






Pilot			EP	Notes
<i>Ademeit</i>				<p><b>Experience:</b>  <b>L</b> = Lands (1 EP)  <b>BO or W</b> = Bail Out or Wounded (1 EP)  <b>E</b> = Escort killed (1 EP)  <b>EP For Bomber:</b>  <b>F</b> = Fallen (1 EP)  <b>K</b> = Destroyed (2 EP)</p> <p><b>Experte Skills</b>                      Pilot must spend 5 EP to gain an experte skill (he may have more than one skill). Once earned, a skill is permanent but may only be used once per Mission.</p> <p> <b>TIMING:</b> add Damage to attack result</p> <p><b>A</b> <b>AIM:</b> if Damage result, draw and apply 2 Damage markers</p> <p><b>L</b> <b>LUCK:</b> ignore 1 Hit</p> <p><b>BA</b> <b>BREAK ANYWHERE:</b> Break Away to any Return Box (no Continuing Fire card)</p> <p><b>Green Penalty</b>                      Replacement Pilot automatically has one green penalty. These are permanent until removed. Pilot must spend 3 EP to remove his penalty.</p> <p><b>E</b> <b>ERRATIC:</b> 1 TP to Break Away (or else fighter exits)</p> <p><b>P</b> <b>PANIC:</b> exits when Hit; perform Recovery immediately</p> <p><b>Z</b> <b>ZEAL:</b> must be in Determined mode</p>
<i>Bauer</i>				
<i>Clade</i>				
<i>Dahl</i>				
<i>Frieling</i>				
<i>Grimm</i>				
<i>Heller</i>				
<i>Johann</i>				
<i>Kremler</i>				
<i>Loos</i>				
<i>Maack</i>				
<i>Neumann</i>				
<i>Obleser</i>				
<i>Puttfargen</i>				
<i>Richter</i>				
<i>Schmidt</i>				
<i>Thimmig</i>				
<i>Zweigart</i>				