 Combat Damage Chart is to be used post-mission by surviving B17's. It is intended to quantify the damage incurred during a mission. It assigns a factor to each damage type represented on the game's various play charts. These factors when aggregated give numeric expression to the extent of combat damage which when compared to those of other surviving bombers or considered alone offer a feel for mission difficulty. A milk run could be a number of 15 points or less. A difficult mission might be 100 or more. When damage pushes above 170 points the crew is lucky to escape while at 200 points and above those who have survived have been to hell and back.