

Anti-Tank Emplacement



Dug in around the airfield, these anti-tank gun emplacements are well camouflaged against air attacks - they'll prove to be a tough nut to crack!

 **3**
Hit Points
 **2**
Flak Value

Dispersed: Only critical successes (i.e. two or more successes rolled in the attack) score hits on the target.

Volatile: All attacks against the target gain +1 Firepower dice.

HMS Warspite



Despite bristling with anti-aircraft guns, this venerable battleship makes a tempting target for opportunistic fighter-bombers.

 **4**
Point Hits
 **4**
Hull Hits
 **3**
Flak Value

Armoured (2): An armoured target has literal armour plates protecting it. Ignore 2 dice that rolled successes in each Strafing attack.

Hardened (1): A hardened target is heavily reinforced against blasts and damage. Ignore 1 dice that rolled successes in each Bombing run.

Ship: Ships were uniquely vulnerable to torpedo attacks and strafing, but proved extremely hard to hit. Strafing attacks cause Hull hits.

Mobile (1): Ships are mobile targets which are trickier to bomb. Move a mobile target marker 1 inch at the end of each turn. Bombing runs suffer -2 Firepower versus a mobile target.

Tank Column



These slow-moving tank columns are vulnerable to attack from the air, particularly during the daylight hours.

 **4**
Hit Points
 **2**
Flak Value

Armoured (2): An armoured target has literal armour plates protecting it. Ignore 2 dice that rolled successes in each Strafing attack.

Mobile (1): Tank columns are mobile targets which are trickier to bomb. Move a mobile target marker 1 inch at the end of each turn. Bombing runs suffer -1 Firepower versus a mobile target.

Truck Convoy



Convoys of trucks and personnel carriers make tempting targets for low flying aircraft. Equipped with a wide selection of machine guns and cannons, even fighter planes can interdict the convoy's movement and stop vital supplies from reaching the front lines.

 **3**
Point Hits
 **1**
Hull Hits
 **1**
Flak Value

Volatile: The presence of large ammunition or fuel stores could make targets extremely vulnerable. Supply dumps and rail junctions made for easy targets. All attacks against the target gain +1 firepower dice.