

CAMPAIGN SELECTION TABLE 3.1.2

CAMPAIGN	#OF MISSIONS	START BOX	DESCRIPTION	MISSION DECK COMPOSITION
1942 Short Campaign	5	Box 1	Begin Campaign in 1942, complete 5 Missions	Start with 1942 Mission Cards
Late-War Entry Campaign	15	Box 10	Begin Campaign in 1943, complete 15 Missions	Start with 1942 & 1943 Mission Cards
1944 Short Campaign	10	Box 14	Begin Campaign in 1944, complete 10 Missions	Start with all Mission Cards
Full Campaign	25	Box 1	Begin Campaign in 1942, attempt to complete 25 Missions	Start with 1942 Mission Cards

FORMATION EVENTS TABLE 6.1

EVENT: ROLL 2D6	NUMBER OF BOXES AWAY FROM 8TH AIR FORCE BASE BOX				RESULT
	0-1	2-3	4-6	7+	
	2-4	2-4	2-5	2-6	
	2-3	2-3	2	2	Systems Trouble: random Bomber must Roll 1d6: 1-2 Bomber Damaged. If already Damaged Bomber Drops Out
	4-7	4-6	3-4	3	Lady Luck!: Draw a random Lady Luck Counter
	8-9	7	5	4-5	Weather Change: 1st Roll 1d6: 1-3 change Cloud Cover. 2nd Roll 1d6: 1-2 Clear, 3-4 Light Clouds, 5-6 Heavy Clouds. Ignore if Target already bombed
	10-12	8	6	6	Formation Check: Roll 1d6+Lead Bomber Crew's Performance Rating: 1-3 Loose Formation, 4+ Tight Formation
	0	9-12	7-12	7-12	Enemy Fighters: Roll 1d6 for # of Enemy Interceptors. Roll 1d6 +2 if Loose Formation

ESCORT AVAILABILITY TABLE 4.5

FIGHTER TYPE	TURNS AVAILABLE
P-47	1-25
P-38	7-25
P-51	14-25

BOMBER REPLACEMENT TABLE 7.3.2

BOMBERTYPE	1942	1943	1944+
None	1-3	1-2	1
B-17F	4-5	3-4	2-3
B-17G	6	5-6	4-6
None	1-3	1-2	1
B-24G	4-5	3-4	2-3
B-24H	6	5-6	4-6

ESCORT RENDEZVOUS TABLE 5.6

FIGHTER	TURN: 1-6	TURN: 7-13	TURN: 14-17	TURN: 18+
P-47	ALL	1-3	1	0
P-38	-	4-6	2-4	1-3
P-51	-	-	5-6	3-6

DETERMINING NUMBER OF FIGHTERS				
NUMBER	0	4	6	8
1	2-3	4-5	6	6

LOOSE FORMATION TABLE 6.4

STARTING NUMBER OF BOMBERS	6	9	12
LOOSE IF MISSING	2	4	5

OPTIONAL LANDING TABLE 12.2

LANDING ROLL	RESULT
4+	Good Landing: No effect
3	Hard Landing: Damaged 2nd Roll 1d6: 4-6 = if already Damaged now Destroyed (-2VP)
1-2	Crash!: Bomber and Crew Destroyed (-2VP)

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AIR AND FLAK COMBAT

FLAK DAMAGE TABLE 8.0

TOTAL	RESULT	1 ST ROLL	2 ND ROLL	1d6 CREW DAMAGE
9+	Destroyed	-	-	-
6-8	Heavy Damage	1-3 No Effect 4-6 Drop Out	If already Damaged is now Destroyed	1-2: See Crew Damage (10.6)
3-5	Light Damage	1-3 No Effect 4-6 Damaged	If already Damaged Roll 1d6: 1-3 No Effect 4-6 Drop Out	-
2 or Less	No Effect	No Effect	No Effect	-

BOMBER COMBAT TABLE 9.5 / 10.2

2d6 TOTAL	RESULT	1 ST ROLL	2 ND ROLL	1d6 CREW DAMAGE
13+	Destroyed	-	-	-
11-12	Heavy Damage	1-3 No Effect 4-6 Drop Out	If already Damaged is now Destroyed	1-2: See Crew Damage (10.6)
8-10	Light Damage	1-3 No Effect 4-6 Damaged	If already Damaged Roll 1d6: 1-3 No Effect 4-6 Drop Out	-
7 or Less	No Effect	No Effect	No Effect	-

FIGHTER COMBAT TABLE 9.5 / 10.1

2d6 TOTAL	RESULT
13+	Destroyed
8-12	Damage
7 or Less	No Effect

ACE TABLE 6.2

ROLL 1d6	NUMBER OF FIGHTER COUNTERS				NUMBER OF ACES
	1	2-4	5-7	8	
1-5	1-3	1-2	1	None	
6	4-5	3-4	2-3	One	
-	6	5	4-5	Two	
-	-	6	6	Three	

AIR COMBAT MODIFIERS TABLE 9.5

FIGHTER/ATTACK/MODIFIERS	BOMBER/ATTACK/MODIFIERS
+1 for Wingman (Fighter vs Fighter only)	+1 each non-engaged undamaged Bomber in Element
+1 attacking Tail Bomber Element	+1 Bomber in Tail Element
-1 if Escort provides Cover Support	-1 (total) if multiple Interceptors attack Bomber
-1 attacking Lead Bomber Element	-1 Bomber in Lead Element
+ Ace Pilot's Air Combat Rating	-2 if Loose Formation
	Apply Crew's Air Combat Rating

ESCORT ENGAGEMENT TABLE 9.1.4

1d6	NUMBER OF ESCORT FIGHTERS							
	1	2	3	4	5	6	7	8
1	-	-	-	-	-	-	-	-
2	-	-	-	-	-	1	1	1
3	-	-	-	1	1	2	2	2
4	-	-	1	1	2	2	3	3
5	-	1	1	2	2	3	3	4
6	1	1	2	2	3	3	4	4

ENEMY INTERCEPTOR TYPE TABLE 9.1.1

CURRENT YEAR	ENEMY INTERCEPTOR TYPE			
	BF-109	FW-190	ME-110	ME-262
1942	1-3	4-5	6	-
1943	1-2	3-4	5-6	-
1944+	1-2	3-4	5	6

For total number of Interceptors, Roll:
 • 1d6 for Tight Formation
 • 1d6 +2 for Loose Formation

RANDOM BOMBER SELECTION TABLE 6.3

NUMBER OF ELEMENTS	1 ST ROLL			
	Lead	High	Low	Tail
1	1-6	-	-	-
2	1-3	4-6	-	-
3	1-2	3-4	5-6	-
4	1-2	3	4	5-6

2 ND ROLL	BOMBER IN THE ELEMENT		
	Left	Lead	Right
1d6	1-2	3-4	5-6

DAMAGED AIRCRAFT CHECK TABLE 10.4

1d6	1 ST ROLL RESULT
1-2	Drop Out Check
3-6	Stay in Formation

2 ND ROLL	RESULT
1d6 + BOMBER CREW PERFORMANCE RATING	
1-3	Aircraft Drops Out
4-6	Stay in Formation

See Aircraft Drops Out (10.5)

14.1 TWO-PLAYER PRE-MISSION PHASE

14.1.1 ADJUST MISSION COUNTER

Advance the Mission Counter to the next higher numbered box of the MISSION TURN TRACK.

14.1.1.1 MISSION DECK

If the Mission Counter advances to a new Year, add the appropriate Mission Cards to the Mission Deck. If the current Mission is 17, remove all 1942 Mission Cards from the Mission Deck. This action is noted by the Star Icon in the 17 Box.

14.1.2 TARGET FOR TODAY

U.S. draw a Mission Card to determine the Target location. Keep the card Hidden from the German Player.

14.1.3 TARGET CLOUD COVER

Roll a 2d6: 2-6 Clear, 7-9 Light Clouds, 10-12 Heavy Clouds. Use the Cloud Cover marker on the FORMATION CARD to note Light or Heavy clouds.

14.1.4 ASSIGN BOMBERS AND CREW

If U.S. does not have enough Bombers required for the Mission, they lose -1 VP for each Bomber they are short.

14.1.5 COORDINATE ESCORT

The Mission Card will indicate the number of Escort Fighter's that will be escorting the U.S. Formation. Place Escort Fighters in the ESCORT Section of the FORMATION CARD.

14.1.6 GERMAN RESOURCES

The German Player rolls a 2d6 on the GERMAN RESOURCE TABLE to determine type and amount of Flak Level counters and Interceptors available to them during the Mission.

14.2 TWO-PLAYER EXECUTE MISSION TURN SEQUENCE OF PLAY

14.2.1 MOVE BOMBER FORMATION

U.S. Bomber Formation moves one Box on the MISSION MAP per Mission Turn.

14.2.2 LEAD BOMBER AND FORMATION ADJUSTMENT

If the Lead Bomber in any Element was Destroyed or had to leave the Formation, U.S. must move the Bomber at the next higher number (in the same Element) to the Lead Position.

14.2.3 LOOSE FORMATION CHECK

If the Formation is Loose U.S. Roll a 1d6 + Formation Lead Bomber Crew's Performance Rating: 4+ = Formation Tightens up.

14.2.4 DAMAGED AIRCRAFT CHECK

For each damaged Bomber or Escort Fighter in Formation see Rule 10.4 Damaged Aircraft Check Table.

14.2.5 ESCORT FIGHTERS RANGE CHECK

Refer to the FIGHTER ESCORT RANGE TRACKS, if the Escort Fighters have range remaining advance the Escort Fighter Range Tracking counter to the next higher number along the track, if Escort Fighters exceeded their range they are removed from play.

14.2.6 ESCORT RENDEZVOUS SITE CHECK

If the Formation moves into a Green ESCORT RENDEZVOUS SITE Box U.S. can use Rule 5.6 to check if rendezvous with another Escort Fighter unit.

14.2.7 GERMAN FLAK ATTACK CHECK

German Player may elect to make a Flak Attack on the Bomber Formation, see Rule 13.2 Two-Player Flak Attacks.

14.2.8 FORMATION EVENT CHECK

Refer to the FORMATION EVENTS TABLE; Roll a 2d6, if the result is within the range listed next to "Event Occurs:" an Event happens. If an Event occurs roll 2d6 again and read down the column to determine the specific Event.

14.2.9 GERMAN INTERCEPTION CHECK

The German Player may elect to make an Interception attempt, see Rule 13.3. If successful see Rule 13.4 Two-Player Air Combat.

14.2.9.1 GERMAN INTERCEPTOR REPLACEMENT

The German Player flips Damaged Interceptors to Undamaged and attempts to replace any Destroyed Interceptors, see Rule 13.4.1.

14.2.10 Repeat

Repeat previous steps (14.2.1-14.2.9) in the Two-Player Mission Turn Sequence until the U.S. Formation enters the Target Box.

14.2.11 CONDUCT THE BOMBING RUN

When the Bomber Formation enters the Target Box conduct The Bombing Run (see Rule 11.0).

14.2.12 MISSION VICTORY POINTS (VP)

Adjust the Mission VP counters to reflect the number of VP's gained or lost by the U.S. during the Mission.

14.2.13 RETURN TO BASE

Repeat steps (14.2.1-14.2.9) in the Two-Player Mission Turn Sequence to move the Bomber Formation along a return path back to the 8th Air Force Base Box.

14.2.14 LAND AIRCRAFT

When the Formation enters the 8th Air Force Airbase Box, conduct Landing Procedures (Rule 5.14).

14.3 TWO-PLAYER POST-MISSION PHASE

14.3.1 CLEAN UP

Shuffle Active Mission Card back into Mission Deck, reset FIGHTER ESCORT RANGE TRACKING counter. Remove Escort, Interceptor and Ace counters from FORMATION CARD. Place damaged Bombers and Crews in the NOT READY Section and Undamaged Bombers and Crews in the READY Section of the SQUADRON BRIEFING CARD.

14.3.1.1 GERMAN PLAYER CLEAN UP

The German Player removes all Flak Level and Interceptor counters from their Resource pool.

14.3.2 VICTORY POINTS

Adjust Mission VP counters based on recently conducted Mission. Adjust Campaign VP counters according to result on Mission VP track. Determine Campaign Success, check for automatic Victory or Defeat.

14.3.3 DAMAGED BOMBER REPLACEMENT AND REPAIR

For each Damaged Bomber in the NOT READY Section Roll 1d6: 1-3 = Ready, 4-6 = Not Ready. Move Ready Bombers to the READY Section. Roll on the BOMBER REPLACEMENT TABLE to check if replacement Bombers arrive.

14.3.4 CREW EXPERIENCE AND RECOVERY

For each Crew in the READY Section roll to check if their Experience is Upgraded. For each Crew in the NOT READY Section roll to check if they recover to Ready status.

14.3.5 WAR PROGRESS

If the Mission Turn counter advances to a box with a War Progress Event icon (E), roll a 2d6 on the WAR PROGRESS EVENT TABLE.

14.3.6 GAME END

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 (Rule 14.1) and continue the Game.

9.1 FIGHTER VS. FIGHTER AIR COMBAT

9.1.1 Generate Interceptors

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

9.1.2 Position Interceptors

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

9.1.3 Enemy Aces

Roll 1d6 on ACE TABLE for number of German Aces that are assigned to Interceptors, **Rule 6.2**. Place German Aces on the Interceptors from left to right.

9.1.4 Aggressive Escorts

Roll 1d6 on ESCORT ENGAGEMENT TABLE to determine 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 Air Combat in the INTERCEPTOR Section. Move the additional Escorts to the INTERCEPTOR Section now. Escorts that remain in ESCORT Section **CANNOT** join Fighter vs Fighter Combat later.

9.1.6 Position Escort Fighters

Assign Escorts in INTERCEPTOR Section to attack specific Interceptors on one-to-one basis by placing Escorts just below their chosen target, from left to right. Sets of Aircraft are considered Engaged.

9.1.6.1 Escort Wingmen

If there are more Escorts than Interceptors, you may assign the extra Escorts as Wingmen to assist other Escorts. Position Wingman behind the Escort (Leader) they are assisting. A **Maximum of two** Escorts, Leader and Wingman, may engage opposing Interceptor. Wingmen **DO NOT** conduct individual attack, do provide +1 Modifier to Leader's attack.

9.1.6.2 Interceptor Wingmen

If there are more Interceptors than Escorts extra Interceptors will act as Wingman for other Interceptors. Position Wingman behind Interceptor (Leader) they are assisting, from left to right. A **Maximum of two** Interceptors, Leader and Wingman, may engage opposing Escort. Wingmen **DO NOT** conduct individual attack, do provide +1 Modifier to Leader's attack.

9.1.6.3 Swarm

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

9.1.6.4 Protective Escorts

Escorts not engaged in Air Combat remain in ESCORT Section, may be used to provide Cover Support to Bombers, **Rule 9.2.3**.

9.1.7 RESOLVE FIGHTER VS. FIGHTER COMBAT, FIRST ROUND

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

9.1.8 Determine Advantage

Compare Performance Ratings (+Ace if applicable) of Lead Fighters in set. Fighter with highest total is considered Attacker and fires first. If Defender is not destroyed fires after Attacker. If result is tie, resolve Air Combat simultaneously.

9.1.9 Conduct Air Combat Fire

Use **Rule 9.5** Resolve Air Combat Fire. **Die roll modifiers may apply, refer to the AIR COMBAT MODIFIERS Table**

9.1.10 Second Round of Fighter vs. Fighter Attacks

After first round is resolved decide if each non-engaged Escort continues or withdraws. Place Escorts that withdraw below Bomber Formation near ESCORT Section. Wingmen do not withdraw.

Remaining Undamaged Interceptors repositioned per **Rule 9.1.2**. Damaged Interceptors removed from play.

Escorts that continue return to **Step 9.1.6**, follow steps again to resolve 2nd round. Leader and Wingman may split. Escorts from Escort Section **CANNOT** join air combat.

After 2nd round is resolved Fighter vs. Fighter Air Combat is complete; continue to **Rule 9.2**.

9.2 INTERCEPTORS VS. BOMBERS AIR COMBAT

Any Undamaged Interceptors remaining in INTERCEPTOR Section after Fighter vs. Fighter combat now attack Bomber Formation. Damaged Interceptors DO NOT attack Bombers.

9.2.1 Interceptors select Bomber

Each attacking Interceptor refer to **Rule 9.4** to determine Element and Bomber to attack.

9.2.2 Interceptors aim at Bomber

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

9.2.3 Escort Cover Support

You may now assign Escorts remaining in ESCORT Section as Cover Support, place Escorts adjacent to Interceptors targeting a Bomber. Only one Escort per Interceptor. Only 4 total Escorts per each Element attacked. Escorts remaining in INTERCEPTOR Section CANNOT provide Cover Support.

9.2.4 Interceptor Waves

If Enemy has 4+ Interceptors attacking all Elements extra Interceptors attack in 2nd wave.

9.2.5 Bomber Defensive Fire Attacks

Use **Rule 9.5** to resolve Bomber Fire. Bomber is Attacker, Interceptor is Defender

9.2.6 Interceptor Fire

Use **Rule 9.5** to resolve Interceptor Fire. Interceptor is Attacker, Bomber is Defender.

Die roll modifiers may apply, refer to the AIR COMBAT MODIFIERS Table

9.2.7 Additional Wave Attacks

Interceptors that did not attack Bombers do so now. Repeat steps from **Step 9.2.1**. You may assign remaining Escorts from ESCORT Section to Cover Support per **Rule 9.2.3**. Escorts that participated in Fighter vs Fighter Air Combat CANNOT provide Cover Support.

9.2.8 Interceptors vs. Bombers Conclusion

Remove Damaged Interceptors from play. Remaining Undamaged Interceptors conduct 2nd round of attacks, repeat steps from **Step 9.2.1**.

9.3 AIR COMBAT CONCLUSION

Return surviving Escorts to ESCORT Section. Remove Interceptors from Formation card.

Continue to step 5.10 in the Mission Turn Sequence.

PRE-MISSION SEQUENCE OF PLAY

4.1 ADJUST MISSION TURN COUNTER

Advance the Mission Counter to the next higher numbered box of the MISSION TURN TRACK.

4.1.1 MISSION DECK

If Mission Counter advances to a new Year, add appropriate Mission Cards to Mission Deck. If the current Mission Turn is 17, remove all 1942 Mission Cards from Mission Deck

4.1.2 New Escort Fighter Types

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

4.1.3 War Progress Events Check

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

4.2 TARGET FOR TODAY

Draw a Mission Card to determine the Target location. Place card on the "ACTIVE MISSION" box.

4.3 TARGET CLOUD COVER

Roll 2d6: 2-6 = Clear, 7-9 = Light Clouds, 10-12 = Heavy Clouds

4.4 ASSIGN BOMBERS AND CREWS

Move Bombers & Crews to Formation Card. Lose -1 VP for each Bomber short. CANNOT assign more Bombers than required.

4.5 COORDINATE ESCORT

Mission Card will indicate number of Escorts, Roll on Escort Rendezvous Table for type. Place Escorts in ESCORT Section.

EXECUTE MISSION TURN SEQUENCE OF PLAY

5.1 MOVE BOMBER FORMATION

Bomber Formation moves one Box on the MISSION MAP per Mission Turn.

5.2 LEAD BOMBER AND FORMATION ADJUSTMENT

If any Lead Bomber was Destroyed or left Formation, you must move Bomber at next higher number (in the same Element) to the Lead Position.

5.3 LOOSE FORMATION CHECK

If Formation is currently Loose, Roll 1d6 + the Performance Rating of the Formation's Lead Bomber Crew: 4+ = Formation Tightens up.

5.4 DAMAGED AIRCRAFT CHECKS

For each damaged Bomber or Escort Fighter in Formation see Rule 10.4

5.5 ESCORT FIGHTERS RANGE CHECK

Refer to FIGHTER ESCORT RANGE TRACKS, if Escorts exceeded range they leave Formation.

5.6 ESCORT RENDEZVOUS SITE CHECK

If Formation moves into Rendezvous Site Box check for rendezvous with new Escort.

5.7 FLAK SITE ATTACK CHECK

If Formation enters Box with Flak Site icon Roll 2d6: 2-5 = Flak Attack, see Rule 8.0

5.8 FORMATION EVENT CHECK

Refer to FORMATION EVENTS TABLE; Roll 2d6, if result is within range listed next to "Event Occurs:" an Event happens. If an Event occurs roll 2d6 again, read down column to determine specific Event.

5.9 CONDUCT AIR COMBAT

If Interceptors are on FORMATION CARD conduct Air Combat, see Rule 9.0. When Air Combat complete proceed to next step in Mission Turn Sequence.

5.10 REPEAT

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

5.11 CONDUCT THE BOMBING RUN

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

5.12 MISSION VICTORY POINTS (VP)

Adjust the Mission VP counters to reflect number of VP's gained or lost during the Mission.

5.13 RETURN TO BASE

Repeat steps (5.1 - 5.9) in Mission Turn Sequence to move Formation back to the 8th Air Force Base.

5.14 LAND AIRCRAFT

When Formation enters 8th Air Force Airbase Box, all Aircraft are considered to land safely.

POST-MISSION SEQUENCE OF PLAY

7.1 CLEAN UP

Shuffle Active Mission Card back into Mission Deck, reset FIGHTER ESCORT RANGE TRACKING counter. Remove Escort, Interceptor and Ace counters from FORMATION CARD.

Place damaged Bombers and Crews in the NOT READY Section and Undamaged Bombers and Crews in the READY Section of the SQUADRON BRIEFING CARD.

7.2 VICTORY POINTS

Adjust Mission VP counters based on recently conducted Mission. Adjust Campaign VP counters according to result on Mission VP track. Determine Campaign Success, check for automatic Victory or Defeat.

7.3 DAMAGED BOMBER REPLACEMENT AND REPAIR

For each Damaged Bomber in the NOT READY Section Roll 1d6: 1-3 = NOT READY, 4-6 = Ready. Move Ready Bombers to the READY Section. Roll on the BOMBER REPLACEMENT TABLE to check if replacement Bombers arrive.

7.4 CREW EXPERIENCE AND RECOVERY

For each Crew in the READY Section roll to check if their Experience is Upgraded. For each Crew in the NOT READY Section roll to check if they recover to Ready status.

7.5 WAR PROGRESS

If the Mission Turn counter advances to a box with a War Progress Event icon (E), roll a 2d6 on the WAR PROGRESS EVENT TABLE.

7.6 GAME END

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