

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: RE# 66 Lady Luck Smiles.)

### DEFINITIONS

**Pending:** A decision by the player to retain the RE in pending status in anticipation of later activation. (i.e RE#12-Good Sheperds) 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 have 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. (i.e. 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 5-3D.

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 5-3D. Roll on Table 5-3D 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 a 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.]

**Happy Landings!**  
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**VARIANT RANDOM EVENTS TABLE****TFT**

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11	<b>Roll on Mechanical Failure Table</b>	<u>Table 4-3C TFT.</u> Activates in the next zone upon entrance. Ignore any standard roll on 4-3C in next zone. (RRX)		
12	<b>Good Shepherds</b>	<u>If out formation</u> , 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 rejoins formation RE is lost. (PND) (RRX)		
13	<b>Friendly Fire</b>	<u>If attacked again in current zone, or when the next eac appears</u> , 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 Level). Treat 12 result as 4 - Waist. Ignore RE if out of formation. (RRA) (CAV)		
14	<b>Curious George</b>	<u>During next attacking wave</u> 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). (CAV) (RRA)		
15	<b>Flak Battery Zeroed In</b>	<u>If flak encountered in target zone</u> , roll 4 times on flak to hit table. Activation limited to Target Zone In-Bound. (RRA) (CAV) 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	<b>Bombardier Ace</b>	Roll twice on Bombing Accuracy Table 6-7. Apply best result. Ignore if prohibited by wounds or damage. (RRX) (PND)		
21	<b>Extreme Cold</b>	<u>Table 5-3D result # 10.</u> Activate immediately in the current zone. Limited to zone of activation. <u>If under 10M feet, ignore, but use Table A.</u> (RRA) (BGG)		
22	<b>Rabbit's Foot- Crew</b>	<u>Any crew member can re-roll one die roll and accept the best result.</u> 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	<b>Engine Failure</b>	<u>Table 5-3D Event #2.</u> Activate immediately in current zone. Effect continues for balance of the mission (but see 5-3D[2](a)). <u>Can be re-rolled per 5-3D[2](a) if original RE</u> has been activated and all original RE conditions have been satisfied. (BGG)		
24	<b>Hot Pilot - Landing</b>	<u>Remove up to 3 negative modifiers when landing on Table 7-1 or 7-2</u> (RRX) (PND)		
25	<b>Germans Alert</b>	<u>German controllers on the ball. Add one wave in each odd numbered zone when fighters appear.</u> (RRA) (CAV) Activates in each <u>odd numbered zone</u> for the balance of the mission.		
26	<b>Wide Margin</b>	<u>No rolls on collision table for next wave attacking fighters.</u> (CAV) (RRX)		
31	<b>Banzai</b>	<u>On next wave that contains 3 FTRS of same type all attack from the same clock position (x VD &amp; VC).</u> Roll on Table 5-9 for clock position. Then 5-9A for Ftr levels. (RRA) (CAV)		
32	<b>Internal Damage Repaired</b>	<u>Crew repairs one internal system damaged as "Hit", "out" or "inoperable" (Exclude permanently inoperable, structural, external or Table 5-15 B-8 Instruments)).</u> Activates in the next zone upon entrance. (PND) (RRX)		
33	<b>In The Sun</b>	<u>Next attacking wave has one high or VD ftr in the sun.</u> All defensive to hit rolls are -1. (RRA) (CAV)		
34	<b>Magellan In The Nose</b>	<u>If navigator ok or LW, does superb job. If Out formation and the navigation instruments are out, traverse only one turn per zone.</u> Also, if Rule 10.7.1 "Navigators" is in play, a healthy navigator cancels any off course effects (RB/35). (PND) (RRX)		
35	<b>Luftwaffe Top Guns</b>	<u>Any wave with (i) or (j) notation uses JG-26 Optional Rule (Rb/ 10.1) regardless of geographic location.</u> If RE # 53 is active, ignore. (RRA) (CAV)		
36	<b>Chicken Dance</b>	<u>On next attacking wave, before escort drive offs, roll d6/2 (fractions up). Result is number of FTRS who suddenly "break off" before firing.</u> No defensive fire and no successive attack. (RRA) (CAV)		

**RE:** Numbered Random Event      **(RRX):** Ignore any reroll of this RE.      **(RRA):** Upon re-roll of this RE, roll on Table A and observe the result.      **(PND):** This RE can be held in voluntary pending status

**(BGG)** If playing the TFT Solitaire or the Bomber Group Game re-roll on the TFT Table 5-3D.      **(CAV)** RE activates in the zone where RE specified action occurs. (i.e. Next Attacking Wave)

## VARIANT RANDOM EVENTS TABLE

## TFT

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41 Beginner's Luck	<u>The next appearing Green Fighter pilot is treated as an Ace.</u>	(RRA)	(CAV)	
42 True Grit	A serious wounded crewman last to suffer a serious wound continues duties for <u>the next three zones</u> . 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 the Two Light Wounds modifiers on Table 5-17.	(RRX)	(CAV)	
43 German Shadow	<u>Table 5-3D Result #8. Can only be rolled once.</u>	Use Table A if rolled in the target zones.	(RRA)	(CAV) (BGG)
44 Quick On The Trigger	<u>Tail gunner can take passing shot even if fired in same wave.</u>	Continues for the remainder of the mission.	(RRX)	(CAV)
45 Mid-Air Close Call TFT RE 5-3D[12]	<u>Activates in the current zone.</u> 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 5-3D[12](g) Engine fire).	(RRA)	(BGG)	
46 Flak Off The Mark	<u>If bomber hit by flak one hit is ignored.</u>	Activates in any zone if hit by flak.	(PND)	(RRX)
51 Escort Diverted	<u>Escorts decoyed by German fighters. Fighter Cover drops one level.</u>	(RRA)	(CAV)	
52 Bad Luftwaffe Communications	<u>Table 5-3D Result #9.</u> Activate immediately in the current zone. <u>Can be re-rolled per 5-3D[9](d).</u>	(BGG)		
53 Luftwaffe Top Guns	<u>Any wave with (i) or (j) notation uses JG-26 Optional Rule (Rb/ 10.1) regardless of geographic location.</u> If RE #35 is active, ignore.	(RRA)	(CAV)	
54 Lost Squadron Tags Along	<u>Group's Low squadron bombers ignore extra fighters for balance of mission.</u> Activate in next zone.	(RRX)		
55 Experte Attack	<u>1 FTR in next wave is Expert.</u> FTR to hit is +2. Ignores damage and always makes successive attack. Can make 3 attacks.	(RRA)	(CAV)	
56 Copilot Restarts engine per RE #23	<u>Wizard copilot gets dead engine to restart. Activates immediately. Ignore if all engines running. Ignore if damaged by fire.</u>	(RRX)	(PND)	
61 Bombardier Incapacitated	<u>Bombardier temporarily incapacitated by inoxia. Navigator or pilot toggles bombs. Table 6.6 is -2 plus other modifiers. Activates only in the Target Zone .</u>	(RRA)		
62 Flak Targeting Failure	<u>Flak To Hit is reduced one level to a minimum of light. Activates only in the target zone.</u>	(PND)	(RRX)	
63 Aggressive Little Friends	<u>Table 5-3D Result #5. Observe 5-3D[5](i) if out of formation. Ignore 5-3D[5](b). Activates in the next zone.</u>	(RRX)	(BGG)	
64 Divine Intervention	<u>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.</u>	(PND)	(RRX)	
65 Ignore RE in this zone.	Random Event postponed one zone. <u>Re-roll in the next zone.</u>	(RRA)		
66 LUCK PACKAGE (Roll 1D6)	1-2: <b>Lady Luck Smiles</b> Table 5-3D Result #7 (Implement as written in TFT 5-3D[7](c)) 3-4: <b>Ace For A Day</b> Table 5-3D Result #11 (Re-roll is subject to 5-3D(f)) 5-6: <b>Dead-Eye</b> An ace gunner rolls twice on Table 5-7 and takes best result. If no ace, use Ace For Day. (All Package results activate in the next zone and continue for the balance of the mission.)	(BGG)	(BGG)	(RRX)

**RE:** Numbered Random Event      **(RRX):** Ignore any reroll of this RE.      **(RRA):** Upon re-roll of this RE, roll on Table A and observe the result.      **(PND):** This RE can be held in voluntary pending status

**(BGG)** If playing the TFT Solitaire or the Bomber Group Game re-roll on the TFT Table 5-3D.      **(CAV)** RE activates in the zone where RE specified action occurs. (i.e. Next Attacking Wave)

**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)

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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

***Happy Landings!******Bruce Peckham***[twoshots@localnet.com](mailto:twoshots@localnet.com)(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.