

314 Squadron

| | Assigned Mission | Aborted Unauth. | Bombs on Target (%) | Safe Return | Crew Lost | Individual Result |
|-------------------------|-------------------------|------------------------|----------------------------|--------------------|------------------|--------------------------|
| Alcyone | Y | N | 0 | Y | 0 | Draw |
| Swoozie | Y | N | 0 | N | 6 | Loss |
| M for Mary | Y | N | 0 | N | 0 | Loss |
| Claymore | Y | N | 0 | N | 7 | Loss |
| Fire-Fly | Y | N | 0 | N | 6 | Loss |
| The Yank | Y | N | 40 | Y | 0 | Win |
| PM002 | Y | N | 20 | Y | 0 | Win |
| Sliver Surfer | Y | N | 20 | N | 0 | Loss |
| Who? | Y | N | 0 | N | 7 | Loss |
| Picadilly Lilly | Y | N | 0 | Y | 0 | Draw |
| Wolf Moon | Y | N | 0 | N | 6 | Loss |
| B for Bertie | Y | N | 50 | Y | 0 | Win |
| D for Dingy | Y | N | 30 | Y | 0 | Win |
| O Orange II | Y | N | 0 | Y | 0 | Draw |
| Once a Knight | Y | N | 30 | Y | 1 | Win |
| S for Sugar | N | | | | | |
| Hatherton Wolf | Y | N | 0 | Y | 0 | Draw |
| L for Leather | Y | N | 40 | Y | 0 | Win |
| Friday 13 th | Y | N | 30 | Y | 0 | Win |
| | 18 | 0 | 14.4 | 11 | 33 | 0.0% |

Zone: 9

Target: Stuttgart

| | | |
|---------------------------------|--------------|------|
| Bombs on Target: | 14.4 Percent | Fair |
| Lancaster Survival Expectation: | 2.5 Missions | Poor |
| Crew Survival Expectation: | 3.7 Missions | Poor |
| Individual Results: | 0.0 Percent | Loss |

Decisive Luftwaffe Victory

Analysis Notes

The analysis is based, somewhat, 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 Squadron is based on considering an individual win as +1, an individual draw as zero, and an individual loss as -1. The Squadron has a win if the average of these values exceeds half the standard deviation. The Squadron 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.

Lancaster and Crew Survival Expectation

A Lancaster and a Crew Member loss rate per zone are each calculated. The reciprocal of this rate is the most likely number of zones a Lancaster or Crew Member could expect to survive. This is converted to an expected number of missions based on the weighted average target distance of 9.33 zones in a "Battle of Berlin" campaign. The results are compared to the chart in section 7.3. For both Lancaster 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. Bomber Command 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.