Aileron Cable: 1 Roll per Move	Aileron Jammed: No Rolls, 6=fixed	Ailerons: +2 Roll +1 Turn	Ailerons: +2 Roll +1 Turn	Ailerons: +2 Roll +1 Turn	Ammo Belt Cut: 1/2 Ammo	Ammo Belt Cut: 1/2 Ammo	Elev.Cable No Climb, No Pitch Increase	Elevator Jammed: No Pitch Changes, 6=fixed	Elevators: 1/2 Climb +1 Pitch	Elevators: 1/2 Climb +1 Pitch	Elevators: 1/2 Climb +1 Pitch	Engine: -1 Power	Engine: -1 Power	Engine: -1 Power
Engine: -1 Power	Engine: -1 Power	Engine: -1 Power	Engine: -1 Power	Engine Fire: 1=out if slip 6=explode	Engine Fire: 1=out if slip 6=explode	Engine Fire: 1=out if slip 6=explode	Engine Out: 0 Power, 2 Brake each move	Engine Out: 0 Power, 2 Brake each move	Engine Out: 0 Power, 2 Brake each move	Engine Smoking: 1/2 Spotting Distance	Engine Smoking: 1/2 Spotting Distance	Fabric Tear: Damage Check at >Max Lvl Spd	Fabric Tear: Damage Check at >Max Lvl Spd	Fabric Tear: Damage Check at >Max Lvl Spd
Fabric Tear: Damage Check at >Max Lvl Spd	Fuel Line: 0 Power, 2 Brake each move	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**
Fuselage Check: -1	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**
Fuselage Check: -1	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**
Fuselage Check: -1	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -1**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**
Fuselage Check: -2	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**
Fuselage Check: -2	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -2**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**
Fuselage Check: -3	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	**Fuselage Check: -3**	Gas Tank: 0 Power, 2 Brake each move	Gas Tank Explodes!	Gas Tank: Fire 1=out if slip 6=explode	Gun Destroyed	Gun Destroyed	Landing Gear: on landing, roll on Landing Chart	**MISS:** Nothing Vital	**MISS:** Nothing Vital
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MISS: Nothing Vital	**MISS:** Nothing Vital	**MISS:** Nothing Vital	Observer Heavy Wound: No Firing	Observer Heavy Wound: No Firing	Observer Killed	Observer Killed	Observer Light Wound: -2 Firing	Observer Light Wound: -2 Firing	Observer Light Wound: -2 Firing	Observer Light Wound: -2 Firing	Pilot Hv.Wound: No Firing, +2 Turn, 1=Blackout 6=Recover	Pilot Hv.Wound: No Firing, +2 Turn, 1=Blackout 6=Recover	Pilot Killed	Pilot Killed
Pilot Lt.Wound: -2 Firing +1 Turn	Pilot Lt.Wound: -2 Firing +1 Turn	Pilot Lt.Wound: -2 Firing +1 Turn	Pilot Lt.Wound: -2 Firing +1 Turn	Rudder Cable: +2 Turn	Rudder Jammed: Continue Turn, 6=fixed	Rudder: No slip, +1 Turn	Rudder: No slip, +1 Turn	Rudder: No slip, +1 Turn	Struts: 1/2 Climb, 1/2 Dive	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**
Wing Check: -1	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**	**Wing Check: -1**
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Wing Check: -2	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**	**Wing Check: -2**
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Wing Check: -2	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**	**Wing Check: -3**