



900th Bomb Group

January 1944 Supplement



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Developer's Goals

Steve Dixon's and Bob Best's Target for Today is an excellent standalone game. It allows us as gamers to relive a very dramatic and colorful period of World War II history. They have reached a level of detail that allows the game to duplicate the actions and decisions made by these bomber crews. It was a brutal and bloody segment of the war. Target for Today has a way of pulling you into a story of the bomber and the crew. If you play in an on-line group the story becomes deeper and richer as you gain accumulated history and heroes emerge.

When you create additional content for a game like Target for Today, it is easy to fall into a trap of wanting to add more depth and detail to the game and to enhance the story, but when you add depth and detail you also are adding complexity, additional accounting and extended time to play.

We want to add additional content that will;

Enhance the stories of the bombers, crews and the whole group.

Our additions will be based in period appropriate facts.

We also want to introduce the "Fog of War", where what's going to happen tomorrow will not be unveiled until tomorrow.

In order to achieve our goals, story plots and sub plots will be based on WWII historical facts. We do reserve the right of altering timelines, places, and other details to build the 900ths story. As an example the introduction of B-24 J's will not happen on the dates they arrived in real life, or effective Axis fighter ranges may not be exactly the same, or a mission flown by B-17's might get blended into our schedule because the mission will be key to the war in the Mediterranean or one of our plot lines.

We want this additional content to increase your enjoyment of the game not to bury you in busy work. All of our supplemental rules are 100% optional. You can choose what you want to use or not use.

The following pages will provide you with copies of some additional rules we have already introduced, others may show hints of future missions. At the completion of each 1944 month we will publish another set of additional content updates. Here are some brief looks into the future:

Body Armor that we tested in January should be delivered sometime in February.

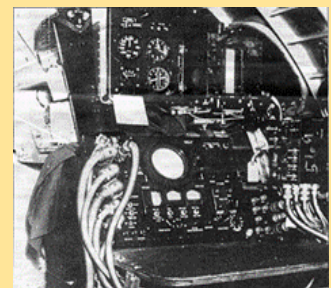
We will have missions as part of Operation "Big Week".

There will be more Named Pilots at least one German and one Romanian.

Much Like JG26 harasses the 8th AF, we will have a JG or two that will be reassigned to our arena.

You will get to fly over the Alps.

Mickey Mouse will make an appearance



In order for us to bring you additional content we need your feedback. Tell us what you like what you don't like and send us your ideas for us to consider.

We will always be re-evaluating our process, making alterations always with the goal to make this game and this Bomb Group more fun to play. We have just completed 10 missions to date but we have already learned quite a bit about how to proceed. We have learned that Real Life always will be a higher priority than your gaming. Moving forward the 900th BG will no longer schedule squadrons (or individual bombers) to Stand Down for a mission. All active bombers will be scheduled for every future mission.

You still will have the responsibility to notify Steve Dixon if you are unable to fly.

We are also considering adding more bombers & Crews to the group. By 1944 most B-24 squadrons had 8-10 bombers. Steve has posted new recruiting posts on some of the key website, but if you can demonstrate you are a reliable member of the group and you would like to take on the responsibility for a 2nd bomber. Contact us.

This is OUR game. We all want it to be FUN. We all want it to be the BEST.

Send and comments, concerns and corrections and most of all your suggestions to:

m45haley@yahoo.com

or if you want to talk - call me at 1-518-452-9197

But please limit call times to 7:00 AM to 8:00 PM Eastern Time

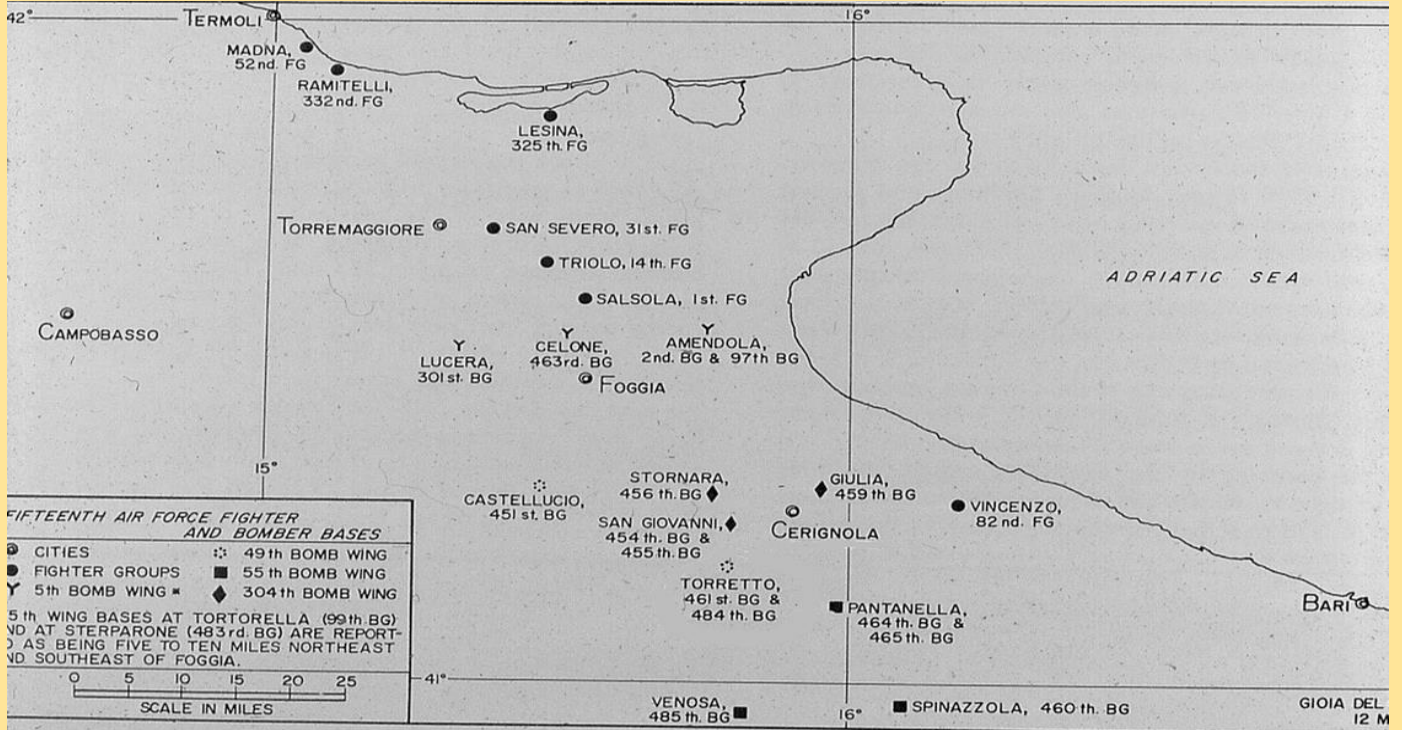
"February is coming boy's

are you ready ?

The girls and I are ready to have

A BIG WEEK."





Hanger Queens

A Hanger Queen represents an older B-24 either known for its past history of similar reported incidents/failures, or one that has been restored after some type of major incident. They are ready to fly, but because they have been rebuilt with parts from several other B-24's they are less reliable. Instead of having a 5% chance of Mechanical Failure in each zone, Hanger Queens have a 7% chance of Mechanical Failure in each zone.

When a Mechanical Failure is triggered for a Hanger Queen, you will find the result (Not on Table 4-3C) but on the Hanger Queen card.

Hanger Queens are ASSIGNED when a crew's regular bomber is not ready to fly due to maintenance or if a new crew has not yet been assigned a permanent new bomber.

| |
|---|
| NAME # |
| B-24 D Liberator |
| Short History of Bomber |
| In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. |
| Tells you how to Implement this Hanger Queen's unique quirks. |

Sample Hanger Queen Card

How to Find a Mechanical Failure for your Hanger Queen

1. Roll [1d10+1d10]
1-7 Mechanical Failure proceed to revised Table 4-3C below
8-100 Mission Continues – No Mechanical Failure
2. On Table 4-3C Roll [1d10+1d10]+++
3. Check first to see if your result has an HQ in the right column.
4. If you have an HQ read your Hanger Queen's unique mechanical failure from the bottom section of the Hanger Queen's card.
5. If you do not have an HQ in the right column read the mechanical failure from the middle column of the revised

| Table 4-3C | | |
|---------------------------|----------------------------|----|
| Revised for "Italian Duo" | | |
| D10+D10 | RESULT | |
| 1-17 | Instruments [a] | HQ |
| 18-25 | Engine Malfunction [b] | |
| 26-34 | Turbo-Supercharger [c] | |
| 35-39 | Oil Tank [d] | |
| 40-41 | Fuel Transfer System [n] | |
| 42-50 | Top Turret Power [g] | |
| 51-57 | Ball Turret Power [o] | |
| 58-66 | Nose Turret Power [p] | HQ |
| 67-75 | Tail Turret Power [q] | |
| 76-85 | Suit Heat System [i] | |
| 86-92 | Bomb Release Mechanism [j] | |
| 97 | Nose Gear [s] | HQ |
| 98-100 | Bomb Bay Doors [r] | HQ |

HQ - Use the unique failure of your assigned Hanger Queen instead of the standard result.



"Bottomed Out" before it was rebuilt.

| Leper Colony ₁ | Latrine Queen ₂ | Fubar ₃ |
|--|---|--|
| B-24 D Liberator | B-24 D Liberator | B-24 D Liberator |
| "The Leper" seems to be Haunted. Strange things seem to happen. | "The Queen" was the victim of a ground accident where a wing tip tore into the cockpit. | "Fubar" had a very rough landing on the flight from North Africa to Italy. It has recently been re-outfitted. |
| In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. | In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. | In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. |
| Roll 1d6: 1-4 Roll Crewmember is shocked by heat suit short roll (you choice) 5 The Radio Room Fire Extinguisher falls - Radio Operator LW sprained Ankle. 6 Ball Turret Gunner sees a Blimp, no other crewmember can see it. | If you are hit in the pilot compartment, are hit by Flak or take Evasive actions the Pilots seat which had been re-welded fractures and the pilot falls to the floor. Roll 1d6: 1-5 Co-Pilot recoverly the A/C quickly If Co-pilot has less than 5 missions he gets the A/C in control but falls out of formation the rest of this turn only. 6 Co-pilot recovers the A/C quickly but Pilot suffers a Light Wound. | Roll 1d6: 1-2 Auto Pilot Out Bomb Run off Tgt 3-5 Bomb controls out - you must drop bombs manually Bomb Run -3 6. Ball Turret jams - can only shoot at 3 o'clock lvl. BTGunner fixes the problen by next zone. |

| Ruptured Duck ₄ | Bottomed Out ₅ | Up in Smoke ₆ |
|--|---|--|
| B-24 D Liberator | B-24 D Liberator | B-24 D Liberator |
| "The Duck" is a Hanger Queen veteran from the 8th Air Force. "She has been refitted and is ready to fly." | "Bottomed Out" made crash landing in Tunisia. The whole under carriage was rebuilt including the Ball Turret. | "Smokey" is a Hanger Queen since it caught fire durring an engine test in North Africa. |
| In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 activating the 900th BG Table 4-3C. | In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. | In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. |
| On 900th Table 4-3C if you have an "HQ" Use the unique Hanger Queen Failure below. As part of each Mechanical Failure Check starting Now until the end of the mission roll an extra d6. 1-4 The Intercom works 5-6 The Intercom goes Out Mission may be Aborted. All Gunners -1 on Table 5-6 if Intercom Out & No Passing Shots Allowed. PP (10) | Your A/C starts to pull Left, and the Ball gunner shouts "Skipper the port gear just dropped down". You must send somebody to crank it up. or you drop out of formation. On Landing roll d6 to see if Port Gear drops and locks. 1-4 Locks, 5-6 Fails Use Landing Modifier -3 if Crash Land - Cat E retire from campaign if Safe Landing PP (25) | Your Co-Pilot informs you that the #3 engine is smoking. Roll 1d6: 1-2 Smoke Stops on it's own 3-5 Smoke continue - Shut down #3 Mission may be aborted. 6 Fire continues Bailout Table 7-3 PP (25) |



| Hun Reliable ₇ | Tried & True ₈ | Murphy's Law ₉ |
|---|--|---|
| B-24 D Liberator | B-24 D Liberator | B-24 D Liberator |
| "Hun Reliable" became a Hanger Queen in North Africa, when her crew landed her in a field near the coast and disappeared (AWOL) | "Tried & True" is an old bird with over 70 missions. She has never aborted. | "Murphy's Law" has been assigned to 2 previous Bomb Groups. |
| In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. | Do not roll on Mechanical Failure Chart. | In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. |
| You A/C begins to "porpoise" +/- 50 feet. Defensive fire at targets from 12/1:30/10:30 are an additional -1 on Table 5-6. If condition occurs in the Target Zone -1 on Bomb Run. | Ignore Engine Failure (#2) on Random Events Table 5-3D, instead use (#7) Lady Luck Smiles! | On every Mechanical Failure you must roll twice (2) on the Random Events Table 5-3D. Both Failures will apply unless you roll the same result twice and then it applies just one. |
| Entering a new zone roll 1d6 1-2 - Porpoising Continues in new zone. 3-6 - Condition ends. | | |

| Geez Louise ₁₀ | | NAME # |
|---|--|---|
| B-24 D Liberator | | B-24 D Liberator |
| "Geez Louise" was abandoned on barren ice field in Greenland with electrical problems Rescued after a winter on the ice. | | Short History of Bomber |
| In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. | | In each zone when you roll for Mechanical Failure (4-3A) you will have issues on rolls of 1-7 your activate the 900th Table 4-3C. |
| Bomb Release System does not work. Bomb Release must be manual. Roll 1d6 1-2 Bombs Released 3-6 Bombs do not release On your 3rd attempt to manually release your bombs roll 1d6: 1 - Bombs Released 2-6 - Bombs are totally jammed. Landing with Bombs on board -4 | | Tells you how to Implement this Hanger Queen's unique quirks. |



Wilkinson Body Armour

The first usage of the term "flak jacket" refers to the armor originally developed by the Wilkinson Sword company during World War II to help protect Royal Air Force (RAF) aircrews from the flying debris and shell fragments thrown by German anti-aircraft guns' high-explosive shells (flak itself is an abbreviation for the German word "Fliegerabwehrkanone" (aircraft-defense gun)).^[2] The idea for the flak jacket came from Col. Malcolm C. Grow, Surgeon of the US Eighth Air Force in Britain. He thought that many wounds he was treating could have been prevented by some kind of light armor. In 1943 he was awarded the Legion of Merit for developing the flak vest.

Wilkinson Body Armor

Table 5-17 BOMBER CREW WOUNDS



Revised for 900th BG

Version 2.01

Body Armor was introduced as a test in early 1944. Designed by Wilkinson Sword Co. that later developed safety razors. The armor covered the chest and stomach and weighted 22 pounds. The body armor lowered air crew wounds by over 40%.

| 1D10 | EFFECT |
|------|--|
| 1-2 | NO WOUND - Body armor stops crewman from being wounded. |
| 3-4 | NO WOUND / STUNNED - If a gunner -1 on Table 5-6 for successive waves only. |
| 5-7 | LIGHT WOUND - Crewman may continue duties unimpaired. |
| 8-9 | SERIOUS WOUND - Crewman may not continue duties, may not bailout. |
| 10 | KIA - Crewman Killed in Action. |

Die Roll Modifiers for Table 5-17 Revised

+1 if B-24 wrecked on Table T-7-1 (Landing on Land), for all crew forward of the Bomb Bay (Nose, Pilot Compartment & Radio Room).

Notes for Table 5-17 Revised

Roll once per affected Crew Member

[A] A second Light Wound results in:

Bombadier loses his 11-50 mission bonus and the Bomb Run on Table 6-6 is -1

Pilot and Co-Pilot lose their 11-50 mission bonus when landing (but if either has not taken two light wounds he may land the plane using the mission bonus);

Bailout for any crew member with two light wounds on Table 7-3 is -1.

Three light wounds = a Serious Wound.

Four light wounds = a KIA.

Light Wound + a Serious Wound = KIA.

[B] After landing roll 1d6 for each seriously wounded crewman for survival

[1] *Rapid Recovery, may fly again after missing one mission.*

[2-5] *Recovery, but may not fly again. He is shipped to Foggia Hospital and then Home.*

[6] *Wound proves fatal, crewman dies in hospital of complications of his wound.*

Peckham Damage Point System

| B24 COMBAT DAMAGE POINTS | | | |
|-------------------------------------|-------------------|---|-------------|
| A Variant For Target For Today | | | |
| DAMAGE TYPE | POINTS | DAMAGE TYPE | POINTS |
| SUPERFICIAL | | ENGINE HITS (Engines # 1,2 &4) | |
| EACH HIT | 2 | INITIAL HIT | 15 |
| WOUNDS (1) | | SUPERFICIAL | 5 |
| LIGHT | 2 | EACH REPEAT HIT | 10 |
| SERIOUS | 5 | ENGINE OUT | +25 |
| KIA | 10 | ENGINE HITS (Engine #3) | |
| STRUCTURAL HITS (2) | | INITIAL HIT | 20 |
| EACH HIT | 25 | SUPERFICIAL | 7 |
| RESULT = NO EFFECT | 10 | EACH REPEAT HIT | 12 |
| GUN HITS | | ENGINE OUT | +35 |
| TWIN MOUNTS | 20 | FIRE DAMAGE (4) | |
| SINGLE MOUNTS | 10 | 1ST EXTINGUISHER | 25 |
| EACH REPEAT HIT | One Half Original | 2ND EXTINGUISHER | 50 |
| SYSTEMS & OTHER HITS (3) | | 3RD EXTINGUISHER | 75 |
| EACH HIT | 10 | BURST IN PLANE (5) | 100 |
| RESULT= NO EFFECT | 5 | LAND GEAR INOPERABLE (6) | 75+ (2D6X3) |

NOTES:

(1) Denotes B17 damage incurred in connection with shell hits that cause injury to the aircrew.

(2) Hits on the airframe such as wing roots, tailplane, main landing gear and nose wheel.

(3) Ailerons, flaps, elevators, rudder, instruments, control cables, O2 system, fuel and oil tanks, heating systems, bomb mechanisms, tail wheel, radio, bomb bay doors, porta-john and all miscellaneous parts other than guns, engines, the airframe or the crew.

4) Damage done by any type of fire. First Extinguisher refers to hand-held, engine extinguishers or any "fire out" result.

(5) Plus other damage per combat or collision charts. Very, very bad. See rules section 6.5.

(6) Damage can be variable. Roll 2d6 three times and add 75 points to the total.

Damage Category E (Optional) When a B24 incurs 240 or more damage points on a single mission, it is subject to write-off as un-repairable. Use the Table to the Right.

| TOTAL DAMAGE POINTS | D100 ROLL TO REPAIR |
|---------------------|---------------------|
| 240-249 | 1-50 |
| 250-259 | 1-42 |
| 260-269 | 1-31 |
| 270-279 | 1-19 |
| 280-289 | 1-11 |
| 290 > | CAT E |

Designer Comments:

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29-Oct-2017

The B24 Combat Damage Chart is to be used post-mission only by surviving B24's. It is intended to quantify the damage incurred during a mission. It assigns a factor to each damage type represented on the game's various play charts. These factors when aggregated give numeric expression to the extent of combat damage which when compared to those of other surviving bombers or considered alone offer a feel for mission difficulty. A milk run could be a number of 15 points or less. A difficult mission might be 100 or more. When damage pushes above 170 points the crew is lucky to escape, while at 200 points and above those who have survived have been to hell and back.



“so whadda ya think, take a week to fix it?”

“sorry Skipper this one's a Cat E!”

Fuel Starvation Options

900th BG Fuel Starvation Options

This 900th Bomb Group variant is based on earlier variants developed by Bruce Peckham and Jim Pink for B-17 QotS.

Fuel Leaks can occur from results on the Mechanical Failure Chart Table 4-2C, or the Bomber Damage Tables 5-15

Once a Fuel Leak is confirmed roll 1d6

- 1-4 Flight Continues.
 - 5 Flight ends in the Next Zone - Fuel Termination Zone (FTZ).
 - 6 Flight ends in this Zone [FTZ] (Options: Land, Crash Land, Ditch, Bailout [Controlled]).
- You must roll on this table at the beginning of each new Zone after your Fuel Leak is confirmed and after you have rolled for Mechanical Failures.**

Fuel Leak Modifiers

- +2 If any crew member, other than the Pilot or Copilot are flying the Bomber.
 - +2 If Fuel Transfer System is inoperable
 - +1 If Fuel Transfer System is inoperable and Manual Pump was used successfully.
 - +1 For each turn following the first where Fuel Leakage was confirmed. Cumulative per turn.
 - +1 For any additional Fuel Leaks confirmed.
 - 1 Jetison All Bombs, Guns, Ammunition, Hand Held Oxygen Bottles, Fire Extinguishers, and and the Rubber Raft [a]
 - 1 If either the Pilot or Copilot has completed 10 Missions. [b]
 - 2 If either the Pilot or Copilot has completed 25 Missions. [b]
- [a] On the Turn your jetison all the above equipment you do not use the modifier
But on all subsequent Zone you do apply the modifier.
- [b] This does not apply if both Pilot and Copilot are SW or KIA.

No Bomber can fly more than a Maximum of Six (6) Zones with a Fuel Leak.

This Variant forces the Bomber commander to make decisions. The longer you choose to fly, the greater your chances are to reach your Fuel Terminal Zone.

Review your options. Make your Decisions. Then PRAY!

| | |
|--------------------------------|---|
| Fuel Starvation: | Anytime your Bomber is actively Leaking Fuel. |
| Fuel Termination Zone (FTZ) | The Zone where you run out of fuel. |
| Fuel Termination Zone Options: | |

- Land at your home base Table 7-1 - All Landing Modifiers apply.
- Land at an Emergency Landing Field's - Check for Field unique Landing Modifiers.
- Crash Land at a Non-prepared Landing Field -1 Landing Modifier.
- Ditch in Water - Table 7-2 All Landing Modifiers Apply.
- Bailout - Table 7-3 if Auto Pilot is still working
- If Auto Pilot is inoperable crew bails out Table 7-3, Pilot bails out Table 7-4.

NAMED PILOTS – The Italian Duo

Background:

The Italian Armed Forces have surrendered, but most of the Italian Air Force have fled North. The National Republican Air Force (Aeronautica Nazionale Repubblicana, or ANR) was the air force of the Italian Social Republic after the 1943 surrender. The ANR began combat operations in the later part of January 1944 from Campoformido, Italy.

The commander of the 1st Gruppe was an Italian Count – Adriano Visconti. While most of the Italian Air Force were very loyal to the Nazi beliefs, Visconti was a true Italian Patriot. He continued to lead his pilots not because of strong Fascist beliefs but because of the love of his country and the Italian people. Visconti is already a recognized Italian Ace. He leads the 1st Squadron of the 1st Gruppe until the 29th of April 1945. After negotiating the safe passage of his pilots and ground crews, he surrenders to the partisan forces of the mayor of Milan. While being marched to an interrogation later that same day Visconti was shot in the back (murdered) by one of his guards.

Capitano Adriano Visconti and his loyal wingman Sergente Guiseppi Marconcini are the first two “Named” enemy pilots who have unique and special rules assigned to them. You will see cards created for each of these pilots later in the briefing.

Appearances:

Appearances will depend on target and zones. See the current mission briefing for details of what B-24’s have the potential to encounter the Italian Duo.

When your bomber is identified in the current mission briefing, in your listed zone use the revised Table 5-3B German Fighter Appearance. The highlighted results include the Italian duo. Visconti is always at the 1st listed clock position and wingman Marconcini will always be at the 2nd listed clock position. If your result on the revised Table 5-3B does not include the Italian duo in the Macchi 205’s then you do not see them on this mission.

Special Rule Notes – Italian Duo

Visconti is an ACE, Marconcini is an AVERAGE pilot.

Neither can be driven off by Fighter Cover.

Both can make up to 3 attacks in Italian Zones (They are ardent defenders of Italy). In Non-Italian Zones they get 2 attacks.

The Macchi C205 has the same characteristics as the Me-109 unless specified in Visconti or Marconcini’s cards.

If Visconti is shot down – he always bails out and survives. Marconcini, if shot down, can be killed.

Marconcini’s card has a location reference for successive attacks depending on the position of Visconti’s successive attack.

If Visconti does not pursue a successive attack, Marconcini will also break off and follow his leader.

Good Luck the Italian Duo can be a very dangerous pair – choose your targets carefully.



ANR - Some missions may also tell you to use this revised Table 5-3B in certain zones and to roll a d6 if you encounter any Me-109s. On results 1-4 they stay Me-109’s but on results 5 & 6 they are Italian ANR pilots flying Macchi C.205’s.

The Macchi C.205’s uses all of the same stats and result tables as the Me-109. These are cosmetic changes only to enhance the story of the 900th BG.




Table 5 - 3B (REVISED) GERMAN FIGHTER APPEARANCE Campaigns 3, 4 & 5 (12/43 – 11/44)

(Table Notes see RULES of PLAY page 13 Table Table 5-3B)

| Roll | Light Resistance | Moderate Resistance | Heavy Resistance |
|------|---|---|---|
| 11 | None | None (f) | Me109(f) (h): 6/H |
| 12 | None (c) | Two M-205: 12/H & 12/Lv | Two Me109(i): 1:30/H, 9/Lv |
| 13 | Me110: 1:30/Lv | Two Fw190: 10:30 Lo, 1:30/H | Three Fw190: 12/H, 1:30/H, 3/H |
| 14 | Two Fw190(i): 12/H, 1:30/H | Two Fw190(i): 12/Lv, 3/H, Me410: 12/H, | Two Me109(i): 10:30/H, 1:30/H Two M-205: 12/Lo & 12/Lv |
| 15 | Three Fw190 12/H, 12/Lv, 3/Lo | Two Me109(j): 9/Lv, VC(e), Me210: 6/H | Five Fw190: 12/H, 10:30/Lv, 9/Lv, 6/H, VD(b) |
| 16 | Random Event/No Attacks? | | |
| 21 | None | None(g) | Fw190: VD (d) |
| 22 | None | Fw190: 3/Lo | Two Me110(h): 9/Lv, 10:30/Lo |
| 23 | Two M-205: 12/Lv & 12/H | Two Me109: 6/Lv, 6/H | Three Fw190: 12/H, 3/Lv, 3/H |
| 24 | Two Fw190: 12/H, VD (d) | Three Fw190(i): 6/Lv, 1:30/Lv, 12/H | Two Me109 (i): 3/H, 9/Lv Two M-205: 12Lv & 12/H |
| 25 | Three Me109 (j) 1:30/H, 12/Lo, VD (d) | Four Fw190: 6/H, 12/H, 12/Lv, 6/Lo | Five Fw190: 12/H, 1:30/H, 3/H, 6/H, 9/H |
| 26 | Random Event/No Attacks? | | |
| 31 | None | None | Me110: VC (e) |
| 32 | None | Fw190: 9/H | Two Fw190 (h): 10:30H, 3/Lv |
| 33 | Fw190(i): 12/H | Two Me110: 3/Lo, 6/Lo | Two M-205: 12/Lv & 12/H |
| 34 | Two Me110: 6/Lo, VC (e) | Me109: (j) 9/H Two M-205: 12/H & 12/Lv | Two Fw190: 10:30/H, 1:30 Lo Me210: VC (e) |
| 35 | Me109: (j) 3/H Two M-205: 12/H & 12/Lv | Four Fw190: 12/Lo, 3/Lv, 1:30/H, 9/H | Two Fw190: 12/Lv, 1:30/Lo |
| 36 | Random Event/No Attacks? | | |
| 41 | None | None | Two M-205: 12/H & 12/Lv |
| 42 | None | Two M-205: 12/Lv & 12/H | Two Me109 (i): 12/Lv, 1:30/H |
| 43 | Me109: 10:30/H | Two Fw190: 10:30/H, VD(d) | Fw190: 12/H, Two Me109: 1:30/Lv, 3/Lv |
| 44 | Two Fw190 : 12/H, 12/Lv | Three Fw190(i): 3/Lo, 12/H, 12/Lv | Two Fw190(i): 12/H, 1:30/Lv Two Me109: 6/Lv, 6/Lo |
| 45 | Two M-205: 12/H & 12Lv | Two Me210: 12/H, 1:30/H | Two Me109: 10:30Lv, 12/Lv, Me110: 10:30/Lo |
| 46 | Random Event/No Attacks? | | |
| 51 | None (g) | None(g) | Fw190 (h): 10:30/H |
| 52 | None | Fw190: 12/H Two Me109: 6/H, VD (d) | Two Me110: 6/Lv, 9/Lo |
| 53 | Me-109: 9 /H | Two Me109(i): 9/Lv, 12/H | Three Me110: 12/Lv, 10:30/Lv, 6/Lo |
| 54 | Two M-205 (j): 12/Lo & 12/Lv | Three Fw190: 3/H, 9/H, 12/H | Two Me109(i): 12/H, 10:30/Lv Two M-205: 12/Lo & 12/Lv |
| 55 | None | Two Ju88C-6: 1:30/Lo, 3/Lv | Me110: 12/L, Three Me109: 12/Lv, 12/H, 10:30/Lv |
| 56 | Random Event/No Attacks? | | |
| 61 | None | None | Me109: VD(d) |
| 62 | None | Two M-205: 12/Lo & 12/Lv | Me109(h): 3/Lv, Me110: 1:30/Lv |
| 63 | Ju88C-6: 6/Lo | Two Fw190: 12/H, 1:30/H | Three Fw190: 10:30/H, 12/H, 1:30/H |
| 64 | Two Fw190(j): 12/Lv, VD (d) | Three Me110: 12/Lv, 6/Lo, VC (e) | Four Fw190: 12/Lv, 1:30/Lv, 3/Lo, 9/H |
| 65 | None | Fw190: 6/Lv | Three Me109: 3/H, 6/H, VD (b) Two M-205: 12/H & 12/Lv |
| 66 | Random Event/No Attacks? | | |

| | | | |
|---|---|---------|---|
|  | Capitano Adriano Visconti CO 1st Sqdrn 1st Gruppe of ANR at Campoformido | | Appearances: If you have at least 1 Me-109 attacking you in one of the listed zones roll 1d6 if the result is 6 replace the 109 closest 12 O'clock ZONES: Italy (I) 5,6,7 - Austria(AU) 8,9 Yugoslavia 6,7 |
| | To Hit | Get Hit | Special Rules for Italian Zones (I) Cannot be driven off by Fighter Cover Allowed 3 Attacks in Italian Zones See Sergente Guiseppi Marconcino (Wingman) Marconcini shadows Visconti in Italy If Visconti is Shot Down he always survives |
| | N/C | -2 | |
| Successive Attacks (s) No changes to standard rules ex in Italian Zones (I) | | | Born the son of an Italian Count, Visconti joined the Italian AF in 1939. At the time of Italy's surrender he was already an ACE. He joined the ANR as CO of 1st Squadron 1st Gruppo flying a Macchi C.2005. Visconti Loved Italy and defends with great vigor. Visconti surrenders 29 April 45 after getting concessions his men will not suffer retaliations. He is murdered the same day - shot in the back by Russian Guard escorting him to interogation in Milan. |
| Damage to Fighter No changes to standard rules | | | |
| Hit Effect Multiplier Roll 1d6 1-3 X1, 4-6 x2 | | | |
| Normal Fighter Cover Rules ex Italian Zones See Special Rules for Italian Zones (I) | | | |
| ACE 2/3 - Attacks  | | | |
| Promoted to Maggiore May 1944 | | | |



| | | | |
|---|--|---------|---|
|  | Sergente Guiseppi Marconcini Visconti's Wingman ANR at Campoformido | | Appearances: See Visconti for appearances Marconcini shadows in the 3 Italian Zones (Only) |
| | To Hit | Get Hit | Special Rules for Italian Zones (I) Shows up as an <u>EXTRA</u> Macchi C-2005 when Visconti shows up in an Italian Zone. He attacks from the same clock poistion but at the following height: Visconti High / Marconcini Level Visconti Level / Marconcini High Visconti Low / Marconcini Level Cannot be driven off by Fighter Cover Allowed 3 Attacks in Italian Zones |
| | N/C | -1 | |
| Successive Attacks (s) No changes to standard rules ex in Italian Zones (I) | | | At the time Italy's surrender in August of 1943, many of Italy's pilots flew their planes North and joined the Aeronautica Nazionale Repubblicana. |
| Damage to Fighter No changes to standard rules | | | |
| Hit Effect Multiplier No changes to Standard rules | | | |
| Normal Fighter Cover Rules except Italian Zns See Special Rules for Italian Zones (I) | | | |
| Average 2/3 - Attacks  | | | |
|  | | | ANR's Wing Image 1st ANR mission 3 Jan 1944 1st mission with ANR Markings 14-Jan-44 1st Squadron 1st Gruppo surrendered 29 April 45 |



***** Footnote *****

The rules for "Named Enemy Pilots" was originally designed for solo play. Converting the rules to the 900th created the possibilities that (A) multiple bombers would be encountering the duo in each zone and (B) that the Italian duo could be shot down multiple times. To address those issues only one bomber will encounter them in a zone and only in the last zone can they be shot down. Marconcini can be killed, but Visconte will always bailout and survive.

Generic Axis Fighter Cards

| FIGHTER PILOT QUALITY | | |
|-----------------------|----------------------|----------|
| 15AF Campaign | | |
| FOUR | | |
| 11/1943-5/1944 | | |
| | Max | |
| | d100 | Per Wave |
| Experte | 1-11 | 1 |
| Ace | 12-28 | 2 |
| Veteran | 29-65 | 4 |
| Flieger | 66-87 | 3 |
| Novice | 88-100 | 2 |
| Extras | | |
| Experte | 1-2=Ace; 3-6=Vet | |
| Ace | To Veteran | |
| Veteran | 1-4=Ace; 5-6=Flieger | |
| Flieger | 1-3=Vet; 4-6=Novice | |
| Novice | To Flieger | |

| FIGHTER PILOT QUALITY | | |
|-----------------------|---------------------|----------|
| 15AF Campaign | | |
| Five (A) | | |
| 6/1944-11/1944 | | |
| | Max | |
| | d100 | Per Wave |
| Experte | 1-8 | 1 |
| Ace | 9-22 | 2 |
| Veteran | 23-51 | 4 |
| Flieger | 52-82 | 3 |
| Novice | 83-100 | 2 |
| Extras | | |
| Experte | Veteran | |
| Ace | Veteran | |
| Veteran | Flieger | |
| Flieger | Novice | |
| Novice | 1-2=Vet 3-6=Flieger | |

Determining Fighter Pilot Quality

Fighter pilot quality is determined as instructed in the TFT rules (Rb/5.5.1 Pg 15). Roll d100 on 'campaign table' to determine quality of each attacking fighter.

Quality Limitations: Qualities per wave are limited as shown on Max Per Wave table below each campaign heading. The number represents the maximum number of the given quality for each attacking wave.

If the d100 roll designates a quality above this maximum number observe the adjusted determination in the "Extras" table. Make the appropriate quality adjustment as instructed by the table. For instance a wave has three attacking fighters. An experte quality is rolled for one fighter. The next d100 rolls designates a second experte, but the max per wave is one. The Extras table for Experte says Veteran and per the table that is his assigned quality.

Keep moving per the Extras table until conflict with the Max Per Wave table is resolved. If not resolvable, make the conflicted fighter a veteran.

| FIGHTER PILOT QUALITY CARD | | |
|----------------------------|-------------------------|----------|
| 15AF Campaign | | |
| Five (B) | | |
| 12/1944-4/1945 | | |
| | Max | |
| | d100 | Per Wave |
| Experte | 1-6 | 1 |
| Ace | 7-20 | 1 |
| Veteran | 21-43 | 3 |
| Flieger | 44-77 | 4 |
| Novice | 78-100 | 3 |
| Extras | | |
| Experte | To Veteran | |
| Ace | 1-4=Vet; 5-6=Flieger | |
| Veteran | 1-3=Flieger; 4-6=Novice | |
| Flieger | To Novice | |
| Novice | To Flieger | |

FIGHTER PILOT QUALITY CARDS

| EXPERTE | | |
|--|-------------|--|
| Get Hit | To Hit | Successive Attacks |
| -2 | +2 | Eligible No Change Ineligible=OK x FBOA |
| DAMAGE TO FIGHTER | | |
| Breakoff | To Hit Mods | Ignore |
| FBOA ** | Ignored | FCA FBOA |
| Hit Effect Multiplier | | |
| All results (a) and (b) are "X1" | | |
| (** FBOA if Bomber is Missed) | | |
| Excluded Fighter | | |
| Me-110 (After Campaign 2*); Me-210; Ju-88; Me-410; Me-163 | | |

| ACE | | |
|------------------------------|-------------|--|
| Get Hit | To Hit | Successive Attacks |
| -1 | +1 | Eligible No Change Ineligible=OK d6=1-4 |
| DAMAGE TO FIGHTER | | |
| Breakoff | To Hit Mods | Ignore |
| FCA ** FBOA | Applied | FCA |
| Hit Effect Multiplier | | |
| All results (b) are "X1" | | |
| (** FCA if Bomber is Missed) | | |
| Excluded Fighter | | |
| Me-110 (After Campaign 3*) | | |

| VETERAN | | |
|---------------------------------|-------------|---------------------------------------|
| Get Hit | To Hit | Successive Attacks |
| NC | NC | Eligible = d6 1-5 Ineligible= None |
| DAMAGE TO FIGHTER | | |
| Breakoff | To Hit Mods | Ignore |
| FCA ** FBOA | Applied | None |
| Hit Effect Multiplier | | |
| No Change to Table 5-11 Results | | |
| (** FCA if Bomber is Missed) | | |
| Excluded Fighter | | |
| None | | |

| FLEIGER | | |
|---|-------------|--|
| Get Hit | To Hit | Successive Attacks |
| NC | -1 | Eligible = d6 1-4 Ineligible = None |
| DAMAGE TO FIGHTER | | |
| Breakoff | To Hit Mods | Ignore |
| Any Damage | Applied | None |
| Hit Effect Multiplier | | |
| 1) First (b) result on each A/C column becomes (a) result. | | |
| 2) No +1 Hit Bonus | | |
| Excluded Fighter | | |
| All Jets | | |

| NOVICE | | |
|---|-------------|--|
| Get Hit | To Hit | Successive Attacks |
| +1 | -2 | Eligible = d6 1-2 Ineligible = None |
| DAMAGE TO FIGHTER | | |
| Breakoff | To Hit Mods | Ignore |
| Any Damage | Applied | None |
| Hit Effect Multiplier | | |
| 1) First (b) result on each A/C column becomes (a) result. | | |
| 2) All "x2" results are "x1". | | |
| 3) No +1 Hit Bonus | | |
| Excluded Fighter | | |
| All Fighters except Me-109 and Fw-190 | | |

| TEMPLATE | | |
|-----------------------|-------------|--------------------|
| Get Hit | To Hit | Successive Attacks |
| | | |
| DAMAGE TO FIGHTER | | |
| Breakoff | To Hit Mods | Ignore |
| | | |
| Hit Effect Multiplier | | |
| | | |
| Excluded Fighter | | |
| | | |

900th Bomb Group Rare Events Table 5-3D

This variant to Target For Today introduces an alternative Random Events Chart to that contained in the TFT Rule Book (Table 5-3D – Page 16). The goal is to make TFT play more interesting by offering more varied events and increasing the number of possibilities. A total of 36 Random Events (RE) appear on the Variant Table. A supplemental Table A with twelve additional outcomes can be called upon in certain re-roll situations.

The variant is designed to be used with a single bomber in an online campaign. However, it does provide a means for its use in the TFT solitaire game or the Bomber Group Game as defined in section 10.4 of the rules.

This introduction page offers definitions and explanations to help players implement the variant and the new Random Events. There is also information on the Random Events themselves to assist with this process. Eight of the variant Random Events are taken from the original TFT table. These are played in accordance with the original instruction except where modified to accommodate the new system.

RE's do not carry over to the next mission. If active, but not used in the current mission they are forfeit. (Exception: Lady Luck Smiles.)

DEFINITIONS

Pending: A decision by the player to retain the RE is in pending status in anticipation of later activation. (ie. RE#12-Good Shepherds) Only two pending decisions can be active at any time. No additional pending decisions can be made until at least one of the pending RE's has been resolved. Pending decisions are held until RE activation. Optional cancellation is not allowed. When pending is available the Variant RE Table (VRE) is marked (PND).

Activation: Occurs when the conditions required to implement the RE are met. (ie. Appearance of the next fighter wave, the use of a specific table or rule, or the occurrence of a specific action or condition).

Conditional Activation - The RE can activate in either the current zone or a subsequent zone when specified action occurs. (i.e. Next fighter wave.) Retention is by rule (not voluntary pending) in anticipation of future activation. Marked (CAV) on the VRE.

Completion of Activation: Once an RE is activated it no longer applies unless conditions specify otherwise (Continues for balance of mission), or it is subsequently re-rolled and allowed to be repeated.

TABLE A is activated principally in certain RE re-roll situations, but can be called on within a RE text. Re-roll conditions are marked (RRA) on the RE Variant Table. Treat Table A results as an additional RE. The original RE continues in effect unless otherwise specified to satisfy RE activation conditions.

Ignore: The referenced action or RE is ignored and no designation occurs. When the re-roll of an RE is ignored it is marked as (RRX). If a Pending or Conditional RE is not activated, assume it never occurred.

TFT SOLITAIRE GAME OR TFT BOMBER GROUP GAME

The VRE Table can be used when playing the solitaire game or the Bomber Group Game. Certain RE's appearing on the VRE Table reference RE's that appear on the standard TFT Random Events Table 53-D.

These particular RE's are marked (BGG). When playing the solitaire or BGG and one of these RE's is rolled on the VRE Table ignore the result and proceed instead to the standard TFT Table 53-d. Roll on Table 53-D and activate the resulting RE. This can bring RE's into play which have formation effects which are not used with a single bomber in an online campaign. If the roll on the 5-3D Table calls up an RE previously denoted or presently active on the VRE Table, resolve the RE using the VRE method.

[Any variant adds complexity to a game, and this is no exception. Use it as you will. And if you want to modify it to suit your needs, do so.]

LEGEND for Revised Random Events Table

| | |
|------------|---|
| CAV | <i>The designated RE activates in the zone where RE specified action occurs. (i.e. Next attacking Wave)</i> |
| BGG | <i>If playing the TFT Solitaire or the Bomber Group Game re-roll on the TFT Random Events Table 5-3D</i> |
| PND | <i>The designated RE can be held in voluntary pending status</i> |
| RRA | <i>Upon re-roll of the designated RE, roll on Table A and observe the result.</i> |
| RRX | <i>Ignore any reroll of the designated RE.</i> |

RANDOM EVENTS Revised for 900th Bomb Group

| RANDOM EVENTS <small>Revised for 900th Bomb Group</small> | | | | |
|--|---------------------------|---|-----------------------|---|
| April 2018 | | Bruce Peckham | twoshots@localnet.com | |
| 11 | Mechanical Failure | Roll on Table 4-3C TFT. Activates in the next zone upon entrance. [RRX] | | |
| 12 | Good Shepherds | If out formation, bomber is permanently joined by two ace American escort pilots. If attacked, increase zone fighter cover one level. If already good, treat as 3/2. Continues for the balance of the mission, but only as long as the bomber is out formation. If bomber formation rejoins formation is RE is lost. [PND & RRX] | | |
| 13 | Friendly Fire | If attacked again in current zone, or when the next eac appears, immediately roll for friendly fire hit on Table 5-8 12/ High position. If hit, score one hit to the bomber and locate area on Table 5-14 (9/3 o'clock Lv). Treat 12 result as 4 Waist. Ignore RE if Out of Formation. [RRA & CAV] | | |
| 14 | Curious George | During next attacking wave one fighter breaks off attack and flies parallel to bomber out of effective gun range. The pilot, before breaking away, (D6: 1-2 appears to give the B17 the once over; 3-4 angrily shakes his fist; 5-6 waves to the crew and waggles his wings). [RRA] | | |
| 15 | Flak Battery Zeroed In | If flak encountered in target zone, roll 4 times on flak to hit table. Activation limited to Target Zone In-Bound. [RRA & PND] Conditional activation - Can activate in either the current zone or a subsequent zone when specified action occurs. (i.e. Flak in target zone in-bound.) | | |
| 16 | Bombardier Ace | Roll twice on Bombing Accuracy Table 6-7. Apply best result. Ignore if prohibited by wounds or damage. [RRX & PND] | | |
| | | | | |
| 21 | Extreme Cold | Table 5-3D result # 10. Activate immediately in the current zone. Limited to zone of activation. If under 10M feet, ignore, but use Table A. [RRA & BGG] | | |
| 22 | Rabbit's Foot- Crew | Any crew member can re-roll one die roll and accept the best result. Limited to personal crew effects and skill function - not for bomber damage or gunnery. When utilized the rabbit's foot expires. Activates immediately in current zone. [RRX] | | |
| 23 | Engine Failure | Table 5-3D Event #2. Activate immediately in current zone. Effect continues for balance of the mission (but see Table 5-3D[2]a). has been activated and all original RE conditions have been satisfied. [BBG] | | |
| 24 | Hot Pilot - Landing | Remove up to 3 neqative modifiers when landing on Table 7-1 or 7-2. [RRX & PND] | | |
| 25 | Germans Alert | German controllers on the ball. Add one wave in each odd numbered zone when fighters appear. Activate in each odd numbered zone for balance of the mission. [RRA & CAV] | | |
| 26 | Wide Margin | No rolls on collision table for next wave attacking fighters. [CAV & RRX] | | |
| | | | | |
| 31 | Banzai | On next wave that contains 3 FTRS of same type all attack from the same clock position (x VD & VC). Roll on Table 5-9 for clock position. Then 5-9A for Ftr levels. [RRA & CAV] | | |
| 32 | Damage Repaired | Crew repairs one internal system damaged as "Hit", "out" or "inoperable" (Exclude permanently inoperable, structural, external or Table 5-15 B-8. Instruments)). Activates in the next zone upon entrance. [PND & RRX] | | |
| 33 | In The Sun | Next attacking wave has one high or VD ftr in the sun. All defensive to hit rolls are -1. [RRA & CAV] | | |
| 34 | Magellan In The Nose | If navigator ok or LW, does superb job. If Out formation and the navigation instruments are out, traverse only one turn per zone. Also, is Rule 10.7.1 Navigators is in play, a healthy Navigator cancels any off course effects (RB/35). [RRA & CAV] | | |
| 35 | Luftwaffe Top Guns | Any wave with (i) or (j) notation uses JG-26 Optional Rule (Rb/ 10.1) regardless of geographic location. If RE # 53 is active, ignore. [RRA & CAV] | | |
| 36 | Chicken Dance | On next attacking wave, before escort drive offs. roll d6/2 (fractions up). Result is number of FTRS who suddenly "break off" before firing. No defensive fire and no successive attack. [RRA & CAV] | | |
| | | | | |
| 41 | Beginner's Luck | The next appearing Green Fighter pilot is treated as an Ace. [RRA & CAV] | | |
| 42 | True Grit | A serious wounded crewman last to suffer a serious wound continues duties for the next three zones. If no crewman are SW, then the event applies to the next crewman to be seriously wounded. If no SW's occur the event has no effect. All skill rolls while temporarily recovered perform per two Light Wounds modifiers on Table 5-17. [RRX & CAV] | | |
| 43 | German Shadow | Table 5-3D Result #8. Can only be rolled once. Use Table A if rolled in the Target Zones. [RRA, CAV & BGG] | | |
| 44 | Quick On The Trigger | Tail gunner can take passing shot even if fired in same wave. Continues for the remainder of the mission. [RRX & CAV] | | |
| 45 | Mid-Air Close Call | TFT RE 5-3D[12] Activates in the current zone. 5-3D[12] modified such that 5-3[12](g) 2d6 12 is "close call, but no effect" (not mid air collision). If out of formation use Table A (ignore 53_D[12](g) Engine fire). [RRA & CAV] | | |
| 46 | Flak Off The Mark | If bomber hit by flak one hit is ignored. Activates in any zone if hit by flak. [PND & RRX] | | |
| | | | | |
| 51 | Escort Diverted | Escorts decoyed by German fighters. Fighter Cover drops one level. [RRA & CAV] | | |
| 52 | Bad Communications | Table 5-3D Result #9. Activate immediately in the current zone. Can be re-rolled per Table 5-3D[9](a). [BBG] | | |
| 53 | Luftwaffe Top Guns | Any wave with (i) or (j) notation uses JG-26 Optional Rule (Rb/ 10.1) regardless of geographic location. If RE #35 is active, ignore. [RRA & CAV] | | |
| 54 | Lost Squadron | Lost Squadron tags along. Group's Low squadron bombers ignore extra fighters for balance of mission. Activate in next zone. [RRX] | | |
| 55 | Experte Attack | 1 FTR in next wave is Expert. FTR to hit is +2. Ignores damage and always makes successive attack. Can make 3 attacks. [RRA & CAV] | | |
| 56 | Restarts engine | per RE #23 Wizard copilot gets dead engine to restart. Activates immediately. Ignore if all engines running. Ignore if damaged by fire. [RRX & PND] | | |
| | | | | |
| 61 | Bombardier Incapacitated | Bombardier temporarily incapacitated by inoxia. Navigator or pilot toggles bombs. Table 6.6 is -2 plus other modifiers. Activates only in the Target Zone. [RRA] | | |
| 62 | Flak Targeting Failure | Flak To Hit is reduced one level to a minimum of light. Activates only in the target zone. [PND & RRX] | | |
| 63 | Aggressive Little Friends | Table 5-3D Result #5. Observe 5-3D[5](i) if out of formation. Ignore 5-3D[5](b). Activates in the next zone. [RRX & BGG] | | |
| 64 | Divine Intervention | If Leaking fuel tank ignites per Table 5-15 B-7, it spontaneously extinguishes before explosion. Continue flying. Ignore subsequent rolls. Any fuel leak continues. | | |
| 65 | Ignore RE in this zone. | Random Event postponed one zone. Re-roll in the next zone. [RRA] | | |
| 66 | LUCK PACKAGE (Roll 1D6) | 1-2: | Lady Luck Smiles | Table 5-3D Result #7 (Implement as written in TFT 5-3D[7](c)). [BBG] |
| | | 3-4: | Ace For A Day | Table 5-3D Result #11 (Re-roll is subject to 5-3D(f)). [BBG] |
| | | 5-6: | Dead-Eye | An ace gunner rolls twice on Table 5-7 and takes best result. If no Ace, use Ace for a day. [RRX] |
| (All Package results activate in the next zone and continue for the balance of the mission.) | | | | |

VARIANT RANDOM EVENTS TABLE A

TFT

TABLE A is activated principally in certain RE re-roll situations, but can be called on within an RE text. Re-roll conditions are marked (RRA) on the Variant RE Table. Treat its use as an additional RE. The original RE continues in effect unless otherwise specified to satisfy RE activation conditions.

RANDOM EVENTS TABLE A

(a) (b)

26-Apr-18

2D6+

- 2 **Ignore Random Event Table For The Remainder Of The Current Mission. (d)**
- 3 **Add one Fighter to the next wave encountered. Locate on Tables 5-9 & 5-9A. (c)**
- 4 **On next attacking wave escorts drive off 1 less fighter than indicated on left slash on Table 5-4. (c)**
- 5 **ANY ONE WILL DO... Pick any entry on the RE Table that would benefit you RIGHT NOW!**
- 6 **Remove one fighter from the next wave encountered with attacking fighters. (c)**
- 7 **Treat next wave of attacking fighters as None(C) on Table 5-3B Light Resistance #12. (c)**
- 8 **Add one Fighter the next wave encountered. Locate on Tables 5-9 & 5-9A. (c)**
- 9 **Re-Roll in the Random Events Table. If result cannot be activated, ignore it.**
- 10 **Add +1 to next roll on Table 5-2 - Number of German Fighter Waves (c)**
- 11 **On next attacking wave Escorts drive off +1 fighter than indicated on left slash on Table 5-4. (c)**
- 12 **Ignore Table 4-3A Mechanical Difficulties for the balance of the mission. (d)**

Notes to Table A

- (a) **Table A results activate only in the current zone.**
- (b) **Table A results cannot be held in pending status. If not activated they are ignored.**
- (c) **Next Attacking Wave refers to a wave populated with one or more enemy fighters.
Ignore if none, no attacks or zero.
Remove fighters randomly. Use TFT Tables 5-9 when adding a fighter.**
- (d) **If re-rolled, ignore.**

Happy Landings!

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Personal Rabbits Foot

Allows you to reroll a bad result but only specific activities.



“There but for the grace of God, go I.”

Upon completion his 15th, 30th and 45th missions, B-24 crewmen are awarded a Personal Rabbit's Foot (PRF). The PRF is unique to an individual and not transferable. PRF's can be accumulated and are expended at the player's option. Once a PRF has been expended it is gone. PRF's can be used for personal skill or health checks. PRF's cannot be used for Gunnery, or actions that impact enemy derived damage.

Acceptable PRF Uses:

*Wound/Frostbite
Wound/Frostbite Intensity
Wound/Frostbite Recovery
Crewmen using a handheld Fire Extinguisher to put out a fire.
Pilots – Landing, Crash Landing & Ditching
Rejoining formation
Any Crewmember bailout success
Navigator On/Off Course – Out of Formation
Clear Jammed Guns
Bombardier On/Off Target / Percentage*

Unacceptable PRF Uses:

*Bomber Damage Results
Gunnery Hits/Damage
Mission Recall
Mechanical Failures
Determining number of fighter waves
determining specific fighter waves
Flak Hits / Location
Mid-Air Collisions*



Emergency Landing Fields

ISLAND of VIS AIRFIELD, Yugoslavia

An island in the Adriatic Sea, almost on a direct line between Foggia and Budapest. Located in Zone 2, just off the coast of Yugoslavia, but populated primarily by Italians until 1943 when they abandoned the island and the partisan forces of Tito took control. The island was never occupied by Germany.

The airfield was built for fighters in May of 1944 and was often used by bombers from the 15th AF as an emergency airfield.

Location: 43°02'15"N 016°11'45"E

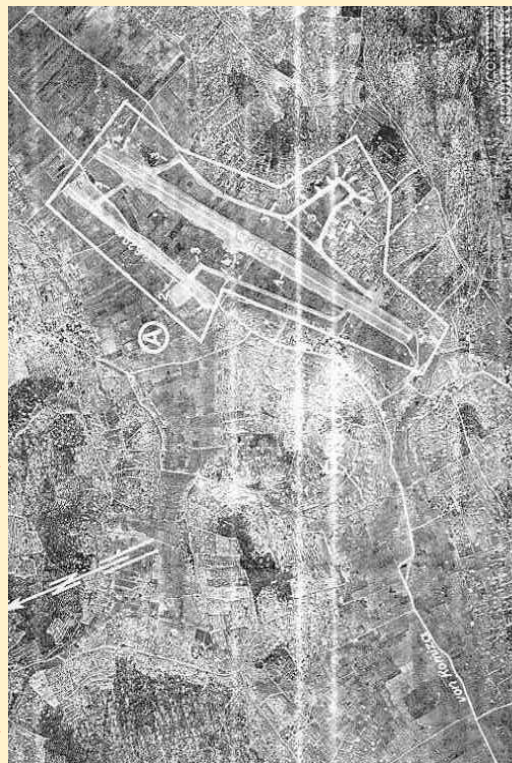
Runway: 05/23 - 1200x50 meters Hard Packed Dirt

Operational: 20 May 1944

Landing Modifier: -2 for short runway

If Bomber has more than 149 Damage Points (Peckham Points) it will be declared Category E and scrapped. Crew will be flown back to Italy on a C47 2 days after the emergency landing. Less than 150 Damage points and the bomber will be ready to fly back to San Giovanni in 3 days.

Zone 3



EMERGENCY LANDING FIELD

ALESANI AIRFIELD, Corsica

Alesani is located on the western coast of Corsica. It was part of USS Corsica, a complex of airfield (like Foggia). Alesani was built by the Allies in early 1944 and was home of the 340th BG and the 489th BG.

Location: 42°16'40"N 009°33'15"E

Runway: 03/21 - 1670 x 50 meters Hard Packed Dirt

Operational: 15 Apr 44

Zone 7

Landing Modifier: No Additional Landing Modifiers when landing here.

If Bomber has more than 149 Damage Points (Peckham Points) it will be declared Category E and scrapped. Crew will be flown back to Italy on a C47 2 days after the emergency landing. Less than 150 Damage points and the bomber will be ready to fly back to San Giovanni in 3 days.



EMERGENCY LANDING FIELD

DUBENDORF AIRFIELD, Switzerland

Located in Northwestern Switzerland, Dubendorf was the primary landing field in Switzerland especially bombers from the 15th Air Force who could not make it back over the Alps. Crews that safely make it to Switzerland are intended for the rest of the war. Officers were held in Davos and enlisted men in Adelboden.

Location: 47°23'92"N 008°38'89"E

Runway: 02/20 - 2300x50 meters Concrete

Operational: Full length of WWII

Landing Modifier: No Additional Landing Modifiers when landing here.

If Bomber has more than 149 Damage Points (Peckham Points) it will be declared Category E and scrapped. Crew will be flown back to Italy on a C47 2 days after the emergency landing. Less than 150 Damage points and the bomber will be ready to fly back to San Giovanni in 3 days.

Big Week Targets:

Regensburg, Germany - Four (4) flying zones from target to Dubendorf.
Styer, Austria - Six (6) flying zones from target to Dubendorf.

Zone 12



EMERGENCY LANDING FIELD

CIAMPINO AIRFIELD (Rome), Italy

Bombed by the 900th 17 Jan 44, Ciampino was captured by Allies in late May 44. The runway damaged while listed as 60 meters wide in spots it is more like a ski course. The West runway is not open until after the war.

Location: 41°57'948"N 012°35'50"E

Runway: 15/33 - 2200x50 meters Repaired concrete

Operational: 1 June 44

Landing Modifier: -1 for narrow runway w/ obstacles

If Bomber has more than 149 Damage Points (Peckham Points) it will be declared Category E and scrapped. Crew will be flown back to Italy on a C47 2 days after the emergency landing. Less than 150 Damage points and the bomber will be ready to fly back to San Giovanni in 3 days.

Zone 4



EMERGENCY LANDING FIELD

ODESSA AIRFIELD, Ukraine

Located in the Southern Ukraine on the coast of the Black Sea, Odessa is under German control until late May 44 when the Russian Army recaptures that part of Ukraine. The airfield was built for fighters and is short with tricky winds due to the Black Sea.

Location: 46°25'37"N 030°40'41"E

Runway: 07/25 - 800x50 meters Hard Packed Dirt

Operational: 1 June 1944

Zone 14

Landing Modifier: -2 for short runway

If Bomber has more than 99 Damage Points (Peckham Points) it will be declared Category E and scrapped. Crew will be flown back to Italy on a C47 14 days after the emergency landing. Less than 100 Damage points and the bomber will be ready to fly back to San Giovanni in 7 days.



EMERGENCY LANDING FIELD

OMBRONE AIRFIELD, Italy

Ombrone airfield is located 100 miles North of Rome. Controlled by the Germans until the first week of June. The runway has major damage at the East end, shortening the runway to 950 meters. You need to touchdown early.

Location: 42°46'34"N 011°11'11"E

Runway: 09/27 - 2000x70 meters Hard Packed Dirt

Operational: 11 June 1944

Zone 5

Landing Modifier: -1 in Poor Weather otherwise no additional LM's

If Bomber has more than 149 Damage Points (Peckham Points) it will be declared Category E and scrapped. Crew will be flown back to Italy on a C47 2 days after the emergency landing. Less than 150 Damage points and the bomber will be ready to fly back to San Giovanni in 3 days.



EMERGENCY LANDING FIELD

LESI AIRFIELD, Italy

Lesi airfield is located 8 miles west of Ancona, Italy. The runway was built for the 79th fighter group in August/September of 1944. The runway is short and narrow.

Location: 43°31'25"N 013°14'21"E

Runway: 04/22 - 900x50 meters Hard Packed Dirt

Operational: 1 Oct 1944

Landing Modifier: -2 for short runway

If Bomber has more than 99 Damage Points (Peckham Points) it will be declared Category E and scrapped. Crew will be flown back to Italy on a C47 2 days after the emergency landing. Less than 100 Damage points and the bomber will be ready to fly back to San Giovanni in 3 days.

Zone 5



EMERGENCY LANDING FIELD

CERVIA AIRFIELD, ITALY

Cervia airfield is located 20 miles North of Rimini and was the built for fighters. The runway is short and narrow.

Location: 44°13'29"N 012°18'25"E

Runway: 13/31 - 1000x50 meters Hard Packed Dirt

Operational: 3-Mar-44

Landing Modifier: -2 for short runway

If Bomber has more than 99 Damage Points (Peckham Points) it will be declared Category E and scrapped. Crew will be flown back to Italy on a C47 2 days after the emergency landing. Less than 100 Damage points and the bomber will be ready to fly back to San Giovanni in 3 days.

Zone 7



EMERGENCY LANDING FIELD

Escape in Yugoslavia

By 1944 partisans had gained control of large sections of or rural Yugoslavia. Partisans would do what they could to aid downed allied crews. The more rural the area they better chance you had of evading German patrols and being found by partisans.

If you have to bailout in a Yugoslavian target zone roll 1d6 for each surviving Crew member.

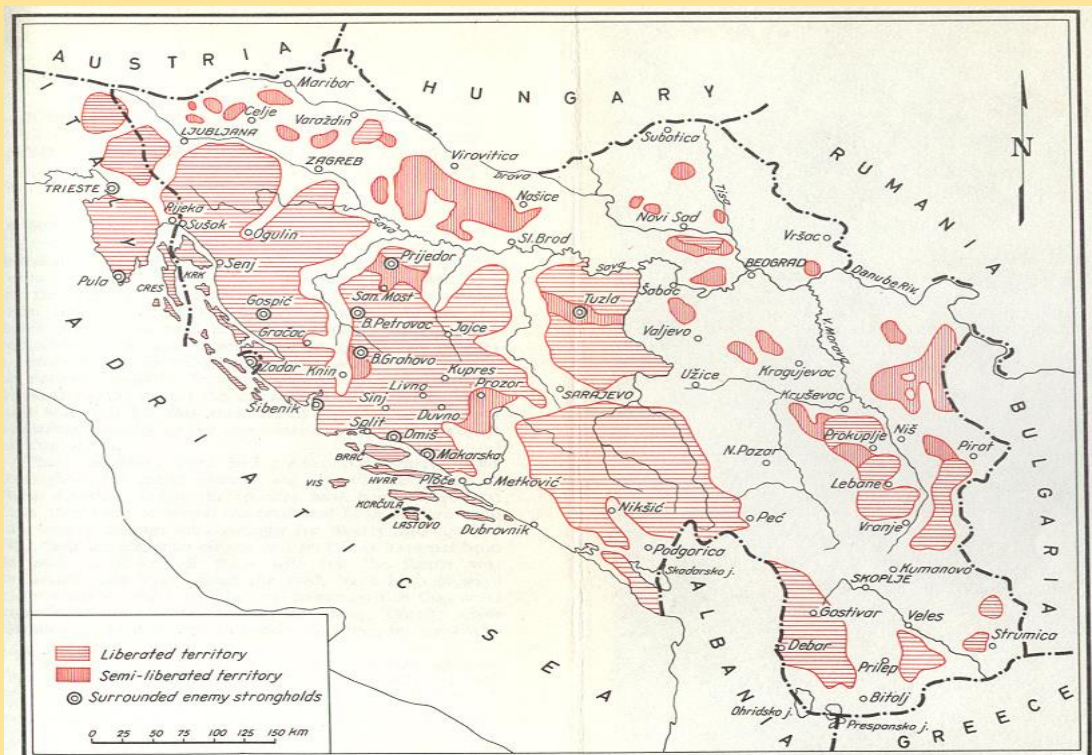
- 1 Missing in Action (MIA) and never heard from again.
- 2 Captured by a German Patrol.
- 3 Captured by a German Patrol.
- 4 Escaped aided by Partisans. See note below
- 5 Escaped aided by Partisans. See note below
- 6 Escaped aided by Partisans. See note below

Note*****

If you escape when you return to Italy, your wounds will be treated, you will be debriefed and you will be sent back to the United States. You know too much about the partisan locations, resources and operations.

Jettisoning Bombs over Yugoslavia

By 1944, with much of the Yugoslavian countryside under the control of Partisans, the 15th Air Force put out a directive that bombers should not jettison bombs outside of primary or secondary target zone. You are directed to wait until you are over the Adriatic Sea before you jettison your bombs.



900th BG FIGHTER COVER SUPPORT

This rule adaption uses the **Target for Today** basic Fighter cover tables and makes slight modifications for historical success (Distinguished Unit Citations, Confirmed Kills and Time in Theater) while also accounting for a short period for adjustment to the Mediterranean region and the role of escorting bombers. The 325th and the 332nd Fighter Groups also transitioned from P-47's to P-51's in the summer of 1944 and there is an adjustment period to the new aircraft before they will achieve their peak performance.

You will learn to love those Red Tails P-38 Lightnings of the 82nd and the P-47 Thunderbolts/P-51 Mustangs of the all Negro **Tuskegee Airmen**. With either of those groups flying cover your chances of survival will be much improved.

The adjustment periods for being new to Italy or as they transition from P-47's to P-51's are one month long, where the efficiency will be slightly reduced. These changes may see slight, but when you are smoking and falling out of formation spotting those Red tails following you home will be a welcomed and comforting sight.



1st Fighter Group
Salsola, Italy



82nd Fighter Group
Vincenzo, Italy



14th Fighter Group
Triolo, Italy



325th Fighter Group
Lesina, Italy



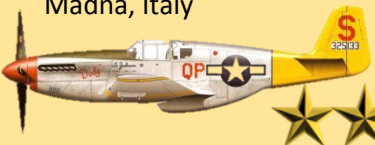
31st Fighter Group
San Servino, Italy



332nd Fighter Group
Ramitelli, Italy



52nd Fighter Group
Madna, Italy



15th Airforce Headquarters
Foggia Airfield Complex
Bari Airfield, Italy

900th BG FIGHTER COVER SUPPORT

1. Roll on the Fighter Group Selector Table below.
2. Using the Target for Today Play Tables roll for Basic Fighter Cover.
3. Make Theater or New Aircraft adjustments as needed

| FIGHTER GROUP SELECTOR | | | |
|----------------------------|------------------------------|--------------------------|--|
| CAMPAIGN #4 | | CAMPAIGN 5 & 6 | |
| January 1944 to March 1944 | | April 1944 to End of War | |
| 2d6 | Fighter Group Selector | 2d6 | Fighter Group Selector |
| 2 | 325th FG - P-47 Thunderbolts | 2 | 52nd FG - P-51 Mustangs |
| 3 | 325th FG - P-47 Thunderbolts | 3 | 82nd FG - P-38 Lightnings |
| 4 | 325th FG - P-47 Thunderbolts | 4 | 82nd FG - P-38 Lightnings |
| 5 | 14th FG - P-38 Lightnings | 5 | 52nd FG - P-51 Mustangs |
| 6 | 14th FG - P-38 Lightnings | 6 | 325th FG - Jan 4 - April 44 P-47 Thunderbolts / July + P-51 Mustangs |
| 7 | 1st FG - P-38 Lightnings | 7 | 332nd FG - April 44 to June P-47 Thunderbolts / July + P-51 Mustangs |
| 8 | 82nd FG - P-38 Lightnings | 8 | 31st FG - P-51 Mustangs |
| 9 | 82nd FG - P-38 Lightnings | 9 | 14th FG - P-38 Lightnings |
| 10 | 325th FG - P-47 Thunderbolts | 10 | 1st FG - P-38 Lightnings |
| 11 | 1st FG - P-38 Lightnings | 11 | 1st FG - P-38 Lightnings |
| 12 | 1st FG - P-38 Lightnings | 12 | 14th FG - P-38 Lightnings |

| Fighter Group | Base | 1/44 | 2/44 | 3/44 | 4/44 | 5/44 | 6/44 | 7/44 | 8/44 | 9/44 | 10/44 | 11/44 | 12/44 | 1/45 | 2/45 | 3/45 | 4/45 |
|---------------|--------------------|--------|-------|--------|--------|-------|--------|-------|-------|------|-------|-------|-------|------|------|------|------|
| 1st FG | Salsola, Italy | Yellow | Blue | Blue | Blue | Blue | Blue | Blue | Blue | P-38 | Blue | Blue | Blue | Blue | Blue | Blue | Blue |
| 14th FG | Triolo, Italy | Yellow | Blue | Blue | Blue | Blue | Blue | Blue | Blue | P-38 | Blue | Blue | Blue | Blue | Blue | Blue | Blue |
| 31st FG | San Servero, Italy | Black | Black | Black | Yellow | Red | Red | Red | Red | P-51 | Red | Red | Red | Red | Red | Red | Red |
| 52nd FG | Madna, Italy | Black | Black | Black | Yellow | Red | Red | Red | Red | P-51 | Red | Red | Red | Red | Red | Red | Red |
| 82nd FG | Vincenzo, Italy | Yellow | Blue | Blue | Blue | Blue | Blue | Blue | Blue | P-38 | Blue | Blue | Blue | Blue | Blue | Blue | Blue |
| 325th FG | Lesina, Italy | Yellow | P-47 | Orange | Orange | Green | Green | Green | Green | P-51 | Red | Red | Red | Red | Red | Red | Red |
| 332nd FG | Ramitelli, Italy | Black | Black | Black | Yellow | P-47 | Orange | Green | Green | Red | Red | Red | P-51 | Red | Red | Red | Red |

| Fighter Group | Theater Adjustment Period | Adjustment to Base Fighter Cover | New A/C Adjustment Period |
|---------------|---------------------------|----------------------------------|---------------------------|
| 1st FG | January 1944 (-1/NC) | No Changes | ----- |
| 14th FG | January 1944 (-1/NC) | No Changes | ----- |
| 31st FG | April 1944 ((NC/NC) | (+1/NC) | ----- |
| 52nd FG | April 1944 ((NC/NC) | (+1/NC) | ----- |
| 82nd FG | January 1944 (-1/NC) | (+1/+1) | ----- |
| 325th FG | January 1944 (-1/NC) | P-47 Thunderbolt No Changes | ----- |
| | May 1944 (NC/NC) | P-51 Mustang (+1/NC) | May 1944 (NC/NC) |
| 332nd FG | January 1944 (NC/NC) | P-47 Thunderbolt (+1/NC) | ----- |
| | July 1944 (+1/NC) | P-51 Mustang (+1/+1)) | July 1944 (+1/NC) |

| Fighter Statistics | | | |
|--------------------|-----------------------|---|-------------------|
| P-38 Lightning | Range 1-20 Round Trip | 4 - 50 Caliber Machine Guns & 1 20mm Cannon | Max Speed 414 mph |
| P-47 Thunderbolt | Range 1-8 Round Trip | 8 - 50 Caliber Machine Guns | Max Speed 433 mph |
| P-51 Mustang | Range 1-20 Round Trip | 6 - 50 Caliber Machine Guns | Max Speed 440 mph |

Revised Gazetteer Link

The hyperlink below will connect you to DROPBOX. Dropbox is a file sharing website where you can download the 900th Bomb Group's Revised 15th Airforce Gazetteer. The revisions alter several of the target entries to make the zone distances consistent at 50 miles per zone.

Using an average cruise speed for a B-24 of 200 mph each zone will be traversed in 15 minutes.

The revised Gazetteer now also includes "Miles to the Target". These numbers were calculated using GPS coordinates of the approximate location of the Foggia airfield and the best determined location of each specific target (RRMY, Bridge etc.).

The new Gazetteer also lists the possible target types for campaigns 4-6. [CTRL – Click] on link below.

<https://www.dropbox.com/s/qkr8w80rch13spb/900BGGazRev.xlsx?dl=0>

My Maps Link

[CTRL – Click] on the Link below.

<https://drive.google.com/open?id=1HeXGSW8QbNXJwxP1-RO6391INVpyIGBu&usp=sharing>

We are using My Maps to create maps for the 900th Bomb Group.

Included is a full map of all of the Revised Gazetteer Targets

We are also using My Maps for creating Mission unique Flight Plans. Some missions may use a flight plan that will alter the Revised Gazetteer zone and ratings. Changes like these are made to reflect mission specific goals.

The Flight Plan maps will show the direction and distance the 900th bombers will fly. Icons along the Bomber path will indicate when you are entering a new zone. Jim Pink has created the ability to add concentric zone circles to the maps. We hope that these maps will give a greater immersion into the mission.

Target icons will be unique to target type. Train, bridge, factory, Oil etc.

Sample Mission Briefing

[CTRL Click] on link Below.

<https://www.dropbox.com/s/hxkuj4w1hzrf9t/M010.xlsx?dl=0>

CONFIDENTIAL

WAR DEPARTMENT
HEADQUARTERS ARMY AIR FORCES
WASHINGTON
MISSING AIR CREW REPORT

IMPORTANT: This report will be compiled in triplicate by each Army Air Forces organization within 48 hours of the time an aircraft is officially reported missing.

1. ORGANIZATION: Location _____ Command or AF _____
Group _____; Squadron _____; Detachment _____
2. SPECIFY: Point of Departure: _____: Course _____
Intended Destination _____ Type of Mission _____
3. WEATHER CONDITIONS AND VISIBILITY AT THE TIME OF THE CRASH OR LAST REPORTED:

4. GIVE: (a) Date _____; Time _____ and Location: _____
of last whereabouts known of missing aircraft.
(b) Specify whether () Last Sighted () Last contacted by radio;
() Forced down; () Seen to crash; () Information not available.
5. AIRCRAFT WAS LOST, OR IS BELIEVED TO HAVE BEEN LOST, AS A RESULT OF: (Check only one: () Enemy Aircraft () Enemy Anti-Aircraft: () Other Circumstances as follows: _____
6. AIRCRAFT: Type, Model and Series _____ AAF Serial No. _____
7. NUMBER OF PERSONS ABOARD AIRCRAFT: Crew _____ Passengers: _____
Total _____

| <u>Crew Position</u> | <u>(Last Name First)</u> | <u>Rank</u> | <u>Serial Number</u> |
|----------------------|--------------------------|-------------|----------------------|
| Pilot | _____ | _____ | _____ |
| Co-Pilot | _____ | _____ | _____ |
| Navigator | _____ | _____ | _____ |
| Bombardier | _____ | _____ | _____ |
| Engineer | _____ | _____ | _____ |
| Radio Operator | _____ | _____ | _____ |
| Ball Turret Gunner | _____ | _____ | _____ |
| RW Gunner | _____ | _____ | _____ |
| LW Gunner | _____ | _____ | _____ |
| Tail Gunner | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

MISSION NO. _____ TARGET NAME _____ TYPE: _____

COMPILED BY: _____, RANK _____

APPROVED BY: _____, RANK _____

900th Bomb Group Mission Log

COMPOSITE MISSION RECORD

900 BOMB GROUP (HEAVY)

| Aircraft Name | Wear Points | Mission Count | Mission Number | EAC Spotted | EAC Attacked | EAC Claimed | EAD Confirmed | Malfunction Damage | Damage by EAC | Damage by Flak | Total Damage | On-Target % | Crew Lost | Bomber Shot Down | Crash Land | Ditch | Bail Out | Bomber Status | Wear Points | Mission Notes & Comments | | |
|---------------|-------------|---------------|----------------|-------------|--------------|-------------|---------------|--------------------|---------------|----------------|--------------|-------------|-----------|------------------|------------|-------|----------|---------------|-------------|--------------------------|--|--|
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The 900th Bomb Group is currently supporting 3 Squadrons [925th, 926th and 927th]. We are authorized to have a fourth squadron the 930th. In 1944 B-24 Squadrons typically were equipped with 10-12 bombers. Our goal is to have between 24 and 40 gamers. If you are interested in joining the 900th Bomb Group flying B-24's out of Italy from 1944 to the end of the war, contact Steve Dixon at skdixon@bellsouth.net



I want to fly with the 900th