

# 314 Squadron Quick Reference Sheet

## 1. Tame Boars

- a. Attack according to B-2[L].
- b. Spotted on 1–2. Surprised on 3–6.
- c. Initial Attack
  - If spotted: Tail Guns hit on 5–6.  
Me-110 hits on 4–6, or 5–6 if evasive action taken.
  - If surprised: Me-110 hits on 3–6.
- c. Successive Attacks
  - Evading: Defensive Fire (Tail, Mid-Upper, Nose) hits on 6.  
Me-110 hits on 5–6.
  - Not Evading: Defensive Fire (Tail only) hits on 5–6.  
Me-110 hits on 4–6.

## 2. Target Zone

- a. Weather
  - Bad or Poor: -1 to Tame Boar Determination, Spotting, and Searchlight Rolls
- b. Tame Boar Determination (To Target)
- c. Searchlight spots on 5–6.
  - If spotted: Automatic Wild Boar Attack (Initial and up to two successive).  
Flak *either*: Additional (fourth) roll on O-3.  
*or*: On 4–6, use next heavier O-3 column.
- d. Flak
- e. Wild Boar Attack on roll of 6 (Initial only), unless already automatic due to searchlights  
Offensive and Defensive Fire -1 to hit (6 always hits).
- f. Bomb Run
- g. Tame Boar Determination (From Target)

### → Fields of Fire

- Tail: 6 All.
- Mid-Upper: All Hi. 12, 3, 9 Lv.
- Nose: 12, 10:30, 1:30 All.

B-2 [L] "TAME BOAR" TABLE		
Roll 1D.	TO TARGET	FROM TARGET
1-3	No Attacks	No Attacks
4	6	6
5	5, 6	6
6-11	4-6	6
Target	3-6	5, 6

B-5 [L] AREA DAMAGE TABLE	
ROLL	AREA HIT
2	Nose
3	Bomb Bay
4	Superficial Damage
5	Port Wing
6	Tail
7	Wings — Roll ID: 1-3 = Port Wing; 4-6 = Starboard Wing
8	Waist
9	Starboard Wing
10	Superficial Damage
11	Pilot Compartment
12	Bomb Bay

### Tame Boar Hits

Roll:	2	3	4	5	6	7	8	9	10	11	12
Surprise	6	5	4	3	2	2	2	3	4	5	7
All Other	4	4	3	2	2	1	2	2	3	4	5

### Tame Boar Successive and Wild Boar Attacks

Roll:	2	3	4	5	6	7	8	9	10	11	12
Attack Area	6Hi	6Lv	9Lv	12Lv	10:30Lv	12Hi	1:30Lv	12Lv	3Lv	9Hi	3Hi