



GERMAN FIGHTER PILOTS A VARIANT FOR TARGET FOR TODAY

**8TH & 15TH AIR FORCE CAMPAIGNS
1942-1945**

Horrido! Bruce Peckham (twoshots@localnet.com) April 26, 2018

EXPANDED GERMAN FIGHTER PILOT SKILLS

The variant for the Target For Today game is grounded on the underlying assumption that German success against heavy bomber formations depends heavily on pilot skill. The skill level in game terms reflects the pilot's chance to hit, to both inflict and endure damage and to persist on the attack.

The German fighter pilot skill categories are expanded from three to five with the Experte Flieger and Novice additions. All skill levels are modified to reflect variable

The German Experten in Target For Today

The experte was the cream of the German Jagdwaffe - a very high scoring ace with victories by the score, a highly gifted pilot and leader. He was an unparalleled killer and survivor - a man recognized for his outstanding results achieved as a fighter pilot. In game terms he is a major threat to any bomber he encounters. Special attributes are assigned to reflect his extraordinary skills:

He has the highest to Hit percentage.

He inflicts the heaviest damage.

He always makes a successive attack unless FBOA.

He is not affected by a FCA negative to hit modifier.

He is harder for bomber gunners to hit.

But for all his talent, the inexorable attrition of the air war in Europe took its toll. As the war proceeded the experten were worn away until, by the closing months their numbers had substantially reduced. In the game's later campaigns they will appear less frequently, but whenever one appears, he is a deadly threat to the bomber force. If your bomber encounters an experte in the FW-190 or Me262 your crew will be in deep trouble and need every rabbit's foot on board to escape.

Fighter Pilot Skill Classes

EXPERTE	A major ace. An experienced killer.
ACE	A hot pilot building his score.
VETERAN	A survivor. A good wingman.
FLIEGER	Not a rookie, but still unproven.
NOVICE	A greenhorn. Helpless in his own right.

8TH AIR FORCE CAMPAIGNS GERMAN PILOT QUALITY

8AF Campaign One 8/1942-4/1943			8AF Campaign Two 5/1943-11/1943			8AF Campaign Three (A) 12/1943-4/1944			8AF Campaign Three (B) 5/1944-11/1944			8AF Campaign Six 12/1944-4/1945		
	d100	%		d100	%		d100	%		d100	%		d100	%
Experte	1-12	12	Experte	1-13	13	Experte	1-11	11	Experte	1-8	8	Experte	1-6	6
Ace	13-30	18	Ace	14-32	19	Ace	12-28	17	Ace	9-22	14	Ace	7-20	14
Veteran	31-70	40	Veteran	33-72	40	Veteran	29-65	37	Veteran	23-51	29	Veteran	21-43	23
Flieger	71-90	20	Flieger	73-89	17	Flieger	66-87	22	Flieger	52-82	31	Flieger	44-77	34
Novice	91-100	10	Novice	90-100	11	Novice	88-100	13	Novice	83-100	18	Novice	78-100	23
Max Per Wave			Max Per Wave			Max Per Wave			Max Per Wave			Max Per Wave		
Experte	1		Experte	1		Experte	1		Experte	1		Experte	2	
Ace	2		Ace	2		Ace	2		Ace	2		Ace	2	
Veteran	4		Veteran	4		Veteran	4		Veteran	4		Veteran	3	
Flieger	3		Flieger	3		Flieger	3		Flieger	3		Flieger	3	
Novice	2		Novice	2		Novice	2		Novice	2		Novice	3	
Extras			Extras			Extras			Extras			Extras		
Experte	Veteran		Experte	Ace		Experte	1-2=Ace; 3-6=Vet		Experte	Veteran		Experte	Veteran	
Ace	Veteran		Ace	Veteran		Ace	Veteran		Ace	Veteran		Ace	1-4=Vet; 5-6=Flieger	
Veteran	1-3=Ace; 4-6=Flieger		Veteran	Ace		Veteran	1-4=Ace; 5-6=Flieger		Veteran	Flieger		Veteran	1-3=Flieger; 4-6=Novice	
Flieger	Veteran		Flieger	Veteran		Flieger	1-3=Vet; 4-6=Novice		Flieger	Novice		Flieger	Novice	
Novice	Flieger		Novice	Flieger		Novice	Flieger		Novice	1-2=Vet; 3-6=Flieger		Novice	Flieger	

Determining Fighter Pilot Quality

Fighter pilot quality of each attacking fighter is determined with a d100 roll on the appropriate 'campaign table'.

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 the 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.

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15TH AIR FORCE CAMPAIGNS GERMAN PILOT QUALITY

15AF Campaign Four 11/1943-5/1944			15AF Campaign Five (A) 5/1944-11/1944			15AF Campaign Five (B) 12/1944-4/1945		
	d100	%		d100	%		d100	%
Experte	1-11	11	Experte	1-8	8	Experte	1-6	6
Ace	12-28	17	Ace	9-22	14	Ace	7-20	14
Veteran	29-65	37	Veteran	23-51	29	Veteran	21-43	23
Flieger	66-87	22	Flieger	52-82	31	Flieger	44-77	34
Novice	88-100	13	Novice	83-100	18	Novice	78-100	23
Max Per Wave			Max Per Wave			Max Per Wave		
Experte	1		Experte	1		Experte	1	
Ace	2		Ace	2		Ace	1	
Veteran	4		Veteran	4		Veteran	3	
Flieger	3		Flieger	3		Flieger	4	
Novice	2		Novice	2		Novice	3	
Extras			Extras			Extras		
Experte	1-2=Ace; 3-6=Vet		Experte	Veteran		Experte	Veteran	
Ace	Veteran		Ace	Veteran		Ace	1-4=Vet; 5-6=Flieger	
Veteran	1-4=Ace; 5-6=Flieger		Veteran	Flieger		Veteran	1-3=Flieger; 4-6=Novice	
Flieger	1-3=Vet; 4-6=Novice		Flieger	Novice		Flieger	Novice	
Novice	Flieger		Novice	1-2=Vet 3-6=Flieger		Novice	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.

Happy Landings!

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EXPERTE

Get Hit -2	To Hit +2	Successive Attack <i>Eligible No Change</i> <i>Ineligible=OK x FBOA</i>
DAMAGE TO FIGHTER		
Breakoff FBOA**	To Hit Mods Ignored	Ignore FBOA FCA
HIT EFFECT MULTIPLIER <i>All results (a) and (b) are "X1".</i> <i>(**FBOA if Bomber is Missed)</i>		
EXCLUDED FIGHTERS <i>ME-110 (After Campaign 2*); Me-210; Ju-88; Me-410; Me-163</i>		

ACE

Get Hit -1	To Hit +1	Successive Attack <i>Eligible = No Change</i> <i>Ineligible= Ok d6=1-4</i>
DAMAGE TO FIGHTER		
Breakoff FBOA OR FCA**	To Hit Mods Applied	Ignore FCA
HIT EFFECT MULTIPLIER <i>All results (b) are "X1"</i> <i>(**FCA if Bomber is Missed)</i>		
EXCLUDED FIGHTERS <i>ME-110 (After Campaign 3*)</i>		

VETERAN

Get Hit No Change	To Hit No Change	Successive Attack <i>Eligible = d6 1-5</i> <i>Ineligible= None</i>
DAMAGE TO FIGHTER		
Breakoff FBOA OR FCA**	To Hit Mods Applied	Ignore None
HIT EFFECT MULTIPLIER <i>No Change to Table 5-11Results</i> <i>(**FCA if Bomber is Missed)</i>		
EXCLUDED FIGHTERS None		

FLEIGER

Get Hit No Change	To Hit -1	Successive Attack <i>Eligible= d6 1-4</i> <i>Ineligible = None</i>
DAMAGE TO FIGHTER		
Breakoff ANY DAMAGE	To Hit Mods Applied	Ignore None
HIT EFFECT MULTIPLIER <i>1) First (b) result on each ac column becomes (a) result.</i> <i>2) No +1 Hit bonus.</i>		
EXCLUDED FIGHTERS All Jets		

NOVICE

Get Hit +1	To Hit -2	Successive Attack <i>Eligible = d6 1-2</i> <i>Ineligible = None</i>
DAMAGE TO FIGHTER		
Breakoff ANY DAMAGE	To Hit Mods Applied	Ignore None
HIT EFFECT MULTIPLIER <i>1) First (b) result on each ac column becomes (a) result.</i> <i>2) All "x2" results are "x1".</i> <i>3) No +1 Hit Bonus.</i>		
EXCLUDED FIGHTERS All fighters excluded except Me-109 and FW-190		

Refer to CardTerms page for explanation of Pilot Quality Card Terminology.

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EXPLANATION OF PILOT QUALITY CARD TERMINOLOGY

Happy Landings B. Peckham 26/04/2018

TO HIT: Modifier to 2d6 Roll on Table 5-8: German Offensive Fire

GET HIT: Modifier to 2d6 Roll on Table 5-6 Bomber Defensive Fire Resolution

SUCCESSIVE ATTACK: Possible adjustment to RB/5.5.5 Pg17 Fighters Eligible For Successive Round of Combat. References to a d6 roll (d6=1-4) denote an additional hurdle to achieve success or avoid failure when making a successive attack. Fighters regardless of pilot quality are limited to initial and successive attacks up to the number shown for the attack value on the fighter counter.

DAMAGE TO FIGHTER:

BREAKOFF: Fighter breaks off attacks after the current attack if it incurs damage level shown on the quality card which might be additionally modified with an ** notation.

To Hit Mods: Adjustments, if any, to the To Hit modifiers incurred by FCA or FBA damage to the fighter.

"Ignored" means the modifiers do not apply. "Applied" means they do modify To Hit rolls per the RB/5.5.3 Pg. 16.

Ignored applies only to the initial damage. Any subsequent damage incurred at a given damage category is applied.

IGNORE: The effect of the damage category FCA or FBOA on any successive attacks pursuant to the initial 2D6 roll on Table 5-7 Hit Damage against German Fighter is ignored and the fighter continues as though the damage never happened. This benefit applies even if the damage category is listed in the fighter's Breakoff Box unless noted **. Ignored applies only to the initial damage. Any subsequent damage incurred at a given damage category is applied. All fighters regardless of pilot quality observe the FCAB rule per RB/5.5.3 Pg.16. The destruction of the fighter is never ignored.

HIT AFFECT MULTIPLIER: Adjustment, if any, to specified 1d6 results on Table 5-11 Hit Effect Multiplier. The results are determined by Campaign and aircraft type being flown by the pilot.

EXCLUDED FIGHTERS: Some pilot qualities limit the type of aircraft the pilot can fly. If a pilot quality is assigned an excluded fighter type, use the "Extras" Column to assign an eligible pilot quality for the designated aircraft type. Also ME-110* (Special Notation): *If designated Experte or Ace per pilot quality exclusions, roll 1d6. If 1-3 they represent Reich Defense or Nightfighter unit deployments and ACE quality designation is allowed. If d6= 4-6, then treat as veteran ignoring "Extras" limitations if necessary.*

FIGHTER PILOT QUALITY CARD

15AF Campaign

FOUR

11/1943-5/1944

	d100	Max 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	Veteran
Veteran	1-4=Ace; 5-6=Flieger
Flieger	1-3=Vet; 4-6=Novice
Novice	Flieger

FIGHTER PILOT QUALITY CARD

15AF Campaign

Five (A)

6/1944-11/1944

	d100	Max 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

Happy Landings!

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FIGHTER PILOT QUALITY CARD

15AF Campaign

Five (B)

12/1944-4/1945

	d100	Max Per Wave
Experte	1-6	1
Ace	7-20	1
Veteran	21-43	3
Flieger	44-77	4
Novice	78-100	3

Extras

Experte	<i>Veteran</i>
Ace	<i>1-4=Vet; 5-6=Flieger</i>
Veteran	<i>1-3=Flieger; 4-6=Novice</i>
Flieger	<i>Novice</i>
Novice	<i>Flieger</i>

Determining Fighter Pilot Quality

Fighter pilot quality of each attacking fighter is determined with a d100 roll on the appropriate "campaign table".

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FIGHTER PILOT QUALITY CARD

8AF Campaign

One

8/1942-4/1943

	d100	Max Per Wave
Experte	1-12	1
Ace	13-30	2
Veteran	31-70	4
Flieger	71-90	3
Novice	91-100	2

Extras

Experte	<i>Veteran</i>
Ace	<i>Veteran</i>
Veteran	<i>1-3=Ace; 4-6=Flieger</i>
Flieger	<i>Veteran</i>
Novice	<i>Flieger</i>

FIGHTER PILOT QUALITY CARD

8AF Campaign

Two

5/1943-11/1943

	d100	Max Per Wave
Experte	1-13	1
Ace	14-32	2
Veteran	33-72	4
Flieger	73-89	3
Novice	90-100	2

Extras

Experte	<i>Ace</i>
Ace	<i>Veteran</i>
Veteran	<i>Ace</i>
Flieger	<i>Veteran</i>
Novice	<i>Flieger</i>

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FIGHTER PILOT QUALITY CARD

8AF Campaign

Three (A)

12/1943-4/1944

	d100	Max 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	Veteran
Veteran	1-4=Ace; 5-6=Flieger
Flieger	1-3=Vet; 4-6=Novice
Novice	Flieger

FIGHTER PILOT QUALITY CARD

8AF Campaign

Three (B)

5/1944-11/1944

	d100	Max 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

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FIGHTER PILOT QUALITY CARD

8AF Campaign

Six

12/1944-4/1945

Max

	d100	Per Wave
Experte	1-6	2
Ace	7-20	2
Veteran	21-43	3
Flieger	44-77	3
Novice	78-100	3

Extras

Experte	<i>Veteran</i>
Ace	<i>1-4=Vet; 5-6=Flieger</i>
Veteran	<i>1-3=Flieger; 4-6=Novice</i>
Flieger	<i>Novice</i>
Novice	<i>Flieger</i>

Determining Fighter Pilot Quality

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

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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 **	Applied	FCA
FBOA		
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 Inelgible= None
DAMAGE TO FIGHTER		
Breakoff	To Hit Mods	Ignore
FCA **	Applied	None
FBOA		
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	Applied	None
Damage		
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	Successful Attacks
+1	-2	Eligible = d6 1-2 Ineligible = None
DAMAGE TO FIGHTER		
Breakoff	To Hit Mods	Ignore
Any	Applied	None
Damage		
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		