



B-25

Prince of the Skies

TRADEMARK NAME FOR ITS WWII AERIAL COMBAT GAME



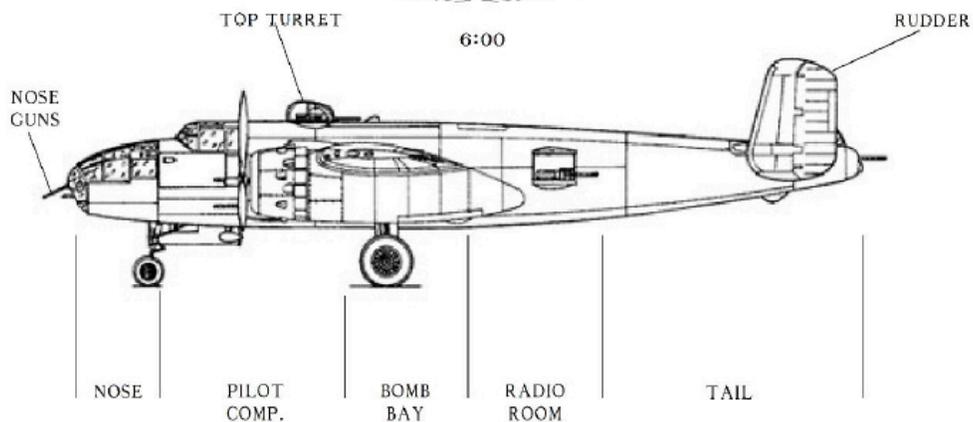
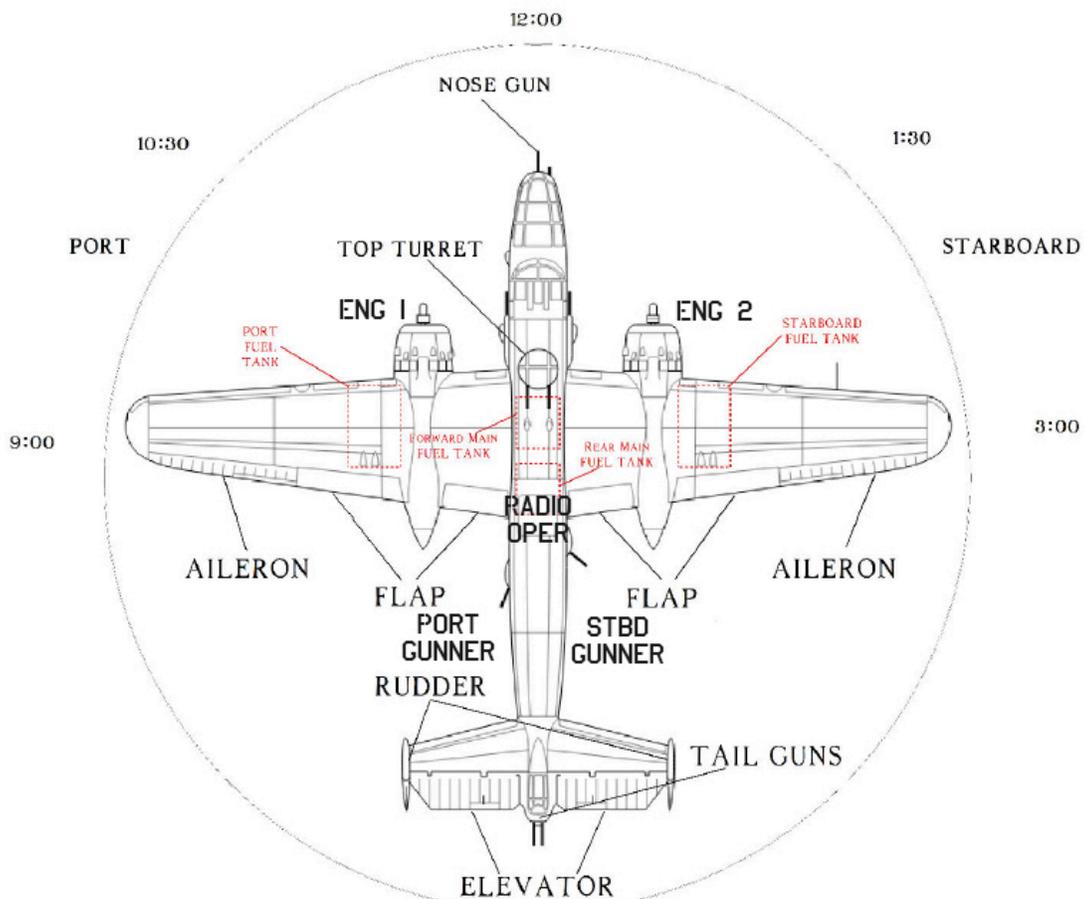
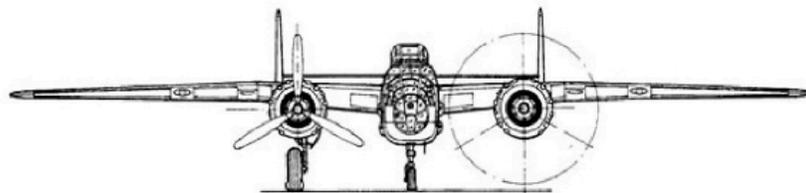
Rules of Play



Dated:
8-18-2024

Version
2.0

B-25 PRINCE OF THE SKIES DIAGRAM



B-25 PRINCE OF THE SKIES

PART 1: RULES OF PLAY

1. INTRODUCTION

B-25 PRINCE OF THE SKIES recreates World War II bombing and strafing of the 42nd Bombardment Group out of New Guinea, operating in the Solomon Islands from 1943 – 1945, or in the Philippines with the 3rd Bombardment Group from 1943 – 1944.

B-25 is designed as a solitaire game, with the player acting for the crew of an individual B-25 bomber. The actions of the Japanese air defenses and the fate of the bomber and crew are randomly generated by various game aids and tables. Each “game” consists of a single bombing / strafing / or anti-shipping mission. The ultimate goal is to safely complete 25 or more missions.

Because of the nature of the solitaire play system, B-25 makes extensive use of game aids and tables as a substitute for a live Japanese player. Before attempting to fly a mission, the player should examine all of the game’s components. Their purpose should be apparent. This rule book has been divided into two parts. This first part is the standard game rules which explain in detail how to play. Part two consists of additional notes, and credits. New players should read Part 1 through sections 7.0, How to Win, experienced game players should find that this will be enough information to get started, and can refer to the detailed rules for special cases. Before starting the mission campaign, it is suggested that a few practice missions be flown to random targets to learn the game system.

2.0 GAME EQUIPMENT

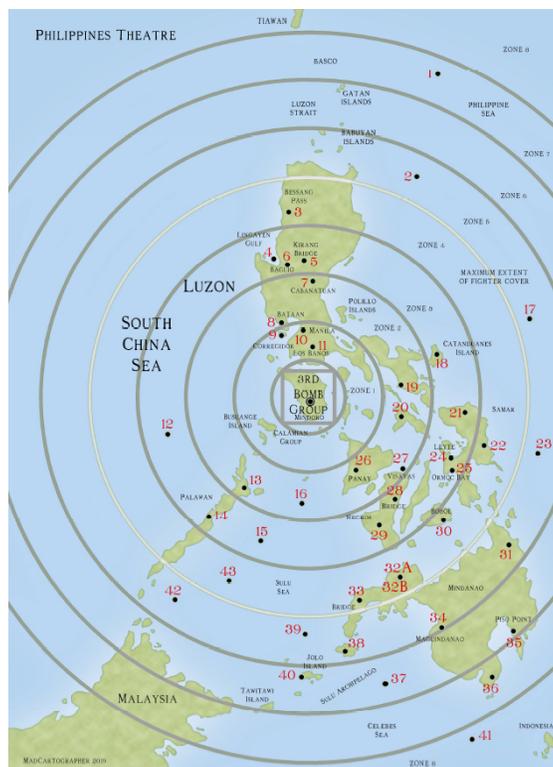
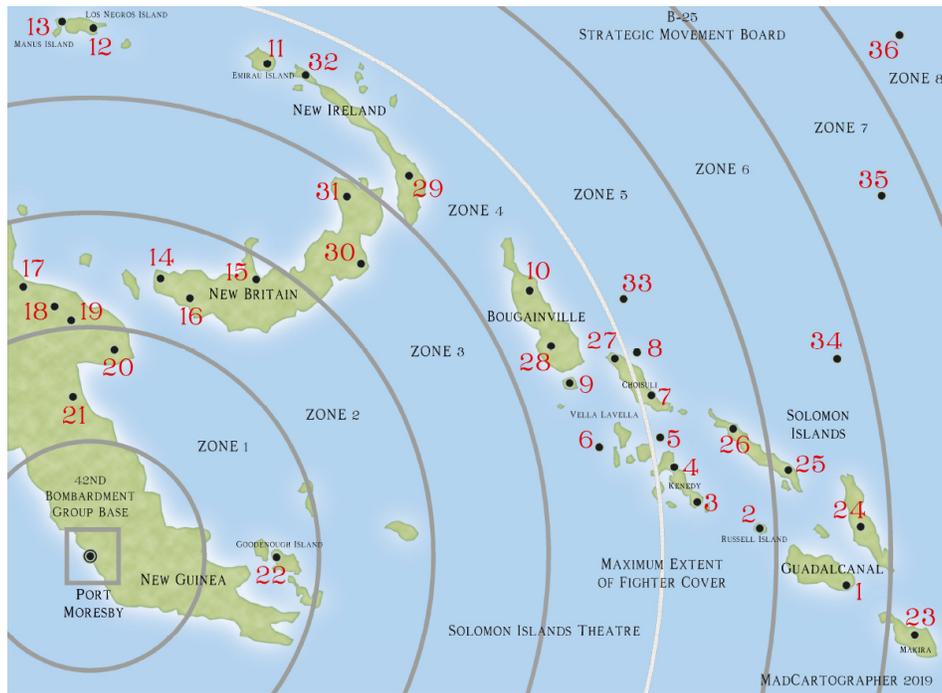
2.1 B-25 MAPBOARD

The principle area of play for B-25 is the mapboard which depicts a B-25 in flight, with a landscape visible below. This part of the board is used to resolve combat between Japanese fighters and the B-25.



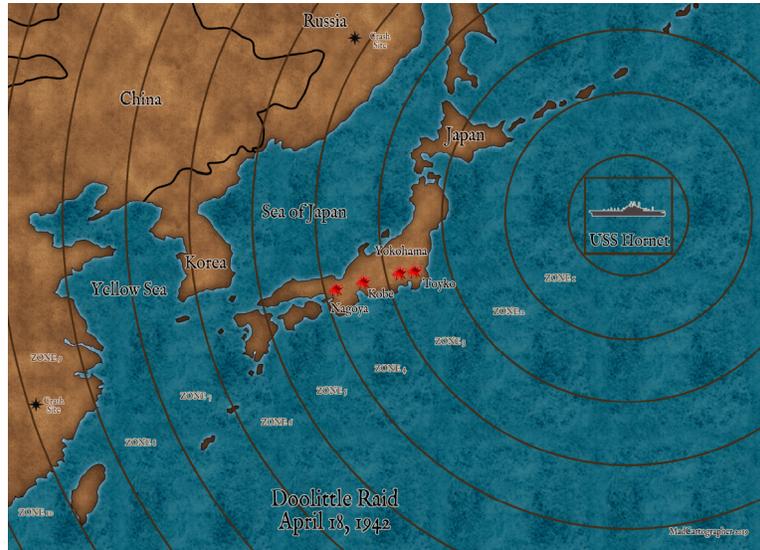
2.2 B-25 STRATEGIC MOVEMENT BOARD

These maps show either the Solomon Islands Theater or the Philippines Theater. Marked on the map are the potential target sites and the base for either the 42nd or 3rd Bomber Group respectively, depending on the theater you choose. The strategic areas shown are divided into concentric zones expanding out from the base. Under normal conditions, the B-25 travels one zone per turn. When its speed is reduced by damage, the B-25 may need two turns to travel one zone. (Regardless of damage, a B-25 will never spend more than two turns in a zone).



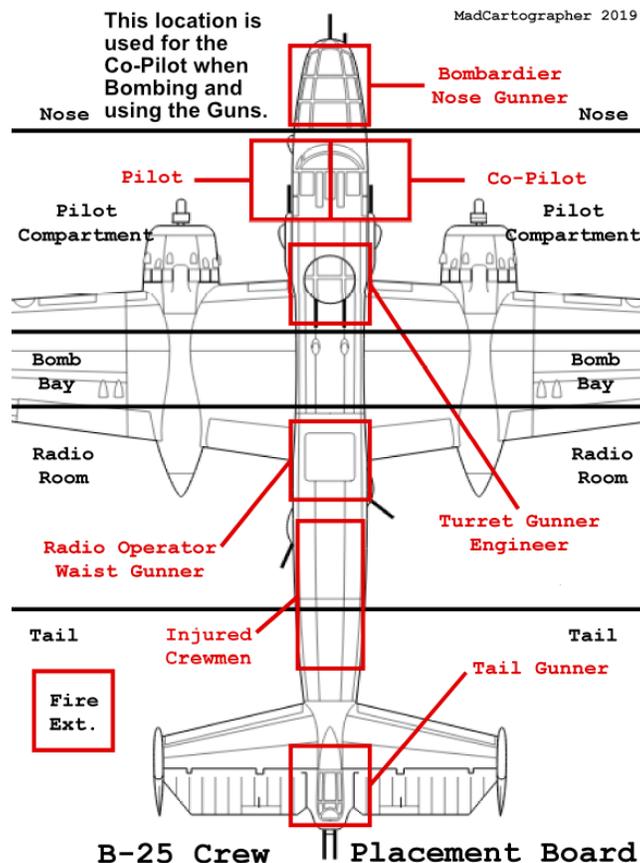
SPECIAL MAP DOOLITTLE RAID MAP

There are special rules related to this map at the end of this document, or in the Vassal Tables Tab. Thank you, Chuck, for making these rules to go with the scenario.



2.3 CREW PLACEMENT BOARD

This board displays the interior of the B-25, and shows where the various crew members are placed. During play, the wounds and position changes of crew members will be marked here.



2.4 TABLES AND CHARTS CARDS

The colored cards display most of the charts and tables which are used to generate the various random events of a typical mission.

The use of the tables is explained in section 3.0, Game Tables in Play.

2.5 JAPANESE FIGHTERS

There Are three different types of Japanese fighters: the A6M3 Zero, Ki-84 Nakajima, and the N1K2-J Kawanishi. These fighters will be placed on the B-25 Mapboard when called for to represent fighters attacking the B-25.

2.6 COUNTERS

The counters are used in play to mark the position of the B-25 on the Strategic Movement Board, the position of the B-25 crew on the Crew Placement Board, the targets of the various B-25 machine guns, damage to the B-25, damage to the Japanese fighters, and wounds to the B-25 crew.

SAMPLE COUNTERS



B-25
Position



Crew



Enemy
Ace



Engine
Fire



Prop
Feathered



Serious
Wound



Enemy
Spray Fire



Extinguisher

2.7 MISSION CHART

The events of each mission are recorded as they unfold on a Mission Chart. Please feel free to photo copy and print more of these as needed.

2.8 COMPOSITE MISSION RECORD

This chart is used to record the results of each of the missions in your campaign game. The composite record has space to note personnel changes, bomber losses, and the percentage of bombs on target. Please feel free to photo copy and print more of these as needed.

2.9 DICE

There are several types of die needed to play B-25 Prince of the Skies, they are: (multiples of each type would be best).

- D6
- D8
- D10
- D12

3.0 GAME TABLES IN PLAY

Due to the nature of B-25's in solitaire play system, extensive use of various tables has been necessary to generate the many possible events that could occur during a typical mission. The tables which would be consulted during play are found on the separate colored cards.

3.1 LOCATING THE TABLES

Each table included in the game has been given a letter-number designation, and a descriptive name. For example, the table which details shell hit damage in the B-25's Bomb Bay section is labeled P-3 BOMB BAY. The letter half of the designation indicates the table is on a card, as follows:

- M = Brown Card
- O = Orange Card
- P = Pink Card
- B = Buff Card
- BL = Blue Card
- G = Green Card
- GR = Grey (Doolittle Raid)

The number designation is the number of that table on the card. For example, Bomb Bay Table P-3 is the third table on the Pink Card. A complete list of tables in B-25 is included on the back page of the rulebook.

3.2 USING THE TABLES

The game tables are used by rolling one or two six-sided dice and reading the result generated off of the table. Throughout the game the notation “1D” means roll one die when consulting this table, and the notation “2D” means roll two dice. Tables G-3 and B-3 are special cases. When rolling “2D” on these tables, treat the first die as the 10’s digit and the second die as the 1’s digit of a 2-digit number. Rolling two dice on these tables will thus generate 36 different random numbers ranging from a low of “11” to a high of “66”.

4.0 PLACING THE GAME EQUIPMENT

Before beginning, the player should organize the various game components in front of himself in a manner that will facilitate reference. The Mission Chart, the mapboard, and the Crew Placement Board should be readily accessible. The player will be constantly making notes on the first, and the game counters will be in play on the latter two. The remaining game counters and fighters should also be close enough to be distinguished when needed. The other components do not have to be placed where they are readable, but must be within reach.

4.1 JAPANESE FIGHTERS

The three different types of Japanese fighter counters should be stacked to the side of the mapboard until called for. When a wave of fighters is generated from Table B-3, bring a fighter of the correct type into play as follows:

- If a Japanese fighter is attacking from a high position, place a “High” altitude marker next to it on the mapboard in its designated clock position.
- If the fighter is attacking from a level position, no altitude marker is need on the mapboard in its designated clock position.
- If the fighter is attacking from a low position, place a “Low” altitude marker next to it on the mapboard in its designated clock position.
- If the fighter is attacking from a vertical dive, place its counter on the “Vertical Dive” section in the lower right corner of the mapboard.
- If the fighter is attacking from a vertical climb, place its counter in the “Vertical Climb” section in the lower right corner of the mapboard in the lower left corner marked “Vertical Climb

NOTE: Japanese Ace pilots attacking from the 9 or 12 O’clock position (from any altitude) may move to the 10:30 Level or Low OR a Japanese Ace pilot attacking from the 3 or 12 O’clock position (from any altitude) may move to the 1:30 Level or Low altitude and attack from this position without any penalty. This is to simulate Ace pilots knowing about the “dead zone” in the B-25’s defensive firing cover and exploiting it.

4.2 GAME COUNTERS

At the beginning of the mission, place all crew and three (3) fire extinguisher counters in their appropriate places on the Crew Placement Board. The B-25 counter is placed in the “Base” location for the map you are using on either the Philippines or Solomon Islands Strategic Movement Boards.

The remaining counters are placed aside within reach until needed. Counters detailing damage to the B-25 are placed directly on the B-25 Mapboard on the location of the damage. For example, if a fuel tank on the Port Wing is leaking, a fuel tank leak counter is placed on the Port Wing. The machine gun counters are placed on the fighter with the gun is firing at when defensive fire is allocated. Wound counters are placed on the Crew Placement Board to mark wounded crewmen.

5.0 SEQUENCE OF PLAY

5.1 PRE-MISSION STEPS

- a. Be sure the B-25 has a name and full crew recorded on the Composite Mission Record and the Mission Chart. Place all crew counters in the appropriate positions on the Crew Placement Board, and have the Strategic Movement Board, game mapboard, playing counters, and all rules and tables at hand.
- b. Roll for the mission target city on either Table G-1, G-2 or G-3 (depending on the number of the mission) and record it on the Composite Mission Record and the Mission Chart.
- c. Roll for the B-25's position in its squadron (Lead bomber, tail bomber or in the middle) on Table G-4 and check the corresponding box on the Mission Chart. Note that bombers in the lead or tail positions are attacked by an additional fighter per Japanese fighter wave as indicated on the Mission Chart.
- d. Roll for the B-25's squadron formation (High, or low squadron) on Table G-4 and check the corresponding box on the Mission Chart. Note any modifications to the rolls for enemy fighters on Tables B-1 and B-2 due to the B-25's squadron formation.
- e. Examine the Flight Log Gazetteer, Chart G-11, to find the modifications in each zone to the rolls for enemy fighters on Tables B-1 and B-2. Add these modifications with any for the B-25's squadron position and note them on the Mission Chart.
- f. Place the B-25 counter on the Strategic Mission Board inside the map square labeled "Base", facing in the direction of the targeted city. The mission is ready to begin.

5.2 MISSION STEPS

- a. Each turn, move the B-25 counter one zone closer to the zone containing the target (or one zone closer to the base when returning after bombing the target).
- b. Roll for fighter cover on Table G-5 (either Poor, Fair, or Good) and record the extent of the fighter cover (either P, F, or G) on the Mission Chart when entering Zones 1, 2, 3, and 4.
- c. Resolve combat initiated by enemy fighters in each zone entered (both to and from the target) according to the Combat Procedure, section 6.0.
- d. When the B-25 enters the Designated Target Zone:
 - Roll for weather over the target on Table O-1, and then resolve combat according to the Combat Procedure, taking into account any weather effects.
 - Resolve anti-aircraft fire by consulting Tables O-2 through O-5.
 - Resolve the Bomb Run by consulting Tables O-6 and O-7.
- e. After the Bomb Run is resolved:
 - Begin the return flight to base by turning the B-25 counter around and facing it towards base.
 - Resolve combat again in this zone, still taking into account any weather effects (roll again on Table B-2).

- f. Each subsequent turn of the return flight to base, place the B-25 counter one zone closer to base, and resolve combat according to the Combat Procedure.
- g. When the B-25 re-enters Zone 1:
-Roll for weather at the base on Table O-1.
-Place the B-25 counter on the base, and roll for landing on Table G-9 taking into account all weather effects and damage modifiers.
-After landing, roll separately for each seriously wounded crew member according to Note b of Table BI-4 to determine survival.
- h. Record mission results on Composite Mission Record.

6.0 COMBAT PROCEDURES

6.1 DETERMINE ATTACKERS

- A. Roll for the number of waves of intercepting Japanese fighters on Table B-1 (roll on Table B-2 if the B-25 counter is in the target's zone).
- b. For each separate wave of attackers roll once on Table B-3 to determine the specific fighters encountered and the clock position of their attack. Record the 2D number of each wave (from Table B-3) on the Mission Record for reference. (When this wave's attack has been resolved, cross out the number). Place the fighters on the game mapboard in the proper clock position of their attack.

6.2 FIGHTER COVER DEFENSE

If the B-25 counter is within Zones 1, 2, 3, or 4, roll on Table M-4 to determine how many of this wave's fighters are driven off by friendly fighter cover. Immediately remove that many fighters of your choice from the map. If the B-25 is outside of friendly fighter cover (in Zones 5-8) ignore this step.

6.3 B-25 DEFENSIVE FIRE

- a. Each available manned MG (machine gun) position may fire at any one fighter within its field of fire shown on Table M-1 or the B-25 Defensive Fire Chart. Designate the targets of each MG position with appropriate counters. Mark off one burst of ammunition for each MG position firing.
- b. Roll once on Table M-2 for each firing MG position to determine the damage to the fighter from that hit. Remove destroyed fighters, and place FCA and /or FBOA counters on damaged fighters.

6.4 JAPANESE OFFENSIVE FIRE

- a. Roll once on Table M-3 for each surviving fighter to determine if that fighter hits the B-25, taking into account any modifiers due to damage. Any fighter which does not hit the B-25 is removed from play (exception: see section 13.1).
- b. When a fighter hits the B-25, roll once on Table B-4 to determine the number of shells which hit the bomber from that fighter.
- c. For each shell hit, roll once on Table B-5 under the appropriate clock position of the attacking fighter to determine the section of the B-25 this shell hit. Record all sections hit on the Mission Chart.
- d. Roll once on the specific damage tables (P1 through P-6, BI-1, and BI-2) for each hit to determine and resolve damage done. Record all damage and effects of damage on the Mission Chart.

6.5 SUCCESSIVE ATTACKS

- a. Any fighter which scores a hit in its initial attack on the B-25 (even if the hit has no effect) attacks the B-25 again. Roll once on Table B-6 for each fighter making a successive attack to determine its new attack position. After all fighters conducting successive attacks are positioned, remove the number of fighters allowed due to successful fighter cover according to the roll on Table M-4 during the initial attack. Then resolve defensive fire and the fighter attacks normally. Fighters not scoring a hit during this attack are removed from play (exception: see section 13.1).
- b. Fighters which score a hit during their first successive attack conduct a second successive attack as above. After its second successive attack, a fighter is removed from play, even if it scored hits every time. The most attacks any one fighter can make against the B-25 during one wave is three – one initial and two successive attacks.

6.6 2ND AND 3RD WAVES

Resolve any additional wave attacks according to the Combat Procedure described for the 1st wave above. (Roll again for fighter cover defense on Table M-4 for each additional wave while in Zones 1, 2, 3, and 4). After all attacks have been resolved completely, continue the mission according to the Mission Steps above.

7.0 HOW TO WIN

A B-25's bombing results and survival determine whether a mission is a victory, a Japanese Air Defense victory, or a draw. The cumulative results over 25 missions determine victory in the Campaign Game. In addition, the survival of an individual bomber or crew member over several missions can be measured as a relative performance rating.

NOTE: The 25-mission benchmark was mainly used for the larger bombers such as the B-17 & B-24, and research shows us that the most famous B-25 aircraft "Dirty Dora", completed 175 missions. Players can keep this rule as a reward or discard it as you please.

[Link to Dirty Dora](#)



7.1 MISSION VICTORY CONDITIONS

A mission is considered a victory if the B-25's Bomb Run / Strafing run etc. was On Target and hit the target, and the B-25 returned to base not irreparably damaged.

A mission is considered a Japanese Air Defense victory if either the B-25 was destroyed in combat, crashed outside of base, or was irreparably damaged in combat or while landing.

A mission is considered a Draw if the B-25 was unable to bomb the target or if the bomb drop was Off Target, but returned to base and was not irreparably damaged either in combat or while landing.

7.2 CAMPAIGN GAME VICTORY CONDITIONS

At the end of the 25-mission campaign (if you employ this rule), or when you are done with your campaign, total the number of Allied and Japanese victories, and ignore the number of draws. The side with the most victories is the winner of the Campaign Game.

7.3 PERFORMANCE RATINGS

B-25 AND CREW MEMBER SURVIVAL RATING Per plane or crew member.

# OF MISSIONS SURVIVED	RATING
1-5	Poor
6-10	Fair
11-17	Good
18-24	Excellent
25+	Superb

Notes:

- A B-25 which survives 25 missions may be retired and sent back to the USA for publicity and morale boosting, or it may continue to fly.*
- A B-25 may survive 25 or more missions while going through several sets of crews along the way.*
- Any crew member who survives 25 missions is sent home to the USA.*
- A B-25 may be destroyed, but surviving crew members continue on another plane.*

7.4 BOMB RUN RESULT RATING

Per plane or group of planes (for multi-plane missions).

BOMB RUN PERCENTAGE	RATING
5%	Poor
5-14%	Fair
15-29%	Good
30%+	Excellent

Note: The bomb run performance ratings can be used to rate the bomb drop of a single mission, the average of several planes on the same mission, or the average of a single plane over a complete campaign.

8.0 ABORTING THE MISSION

“Aborting a mission” means that the B-25 turns around and heads for home without bombing the target. Historically, the decision to abort or to continue was the captain’s, and his word was final. For purposes of this game, players may choose to abort after resolving all combat in any zone. However, the aborted mission counts toward the required 25 missions only if any of the following circumstances arise due to Japanese fighter attacks:

- a. Bomb Bay doors, intercom, or bomb sight inoperable.
- b. Bombardier is seriously wounded or KIA.
- c. If the Navigator is seriously wounded or KIA and the B-25 is out of formation, the B-25 must abort.
- d. If the Pilot is seriously wounded or KIA and the B-25 is out of formation, the B-25 must abort.
- e. Out of formation.
- f. Out of formation.
- g. Oxygen out for one or more crewmen.
- h. One engine is out. Except where required above to abort, the player having the option to abort may choose instead to continue the mission.

9.0 DEFENSIVE FIRE

Begin the Defensive Fire Phase by checking which machine gun positions are manned and finding the counters for those guns. Then examine Table M-1 and the position of the enemy fighters to determine which guns have target fighters in their field of fire. Allocate the fire of the B-25’s guns by marking the target fighter with the appropriate counter. For example, if both the Nose Gun and the Top Turret are firing at a fighter at 12 O’ Clock High, the counters on the Nose Gun and Top Turret are placed next to that fighter. After the gun counters are all placed, mark off one burst of ammunition (one box) for each firing gun on the Mission Chart. Then roll on Table M-1 for each gun to determine if the target fighter is hit. When a fighter is hit by defensive fire, roll on Table M-2 to determine the extent of the damage done. The guns in the Nose section and the Tail Guns have special characteristics. Players may optionally employ Area Spray Fire.

9.1 NOSE SECTION GUNS

Due to limited compartment space, only one crewman may be in the Nose section of the B-25.

9.2 TAIL GUNS

Japanese fighters quickly learned that it was very dangerous to approach a B-25 from the rear, as this put them within range of the twin guns for a relatively long period of time. When attacks from the rear dropped off, tail gunners developed a new technique: shooting at fighters attacking from the front as they passed the rear of the B-25.

Accordingly, the Tail Guns may be allocated to any fighter attacking from the 10:30, 12, or 1:30 positions, whether High, Level or Low. However, this defensive fire is not resolved until after all other defensive fire and all Japanese offensive fire is resolved. Thus, the target fighter could be shot down, or the Tail Guns themselves be knocked out, before the Tail Guns get a chance to fire. No ammunition is marked off unless the Tail Guns actually shoot. Tail Guns firing in this manner must roll a “6” to hit, regardless of the position of the fighter. Tail Guns may not fire in this manner if the intercom is out.

9.3 ACE GUNNERS

Once a gunner has shot down 5 or more fighters in his career, he is an Ace Gunner and may add 1 to his defensive fire rolls. Ace Gunners lose this bonus when wounded. The bonus is retained if the intercom is knocked out. A gunner becomes an Ace at the instant of this 5th kill, and the bonus takes effect with his next defensive fire.

9.4 MACHINE GUN AMMUNITION

The ammunition available for each machine gun position per mission is shown on the Mission Chart. Each box next to the gun position's name represents one burst of ammunition. Mark off one box when a gun position is allocated to fire. When a gun position runs out of ammunition (all boxes marked off), it may borrow additional ammunition from another position. Ammunition is transferred in increments of 2 bursts (2, 4, 6, etc., bursts at a time). Mark off the boxes from the gun passing the ammunition, and erase marked off boxes for the gun receiving the ammunition. Twin gun mounts (Top and Tail positions) may only obtain ammunition from another twin mount. Ammunition may only be exchanged during a turn when no fighter waves are rolled on Tables B-1 or B-2, or after all attacking fighters have been driven off either by friendly fighter cover or other B-25's.

9.5 AREA SPRAY FIRE (Optional Rule)

Area Spray Fire represents the "hosing" of an area with a long burst of an un-aimed spray of bullets. Although usually ineffective as far as hits were concerned, it could drive away a fighter due to the bewildering effect of numerous tracer bullets peppering the sky the fighter was flying into. The technique of spray fire was not favored by experienced gunners because; 1) it quickly burned up ammunition; 2) was generally ineffective against good pilots; and 3) could jam the gun.

Place a Spray Fire marker on top of any gun marker that will spray during the Defensive Fire Phase. Mark off three bursts of ammunition for each gun position that sprays. When the spraying gun fires, resolve its fire on Table M-5 instead of Table M-1. Area Spray Fire may not be used against any 10:30, 12, 1:30 or Vertical Climb attacks. Ace Gunners employing Area Spray Fire do not add 1 to their die roll.

10.0 ENGINE OUT

The B-25 can fly with just one engine working, but other dangers and new problems arise.

10.1 ONE ENGINE OUT

With one engine out, you cannot stay in formation. You must also jettison all bombs, and spend 2 turns in each zone due to slowing down. Roll for waves of Japanese fighters twice per zone on either Table B-1 or B-2. (see section 13.0 Out of Formation). Attacking fighters add 1 to their Japanese Offensive Fire die rolls on Table M-3, and the B-25 may not take Evasive Action (see section 15.0). When landing with only one engine, subtract 2 from the landing roll on Tables G-9 and G-10.

10.2 NO ENGINES OPERATING

The B-25 must either crash land in its present zone on either Table G-9 or G-10 (find this zone in the Flight Log Gazetteer to determine if the B-25 is over land or water, or if you have a choice), or the crew must bail out on Table G-6 (and Table G-8 if over water). Once the last engine is out, the player must immediately choose either to attempt the crash landing or bail out. If crash landing with all engines out, landing roll is -7 on Table G-9 and -4 on Table G-10.

11.0 HEAT OUT / FROSTBITE *

Since the B-25 normally operates below 10,000 feet but can fly up to 24,000 feet, where the temperatures were substantially below freezing. There is no need for this option. Normal operations for transit to mission sites were flown between 8,000 to 10,000 feet, hence why this rule is omitted.

12.0 OXYGEN OUT *

Since the B-25 normally operates below 10,000 feet but can fly up to 24,000 feet, where oxygen would be needed. There is no need for this option. Normal operations for transit to mission sites were flown between 8,000 to 10,000 feet, hence why this rule is omitted.

13.0 OUT OF FORMATION

When a B-25 was forced to drop out of its tight, supportive box formation, its chances of returning to base safely were greatly diminished. Out of formation planes were easier prey for fighters, and had to rely on their own navigation. Out of formation effects begin after the resolution of fighter wave attack which resulted in the B-25 falling out of formation.

13.1 OUT OF FORMATION EFFECTS

- a. Add 1 A6M3 Zero at 12 Level per wave of attacking fighters. If no waves appear, then this A6M3 Zero does not appear either.
- b. Any modifications to the roll-on Tables B-1 or B-2 due to the B-25's squadron position is changed to 0. Also, ignore the additional fighter that normally appears when a B-25 is the lead or tail bomber. (See 13.1a. above).
- c. Any fighter attacking an out of formation B-25 automatically makes a total of 3 attacks (one initial and two successive) against the B-25. The fighter continues to attack 3 times, even if it fails to hit, unless it is first destroyed or takes a Fighter Breaks off Attack (FBOA) result.
- d. If out of formation and at a low altitude because it is flying with only 1 engine working, then the B-25 is within range of light anti-aircraft fire from the ground. Over every zone that is at least partially land (land other than base – see the Flight Log Gazetteer, Chart G-11), roll 2D twice on the Light Flak column of Table O-3 to determine if the B-25 is hit by flak. Resolve any flak hits by consulting Tables O-2 through O-5.

** = Rule not in use.*

13.2 OUT OF FORMATION OPTIONS

- a. A B-25 out of formation within fighter cover range uses fighter cover as per the normal mission procedure.
- b. Any B-25 which is out of formation prior to the Bomb Run may immediately abort the mission, turn around, and head for home (see section 8.0 Aborting the Mission). An out of formation B-25 may choose to complete its mission and bomb the target, but this is not recommended.
- c. If the target has not been bombed when a B-25 is forced out of formation, the bombs may be jettisoned to negate the possibility of them exploding if the Bomb Bay is hit. The bombs may be jettisoned at any time. Make a note of the loss on the Mission Chart.

14.0 REPLACING WOUNDED CREWMEN

Each member of the crew of the B-25 is represented on the Crew Placement Board by his individual counter. Whenever a crew member is wounded or KIA, mark his counter with a wound marker showing the degree of his injury. When a crew member is seriously wounded or KIA, he can no longer fire any guns or perform any other functions. However, another crew member can take over his position. Simply take the counter of the crew member taking over and place it in the position vacated by the wounded man. Remove KIA men from the Crew Placement Board. (They are assumed to be placed in an out of the way section of the plane).

14.1 CREW MOVEMENT

During turns when no waves of attacking fighters appear, or after all fighters are driven off by either friendly fighter cover or other B-25's (by rolling a "No Attackers" result on Table B-3), crew movements are made with no penalty. These safe turns are the only time crew movements may be made if the intercom system is out. If crew movements are made in a zone where the B-25 is attacked, certain penalties accrue. The moving crew members may not fire any guns from either their old or new positions, until the attackers (both initial and successive) of one wave of fighters have been resolved. There is no penalty for moving a wounded man.

14.2 CREW REPLACEMENT EFFECTS

- a. A crew member now occupying another wounded man's position on the Crew Placement Board assumes any damage taken by the position. For example, if the Engineer moves up to the Pilots position to replace a seriously wounded Pilot, any damage from shell hits that would normally affect or wound the Pilot now affect the Engineer.
- b. Gunners moving to a new gun position can only hit fighters by rolling a 6, and lose any ace bonus.
- c. Any crew member may fly the B-25 if the Pilot is seriously wounded or KIA, but the first one to take over flying must be the Engineer (someone else may take over the Top Turret if tactically desirable). If the Engineer is subsequently or already seriously wounded or KIA, then anyone else may take over, with appropriate modifiers to the landing (see section 16.0 Landings).

15.0 EVASIVE ACTION

Evasive action is the random dips, dives, banks, and weaves that a pilot could put his plane through attempting to dodge enemy fighter attacks. Flying like this necessarily threw off the aim of the plane's gunners, and wasn't possible if the B-25 was heavily damaged. Due to the proximity of friendly planes and the danger of collision, B-25's in formation may not use evasive action.

15.1 EVASIVE ACTION EFFECTS

Evasive action is only allowed for B-25's flying out of formation, and has the following effect:

- a. All fighters attacking a B-25 which is performing evasive action subtract 1 from their attacking die rolls on Table M-3 (a roll of 6 is still a hit, regardless of modifications).
- b. All guns firing from a B-25 taking evasive action must roll a 6 to hit any attacking fighter, no matter what area of attack it is coming from. Any Ace Gunner bonus is still in effect.

15.2 EVASIVE ACTION RESTRICTIONS

No evasive action is allowed if:

- a. The B-25 is still in formation.
- b. One engine is out.
- c. Control cables are out.
- d. The B-25 has accumulated 3 or more negative landing modifiers.
- e. Anyone other than the Pilot is flying the plane.
- f. Any damage previously received specifically disallows taking evasive action.

16.0 LANDINGS

The adage "What goes up, must come down" certainly holds true for the 35,000-pound B-25 and its crew of 5 men. Where and how it comes down will determine whether this particular plane and crew gets to fly another mission or not. In this game, as in reality, an occasional B-25 will unfortunately return to earth as chunks of burning and smoking metal. It is more likely, however, to be landed in one piece under the control of its crew.

There are three types of landings which can occur at the end of a mission. The first is a landing at base, the second is a landing in occupied territory, and the third is a crash landing (or ditching) into the sea. Landings are accomplished by rolling 2D on either Table G-9 or G-10. Damage received in combat plus circumstances described in the notes to these tables may affect the success of the landing by increasing or decreasing the landing dice roll. An unsuccessful landing can mean destruction of the B-25 and death or injury for the crew. Crews of planes downed in the sea face the additional hazards of drowning and exposure.

16.1 LANDING LOCATIONS

The location of the B-25 counter on the Strategic Movement Board determines where the plane will land. Refer to the Flight Log Gazetteer, Chart G-11, and cross-reference the zone the B-25 now occupies with the Mission Target. The letter notation to the right of the slash mark will detail whether the B-25 is over water, land or over some of both.

16.2 LANDING AT BASE

A B-25 that reaches Zone 1 is landing at base and is automatically assumed to be landing at the airfield. Emergency air strips had been prepared along the coast, and bases were prepared for emergency landings by all types of allied aircraft. Roll for landings at base on Table G-9.

16.3 LANDING IN THE SOLOMON IS. OR PHILIPPINES

A B-25 landing in friendly occupied territory is automatically assumed to be crash landing in some open area, not an airfield. Roll for landings in The Solomon Islands or Philippines on table G-9, subtracting 3 from the roll. B-25's which land in occupied territory are considered lost.

16.4 LANDING IN THE SEA

Landing a B-25 in the sea is an act of desperation, and should only occur if the plane is forced out of the sky in a zone totally over water. Ditching in the sea is preferable only to bailing out into the sea. Roll for landings in water on Table G-10. A B-25 landing in the sea is lost. Crewmen rescued from the sea in Zones 1-5 are returned to base; those rescued from the sea in Zones 6, 7, or 8 are captured.

17.0 POST MISSION DEBRIEFING

The return of the B-25 to earth, regardless of its condition or location, is not quite the end of the mission. Before beginning the next mission, players must resolve the fate of any returning seriously wounded crew members then log in the results of the just completed mission on the Composite Mission Record. Note the percentage of bombs dropped on the target in the appropriate column. Destroyed B-25's and crew members who will not be flying again, for one reason or another, are "x'd" out. Notes can be added to lost crewmen to describe their fate, such as: KIA (killed in action; DOW (died of wounds); LAS (lost at sea); IH (invalided home); and BO-C (bailed-out-captured). Also note enemy fighters destroyed during the mission in order to keep a running tally of a gunner's progress towards ace status. When a bomber or crew member is lost, pencil in a new name in preparation for the next mission.

18.0 RANDOM EVENTS

Random Events have been included for those experienced players wishing to add more detail to their missions. Random Events come into play when a "66" is rolled on Table B-3. To incorporate Random Events, roll on the following table whenever a "66" is rolled on Table B-3, and implement the result.

G-11 RANDOM EVENTS TABLE

Roll 2D

- **ROLL EVENT**
- 2 Engine Failure. (a)
- 3 Formation casualties. Roll 1D: 1-3 = You are now the lead bomber; 4-6 = Now tail bomber. (b,h)
- 4 Loose formation. Roll to determine enemy fighter waves in zone on Table B-1 or B-2 is +1. (b,i)
- 5 Aggressive “Little Friends”. Roll for fighter cover defensive on Table M-4 is +1 for the remainder of the mission. (b)
- 6 Tight formation. Roll to determine enemy fighter waves in zone on Table B-1 or B-2 is -1. (b,i)
- 7 Rabbits foot. You may re-roll any one die or dice roll. (c)
- 8 Tight formation. See result #6 above.
- 9 Bad Japanese communications. (d)
- 10 Extreme cold. Roll 1D for each gun position: 1-5 = No effect; 6 = Gun jammed. (e)
- 11 Ace for a day. Roll 1D: 1,2 = Engineer; 3,4 = Ball Gunner; 5,6 = Tail Gunner. This gunner +1 to hit on Table M-1 for remainder of the mission. (f)
- 12 Mid-air accident. (g)

NOTES:

- *a. Roll 1D: 1,2,3 = #1 engine out; 4,5,6 = #2 engine out. If this random event is rolled again, the previously failed engine restarts.*
- *b. If this event is rolled again, ignore and re-roll on the table until another event is rolled.*
- *c. Any roll which you don't like which occurs after you obtain the rabbit's foot may be re-rolled. More than one rabbit's foot may be accumulated during a mission, and they may be carried over to the next mission. Once used, a rabbit's foot is gone.*
- *d. Remove one fighter of your choice from each wave for the remainder of the mission. A second roll of this event cancels its effects, a third restores them, and so on.*
- *e. See the notes to Table M-5 for repairing jammed guns. If you are out of formation, ignore this result and re-roll until another is obtained.*
- *f. It is possible to have more than one “Ace for a day”, but if one crewman is rolled twice, ignore the second roll and don't roll again. A legitimate ace is unaffected by this event, and don't roll for another crewman.*
- *g. Roll 2d: 2-8 = Close call but no effect; 9-10 = Shallow dive (B-25 falls out of formation for 1 zone and then regains formation); 11 = Steep dive (B-25 falls violently out of formation, bombs tear through the bottom of the plane and are lost if still aboard, and roll 1D once for each wing: 1-5 = Wing holds – 6 = Wing rips off, crew must bailout on Table G-7. B-25 must abort mission; 12 = Mid-air collision (B-25 destroyed and crew must bailout on Table G-7). If you are out of formation, treat this result as #2 Engine failure, instead.*
- *h. If you are already the lead or tail plane, ignore this result and re-roll.*
- *i. If you are out of formation, add +1 to rolls on Tables B-1 and B-2 for the remainder of the mission.*

19.0 FLAK BURST INSIDE PLANE (BIP)

19.1 COMMENTARY

The word flak comes from the German word fliegerabwehrkanonen, meaning flieger flyer + Abwehr defense + kanonen cannons, or anti-aircraft guns. Most potential bombing targets of any value were protected by batteries of flak guns. When bombers were nearing the target, they had to fly straight and level for several minutes to maximize their accuracy. During these minutes, the bombers were most vulnerable to aimed fire and barrages from the flak guns below. Most flak damage consisted of near misses which could do some internal damage or throw the B-25's aim off. Occasionally, a shell would actually explode inside the plane with generally catastrophic consequences.

19.2 BIP EFFECTS (Burst Inside Plane)

When a BIP result is rolled on Table O-4, Effect of Flak Hits, it has the following effects:

- a. All crewmen in this compartment are KIA.
- b. If the area hit is a Wing, the Tail, or the Pilot Compartment, the B-25 dives out of control to the ground and the remaining crewmen immediately bailout according to Table G-7.
- c. If the Bomb Bay is hit with bombs still aboard, the B-25 explodes and the crew are lost.
- d. If the area hit is the Nose, empty Bomb Bay, Radio Room, or Waist, the following occurs:
 - The B-25 immediately falls out of formation (see rules section 13.0).
 - The B-25 must spend two turns in each following zone, rolling twice for Japanese fighter waves. (If the zone currently occupied is the target zone and flak over the target inflicted the BIP, the B-25 must spend two turns in the target zone after turning around).
 - The B-25 is assumed to have received every damage result possible on the damage table for that compartment. (Examine the correct damage table and assume each number from 2 to 12 has been rolled). Record this damage on the Mission Chart.
 - The landing roll on either Tables G-9 or G-10 is -4.
 - No evasive action is possible for this plane.
 - If the B-25 returns safely to base, it is considered to be irreparably damaged and may not fly further missions.

20.0 MISSION TYPES

There are multiple types of missions in each theater of operation. Each theater is defined below.

20.1 PHILIPPINES THEATRE

- Anti-Shipping – Either Skip Bombing (chart O-8), 75mm cannon attack (chart O-9) or 50 Cal. MG attack (chart O-10), players choice.
- Strafing Troops – Attacking troops on the ground using 50 Cal MG's. Chart O-11
- Bridge – Dropping bombs on bridges. Chart O-7.
- C.A.S. – Close Air Support (chart O-11), dropping bombs (chart O-7), or strafing troops (chart O-11), players choice.
- Supply Air Drop – Dropping much needed supplies to cut off Allied troops. (chart O-13)

20.2 SOLOMON ISLANDS THEATRE

- Garrison – Strafing enemy troops with 50 Cal MG's. Chart O-11.
- Strafing Infantry – Strafing enemy troops with 50 Cal MG's. Chart O-11.
- C.A.S. - Close Air Support (Chart O-11), dropping bombs (chart O-7), or strafing troops (chart O-11), players choice.
- Supply Drop - Dropping much needed supplies to cut off Allied troops. (chart O-13).
- Airfield – Bombing enemy airfields. (chart O-7).
- Strafing Ships - Either Skip Bombing (chart O-8), 75mm cannon attack (chart O-9) or 50 Cal. MG attack (chart O-10), players choice.
- Bridge – Dropping bombs on bridges. (chart O-7).
- Armory – Bombing enemy's cache of weapons. (chart O-7).

20.3 DOOLITTLE RAID

By: Chuck Seegert

The Doolittle Raid, also known as the Tokyo Raid (Saturday 18 April 1942), was an air raid by the United States on the Japanese capital Tokyo and other places on Honshu during World War II. It was the first air operation to strike the Japanese archipelago. It demonstrated that the Japanese mainland was vulnerable to American air attack, served as retaliation for the attack on Pearl Harbor, and provided an important boost to American morale. The raid was planned, led by, and named after Lieutenant Colonel James Doolittle of the United States Army Air Forces.

Sixteen B-25B Mitchell medium bombers were launched without fighter escort from the U.S. Navy's aircraft carrier USS Hornet deep in the Western Pacific Ocean, each with a crew of four men. The plan called for them to bomb military targets in Japan, and to continue westward to land in China. (1).

Aircraft: 16 B-25b Medium Bombers.

Crew: Standard is 4 men. Bomb / Nav, Pilot, Engineer, Radio (No tail gunner).

Fuel: Each aircraft has 15 fuel boxes to use. Leaving any crew member (gun position) behind gains you 2 boxes. Each aircraft uses 1 box of fuel per zone..... (Including takeoff box).

Takeoff: roll 2d6. A roll of 2 equals failure to launch. 3-12 = Successful Takeoff.

Failed Takeoff: Roll 1d6 (1= Crash on takeoff. Plane lost overboard. Perform SAR: 2-4 = Engine failure. Plane pushed over side. Crew safe. 5-6 Equals minor problem. Re-roll takeoff) Die modifiers: Bad Weather = -1, Storm = -2.

Weather: Check weather at takeoff and every even numbered zone entered.

Good Weather = 1 Fuel Per Zone.

Poor Weather = 2 Fuel Per Zone.

Bad Weather = 2 Fuel Per Zone.

Storm = 3 Fuel Per Zone.

Tailwind = 0 Fuel Per Zone.

Fighter Intercepts:

There will be no fighter intercepts until AFTER bomb run. This reflects the surprise of the raid and the confusion of the Japanese.

There is NO escort.

Normal bombing and strafing rules are in effect.

Aircraft must fly to Zone 8 or 9 China coast. If low on fuel, due to weather or damage, you may re-route to Russia.

Aircraft may perform strafing in any zone over land. Use .50 caliber strafing with minor damage replacing hit friendly forces.

Flak:

Check for Flak once in every Zone over land.

(This represents the anger of the Japanese and the low altitude of the planes!).

Landing:

Modify landing on land (assuming not out of fuel) by -4 to represent dark and unfamiliar terrain. (minus 6 if out of fuel).

Crew Survival:

Landing in Russia = Crew detained. NO VP for crew.

After landing, check for crew survival. Roll 2d6. 2 or 12 = Captured. 3-11 = Safe.

Die modifiers:

Crash landing on land: 2 or 12 = Captured. 3 or 11 = KIA. 4-10 = Safe.

Crash landing in Sea: 2-6 = KIA 7-11 = Safe. 12 = Captured.

Every crew that is reported safe (not captured) is four VP.

Every 10% of bomb damage or successful strafe is one VP

See Doolittle Raid Charts.



PART 2: NOTES AND CREDITS

DESIGNERS NOTES

This game was inspired by B-17 Queen of the Skies, a game which I love. Thank you to the creators of this wonderful game, Avalon Hill, and Glen Frank.

Special Thanks to:

Stephen Oliver for the original, beautiful cover for this game!

Play Testers and Crew:

Michael Pertsinakis - Greece – You're a great friend and much valued! Thank you!

Brett Grimmond – Thanks for helping me through a difficult time. Your friendship is cherished!

Jericho Cobb – Thank you for your friendship, and keeping me smiling.

Chuck Seegert – Thanks for your friendship, and for making the Doolittle Raid. "The Chuck" Rules!!!

Christopher Schall – Thank you for making the Excel sheets, your friendship, your help, and advice.

I can't express how thankful I am for all the help of these gents, I am so very grateful for your friendship, expertise in gaming and for helping with this project. If there are any errors or discrepancies, the fault is purely my own. Thank you, gents, for making this game even better because of your input, suggestions, and playtesting, playtesting, playtesting.... Thank you so very much!

ADDITIONAL THANKS

Robert Makowsky for proofing the 2.0 manual.

GAME DESIGN

This game was designed by Lee Alan Smith, ported from B-17 Queen of the Skies, 2019

AWARDS AND HONORS

2019 Charles S. Roberts Best Amateur / Print & Play Board Wargame Nominee

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Charts:

B-25 TABLES AND CHARTS LIST	
O = ORANGE CARD, P = PINK CARD, B = BEIGE CARD, GL = BLUE CARD, G = GREEN CARD, M = BROWN CARD, GR = GREY CARD	
O-1	WEATHER
O-2	FLAK OVER TARGET
O-3	FLAK TO HIT B-25
O-4	EFFECT OF FLAK HITS
O-5	AREA AFFECTED BY FLAK HITS
O-6	BOMB RUN
O-7	BOMBING ACCURACY
O-8	SKIP BOMBING
O-9	75MM CANNON FIRE ANTI-SHIPING
O-10	50 CAL MG FIRE VRS ANTI-SHIPING
O-11	C.A.S. 50 CAL MG STRAFING
O-12	MID AIR COLLISION
O-13	AIR SUPPLY DROP
P-1	NOSE
P-2	PILOT COMPARTMENT
P-3	BOMBA BAY
P-4	RAIDO ROOM
P-5	TAIL SECTION
B-1	NUMBER OF JAPANESE FIGHTER WAVES IN NON-DESIGNATED TARGET ZONE
B-2	NUMBER OF JAPANESE FIGHTER WAVES IN DESIGNATED TARGET ZONE
B-3	ATTACKING FIGHTER WAVES
B-4	SHELL HITS BY AREA
B-5	AREA DAMAGE TABLES
B-6	SUCCESSIVE ATTACKS
B-7	RANDOM EVENTS TABLE
BL-1	WINGS
BL-2	INSTRUMENTS
BP-3	HAND HELD EXTINGUISHERS
BL-4	WOUNDS
G-1	MISSION TARGETS
G-2	MISSION TARGETS
G-3	MISSION TARGETS
G-4	FORMATION POSITION
G-5	FIGHTER COVER
G-6	CONTROLLED BAILOUT
G-7	BAILOUT FROM UNCONTROLLED PLANE
G-8	BAILOUT OVER WATER
G-9	LANDING ON LAND
G-10	LANDING IN WATER
G-11	FLIGHT LOG GAZETTER
M-1	B-25 DEFENSIVE FIRE
M-2	HIT DAMAGE AGAINST JAPANESE FIGHTER
M-3	JAPANESE OFFENSIVE FIR
M-4	FIGHTER COVER DEFENSE
M-5	b-25 AREA SPRAY FIRE
M-6	FIGHTER PILOT STAUS
DOOLITTLE RAID	
GR-1	WEATHER
GR-2	VICTORY POINTS
GR-3	FLAK OVER LAND ZONES
GR-4	FLIGHT LOG GAZETTER
GR-5	DOOLITTLE TARGETS
GR-6	TAKE-OFF CHART