

FLIGHT PATH TABLE (Roll 1D10)		
BLUE	DR 1-4	Flight Path <b>A</b> (white dot)
	DR 5-9	Flight Path <b>B</b> (black dot)
	DR 10	<b>Destroyed!</b>
GREY	DR 1-4	Flight Path <b>A</b> (white dot)
	DR 5-8	Flight Path <b>B</b> (black dot)
	DR 9-10	<b>Destroyed!</b>
RED	DR 1-4	Flight Path <b>A</b> (white dot)
	DR 5-7	Flight Path <b>B</b> (black dot)
	DR 8-10	<b>Destroyed!</b>

V-1 LAUNCH FLIGHT DR	
<b>EVEN</b> Result	Flight Path <b>A</b> (white dot)
<b>ODD</b> Result	Flight Path <b>B</b> (black dot)

V-1 AVAILABILITY (Roll 1D10)	
DR 1-4	<b>45</b> V-1s
DR 5-7	<b>33</b> V-1s
DR 8+	<b>24</b> V-1s

**Note:** +1 DRM for every 2 defense resources committed to Normandy Invasion Support.

AIR ATTACK (Roll 1D10)	
DR < Air unit's CF	<b>V-1 is destroyed.</b>
DR = Air unit's CF	<b>V-1 is destroyed</b> and roll die again if fighter is attacking. If DR is even fighter (and ace if present) is destroyed along with the V-1. Allied player loses 1 VP. If DR is odd there is no additional effect other than V-1 being destroyed.
DR > Air unit's CF	<b>No effect.</b>

V-1 ATTACK (Roll 1D10)	
<i>+1 if Barrage Balloon drawn; +2 if AA.</i>	
DR 7 or less	a hit is scored and VP awarded (1 or 3 VP).
DR 8 or more	V-1 attack failed (hit nothing or was a dud).