

SQUADRONS		Assigned Mission	Aborted Unauth.	Bombs on Target (%)	Returns Repairable	Crew Lost	Individual Result
<b>400<sup>th</sup></b>							
Ten Angels	B-17G	Y	N	100	Y	0	Win
Better Late Than Never	B-17G	Y	N	100	Y	0	Win
Aluminum Overcast	B-17G	Y	N	40	Y	0	Win
Rigg's Rig	B-17G	Y	N	100	Y	0	Win
Sammy Jo	B-17G	Y	N	0	Y	0	Draw
Bell of the Brawl	B-17G	Y	N	100	Y	0	Win
Geordie Lass	B-17G	Y	Y				
<i>400<sup>th</sup> Total</i>		7	1	62.9	6	0	83.3%
<b>401<sup>st</sup></b>							
Ed's Gang	B-17G	Y	N	100	Y	0	Win
Thumper	B-17G	Y	N	50	Y	0	Win
Special Delivery	B-17G	Y	N	100	Y	0	Win
Buckaroo Betty	B-17G	Y	N	50	Y	0	Win
Baker's Dozen	B-17G	Y	N	100	Y	0	Win
Spirit of Hal	B-17G	Y	N	40	Y	0	Win
<i>401<sup>st</sup> Total</i>		6	0	73.3	6	0	100.0%
<b>402<sup>nd</sup></b>							
Pony Boy	B-17G	Y	N	100	Y	0	Win
Mic Y Fin	B-17G	Y	N	100	Y	0	Win
Hoosier Hot Rod	B-17G	Y	N	100	Y	0	Win
Funny Face	B-17G	Y	Y				
Suwanee Queen	B-17G	Y	N	100	Y	0	Win
Nighty Night	B-17G	Y	N	100	Y	0	Win
Damn Yankee	B-17G	Y	N	100	Y	0	Win
<i>402<sup>nd</sup> Total</i>		7	1	85.7	6	0	100.0%
<b>403<sup>rd</sup></b>							
Jupiter & Ten	B-17G	Y	N	75	Y	0	Win
Sassy Sadie II	B-17G	Y	N	30	Y	0	Win
Windy City	B-17G	Y	Y				
Wednesday Steel	B-17G	Y	N	100	Y	0	Win
Blood Drunk	B-17G	Y	Y				
Perfect Pitch	B-17G	Y	N	40	Y	0	Win
<i>403<sup>rd</sup> Total</i>		6	2	40.8	4	0	100.0%
<b>Group Total</b>		26	4	66.3	22	0	95.5%

Zone: 5

Target: Amsterdam

Bombs on Target:	66.3 Percent	Excellent
B17 Survival Expectation:	25.0 Missions	Superb
Crew Survival Expectation:	25.0 Missions	Superb
Individual Results:	95.5 Percent	Win

**Decisive 8th AF Victory**

## Analysis Notes

The analysis is based on the criteria in section 7.0 of the rules, "How to Win."

### Victory Conditions

Listed as "Individual Result" on the spreadsheet, a crew records a Win if their bomb run is On Target, and the aircraft is fit for further missions. A Loss is recorded if the aircraft cannot fly further missions. Any other outcome is a Draw.

The standard for the Group is based on considering an individual win as +1, an individual draw as zero, and an individual loss as -1. The Group has a win if the average of these values exceeds half the standard deviation. The Group has a Loss if the crews have more losses than wins. Any other result is a Draw. For the purpose of calculating an overall result for the group, +1 point is awarded for a win, and -1 point is awarded for a loss. Zero points are awarded for a draw.

Crews and aircraft that do not fly, for whatever reason, do not affect this determination.

### Bomb Run Result

The average bomb run percentage ("BOT Pct") for all crews assigned to the mission, including those that do not fly ("Abort Unauth.") is calculated and compared to the chart in section 7.3. For the purpose of calculating an overall mission result for the group, +1.5 points are awarded for an Excellent result, +0.5 for Good, -0.5 for Fair, and -1.5 for Poor.

### B-17 and Crew Survival Expectation

A B-17 and a Crew Member loss rate per zone are each calculated. The reciprocal of this rate is the most likely number of zones a B-17 or Crew Member could expect to survive. This is converted to an expected number of missions based on the weighted average target distance of 7.44 zones in the "Queen in Germany" variant. The results are compared to the chart in section 7.3. For both B-17 Survival and Crew Survival, when calculating an overall mission result for the group, +2 points are awarded for an Superb result, +1 for Excellent, zero for Good, -1 for Fair, and -2 points for Poor.

Crews and aircraft that do not fly, for whatever reason, do not affect this determination.

### Overall Group Result

While all these criteria might be measuring the same thing (e.g., if the Luftwaffe does well, there will probably be more individual losses than wins, a low bomb run average, and poor survival expectations), the two survival expectations are probably most closely related. Thus, the points for the two survival expectations are averaged, then added to the sum of points for Individual Results and Bomb Run Results. Totals between -1 and +1 indicate a Draw. The 8th Air Force wins with totals +1 or greater, while the Luftwaffe wins with results -1 or less. Because my youth was spent playing SPI games, victories are Marginal with totals from +/- 1 to +/- 2, Substantive with totals from +/- 2 to +/- 3, and Decisive with totals from +/- 3 or beyond.