

A WING AND A PRAYER

-Bombing the Reich-

MANUAL v2.2



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WELCOME TO ENGLAND!

Bomber Group Commander: *"...you got here just in time; there is a Bomber Squadron in need of a Commander so we don't have much time for formalities. You're taking over a good outfit with some veteran crews and a capable staff but it is up to you to get those Bombers and Crews in the air and those bombs dropped with precision and accuracy on the target. The enemy is no slouch, they've been fighting this war for years now and really know their stuff so don't take them lightly. The only way to win this war is with air power, and I mean strategic heavy bombing to destroy the enemy's capacity to wage war. The better job you do in the air the easier job those boys on the ground will have when it's time to hit the beach, and the faster we get this job done the faster we all go home. Well that's enough for now; you have a mission in the morning, see you on the flight line..."*

1.0 INTRODUCTION

A Wing and a Prayer: Bombing the Reich is an easy, fast playing solitaire game placing YOU in Command of a squadron of B-17 Flying Fortress bombers stationed in England during World War II, starting from late 1942 through the end of the war. Your goal is to manage your Aircraft and Crews in order to complete a Campaign consisting of a series of Daylight Bombing Missions, scoring as many Victory Points (VPs) as possible to assist the Allied war effort. Campaigns can be as short as five Missions or as long as 25 Missions. The Standard Rules are designed for solitaire play; however there are rules for a competitive two-player game. Optional rules are provided near the end of the rulebook, you may use any at your discretion.

Red Text denotes Examples or Notes.

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[1.2] HOW TO WIN THE GAME

You control Bombers, Crews and Escort Fighters of the US Army Air Force (USAAF). The enemy opponent, controlled by the various game rules and charts, represents German Interceptor Fighters and Flak defenses.

The object of the game is to complete the number of Missions directed by the Campaign you selected and over the course of that Campaign accumulate enough Victory Points to achieve the highest level of Campaign success possible. Refer to the Mission Victory Points and Campaign Victory Points tables on the SQUADRON BRIEFING CARD as well as the CAMPAIGN SUCCESS TABLE to get a general sense of the effort it will take to achieve that goal.

2.0 COMPONENTS

This section will cover the components included in this game and a brief overview of their use and function.

[2.1] DICE

The game uses standard six-sided dice. 1d6 means one die is rolled. 2d6 means two die are rolled and added together. Sometimes a modifier may be required to add or subtract from the die roll result. You are welcome to use as many of your own dice as needed for convenience.

[2.2] PLAYER AID CARDS AND CHARTS

The game has a number of Player Aid Cards with the charts and rules summaries needed to play. Most charts follow a standard procedure in which you roll the dice required and reference the roll result with the number of items being affected to determine the outcome. Usually the die roll result is in the center

of the chart with the items and outcomes around the edge rows and columns. Some charts have the die roll result along the edge with the outcomes in the center.

[2.3] THE MISSION MAP

The MISSION MAP represents the Eighth Air Force's area of operations and is used to conduct your Squadron's Missions. The Map contains a number of Boxes and a variety of icons.

Aircraft
Factory



Industrial
Center



Marshalling
Yard



Sub Pens



Flak Site



Rendezvous
Site



The color-coded Boxes connected by black lines are used for Movement.

The 8th Air Force Base Box and two adjacent Green boxes represent England.

Blue Boxes represent areas over water.

White Boxes represent locations with minimal air defense systems.



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Red Boxes are Target locations defended by robust air defense systems (Flak Sites).

Green Boxes with the four-aircraft icon are Escort Rendezvous Sites.

The various tracks and other areas on the Map will be explained in detail in their own rules section.

[2.4] FORMATION CARD

The FORMATION CARD represents the standard Box Formation eventually adopted by the Eighth Air Force, it is

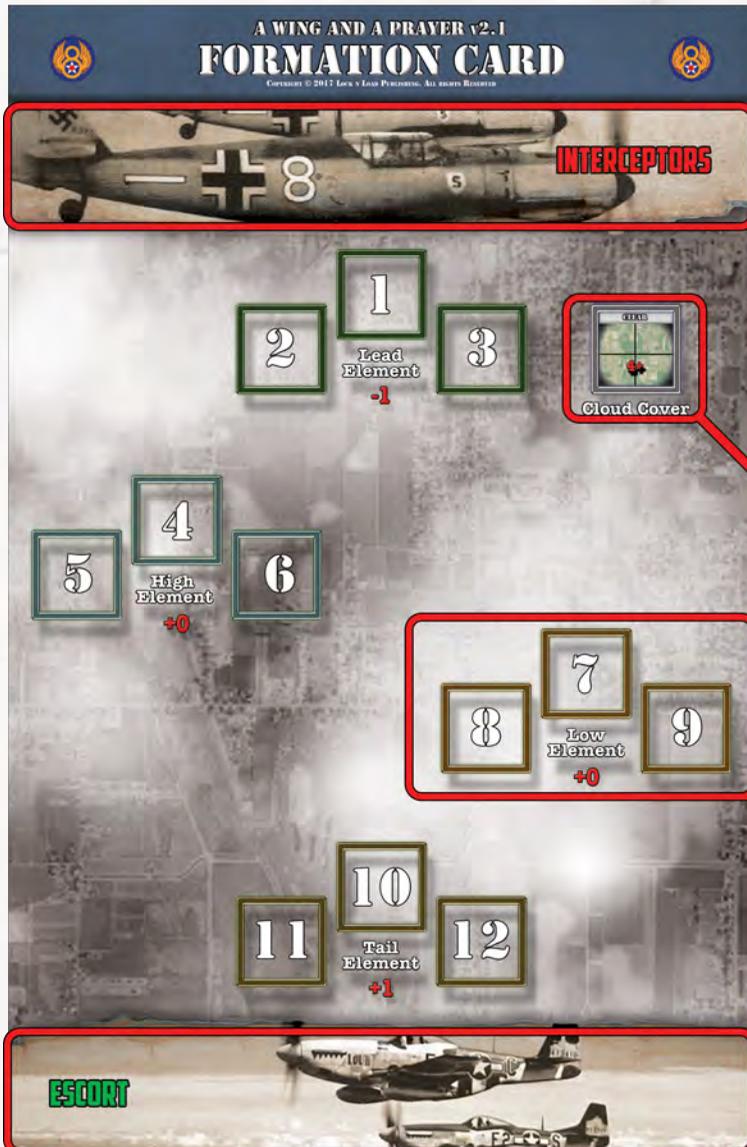
used to place your Squadron's Bombers and any Escort Fighters participating in the Mission as well as any Enemy Interceptors.

Your Bomber Formation will be organized into Elements (Lead, High, Low and Tail) based on the number of Bombers in the Formation.

Bombers are placed in the boxes by numerical priority (1, 2, 3, 4, 5, 6, etc.).

Each Element must have a Lead Bomber.

The Lead Bomber of the Lead Element is the Formation Lead Bomber.



INTERCEPTOR Section: Place Enemy Interceptors here.

CLOUD COVER BOX: Place the Cloud Cover counter here to indicate the current Cloud Cover over the Target, if necessary.

FORMATION ELEMENT: Place your Bombers here to represent their position in the Formation.

ESCORT Section: Place Escort Fighters here when they are escorting the Bomber Formation.



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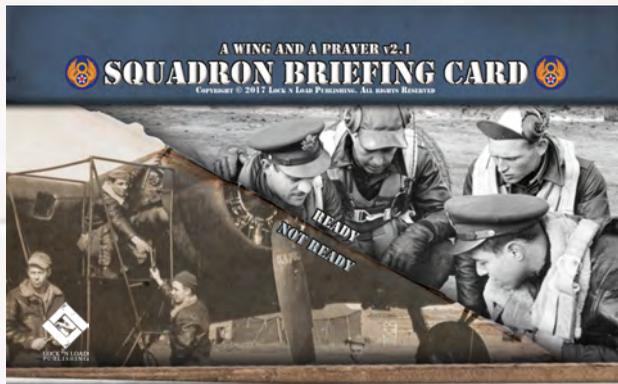


[2.5] SQUADRON BRIEFING CARD

Use the SQUADRON BRIEFING CARD to keep track of Bombers and Crews as well as Mission and Campaign Victory Points.

After each Mission total your Mission VPs and, based on the results, compute the Campaign VPs gained or lost. Players should adjust Mission VP's as they are gained or lost during the Mission.

Bombers and their Crews are either Ready or Not Ready. Ready Bombers and Crews are placed in the READY Section; Damaged Bombers with their Crews are placed in the NOT READY Section.



MISSION VICTORY POINTS	
Missions Conducted with less than 1/Bomber required bombers	-1/Bomber
Each enemy ME-109 or FW-190 shot down	+1
Each enemy ME-110 or FW-262 shot down	+2
Each Escort Fighter shot down or lost	-1
Each B-17 Destroyed	-2 (-1 if crew rescued)
Each Target Destroyed	VPs on card

CAMPAIGN PROGRESS TABLE	
Mission VP	Campaign VP Track Adjustment
-10 or less	Complete Failure. -3 to Campaign VP track
-5 - 9	Major Failure. -2 to Campaign VP track
0 - 2	Minimal Success. No Adjustment
3 - 4	Successful Mission. +1 to Campaign VP track
5 - 7	Highly Successful Mission. +2 to Campaign VP track
8 or more	Major Success! +3 to Campaign VP track

[2.6] MISSION CARDS

If you received two sets of Bremen cards you may choose to ignore one set or play with both.

Mission Cards represent Targets that your Squadron will be tasked to attack during the Campaign. Most Targets have two Mission Cards, a Blue Undamaged card and a Red Damaged card. **Major Target Cards** have only a Blue Undamaged card. Mission cards have the following information and ratings:

- **Name:** The name of the Target Box location on the Mission Map. The associated Map Icon provides the Target type.
- **Year:** The Year (1942, 1943 or 1944+) on the card determines which Targets are available during that year.
- **Flak Attack Value:** Represents the intensity of Flak (Anti-Aircraft Fire) defending the Target.
- **Difficulty Rating:** Represents how difficult the Target is to bomb; and the number of Row Shifts on the COMBAT TABLE when conducting The Bombing Run.
- **Destruction Rating:** Represents how difficult the Target is to destroy during The Bombing Run.
- **Victory Points:** The amount of Victory Points you earn for doing Heavily Damage or Light Damage to the Target during The Bombing Run.
- **Bombers Required:** The number of Bombers your superior Headquarters requires for this Mission. If you do not have enough ready Bombers to conduct the Mission you lose -1 Mission VP for each Bomber you are short. You CANNOT assign more Bombers than listed.
- **Escort Fighters:** The number of Escort Fighter counters that will be escorting your Formation.



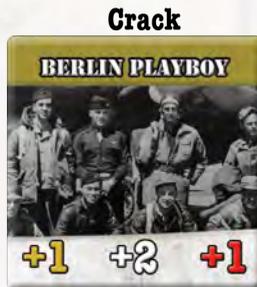
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Crew Counter Breakdown



Air Combat | Bombing
Performance



Aircraft Counter Breakdown



Target Mission Card Breakdown

Target Name: **ABBEVILLE** | Difficulty Rating: **★ 1942** | Year: **★ 1942**

Flak Attack Value: **18** | Destruction Rating: **6**

VPs **12/6** | Bombers Required: **9** | Escort Fighters: **6**

Heavily Damaged / Lightly Damaged | Bombers Required | Escort Fighters

Damaged Mission Card



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[2.6.1] Major Target Mission Cards

Antwerp, Paris, Wilhelmshaven, Berlin, Hamburg, Stuttgart and Vegesack are considered Major Targets.

These Target Cards do not have an associated Red Damaged card; if dealt Heavy or Light Damage, the Blue Undamaged Card is reshuffled back into the Mission Deck.

You receive the full VP value listed if you score the required number of Bomb Hits for dealing Heavy Damage. If the Target Card has a Light Damage VP Value, then you receive that amount for dealing Light Damage. Otherwise the card goes back into the mission deck and you receive no VPs.

- **1942:** Antwerp
- **1943:** Paris, Wilhelmshaven
- **1944:** Berlin, Hamburg, Stuttgart, Vegesack

[2.6.2] 1944 Mission Cards

Treat the 1944 cards like a normal Mission Card, with exceptions noted in **Rule 11.5.2** 1944 Mission Cards.

[2.7] GAME COUNTERS

[2.7.1] Aircraft Counters

Aircraft Counters have two sides, the front is the Undamaged side, the back is the Damaged side (represented by an Aircraft image with fire and smoke trail). There are two major types of Aircraft counters, Bombers and Fighters.

- 1. Bomber Counters:** represent the Bombers from your Squadron.
- 2. Fighter Counters:** represent the various Escort Fighters and Enemy Interceptors that appear in the game.

A. Escort Fighters: represent the USAAF fighters that are tasked with protecting your Bomber Formation

B. Interceptors: represent the German fighters that are sent to disrupt or destroy your Bomber Formation.

2.7.1.1 Aircraft Counter Ratings

Aircraft counters contain the following Ratings. Each Rating is identified by a specific color and location on the counter:

- **Air Combat (Yellow Number, Upper Left):** the Aircraft's ability to inflict damage on Enemy Aircraft.
- **Performance (White Number, Lower Left):** the Aircraft's overall speed and maneuverability.
- **Bombing (Red Number, Upper Right):** the Aircraft's bomb load or ground attack capability.
- **Structure (Green Number, Lower Right):** the Aircraft's durability and capacity to withstand damage.

Air Combat

Bombing



Performance

Structure

[2.7.2] Crew Counters

Crew counters are assigned to each Bomber counter for a Mission.



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Each Crew has a color-coded Experience level, ranking from Crack (Gold) to Veteran (Gray) to Green (Green). Throughout the Campaign a Crew's Experience can be upgraded or downgraded. Veteran and Crack Crews are named, for example "Memphis Belle" or "Hell's Angels". Green crews are unnamed; they are simply "Green Crew".

Crew counters have Ratings that are used, typically, as modifiers to the Bomber's ratings. If a Bomber is Destroyed and removed from play, its Crew counter is also removed.

CREW RATINGS

- **Air Combat (Yellow Number, Left):** the Crew's aerial gunnery skills and proficiency.
- **Performance (White Number, Center):** the Crew's leadership, training and overall proficiency.
- **Bombing (Red Number, Right):** the Bombardier's skill, training and proficiency



Air Combat Performance Bombing

[2.7.3] Mission Formation Counter

The Formation counter is used to indicate your Bomber Squadron's formation and position on the MISSION MAP.

The Bomber Formation is in either a Tight Formation or Loose Formation



[2.7.4] Mission Counter

This counter is used on the MISSION TURN TRACK to indicate the current Mission number during the Campaign.



[2.7.5] Mission VP Tracking Counters

These counters are used to keep track of the Victory Points (VP) gained or lost during the current Mission. If the Mission Victory Points become negative flip the Mission VP counters over to the backside with negative values. It might be helpful to adjust the Mission VP counters as VP's are gained or lost during the Mission so you don't forget.

Example: If you earned 15 VP during the current Mission, you would place the +10 Counter in box 1 and the +1 Counter in box 5.



[2.7.6] Campaign VP Tracking Counters

These counters are used to keep track of Campaign Victory Points.



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There are two sets of these counters, one set with the Eighth Air Force Emblem for use in this game and another set with the Fifteenth Air Force Emblem for use in a later expansion.

If the Campaign Victory Points become negative flip the Campaign VP counters over to the backside with negative values.

EXAMPLE: If you earned 36 Campaign VP, you would place the +10 Counter in Box 3 and the +1 Counter in Box 6.



[2.7.7] Escort Fighter Range Tracking Counters (see Rule 5.5)

These counters (P-38 Escort, P-47 Escort and P-51 Escort) are used on the FIGHTER ESCORT RANGE TRACKS of the MISSION MAP to keep track of the Escort Fighter's current range.

The FIGHTER ESCORT RANGE TRACKS note the maximum number of MISSION MAP Boxes the Escort Fighters can travel with your Bomber Formation before they must return to base. **P-47's range of 6, P-38's range of 8 and P-51's range of 12.**



[2.7.8] Cloud Cover Counter (see Rule 4.3)

This counter is used on the FORMATION CARD to reflect the status of either Light Cloud Cover or Heavy Cloud Cover over the Target. If the Target cloud cover is Clear do not use the Cloud Cover counter.



[2.7.9] Lady Luck (Rule 6.1.2)

Lady Luck counters are drawn randomly as a result of a Formation Event Check. There are 7 Lady Luck counters, each providing some sort of beneficial effect for the U.S. Player. Lady Luck counters can be used at any applicable time during a Mission. Lady Luck counters are covered in detail in **Rule 6.1.2.**



[2.7.10] Fighter Ace (see Rule 6.2)

Both sides in the game have several Fighter Ace counters that are randomly generated by the ACE Table when required.



[2.7.11] Flak Level (see Rule 13.2)

Flak Level counters are used only in the Two-Player Game by the German Player when they make a Flak Attack.





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3.0 CAMPAIGN SETUP

Place the MISSION MAP in Front of you; place the SQUADRON BRIEFING CARD and FORMATION CARD in a comfortable easy to reach location on either side.

[3.1] SETUP THE MISSION MAP

[3.1.1] **Formation Counter**

Place the Formation counter, Tight Formation side up, in the 8th Air Force Base Box on the MISSION MAP.

[3.1.2] **Select a Campaign**

Use the CAMPAIGN SELECTION Table to select a Campaign and determine the Mission Cards that will compose the Mission Deck. The table will also determine the starting Mission number on the MISSION TURN TRACK. There are four campaigns to choose from:

- **Short Campaign:** Start in Box 1. Complete 5 Missions. Start with 1942 Mission Cards
- **Late-War Entry Campaign:** in Box 10. Complete 15 Missions. Start with 1942 & 1943 Mission Cards
- **1944 Short Campaign:** in Box 14. Complete 10 Missions. Start with all Mission Cards
- **Full Campaign:** in Box 1. Attempt to complete 25 Missions. Start with 1942 Mission Cards

[3.1.3] **Build the Mission Deck**

After selecting the Campaign and the required Mission Cards, build the Mission Deck by first setting aside the Red Damaged Mission Cards, next shuffle the Blue Undamaged Mission Cards and place them face down on the MISSION DECK Box of the MISSION MAP.

[3.1.4] **Mission Number**

Place the Mission Counter in the appropriate starting box on the MISSION TURN TRACK according to the Campaign you selected.

[3.1.5] **Fighter Escort Range Tracking Counters**

Place the Fighter Escort Range Tracking Counters (Escort P-38, Escort P-47 and Escort P-51) in the ESCORT COUNTERS Box of the MISSION MAP.

[3.2] SETUP THE SQUADRON BRIEFING CARD

[3.2.1] **Victory Point (VP) Tracking Counters**

Place both Mission VP counters (“1” and “10”) in the “0” Box on the MISSION VP TRACK. Place both Campaign Victory Point (VP) counters (“1” and “10”) in the “0” Box of the CAMPAIGN VP TRACK.

[3.2.2] **Draw your Initial Squadron Aircraft**

Draw the 12 B-17F counters and place them in the READY Section. Place the B-17G counters off to the side in a convenient location to serve as possible replacements.

[3.2.3] **Assign Crew Counters**

Draw one Crack Crew counter, two Veteran Crew counters and nine Green Crew counters. Place these counters on top (or under) each of your Bomber counters. Place the remaining Crew counters off to the side in a convenient location. It is recommended to separate the Green Crew counters from the Veteran/Crack Crew counters.



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[3.2.4] Begin Campaign Sequence of Play

Follow the procedures below until you have completed the required number of Missions in your Campaign.

[3.3] CAMPAIGN SEQUENCE OF PLAY

The following is a brief summary of the Campaign Phases; each Phase is explained in detail later in its own Rules Section:

- **Planning and Intelligence Phase (Pre-Mission) (see Rule 4.0):** Determine Mission, Assign Bombers and Crews, Determine Escort Fighters.
- **Execute Mission Phase (see Rule 5.0):** Move Formation, Conduct Event checks, Conduct Air Combat and The Bombing Run, Return to Base.
- **Debriefing and Maintenance Phase (Post-Mission) (see Rule 7.0):** Determine Victory Points, Evaluate Bombers and Crews, Check War Progress, Check for Final Victory.

4.0 PLANNING AND INTELLIGENCE PHASE (PRE-MISSION)

[4.1] ADJUST MISSION COUNTER

– *Air Operations Officer*

Advance the Mission Counter to the next higher numbered box to indicate your Squadron's current Mission number (and Year). If there are any gameplay effects noted on the track apply them now.

[4.1.1] Mission Deck Check

If the Mission Counter advances to box "17" remove all 1942 Mission Cards from the Mission Deck, this action is noted by the Star icon in the "17" box.

If the Mission Counter advances to a new Year add and shuffle the new Year's Blue Undamaged Mission Cards in to the Mission Deck.

[4.1.2] New Escort Fighter Types

If the Mission Counter is on a box with the name of a Fighter type that type now becomes available; box "7" for P-38 Fighters, box "14" for P-51 Fighters.

[4.1.3] War Progress Events Check

E If the Mission Counter is on a box with a War Progress Event icon, a War Progress check is made during the Post-Mission Phase see **Rule 7.5**.

[4.2] TARGET FOR TODAY

– *Air Intelligence Officer*

Draw the top Mission Card to determine the Target for today's Mission and place it face up on the ACTIVE MISSION Box of the MISSION MAP. The Mission Card will state the Target's name as well as important information about Flak defense, Target difficulty and Destruction rating. The Card also determines the number of Bombers required and Escort Fighters available for the Mission as well as number of possible Victory Points that can be earned.

[4.3] TARGET CLOUD COVER

– *Squadron Weather Officer*

Roll 2d6 to determine Cloud Cover over the Target. If the Target Cloud Cover is Light Clouds or Heavy Clouds place the Cloud Cover counter in the Cloud Cover Box on the FORMATION CARD, appropriate side up. Cloud Cover 2d6 roll:

- **2-6** = Clear (No effect)
- **7-9** = Light Clouds
- **10-12** = Heavy Clouds.



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[4.4] ASSIGN BOMBERS AND CREWS

– *Air Operations Officer*

From the READY Section of the SQUADRON BRIEFING CARD select the required number of Bombers, with their Crews, to fly the Mission. Place them on the FORMATION CARD Boxes in numerical sequence, starting from the “1” position in the Lead Element.

All positions in an Element must be assigned before starting to assign positions in the next Element. Do not leave gaps in an Element or in the numerical sequence.

If you do not have the required number of Bombers for the Mission you lose -1 Mission VP for each Bomber short. You CANNOT assign more Bombers than listed. Crews cannot change Bombers during a Mission.

[4.4.1] Lead Bombers

The Lead Bomber of the Lead Element is the Formation Lead Bomber. The selection of the Lead Bomber is important because the Crew Ratings can, in some instances, be used as modifiers during the Mission.

[4.5] COORDINATE WITH ESCORT FIGHTERS

– *Fighter Liaison Officer*

The Mission Card indicates the number of Escort Fighters that will be escorting your Squadron for this Mission.

Refer to the ESCORT AVAILABILITY TABLE to see the type of Escort Fighters available depending on the current Mission turn number.

Next determine the type of Escort Fighters that arrive; refer to the ESCORT

RENDEZVOUS TABLE, Roll 1d6 and using the column based on the current Mission turn number select that type.

Place the number and type of Escort counters in the ESCORTS Section on the FORMATION CARD.

Finally Roll 1d6 on the ACE TABLE to determine the number of Fighter Aces, if any, that arrive with the Escorts; place these with the Escort fighters now, see Rule 6.2 Fighter Aces.

[4.6] MISSION ROUTE PLANNING

– *Squadron Commander*

While not mandatory, it may be helpful to plan a route to the Target Box before executing the Mission. You might want to find the most direct route to the Target Box while at the same time avoiding as many Flak sites as possible. Also, you may want to consider the range of your Escorts when planning your route.



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5.0 EXECUTE MISSION PHASE

– Squadron Commander

Follow the Mission Turn Sequence to move your Formation on the MISSION MAP towards the designated Target Box, resolve any events or attacks in each Map Box entered. Once at the Target Box conduct The Bombing Run procedures.

After the Bombing Run move your Formation, using the same Mission Turn Sequence steps, back across the MISSION MAP to return to the 8th Air Force Base Box and complete the Mission.

5.1] MOVE BOMBER FORMATION

Your Bomber Formation moves one Box on the MISSION MAP per Mission Turn. You may only move to an adjacent Box connected by a black line.

5.2] LEAD BOMBER AND FORMATION ADJUSTMENT

If the Lead Bomber in any Element was Destroyed or had to leave the Formation, you must move the Bomber at the next higher number (in the same Element) up to take over the Lead Bomber position.

If an entire Element is eliminated, the Bombers from the Element with the next higher numbers will move Formation positions to take the place of the eliminated Element, and so forth.

***Example:** If the High Element was eliminated, the Bombers from the Low Element would move to the High Element, and the Tail Element would move to the Low Element.*

5.3] LOOSE FORMATION CHECK

– “Tighten it up”

To check for, and the effects of, a Loose Formation, see **Rule 6.4** Loose Formation.

If the Formation is currently Loose (Formation counter on “Loose” side) you may attempt to “Tighten it up” (flip Formation counter back to “Tight”) by making a Loose Formation Check.

To make a Loose Formation Check, roll 1d6, and add the **Performance Rating** of the **Crew** of the Formation’s **Lead Bomber**. On a result of 4+ the Formation Tightens up, flip the Formation counter back to “Tight”.

5.4] DAMAGED AIRCRAFT CHECKS

For each damaged Bomber or Escort in the Formation see Rule 10.4 Damaged Aircraft Check and refer to the DAMAGED AIRCRAFT CHECK TABLE.

5.5] ESCORT FIGHTERS RANGE CHECK

Refer to the FIGHTER ESCORT RANGE TRACKS, if the Escorts have range remaining advance the Escort Fighter Range Tracking counter to the next higher number along the track.

If the Formation has moved a total number of boxes away from the 8th Air Force Base Box that exceeds the Escort’s Range Rating then the Escorts must leave the Formation (the Escorts “return to base”).

If the Formation is no longer being escorted place the Escort Fighter Range Tracking counter back into the ESCORT COUNTERS box.



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[5.6] ESCORT RENDEZVOUS SITE CHECK

If the Formation moves into a Green ESCORT RENDEZVOUS SITE Box you may check to see if you rendezvous with another Escort Fighter unit. If the Formation is currently being Escorted you must choose to either keep the current Escort or roll to pick up the new Escort. Only ONE Escort at a time is permitted during a Mission.

If you choose to pick up a new Escort, Roll 1d6 to determine the number of new Escort Fighters:

- **1** = 0 Escorts
- **2-3** = 4 Escorts
- **4-5** = 5 Escorts
- **6** = 6 Escorts.

***Note:** If the result is "0" your formation is not escorted until the next successful Rendezvous Site check.*

If a new Escort is picked up determine the type of new Escorts that arrive by rolling 1d6 on the ESCORT RENDEZVOUS TABLE, using the column based on the current Mission Turn.

Now Roll 1d6 on the ACE TABLE to determine the number of Fighter Aces assigned to the new Escorts, see Rule 6.2 Fighter Aces.

For the new Escort place the appropriate Escort Fighter Range Tracking counter on the FIGHTER ESCORT RANGE TRACKS box equal to half the new Escort Fighters range:

- **P-47** = 3
- **P-38** = 4
- **P-51** = 6

Remove the old Escort's tracking counter (place it back in the ESCORT COUNTERS Box)

Remove the old Escort (and Ace) counters from the FORMATION CARD and replace them with the new Escort (and Ace) counters.

From this point you are now tracking the new Escort range based on the Rendezvous Box from which you picked up the new Escort. The rule for exceeding range still applies

[5.7] FLAK SITE ATTACK CHECK



If your Formation enters a MISSION MAP Box with a Flak Site icon, Roll 2d6:

- **2-5** = Flak Attack.

See **Rule 8.0** Flak Attack.

[5.8] FORMATION EVENT CHECK

Refer to the appropriate column on the FORMATION EVENTS TABLE based on the number of Mission Map Boxes the Formation has moved from the 8th Air Force Base Box.

First, Roll 2d6. If the result is within the range listed next to "Event Occurs", an Event occurs. For that result, Roll 2d6 again and read down the column to determine the specific Event.

Formation Events are covered in detail in **Rule 6.1**.

***EXAMPLE:** The Formation has moved 5 boxes from the 8th Air Force Base Box, a 2d6 roll of "4" causes an Event (Event Occurs: 2-4), the second 2d6 roll result of "3" determines the Event is "Lady Luck". See Formation Events (see Rule 6.1)*



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[5.9] CONDUCT AIR COMBAT

If there are Enemy Interceptors on the FORMATION CARD conduct Air Combat, see Rule 9.0. After Air Combat is complete proceed to the next step in the Mission Turn Sequence.

[5.10] REPEAT PREVIOUS STEPS

Repeat the previous steps (**Rules 5.1 - 5.9**) in the Mission Turn Sequence until your Formation enters the Target Box.

[5.11] CONDUCT THE BOMBING RUN

When the Bomber Formation enters the Target Box, conduct The Bombing Run, see **Rule 11.0**.

[5.12] MISSION VICTORY POINTS (VP)

Adjust the Mission VP counters to reflect the number of VP's gained or lost during the Mission. Refer to the MISSION VICTORY POINTS TABLE for the various Victory Point values. It might be helpful to adjust the Mission VP counters frequently during the Mission so you don't forget.

[5.13] RETURN TO BASE

Repeat steps (**Rules 5.1 - 5.9**) in the Mission Turn Sequence to move the Formation along a return path back to the 8th Air Force Base Box.

[5.14] LAND AIRCRAFT

When the Formation enters the 8th Air Force Airbase Box, see **Rule 6.5** to conduct Landing Procedures.

The Mission is now complete. Proceed to Rule 7.0 Post-Mission DEBRIEFING AND MAINTENANCE PHASE.

6.0 GENERAL RULES AND GAME CONCEPTS

The following section details specific rules and concepts used during the course of play.

[6.1] FORMATION EVENTS

[6.1.1] FORMATION EVENT CHECK

Refer to the appropriate column on the FORMATION EVENTS TABLE based on the number of Mission Map Boxes the Formation has moved from the 8th Air Force Base Box.

First, Roll 2d6. If the result is within the range listed next to "Event Occurs", an Event occurs. For that result, Roll 2d6 again and read down the column to determine the specific Event.

Formation Events are covered in detail in **Rule 6.1**.

***EXAMPLE:** The Formation has moved 5 boxes from the 8th Air Force Base Box, a 2d6 roll of "4" causes an Event (Event Occurs: 2-4), the second 2d6 roll result of "3" determines the Event is "Lady Luck".*

Possible Event Results:

- **Systems Trouble:** One random Bomber (see Random Bomber Selection **Rule 6.3**) must Roll 1d6: a 1-2 results in "Systems Trouble"; the Bomber is damaged. If the Bomber is already damaged it Drops Out (see **Rule 10.5**)
- **Lady Luck:** Draw a Random Lady Luck counter; if you already hold all seven ignore this Event. Lady Luck counters are discarded when used, but can be obtained again with another occurrence of this Event.



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- **Weather Change:** Roll 1d6: 1-3 = Cloud Cover over Target Changes and Roll 1d6 again: 1-2, Clear; 3-4, Light Clouds; 5-6, Heavy Clouds. Ignore if Target has already been bombed.
- **Formation Check:** Roll 1d6 + Performance Rating of the Crew in the Formation's Lead Bomber: result of 1-3 = Loose Formation, result of 4+ = Tight Formation.
- **Enemy Fighters:** Roll 1d6 (1d6 + 2 if Loose Formation), result is the number of Enemy Fighters that attack. Refer to the ENEMY INTERCEPTOR TYPE TABLE to determine type. Place all attacking Interceptor counters in the INTERCEPTOR Section on the FORMATION CARD.

[6.1.2] LADY LUCK COUNTERS

The seven Lady Luck counters each provide some sort of beneficial effect for the U.S. Player. A Lady Luck counter is drawn randomly as a result of the Formation Event Check. Once drawn it remains in your possession throughout the Campaign and can be used at any applicable time during a Mission; at which point it is discarded but can be obtained again with another Event occurrence. Ignore this event if you hold all seven.

- **Wing and a Prayer:** Ignore any Damage or Reduction result to include Destroyed.
- **Clear Skies Ahead:** Ignore Weather Change event, Weather over Target improves. Heavy Cloud Cover becomes Light Cloud Cover and Light Cloud Cover becomes Clear. Ignore if Cloud Cover is already Clear.
- **Bench Mark:** Ignore any lost result or any Loose Formation event or result.

- **Angel on my Side:** Ignore any Crew reduction or you may Upgrade the Crew Experience rating of any Crew one level.
- **Right on the Chin:** Add +2 Hits to any Bombing Result.
- **Smooth Landing:** Ignore any Hard or Crash Landing Result.
- **Covering Arcs:** Add +1 DRM to Bomber Air Combat Rolls.

[6.2] FIGHTER ACES



Both sides in the game have several Fighter Ace counters that are randomly generated by the ACE TABLE when required. Roll 1d6 on the FIGHTER ACE TABLE to determine the number of Fighter Aces.

Fighter Aces have Air Combat (yellow) and Performance (white) Ratings that provide bonuses to Escort Fighters and German Interceptors.

When a Fighter Ace is created, draw one randomly and immediately pair it with a Fighter Aircraft counter from the same side on the FORMATION CARD.

The Fighter Ace must remain with that Fighter counter throughout the entirety of the Mission; it cannot be transferred to another Aircraft. If the Aircraft is Destroyed the Fighter Ace counter is removed from play.

[6.3] RANDOM BOMBER SELECTION

When asked to randomly select a Bomber from within the Formation, refer to the RANDOM BOMBER SELECTION TABLE. Roll 1d6, cross reference the "Number of Elements" column with the die roll range and read up to determine the Bomber Element.



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Finally, assign values from 1-6 evenly among the Bombers in the Element and Roll 1d6 to determine which Bomber is affected.

EXAMPLE: *If three Bombers in an Element, 1d6 roll: 1-2 = Left Bomber, 3-4 = Middle Bomber, 5-6 = Right Bomber.*

[6.4] LOOSE FORMATIONS

If the Bomber Formation loses enough Bombers it becomes a Loose Formation (turn the Formation counter over to its "Loose" side).

Loose Formations are more vulnerable to Fighter attacks and have their Bomber Defensive Fire Attack ratings reduced. Refer to the LOOSE FORMATION TABLE to determine when a Bomber Formation is Loose.

EXAMPLE: *If you initially had a Formation of nine Bombers, it is considered a Loose Formation when it loses four Bombers.*

[6.4.1] Effects of a Loose Formation

A Loose Bomber Formation was more tempting to Enemy Interceptors.

If Interceptors attack a Loose Formation add a +2 modifier when rolling for total number of Interceptors. All Bombers in a Loose Formation receive a -2 Air Combat Modifier when conducting Bomber Defensive Fire Attacks.

Loose Formations also have a -2 Row Shift Modifier to their Bombing Attack during The Bombing Run.

You may attempt to Tighten up a Loose Formation during the Loose Formation Check of the Mission Turn Sequence (**see Rule 5.3**).

[6.5] LANDING PROCEDURES

When the Formation enters the 8th Air Force Airbase Box all of your Squadron's Bombers that arrived back at base are considered to have landed successfully. Escorts are assumed to have returned to their base and are no longer your concern.

Players who want a more challenging landing procedure, see Optional Rule 12.2 OPTIONAL Landing Procedure.

7.0 DEBRIEFING AND MAINTENANCE PHASE (POST-MISSION)

Once the Mission is complete, Victory Points are determined, Bombers are repaired or replaced, Crews recover and the War's Progress is checked.

[7.1] CLEAN UP

[7.1.1] Mission Map

Reshuffle the Active Mission Card back into the Mission Deck. Place the FIGHTER ESCORT RANGE TRACKING COUNTERS back on the ESCORT COUNTERS Box.

[7.1.2] Formation Card

Remove all Escort, Interceptor and Ace counters. You may leave the Cloud Cover counter on the Card. Move any Damaged Bomber counters with their Crews to the NOT READY Section on the SQUADRON BRIEFING CARD, separate the Damaged Bombers from Crews.

Move any Undamaged Bomber counters with their Crews to the READY Section on the SQUADRON BRIEFING CARD. You may keep the Bomber-Crew combinations together. However, keep the recently returned Bombers and Crews separate from the rest of the Squadron for now.



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[7.2] 7.2 VICTORY POINTS

[7.2.1] Determine Mission Victory Points

Throughout the Mission Turns, you should keep track of VPs gained or lost by referring to the MISSION VICTORY POINTS TABLE and adjusting the Mission VP counters on the MISSION VP TRACK. When the Mission is complete the Mission VP's are used to determine the Campaign Progress.

[7.2.2] Determine Campaign Progress

Referring to the CAMPAIGN PROGRESS TABLE adjust the Campaign VP counters on the CAMPAIGN VP TRACK according to the amount of the Mission VP's earned.

[7.2.3] Determine Campaign Success

When you have completed the required number of Missions for the Campaign, compare your final CAMPAIGN VICTORY POINTS with the CAMPAIGN SUCCESS TABLE to determine the level of success.

7.2.3.1 Automatic Victory

If you manage to score 40+ Campaign VPs at any point during the Campaign you automatically win the game with a Spectacular Victory! Congratulations!

7.2.3.2 Automatic Defeat

If your Campaign VPs reaches -19 or less at any point during the Campaign you automatically lose the game in a Total Failure! Try Again.

[7.3] DAMAGED BOMBERS REPLACEMENT AND REPAIR

[7.3.1] Damaged Bomber Repair

For each Bomber in the NOT READY Section on the SQUADRON BRIEFING CARD Roll 1d6:

- **1-3** = Not Ready
- **4-6** = Ready.

Move all Ready Bombers to the READY Section; they will be available for the next Mission.

***NOTE:** You cannot move Ready Bombers to the NOT READY Section.*

[7.3.2] Bomber Replacement

Bombers that were Destroyed during the Mission are removed from play and set off to the side in a Bomber Draw Pool.

If your Squadron is short of Bombers, roll 1d6 per lost Bomber on the B-17 BOMBER REPLACEMENT TABLE using the column based on the current year to determine if a replacement Bomber arrives.

If a Bomber is replaced, draw the indicated Bomber counter and place it in the READY Section on the SQUADRON BRIEFING CARD, also randomly draw a Green Crew counter for the new Bomber.

[7.4] CREW EXPERIENCE AND RECOVERY

[7.4.1] Crew Experience Upgrade

For each Crew recently returned from the Mission in the READY Section, roll a 1d6. If a "5-6" is rolled, the Crew's Experience is upgraded.

- If a Green Crew is upgraded, replace the counter with a randomly selected named Veteran Crew counter.
- If a Veteran Crew is upgraded, flip it over to its Crack Crew side.

[7.4.2] Not Ready Crew Recovery

For each Crew in the NOT READY Section on the SQUADRON BRIEFING CARD, roll 1d6:



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- **1-2** = Not Ready
- **3-6** = Ready.

Move all Ready Crews to the READY Section; they will be available for the next Mission.

NOTE: *You cannot move Ready Crews to the NOT READY Section.*

[7.4.3] Changing Crews

You may freely move Ready Crews to different Ready Bombers at this time.

[7.5] WAR PROGRESS EVENTS CHECK

E Refer to the MISSION NUMBER TRACK. If the Mission Counter is on a box with an Event icon, roll 2d6 on the WAR PROGRESS EVENTS TABLE and apply the results.

- **ME-262's Arrive Early:** From now on, use the 1944+ Row on the ENEMY FIGHTER TYPE TABLE. No Effect if rolled again. You may place a ME-262 counter on the track as a reminder.
- **Allies Advance:** +1 Campaign VP
- **Axis Advance:** -1 Campaign VP
- **V-2 Rocket Attack on London:** Advance Mission Counter one box.
- **P-51's Arrive Early:** If the current Mission is 1-12, P-51s will be available for Escort starting on turns 12+. You may place a P-51 counter on box 12 as a reminder. No Effect if rolled again.

[7.6] END OF GAME

If the Campaign ends due to automatic success or defeat, or the required number of Missions have been completed then the Game is Over. If not then return to the Pre-Mission Phase (see **Rule 4.0**) and continue the Game.

COMBAT RULES

8.0 FLAK ATTACK

Roll 1d6 to determine the Flak value:

- **1-3** = Light, 8 Attack
- **4-5** = Moderate, 12 Attack
- **6** = Heavy, 15 Attack

To determine the number of Flak Attacks each Bomber receives consult the COMBAT TABLE and cross-reference the Flak value listed above (Attack Factors column) with the number of Bombers in the Formation (# of Targets column).

For each Attack required Roll 1d6, each result of "5" or "6" inflicts a Hit. For each Hit Roll 1d6, totaling the results and subtracting the Bomber's Structure Rating from the total. Cross-reference the modified total on the FLAK DAMAGE TABLE to determine the type of Damage, if any, the Bomber receives. For Damage effects see Rule 10.2 Air Combat Results, Bombers.

EXAMPLE: *While en-route to the Target your Formation of SIX B-17F Bombers enters a MISSION MAP Box with a Flak Site icon  (Rule 5.7). A 2d6 roll of (3) results in the Formation being attacked by Flak. A 1d6 roll of (5) determines the Flak Attack value is 12 Moderate (Rule 8.0).*

NOTE: *During the Bombing Run, when attacking your target, do not roll to determine the intensity of the Flak, the Flak Rating on the Mission Card determines the Flak Attack Value (Rule 11.1)*



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Using the *COMBAT TABLE*; move down the *Attack Factors* column to the 12-13 row (for 12 Moderate Flak), move across to meet the # of *Targets* column 6 (for number of Bombers in the Formation).

The cross-referenced result is 3, the number of 1d6 *Attack* die rolls that every Bomber in your Formation will take.

The following example will be for only one Bomber. ALL Bombers in the Formation must follow these procedures to determine any Hits and the extent of any Damage.

Three 1d6 *Attack* dice are rolled resulting in 2, 6, 6; two Hits are scored (the 6's). Roll two 1d6, one per hit, and the results are 3, 5; added together the die roll total is 8.

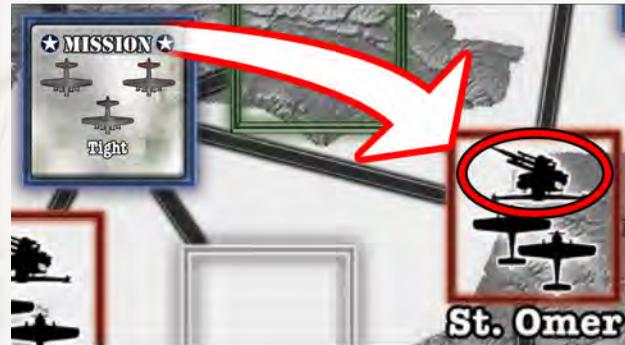
Subtract the Bomber's *Structure* rating from the die roll total: 8 - 4 (B-17F) = 4 *Total Roll*.

Now using the *FLAK DAMAGE TABLE* we move down the *Total Roll* column to find our range: 3-5. Move across to see the result is "Light Damage", so we need to roll some more to determine the *Damage Effects*.

A 1d6 roll of (5) results in *Damaged*, flip the Bomber counter over the *Damaged* side. The Bomber was not previously *Damaged* so no further steps are taken.

Repeat the procedure for ALL Bombers in the Formation. When the procedure is complete for ALL Bombers, including resolving *Drop Out* and *Lost Bomber Fate*, continue the *Mission Turn Sequence*.

Enroute to Target, Formation Counter Enters Map Box with a Flak Icon



Attack Chance is Rolled

= **3** Mission is Attacked

Flak Intensity is Rolled

= **5** = **12 Moderate**

Roll
1st Bomber Attack

3 Dice rolled against the FIRST BOMBER

= **2 Hits**

Roll
Damage

= **8** - Bomber Structure Rating



Structure Rating

8 - 4 = 4

Consult
Flak Damage Table



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9.0 AIR COMBAT

All Air Combat is conducted on the FORMATION CARD. Air Combat between Fighter aircraft, Fighter vs. Fighter, is conducted in the INTERCEPTOR Section. Air Combat between Bombers and Interceptors is conducted adjacent to the Bomber Element under attack.

[9.1] FIGHTER VS. FIGHTER AIR COMBAT

[9.1.1] Generate Interceptors

Roll 1d6 on the ENEMY INTERCEPTOR TYPE Table to determine the Interceptor Type that attacks your Formation. Roll 1d6 again, using the raw result, to generate that number of Interceptors. If the Formation is Loose, Roll 1d6 +2 to generate that number of Interceptors.

[9.1.2] Position Interceptors

Line up all the Interceptors in one row, from left to right, across the top of the INTERCEPTOR Section.

[9.1.3] Enemy Aces

Roll 1d6 on the ACE TABLE to determine the number of German Aces that are assigned to the Enemy Interceptors, see Rule 6.2 FIGHTER ACES. Place Enemy Aces on the Interceptors from left to right.

Current year= 1942
Formation = Tight

Interceptor Type = = X = Number of Interceptors



Number of Fighters = 3

Number of Aces = =





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[9.1.4] Aggressive Escorts

Roll 1d6 on the ESCORT ENGAGEMENT TABLE to determine the number of Escorts from the ESCORT Section that **MUST** attack the Interceptors. Move those Escorts to the INTERCEPTOR Section now.

[9.1.5] Additional Aggressive Escorts

Decide if you want to move additional Escorts from the ESCORT Section to join the Air Combat in the INTERCEPTOR Section. Move the additional Escorts to the INTERCEPTOR Section now. Escorts that remain in the ESCORT Section **CANNOT** join Fighter vs Fighter Combat later, although they can provide Cover Support (**Rule 9.2.3**) for the Bombers later.

[9.1.6] Position Escort Fighters

Now assign any Escorts in the INTERCEPTOR Section to attack specific Interceptors on a one-to-one basis by placing the Escorts just below their chosen target, from left to right.

The Player will at all times attempt to pair up one Escort with one Interceptor whenever possible. These sets of Aircraft are considered Engaged.

Current year= 1942
Mission = Abbeville
Turn = 4



Escort Available on turns 1-25

Number of Escorts



=



Roll Aggressive Escorts



=



Decided not to add additional Aggressive Escorts

Assign Aggressive Escorts





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9.1.6.1 Escort Wingmen

If there are more Escorts than Interceptors, you may assign the extra Escorts as a Wingman to assist other Escorts. Position the Wingman behind the Escort (Leader) they are assisting.

A **maximum** of **two** Escorts, Leader and Wingman, may engage an opposing Interceptor. The Wingmen **DO NOT** conduct an individual attack but do provide +1 Air Combat Modifier to the Leader's attack.

9.1.6.2 Interceptor Wingmen

If there are more Interceptors than engaging Escorts the extra Interceptors will move to act as a Wingman for other Interceptors. Position the Wingman behind the Interceptor (Leader) they are assisting, from left to right.

A **maximum** of **two** Interceptors, Leader and Wingman, may engage an opposing Escort. The Wingmen **DO NOT** conduct an individual attack but do provide +1 Air Combat Modifier to the Leader's attack.

9.1.6.3 Swarm

If there is a greater than 2:1 odds for one side over the other, the remaining Fighters cannot attack unless there is a second round of Fighter vs. Fighter Combat.

9.1.6.4 Protective Escorts

Escorts not engaged in Air Combat remain in the ESCORT Section and may be used to provide Cover Support to the Bombers later, see Rule 9.2.3 Escort Cover Support.

[9.1.7] Resolve Fighter vs. Fighter Combat, First Round

Follow the steps below, in sequence, to resolve Air Combat for each set of Engaged Fighters, from left to right.

[9.1.8] Determine Advantage

Compare the Aircraft Performance Ratings (+ Ace's Performance Rating if applicable) of the lead Fighter in each set. The Fighter with the highest total is considered the Attacker and fires first. If the Defender is not destroyed they fire after the Attacker.

If the result is a tie, resolve Air Combat simultaneously. In this case roll for the Escort's attack first, note any damage effects to the Interceptor but do not apply them yet. Next, roll for the Interceptor's attack. Finally apply damage effects to both Fighters simultaneously.

[9.1.9] Conduct Air Combat Fire

Use **Rule 9.5** Resolve Air Combat Fire. When the first round of Fighter vs. Fighter Air Combat is complete determine if a second round is necessary, see **Rule 9.1.10**, otherwise continue to **Rule 9.2** Interceptors vs. Bombers Air Combat.

[9.1.10] Second Round of Fighter vs. Fighter Attacks

After all first round Air Combat is resolved you must decide for each non-engaged Escort whether to continue to attack the Interceptors or to withdraw from combat.

Escorts that withdraw are placed below the Bomber Formation near, but not in, the ESCORT Section. Wingmen do not withdraw.



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Any remaining Undamaged Interceptors must be repositioned as per **Rule 9.1.2 Position Interceptors**. Damaged Interceptors are removed from play.

For Escorts that continue with Air Combat return to **Rule 9.1.6 Position Escort Fighters** and follow all Fighter vs. Fighter Air Combat steps again from that point to resolve the second round. Leader and Wingman combinations are not required to remain paired.

Escorts that had previously remained in the Escort Section **CANNOT** join the second round of Fighter vs Fighter Combat.

After the second round is resolved Fighter vs. Fighter Air Combat is complete; continue to **Rule 9.2 Interceptors vs. Bombers Air Combat**.

Resolve 1 round of Combat per Pair, moving Left to Right



Compare Advantage



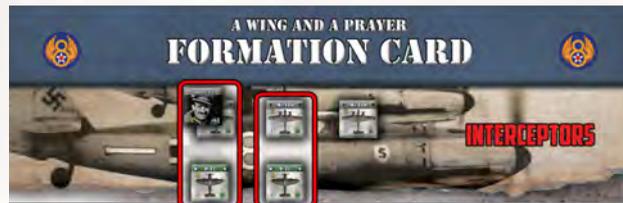
$$1 + 3 = 4 \text{ vs } 3$$

German has Advantage

Conduct
Air Combat Fire

Resolve using 9.5

Resolve
Next Pair



Resolve
2nd Round of Combat



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[9.2] INTERCEPTORS VS. BOMBERS AIR COMBAT

- *Twelve O'Clock High!*

Any Undamaged Interceptors remaining in the INTERCEPTOR Section after Fighter vs. Fighter combat now attack the Bomber Formation. Damaged Interceptors **DO NOT** attack the Bombers, they are removed from play.

[9.2.1] Interceptors select Bomber

For each attacking Interceptor refer to **Rule 9.4 ENEMY INTERCEPTOR TARGETING PROCEDURE** and use the RANDOM BOMBER SELECTION TABLE to determine which Element and individual Bomber is attacked.

[9.2.2] Interceptors aim at Bombers

Place each attacking Interceptor adjacent to the Bomber they are targeting. Multiple Interceptors may attack the same Bomber; however the attacks are resolved individually.

1st Interceptor
1st Roll = High Element
2nd Roll = Left



[9.2.3] Escort Cover Support

You may now assign any Escorts remaining in the ESCORT Section to provide Cover Support to the Bomber Formation by placing Escorts adjacent to Interceptors targeting a Bomber. Only one Escort may be assigned per attacking Interceptor. Only 4 total Escorts can be assigned to each Bomber Element being attacked. Escorts that participated in Fighter vs Fighter Air Combat **CANNOT** provide Cover Support.



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[9.2.4] Interceptor Waves

If the Enemy has more than 4 Interceptors attacking all the Elements, the extra Interceptors will attack in a second (or third) Wave

[9.2.5] Bomber Defensive Fire Attacks

Use **Rule 9.5** Resolve Air Combat Fire to resolve each Bomber's Defensive Fire Attack against individual Interceptors. For this step the Bomber is the Attacker, the Interceptor is the Defender.

Die Roll Modifier NOTE: Various modifiers may apply, please refer to the *AIR COMBAT MODIFIERS Table*.

[9.2.6] Interceptor Fire

Use **Rule 9.5** Resolve Air Combat Fire to resolve each Interceptor's Fire Attack. For this step the Interceptor is the Attacker, the Bomber is the Defender.

Die Roll Modifier NOTE: Various modifiers may apply, please refer to the *AIR COMBAT MODIFIERS Table*.

[9.2.7] Additional Wave Attacks

If the Enemy still has Interceptors that did not conduct an attack on a Bomber Element they conduct it at this time. Repeat steps starting from **Rule 9.2.1**.

You may assign any Escorts remaining in the ESCORT Section to provide Cover Support per **Rule 9.2.3**. Escorts that participated in Fighter vs Fighter Air Combat CANNOT provide Cover Support.

[9.2.8] Second Round of Interceptors vs Bombers Air Combat

Any remaining Undamaged Interceptors conduct a second round of attacks, repeat steps starting from **Rule 9.2.1**. Damaged Interceptors DO NOT conduct a second round of attacks, they are removed from play.



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Bomber Defensive Fire



Determine Air Combat Modifier

$$3 - 3 = 0$$

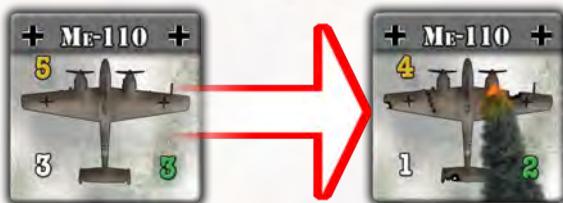
2 Additional Bombers in Element = +2
High Element = +0

$$0 + 2 = +2$$



 $+ 2 = 11$

Interceptor Damaged



[9.3] AIR COMBAT CONCLUSION

Surviving Escorts are returned to the ESCORT Section, Interceptors are removed from the Formation card. Continue to **Rule 5.10** in the Mission Turn Sequence.

[9.4] ENEMY INTERCEPTOR TARGETING PROCEDURE

For each Interceptor attacking the Bomber Formation use the RANDOM BOMBER SELECTION TABLE to determine which Bomber Element the Interceptor attacks. Roll 1d6, cross reference the "Number of Elements" column with the die roll range and read up to determine the Bomber Element. Re-roll any extra Interceptors.

Interceptors now randomly select an individual Bomber from the targeted Element to attack. Resolve this by assigning values from 1-6 evenly among the Bombers in the Element and Roll 1d6 to determine which Bomber is affected.

EXAMPLE: Three Bombers are in an Element a 1d6 roll of 1-2 = Left Bomber, 3-4 = Middle Bomber, 5-6 = Right Bomber. Place the Interceptors adjacent to the Bomber they are attacking.

[9.5] RESOLVE AIR COMBAT FIRE

Subtract the Defender's Structure Rating from the Attacker's Air Combat Rating, refer to the AIR COMBAT MODIFIERS TABLE and apply any additional modifiers to get an Air Combat Modifier. For Fighter vs. Fighter Air Combat or for Bomber defensive fire against an Interceptor Roll 2d6, add or subtract the Air Combat Modifier and consult the FIGHTER COMBAT TABLE. To apply Damage see Rule 10.1 Air Combat Results, Fighters.



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For Interceptor fire against a Bomber Roll 2d6, add or subtract the Air Combat Modifier and consult the BOMBER COMBAT TABLE. To apply Damage see Rule 10.2 Air Combat Results, Bombers

Die Roll Modifier Note: Various modifiers may apply, please refer to the AIR COMBAT MODIFIERS Table.

10.0 COMBAT RESULTS

[10.1] AIR COMBAT RESULTS, FIGHTERS

FIGHTER COMBAT TABLE

- **Destroyed:** immediately remove Aircraft from the game. Adjust Victory Points accordingly.
- **Damaged:** flip Aircraft to Damaged side.
- **Ineffective:** Aircraft continues with game

[10.2] AIR COMBAT RESULTS, BOMBERS

BOMBER COMBAT TABLE

Bombers suffer two iterations of Combat Results; the Initial Hit and the Damage Effects from that Hit.

[10.2.1] Initial Hit

- **Destroyed:** immediately remove Aircraft from the game. Adjust Victory Points accordingly.
- **Heavy Damage*:** Aircraft is Damaged, Roll 1d6: 1-3 No Effect, 4-6 Drop Out. If already Damaged is now Destroyed.
*Crew Downgrade Check.
- **Light Damage:** Aircraft Rolls 1d6: 1-3 No Effect, 4-6 Damaged and Roll 1d6 again: 1-3 No Effect, 4-6 Drop Out.
- **No Effect:** Aircraft is not hit

[10.2.2] Damage Effects

- **Destroyed:** immediately remove Aircraft from the game. Adjust Victory Points accordingly.
- **Damaged:** flip Aircraft to Damaged side.
- **Drop Out:** Bombers see **Rule 10.5** Drop Out, Fighters removed from play.
- **No Effect:** Aircraft continue with game.

[10.3] FLAK COMBAT RESULTS

Results for Flak Combat are the same as those for Bomber Air Combat; see **Rule 10.2** Air Combat Results, Bombers.

[10.4] DAMAGED AIRCRAFT CHECK

At certain points in the game you are required to check to determine what happens to Bombers and Escorts that are Damaged.

For each Damaged Bomber and Escort in Formation, refer to the DAMAGED AIRCRAFT CHECK TABLE. Roll 1d6:

- **1-2** = Drop Out Check
- **3-6** = Stay in Formation

For a Drop Out Check Roll 1d6, modified by the Crew's Performance Rating. Escort Fighters do not use a modifier.

- **1-3** = Aircraft Stays in Formation
- **4-6** = Aircraft Drops Out, see **Rule 10.5** Aircraft Drops Out



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[10.5] 10.5 AIRCRAFT DROPS OUT

[10.5.1] Bomber Drops Out

Any Bomber that Drops Out of the Formation must roll on the LOST BOMBER FATE TABLE, see **Rule 10.5.3**, to determine what happens on its return flight to the 8th Air Force Base Box.

[10.5.2] Escort Fighter Drops Out

Any Escorts that Drop Out of the Formation are assumed to have returned to their base and removed from play.

[10.5.3] Lost Bomber Fate Table

Count the number of MISSION MAP Boxes from the Bomber Formation's current location to the nearest Green England Box to determine the distance. Roll 1d6 + Bomber's Performance Rating + Crew's Performance Rating, follow the distance column down to the rolled die range then move across left to determine the Bomber's fate.

- **Bomber Returns to Base:** place Bomber and Crew in READY Section of SQUADRON BRIEFING CARD, if Damaged place Bomber and Crew in NOT READY Section
- **Bomber Fails to Return:** -2VP, considered Destroyed, remove Bomber and Crew from play

[10.6] CREW DAMAGE

If a Bomber receives Heavy Damage as a result of Air Combat or Flak Attack and is not Destroyed, check to see if the Crew Experience Level is downgraded due to casualties.

Roll 1d6: 1-2 Crew Experience is downgraded one level. A Crack Crew is downgraded to Veteran. A Veteran Crew is replaced by a randomly selected Green Crew. Green Crews are never downgraded.

11.0 THE BOMBING RUN

If the Formation is in the Target Box, follow the sequence below.

[11.1] CONDUCT APPROACH FLAK ATTACK

- *Initial Point (IP)*



Note the Flak Rating on the Target's Mission Card, consult the COMBAT TABLE and cross-reference the Flak Rating (Attack Factors column) with the number of Bombers in the Formation (# of Targets column) to determine the number of Attacks each Bomber receives.

For each Attack required Roll 1d6, each result of "6" inflicts a Hit. For each Hit Roll 1d6, totaling the results and subtracting the Bomber's Structure Rating from the total.

Cross-reference the modified total on the FLAK DAMAGE TABLE to determine the type of Damage the Bomber receives, see Rule 10.2 Air Combat Results, Bombers.

[11.2] CONDUCT BOMBING ATTACKS

- *Bombs Away!*

Total the Bomb Attack Ratings of all Bombers remaining in the Formation (applying an applicable row shift modifiers), consult the COMBAT TABLE and cross-reference the total Bomb Attack number (Attack Factors column) with the "1" Target column (for only one Target) to determine the number of Attacks the Target receives.

For each Attack, Roll 1d6. Depending on the cloud cover, the following results are needed to hit:

- **Clear:** Hits on a 4-6
- **Light Clouds:** Hits on a 5-6
- **Heavy Clouds:** Hits on a 6



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[11.2.1] Bombing Attack Modifiers

+/- Row Shift for the Bombing Rating of Crew in the Formation's Lead Bomber.
-2 Row Shift for Loose Formation. - Row Shift for Target Difficulty Rating.

[11.3] DETERMINING TARGET DAMAGE

★ Consult the TARGET DAMAGE TABLE to determine the number of Hits required to cause Heavy Damage or Light Damage to the Target based on the Target's Mission Card Destruction Rating. See Rule 11.5 Bomb Damage Assessment. See **Rule 11.5** Bomb Damage Assessment Rule.

How to use the TARGET DAMAGE TABLE

★ Find the Target's Destruction Rating across the top row. Read down that row to the range of Hits scored. Read across left to determine the result.

EXAMPLE: *If you are bombing a Target with a Destruction Rating of 6 and you score four (4) Hits, you caused Light Damage. You would have needed to score six (6+) or more Hits to cause Heavy Damage.*

[11.4] CONDUCT EGRESS FLAK ATTACK

- Rally Point (RP)

Use the same procedures as the Conduct Approach Flak Attack (**Rule 11.1**)

NOTE: *If the Target was Destroyed, use the Light Flak Rating (8).*

[11.5] BOMB DAMAGE ASSESSMENT

- Right in the Pickle Barrel

If the Target is an Undamaged (Blue) Mission Card that receives **Heavy Damage**, remove both its Undamaged (Blue) Mission Card and Damaged

(Red) Mission Card from play. Place those Mission Cards on the COMPLETED MISSIONS Box of the MISSION MAP. For causing **Heavy Damage** to the Target you receive the higher VP Value listed, to the left of the slash, on the Undamaged (Blue) Mission Card.

If the Target received only **Light Damage**, remove its Undamaged (Blue) Mission Card from play and replace it with the Target's Damaged (Red) Mission Card, then shuffle the Mission Deck.

For causing **Light Damage** to the Target you receive the red VP Value listed, to the right of the slash, on the Undamaged (Blue) Mission Card.

If the Target was an already Damaged (Red) Mission Card and receives **Heavy Damage**, remove the Target's Damaged (Red) Mission Card from play and place it on the COMPLETED MISSIONS Box of the MISSION MAP.

You earn the VP Value listed on the Damaged (Red) Mission Card. If a Damaged (Red) target did not receive **Heavy Damage** during the Mission, shuffle the Target's (Red) Mission Card back into the Mission Deck. No VP's are earned.

[11.5.1] Major Targets

Antwerp, Paris, Wilhelmshaven, Berlin, Hamburg, Stuttgart and Vegesack are considered Major Targets. These Targets have only ONE Mission Card; an Undamaged (Blue) Mission Card. Mission Cards for Major Targets are never removed from play. Instead they function in the following ways:

- If a Major Target receives Heavy Damage, **DO NOT** remove its Undamaged (Blue) Mission Card from play.



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Instead, shuffle the Mission Card back into the Mission Deck. You receive the full VP listed on the Mission Card.

- If a Major Target receives Light Damage, **DO NOT** remove its Undamaged (Blue) Mission Card from play. Instead, shuffle the Mission Card back into the Mission Deck. You receive the Red Value VPs as normal. For 1944 Major Targets, see **Rule 11.5.2**.
- If a Major Target receives an Ineffective result, shuffle its Mission Card back into the Mission Deck. No VP's are earned.

[11.5.2] 1944 Mission Cards

The 1944 Mission Cards function like normal Mission Cards, except that they have no Red VP Value for Light Damage on their Undamaged (Blue) Mission Card.

To receive VP's for a 1944 Undamaged (Blue) mission Card, you must cause Heavy Damage, Light Damage has no effect. When a player causes Heavy Damage to an Undamaged (Blue) 1944 Mission Card, remove it from play and replace it with the Damaged (Red) mission card if available.

The player receives the VPs shown on the Undamaged (Blue) Mission Card. The Damaged (Red) mission card functions as normal.

In addition, a Damaged (Red) 1944 Mission Card may never be removed from play and may be scored more than once.

12.0 OPTIONAL RULES

[12.1] COMMANDING A B-24 SQUADRON

- Flying Boxcars

A Wing and a Prayer includes two sets of B-24 Liberator Bomber counters. You are free to command a squadron of B-24's instead of B-17's. Although the B-17 and B-24 had similar Bomb Payloads and machine-gun firepower, the B-24 had a slightly better Performance Rating but it was not as durable as the B-17. Use the same Setup and Mission Turn Sequence, substituting B-24G's for B-17F's.

[12.2] OPTIONAL LANDING PROCEDURE

(RULE 6.5)

- Pancake

Each Bomber in the Formation rolls a 1d6 + the Bomber's Performance Rating + Crew's Performance Rating and consults the OPTIONAL LANDING TABLE to determine how well the Bomber lands.

[12.3] OPTIONAL STARTING CREWS (RULE

3.2.3)

- Meet your New Squadron

Roll a 1d6 for each to determine the initial starting number of Crack and Veteran crews.

Place those Crews with their Bombers, then fill in the rest of the Squadron with Green crews.

Alternatively, don't use Crack crews at all to start; Roll a 1d6 only for number of Veteran crews.



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[12.4] OPTIONAL CREW FATE (RULE 10.5.3)

- *Hit the Silk*

If a LOST BOMBER FATE Table result is "Bomber Fails to Return", you may Roll a 1d6 to determine the Crew's fate. On a modified die roll result of "6" the Crew is rescued/returned, place the Crew counter in the NOT READY Section of the Squadron Briefing Card. Die Roll modifiers: MISSION MAP box type the Bomber was downed; +2 Blue box, +1 White or Green box. On a natural roll result of "1" the Crew has been captured, considered Destroyed, and spends the rest of the war in a POW camp.

In addition, if you want to use a random Crew return/rescued date Roll a 1d6 and place the Crew counter that number of spaces further along on the Mission Turn Track, when the Mission Counter advances to that space place the Crew counter in the NOT READY Section of the Squadron Briefing Card.

[12.5] OPTIONAL SQUADRON COMMANDER (RULE 4.4.1)

- *Babysitting the Old Man*

Randomly select one of the USAAF Ace Pilot counters to represent the Bomber Squadron Commander.

Place the Commander in the READY Section of the Squadron Briefing card to start and when not on a Mission. You may elect to have the Commander participate in any Mission.

If participating in a Mission the Commander must always be with the Crew of the Formation Lead Bomber, the Commander is used in addition to the Bomber's Crew counter. The Commander's Performance Rating is added at any time when necessary to the

Performance Rating of the Crew in the Formation's Lead Bomber.

The Commander is treated like any other Crew counter for the purposes of Damage or Destroyed. If the Commander is Destroyed, lose -5 Campaign VP.

[12.6] OPTIONAL ROLL FOR TARGET CLOUD COVER CHANGE (RULE 11.1.1)

- *We're going around again!?*

If the Target Cloud Cover is Heavy you may attempt to re-roll for a more favorable Cloud Cover result (see Rule 4.3). After resolving Rule 11.1 Conduct Approach Flak Attack, proceed directly to and resolve Rule 11.4 Conduct Egress Flak Attack. Then, return to Rule 11.1 Conduct Approach Flak Attack, finally roll for Cloud Cover again (see **Rule 4.3**). You must accept the die roll result and continue to Rule 11.2 Conduct Bombing Attacks.

[12.7] OPTIONAL CREW EXPERIENCE UPGRADE (RULE 7.4.1)

- *We got one!*

If a Crew Destroys (Kills) an Enemy Interceptor, immediately roll to determine if the Crew's Experience is Upgraded.



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[12.8] OPTIONAL HASTY BOMBER MAINTENANCE (RULE 7.3.1)

- *Problem Child*

When checking for Damaged Bomber Repair on any natural result of "1" move Section but leave it Damaged.

[12.9] OPTIONAL CHECK FOR SQUADRON ASSEMBLY (RULE 5.0.1)

- *Take Off and Assembly*

This optional rule works best with 12.1.8 Problem Child. As the very first step of any Mission, before moving the Formation counter away from the 8th Air Force base Box, conduct a Damaged Aircraft Check (see 5.4 and 10.4)

[12.10] OPTIONAL USE DAMAGED BOMBERS (RULE 5.0.1)

- *Whatever it takes, get'em in the air.*

Leave Damaged Bombers in the READY Section, you must also use Optional **Rule 12.1.9** Check for Squadron Assembly if using this rule.

[12.11] OPTIONAL REQUIRED BOMBERS (RULE 4.4)

- *Maximum Effort*

After selecting a Mission Card roll 1d6: "6" = you are required to send 12 Bomber on the Mission, lose -1 Mission VP for each Bomber short.

[12.12] OPTIONAL ADDITIONAL BOMBERS (RULE 4.4)

- *Tag Along*

When assigning Bombers to the Formation, you may assign additional

Bombers over the required number stated on the Mission Card. -1 Mission VP for every additional Bomber.

[12.13] OPTIONAL LOW ALTITUDE BOMBING (RULE 11.0)

- *Down in the weeds*

Before the Mission you may decide that The Bomb Run will be made at a lower than standard altitude (make a note somewhere as a reminder). On the COMBAT TABLE the enemy Approach Flak Attack and Egress Flak Attack are shifted up two (2) rows; the Bombing Attack is shifted up two (2) rows.

[12.14] OPTIONAL CLOUDS EFFECT FLAK (RULE 11.0)

- *They can't see us if we can't see them*

During the Conduct Approach Flak Attack and Conduct Egress Flak Attack steps of The Bombing Run, shift the Flak Attack down as follows: one (1) for Light Clouds, two (2) for Heavy Clouds.

13.0 TWO-PLAYER GAME

In the Two-Player Game one player commands the U.S. Bomber Squadron with supporting Escorts, the other player commands the German forces with the goal of preventing the U.S. Player from gaining Campaign Victory Points.

Both Players decide on campaign length and choose sides. The U.S. Player sets up the game normally; however, all Crew counters are hidden beneath the Bomber counters. When the U.S. Player draws a Mission Card they keep it hidden from the German Player.



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Follow the standard rules for the Campaign and Mission turn sequence, with some necessary adjustments and the exception that now the German Player makes some die rolls and decisions for their units that would have otherwise been made by the rules and charts.

[13.1] TWO-PLAYER GERMAN RESOURCES

The German Player rolls a 2d6 on the GERMAN RESOURCE TABLE and referring to the Current Year column determines the number and type of Flak Level counters and Interceptors available to them for the current Mission. The 2d6 roll is modified by the Modifier column on the US CAMPAIGN VP MODIFIER TABLE, this number is determined by cross-referencing the Campaign length with the current U.S. Campaign VP Total.

Note: The GERMAN RESOURCE TABLE reflects the varying resources the Germans had available as the War progressed. As the U.S. Player gains Victory Points, the German Player will have fewer Interceptors available; however, they will have more Flak available.

During the Two Player Mission turn sequence, the German Player can elect to conduct a Fighter Interception during the Interceptor Check step; and conduct a Flak Attack during the Flak Attack Check step and any random event Flak Attacks.

[13.2] TWO-PLAYER FLAK ATTACKS

During the Two-Player German Flak Attack step 14.2.7 or as a result of a random event Flak Attack, the German Player can elect to use one of his Flak Level counters to attack the U.S. Bomber Formation.

To conduct a Flak Attack the German Player selects one of his available Flak Level counters and places it on the Bomber Formation counter.

To resolve Flak Attacks follow the standard rules in 8.0 Flak Attack, using the number indicated on the Flak Level counter as the Flak value.

Flak Attacks CANNOT occur in a Green England or Blue water Box. Heavy Flak Attacks CANNOT occur in a Green Rendezvous Site or White Box.

After the Flak Attack is resolved remove the Flak Level counter from play for the remainder of the Mission.

[13.3] TWO-PLAYER GERMAN INTERCEPTION

If the German Player decides to conduct an Interception during the German Interception Check step 14.2.9 they roll on the INTERCEPTION CHECK TABLE to determine if the Interception is successful.

Count the number of MISSION MAP Boxes from the Bomber Formation's current location to the nearest Green England Box, cross-reference that distance with the Current Year column. Roll 2d6, if the result is within the range indicated the Interception was successful. Interception Checks CANNOT be conducted in a Green England Box.

[13.4] TWO-PLAYER AIR COMBAT

If the Interception was successful the German Player Roll 1d6 on the AVAILABLE INTERCEPTORS TABLE to determine the maximum number of Interceptors available to attack the Formation.



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The German Player then selects any available Interceptors they choose, up to the maximum, and places them on the Interceptor Section of the Formation Card. From this point follow the standard Fighter Vs. Fighter Air Combat rules starting from step 9.1.2 Position Interceptors, with the exception that now the German Player makes die rolls and decisions for their units that would have otherwise been made by the rules and charts, for example positioning of Interceptors and Aces.

When Fighter vs Fighter Air Combat is complete the German Player may now conduct attacks on the Bomber Formation. Follow the standard rules 9.2 Interceptors Vs. Bombers Air Combat. With the exception that now the German Player makes die rolls and decisions for their units that would have otherwise been made by the rules and charts, for example when selecting individual Bombers as targets. A maximum of 4 Escorts can be assigned as Cover Support to a Bomber Element.

[13.4.1] Two-Player Interceptor Replacement

After Air Combat is complete all German Interceptors that were not Destroyed remain available for further Interceptions during the Mission. Damaged Interceptors are restored to their undamaged sides.

For each Destroyed Interceptor the GermanPlayerRoll 1d6 on the Interceptor Replacement row of the GERMAN RESOURCES TABLE to determine if the Interceptor is replaced. If the roll result falls within the range indicated for the Current Year the Interceptor is returned to play; otherwise it is removed for the remainder of the Mission.

14.0 TWO-PLAYER MISSION TURN SEQUENCE

The Two-Player Mission Turn Sequence is the same as the standard Mission Turn Sequence with some exceptions.

[14.1] TWO-PLAYER PRE-MISSION PHASE

– *Exceptions:*

[14.1.1] GERMAN RESOURCES

[14.2] TWO-PLAYER EXECUTE MISSION

TURN SEQUENCE

– *Exceptions:*

[14.2.1] FLAK SITE ATTACK CHECK

[14.2.2] GERMAN INTERCEPTOR CHECK

[14.2.3] GERMAN INTERCEPTOR REPLACEMENT

[14.3] TWO-PLAYER POST-MISSION PHASE

– *Exceptions:*

[14.3.1] GERMAN PLAYER CLEAN UP

15.0 DESIGNER'S NOTES

I have had a lot of fun designing this game. The Allied Daylight Bombing Campaign in Europe during World War II has always been of great interest to me. My great uncle was a Bombardier on a B-24 during the war and I was fortunate to hear some of his harrowing accounts of combat missions over Europe. I would like to recognize a few individuals for their various roles in the development of this game.

First, I received many great ideas and suggestions from Barry Kendall, Gunther Bellows and Trevor Henderson, all of whom are very knowledgeable B-17 Daylight Bombing enthusiasts and



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whose positive reviews and support led to the success of B-17 Bomber Squadron. Sean Forehand, who created some beautiful aircraft counters which drew the attention of David Heath.

Dr. Terry Mays, Professor at the Citadel and an authority on Military Aviation who provided the first review and very entertaining session report on www.boardgamegeek.com that greatly helped in the initial sales. Tony Costa for his play-testing, organization and keen eye for detail and consistency.

Finally, thanks to David Heath for taking a chance and reaching out to me about publishing my game and to the staff at Lock 'n Load Publishing for their great support and hard work. Below are some explanations of some of the key concepts in designing this game.

- **Performance Ratings:** This is reflective of the aircraft's Speed and ability to climb and best represents the Initiative of the aircraft.
- **Air Combat Ratings:** These were mostly based on the Aircraft's maneuverability and firepower. The P-51 and P-47 were fairly comparable as fighters. The P-51 was better at climbing than the P-47, however, the P-47 was very durable and had eight .50 caliber Machine guns vs. the Mustang's six. The P-51 had a longer range, though, which was extremely important, especially on raids into Germany.
- **Aircraft Durability:** This was mostly based on the Aircraft's structural integrity and design and ability to absorb damage. However, in the case of the ME-262, the higher Durability is related to its high speed which made it a harder target to hit.

- **Downed Aircraft Rules:** These were to reflect the Aircraft's fate after being shot down or forced out of formation. It is presumed the aircraft would have traveled as far as possible (barring intercepts from Fighters and Flak) and then bail out. A Destroyed or Lost Aircraft represents the Bomber being destroyed and the crew either killed or captured.
- **Air Combat:** I wanted to design a system that could be resolved quickly, but, reflect the various aspects of Air Combat involving Bomber Formations and/or Fighter Escorts. I feel that the system used captures the key components of Bomber Escort Air Combat and resolves it quickly and keeps the game play flowing.
- **The Bombing Run:** I wanted to capture the feel of the Bombers approaching the Target, being attacked by Flak, Dropping their Bomb Loads and then "getting the Flak" out of there. I felt that rolling a bunch of dice captured the best feel of Flak bursts and Bombs dropping.

– *Erik von Rossing*

16.0 ERRATA

Any corrections listed here supersede any rules or components.

[16.1] MAP ERRATA:

- Abberbille should be Abbeville
- Sutgart should be Stuttgart
- Meault should be Meaulte
- Edem should be Emden.

[16.2] MISISON CARD ERRATA:

Emden card: Bombers Required should be "9", not "19".

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UNIT: _____

Mission Number: _____

Notes: _____

PRE-MISSION

TARGET: _____

CLOUD: _____

BOMBERS: _____

ESCORTS: _____

POST-MISSION

BOMBERS: _____

ESCORTS: _____

TARGET BDA: _____

BANDIT KILLS: _____

NAME: Crew EXP: OK <input type="checkbox"/> DMG <input type="checkbox"/> LOST <input type="checkbox"/> KILLS:	NAME: Crew EXP: OK <input type="checkbox"/> DMG <input type="checkbox"/> LOST <input type="checkbox"/> KILLS:
--	--

NAME: Crew EXP: OK <input type="checkbox"/> DMG <input type="checkbox"/> LOST <input type="checkbox"/> KILLS:	NAME: Crew EXP: OK <input type="checkbox"/> DMG <input type="checkbox"/> LOST <input type="checkbox"/> KILLS:
--	--

NAME: Crew EXP: OK <input type="checkbox"/> DMG <input type="checkbox"/> LOST <input type="checkbox"/> KILLS:	NAME: Crew EXP: OK <input type="checkbox"/> DMG <input type="checkbox"/> LOST <input type="checkbox"/> KILLS:
--	--

ADMIN

Mission Date: _____

Mission Time: _____

Wake-Up: _____

Chow: _____

Briefing: _____

VICTORY POINTS

MISSION EARNED: _____

MISSION RESULTS: _____

CAMPAIGN START: _____

CAMPAIGN CURRENT: _____

NAME: Crew EXP: OK <input type="checkbox"/> DMG <input type="checkbox"/> LOST <input type="checkbox"/> KILLS:	NAME: Crew EXP: OK <input type="checkbox"/> DMG <input type="checkbox"/> LOST <input type="checkbox"/> KILLS:
--	--

A WING AND A PRAYER MISSION LOG



UNIT: _____
 AIR BASE: _____
 Notes: _____
 Status _____
 ✓: Ok D: Damaged X: Destroyed

TARGET: _____ CLOUD: _____ BOMBERS: _____ ESCORTS: _____

		MISSION 01	STATUS
LEAD	Target		
	Cloud		
HIGH	Bomb Hits		
	VP's		
	Left		
LOW	Lead		
	Right		
	Left		
TAIL	Lead		
	Right		
	Left		

		MISSION 06	STATUS
LEAD	Target		
	Cloud		
HIGH	Bomb Hits		
	VP's		
	Left		
LOW	Lead		
	Right		
	Left		
TAIL	Lead		
	Right		
	Left		

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MISSION LOG

UNIT: _____
 AIR BASE: _____
 Notes: _____
 Status _____
 V: Ok D: Damaged X: Destroyed



TARGET: _____ CLOUD: _____ BOMBERS: _____ ESCORTS: _____

		MISSION 01	STATUS				
LEAD	Target						
	Cloud						
	Bomb Hits						
HIGH	VP's						
	Left						
	Lead						
LOW	Right						
	Left						
	Lead						
TAIL	Right						
	Left						
	Lead						

		MISSION 08	STATUS				
LEAD	Target						
	Cloud						
	Bomb Hits						
HIGH	VP's						
	Left						
	Lead						
LOW	Right						
	Left						
	Lead						
TAIL	Right						
	Left						
	Lead						



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Dedication

I would like to dedicate this game to all veterans of the military, past, present and future, but especially to all those brave airmen who fought and died in the skies during WWII.

I would also like to dedicate this game to my two wonderful children, Violeta and Torsten.

Why We Do What We Do

We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our family and friends for their support.