



Experte

Bomber to hit fighter: -2
Fighter to hit Bomber: +2
Successive Attack: If Eligible No Change
 If Ineligible; OK x FBOA
Breakoff attack: On a FBOA**
Attack Damage: Ignored
Initial Damage Mods: Ignore FCA & FBOA*
Hit Effect Multiplier: Results (a) & (b) are "x1"
Excluded Fighters: Me-110 (After Campaign 2)
 Me-210; Ju-88;
 Me-410; Me-163
Maximum Per Wave: See Fighter Pilot Quality Card
 * Ignored applies only to the initial damage
 **FBOA only if Bomber is Missed



Ace

Bomber to hit fighter: -1
Fighter to hit Bomber: +1
Successive Attack: If Eligible No Change
 If Ineligible; OK 1D6 = 1-4
Breakoff attack: On a FBOA or FCA**
Attack Damage: Applied
Initial Damage Mods: Ignore FCA*
Hit Effect Multiplier: Results (b) are "x1"
Excluded Fighters: Me-110 (After Campaign 3)
Maximum Per Wave: See Fighter Pilot Quality Card
 * Ignored applies only to the initial damage
 **FCA only if Bomber is Missed



Veteran

Bomber to hit fighter: No Change
Fighter to hit Bomber: No Change
Successive Attack: If Eligible; 1D6 = 1-5
 If Ineligible; None
Breakoff attack: On a FBOA or FCA**
Attack Damage: Applied
Initial Damage Mods: None
Hit Effect Multiplier: No Change
Excluded Fighters: None
Maximum Per Wave: See Fighter Pilot Quality Card
 * Ignored applies only to the initial damage
 **FBOA only if Bomber is Missed



Fleiger

Bomber to hit fighter: No Change
Fighter to hit Bomber: -1
Successive Attack: If Eligible; 1D6 = 1-4
 If Ineligible; None
Breakoff attack: Any Damage
Attack Damage: Applied
Initial Damage Mods: None
Hit Effect Multiplier: 1st (b) all a/c becomes (a) result,
 No +1 Hit bonus
Excluded Fighters: All Jets; Me 163, Me 262 &
 He 162
Maximum Per Wave: See Fighter Pilot Quality Card
 * Ignored applies only to the initial damage
 **FBOA only if Bomber is Missed



Novice

Bomber to hit fighter: +1
Fighter to hit Bomber: -2
Successive Attack: If Eligible; 1D6 = 1-2
 If Ineligible; None
Breakoff attack: Any Damage
Attack Damage: Applied
Initial Damage Mods: None
Hit Effect Multiplier: 1st (b) all a/c becomes (a) result,
 All "x2" results become "x1",
 No +1 Hit bonus
Excluded Fighters: All except Me 109 & FW 190
Maximum Per Wave: See Fighter Pilot Quality Card
 * Ignored applies only to the initial damage
 **FBOA only if Bomber is Missed

EXPLANATION OF PILOT QUALITY CARD TERMINOLOGY

To Hit: Modifier to Table 5-8: German Offensive Fire
Get Hit: Modifier to Table 5-6 Bomber Defensive Fire
Successive Attack: Possible adjustment to Fighters Eligible For Successive Combat
 References to a d6 roll (d6=1-4) denote an added hurdle to achieve success to make a successive attack
Damage to Fighter: *Breakoff* = Fighter breaks off attacks after the current attack if it incurs damage level shown on the quality card which might be additionally modified with an ** notation
To Hit Mods: Adjustments to the To Hit modifiers incurred by FCA or FBA damage to the fighter.
"Ignored" means the modifiers to not apply
"Applied" means they do modify To Hit rolls
 Ignored applies to initial damage. additional damage applies
Ignore: The effect of damage by FCA/FBOA on any successive attacks to initial hit on Table 5-7
Hit Affect Multiplier: Adjustment on Table 5-11
Excluded Fighters: Some pilot qualities limit the type of aircraft they can fly. These are listed here.
 † This is an abbreviated list, see *Pilot Card Terminology sheet* for full description