



# **A WING AND A PRAYER**

**-Bombing the Reich-**

**ADVANCED RULES AND  
MODIFICATIONS v5.0**





# A WING AND A PRAYER



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## 1.0 INTRODUCTION

*This game has great potential, and we wanted to pull some more out of it, so the design itself shined even more. We spent weeks modifying and testing the changes. We played close to 100+ missions to tune these advanced rules and modifications, so they push the game towards more dangerous flights and more rewarding objectives. We have even made room for tactical decisions.*

Have fun

Jan Horinek, June 2020.

### 1.1 Community and Support

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### Game Questions

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## 2.0 ADVANCED RULES AND MODIFICATIONS

### 2.1 The Formation Event table (5.8) was modified.

There are two Formation Event tables, separately for 1942-43 and 44-45. Germans lost their air superiority in 1944, and the tables reflect that.

DIRT	0-1	2-3	4-6	7+	1942-43 FORMATION EVENTS TABLE
DIRT	<del>2-4</del>	<del>2-5</del>	<del>2-6</del>	<del>2-7</del>	<b>Result</b>
EVENT ROLL 2D6	2-6	2-3	2	2	<b>Systems Trouble</b> (random Bomber Rolls 1D6): 1-3 Bomber Damaged. If already Damaged then it Drops Out.
	7	4-6	3	3	<b>Weather Change</b> (1D6): If 1-3, Roll 1D6 again: 1-3 Clear, 3-4, Light Clouds, 5-6 Heavy Clouds. <u>If on the way back, ignore it and roll 1D6: 1-4 Systems Trouble, 5-6 Lady Luck.</u>
	8-10	7	4	4	<b>Lady Luck</b> : Draw a random Lady Luck Counter
	11-12	8	5	5	<b>Formation Check</b> (1D6 + Lead Bomber Crew's Performance Rating): 1-3 Loose Formation, 7+ Tight Formation
	-	<del>9-12</del>	<del>6-12</del>	6-12	<b>Enemy Fighters</b> (1D6): That many Enemy Interceptors <del>+</del> 2.

DIRT	0-1	2-3	4-6	7+	1944-45 FORMATION EVENTS TABLE
DIRT	<del>2-4</del>	<del>2-4</del>	<del>2-5</del>	<del>2-6</del>	<b>Result</b>
EVENT ROLL 2D6	2-6	2-3	2	2	<b>Systems Trouble</b> (random Bomber Rolls 1D6): 1-3 Bomber Damaged. If already Damaged then it Drops Out.
	7	4-6	3-5	3	<b>Weather Change</b> (1D6): If 1-3, Roll 1D6 again: 1-3 Clear, 3-4, Light Clouds, 5-6 Heavy Clouds. <u>If on the way back, ignore it and roll 1D6: 1-4 Systems Trouble, 5-6 Lady Luck.</u>
	8-10	7-8	6	4	<b>Lady Luck</b> : Draw a random Lady Luck Counter
	11-12	9-10	7	5	<b>Formation Check</b> (1D6 + Lead Bomber Crew's Performance Rating): 1-3 Loose Formation, 7+ Tight Formation
	-	<del>11-12</del>	<del>8-12</del>	6-12	<b>Enemy Fighters</b> (1D6): That many Enemy Interceptors.





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The main changes are:

- Enemy Fighters will attack in greater quantities in 1942-3 (German air superiority). There is a permanent +2 bonus to the quantity roll in 1942-3. The Loose Formation bonus has been omitted.
- “Weather Change” becomes either “System Trouble” or rarely even “Lady Luck” on the way back home.
- Lady Luck is less likely to happen.
- A harder “Formation Check” (4+ becomes 7+).
- “System Trouble” happens the most likely right after you have taken off (some of the bombers were not completely ready to go).

## **2.2 The Loose Formation check (5.3) is 7+.**

The Loose Formation check 4+ was pure formality, even for Green crews. **Clarification:** When your Formation becomes Loose, it will stay Loose for the rest of the Mission. Flip the Formation Counter to the “Loose” side.

Every Turn you have to attempt a Loose Formation Check (5.3).

If you succeed, flip the Formation Counter to the “Tight” side, and keep it like that till the next Move segment (5.1). Then flip it back to the “Loose” side.

## **2.3 You don’t roll for Veterans to become a Crack.**

A Veteran crew becomes a Crack automatically after they have participated in 5 missions. A Crack crew will be removed from the game after participating in 5 missions (and replaced with a Green crew).

A Crack crew can return after 10 mission break, anytime as a crew of a replacement Bomber. Crews do not downgrade.

**Note:** Use the Crew Log in the Appendix B to manage your crews from Mission to Mission. Use the Game Log in the Appendix B to “save” the game after each Mission.

## **2.4 Flak sites attack on 2-6 (more often).**

The original range was 2-5, which comes with 28% chance of an attack. Range 2-6 increases that chance to 42%.

FLAK SITE ATTACK		
Roll 1D6: 2-6	Flak attacks	
Roll 1D6: 1-6	Flak Attack Factor	
1-3	Light Flak	5
4-5	Moderate Flak	12
6	Heavy Flak	15

## **2.5 Approach Flak hits on 5 and 6.**

Unlike the Flak site attacks which can be avoided, the Approach Flak will always be there for you. Let it hit you more often. This rule does not change the Egress Flak.

## **2.6 Flak Light Damage happens on 2-5.**

The original Light Damage range was 3-5, so one Flak hit couldn’t damage an undamaged B-17 at all. Now, it can damage it on 6 (6 - 4 = 2 = Light Damage). Also, the Flak Damage Table was slightly rewritten so it is easier to understand (the 4th column), plus it reflects the fact that the crews do not downgrade (the 5th column was removed, see paragraph 2.3. of this booklet).





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TYPE	HITS	APPROXIMATE HITS	APPROXIMATE HITS
9+	Destroyed	-	-
6-8	Heavy Damage (Damaged)	1D6: 1-3 No Effect 4-6 Drop Out	Destroyed
3-5	Light Damage	1D6: 1-3 No Effect 4-6 Damaged	1D6: 1-3 No Effect 4-6 Drop Out
1 or Less	No Effect	No Effect	No Effect

## 2.7 Me 262 cannot “arrive early” in 1942.

That War Event result will make them available in 1943 (still early, but it could have happened). The Table 7.5 was modified accordingly.

Early P-51s are fine, as they don't really arrive that early.

GERMANY		ALLY	
F34	F34	F34	F34
11-12			ME-262s 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.
10-11	9-10	9-12	Allies Advance: +1 Campaign VP.
6-9	7-8	6-8	Stalemate: No Effect.
	6	4-5	V-3 Rocket Attack on London: Advance Mission Counter one box.
3-5	4-5	2-5	Axis Advance: -1 Campaign VP.
	2-3		P-51s Arrive Early: If the current Mission is 1-12, P-51s will be available for Escort starting on turn 12+. You may place a P-51 counter on box 12 as a reminder. No Effect if rolled again.

\* For turns 12-13 use the column 14-17 in the Escort Handover Table.

## 2.8 Interceptors and Bombers attack in order given by their Performance.

This alternative was introduced by a BGG user Bernhard Kleber, and although it doesn't really reflect the air combat reality, it greatly helps the game AI to kick back.

## 2.9 Any Escort can be withdrawn after the 1st round of Fighter vs. Fighter Air Combat.

Originally, just the non-engaged Escorts could withdraw. I changed it because with the more frequent Interceptor Attacks, you want to save as many Escorts as possible. The damaged Escorts, although pretty useless for Fighter vs. Fighter

Air Combat can still provide a full close support defense to later Interceptor attacks.

## 2.10 The Bombing Hit range (11.2) was increased.

- Clear: Hits on a 3-6.
- Light Clouds: Hits on a 4-6.
- Heavy Clouds: Hits on a 5-6.

Please see the Appendix A for more information.

The column for Destruction Rating 3 was completely missing from the original Target Damage table, so it was added.

## 2.11 You can postpone a Mission.

The weather has been cats and dogs, so why would we do the task right now? Let's wait. You can re-roll the Weather roll. You either keep the result or re-roll again, in which case you have to keep the result of the second re-roll.

You will start that Mission with - 4 MP for each re-roll.

Together with the Optional Rule 12.13 “Additional Bombers”, this brings some tactical decisions to the game.

“How many MPs shall I spend before the mission? I have clear skies now, but I will have to do a Hard Damage to get the points back. Shall I get some more?”

## 2.12 Additional Bombers (12.12) - optional rule

You have to pay 3 MP for each additional bomber. This is because adding bombers for 1MP a piece was just too broken a tactic. More bombers of course means less Flak and more bombing dice to roll.





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## 3.0 OPTIONAL RULES

I did the testing with the following optional rules on - and so I highly recommend you do the same.

- Optional Landing Procedure (12.2) - a must.
- Additional Bombers (12.12) - a must. Abstract but it brings tactical decisions - it has been updated to 3MP per bomber.
- Low Altitude Bombing (12.13) - a must. Push-your-luck.
- Clouds Affect Flak (12.14) - very helpful, balances the bad weather. Cannot be applied if Low Altitude Bombing is being used.

I didn't use these, but here are my suggestions:

- Optional Crew Experience Upgrade (12.7) - If you play with this rule, you can upgrade only from Green to Veteran.
- Optional Crew Fate (12.4) - this looks very promising since you can use your Crew Log to mark the rescued Crew return.

## 4.0 APPENDIX A

### 2d6 Rolls and game stats

Check the table below to see the probabilities in the game. For example, 6-12 (which we read as 6+) shows 72 %, while 2-6 (which we read as 5-) shows 41.7%, etc .

7 is the most rolled result, then 6 and 8. The least rolled results will be 2 and 12.

Dice Value	Combinations	Chance of rolling exact number	Chance of rolling a number		
2	1	2.8%	2+	12-	100%
3	2	5.6%	3+	11-	97.2%
4	3	8.3%	4+	10-	91.7%
5	4	11.1%	5+	9-	83.3%
6	5	13.9%	6+	8-	72.2%
7	6	16.7%	7+	7-	58.3%
8	5	13.9%	8+	6-	41.7%
9	4	11.1%	9+	5-	27.8%
10	3	8.3%	10+	4-	16.7%
11	2	5.6%	11+	3-	8.3%
12	1	2.8%	12	2	2.8%

### The original Bombing success conditions were set way too hard.

Imagine you bomb with full power of 10 dice, there are Light Clouds and Target DR = 6. It will take you about 13 Missions to cause a Heavy Damage (8% chance of success). And we are talking about your top power. If you bomb with more common 8 dice, you will need 50 Missions to score a Heavy Damage. Two-full-campaigns. Basically, when you get even Light Clouds, you can't score well. So, in the end you can basically lose the game because you can't hit the target while those lazy Germans watch your puny attempts and laugh.

The probability tabs in Appendix B compare the success percentages before and after increasing the hit range. The grey spaces mean you most likely never experience those circumstances. The dashes mean the game itself doesn't allow for those conditions (like DR=8 cards don't have a Light Damage option etc.).





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## 5.0 APPENDIX B

Print out the following pages.

### **Mission Log**

A brief Mission log that lets you “save” the campaign right after each mission. Pack the target cards separately, so you can start from the point you have saved.

### **Crew management table**

To manage your Veteran and Crack Crews before, during and after each mission.

### **Game Tables**

3 pages of game Tables you need to play the game; a few of them have been updated to go with these rules.





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## MISSION LOG

Y	Mission		Target name	Dmg. [L/H]	Miss. points	Camp. points	Bombers		Greens		Vets		Cracks		Crews $\Sigma$
	Spec.	#					R	N/R	R	N/R	R	N/R	R	N/R	
		1													
		2													
	E	3													
		4													
		5													
	E	6													
		7													
		8													
	E	9													
		10													
		11													
	E	12													
		13													
		14													
	E	15													
		16													
	-42	17													
	E	18													
		19													
		20													
	E	21													
1945		22													
		23													
		24													
		25													





# A WING AND A PRAYER



## CREW MANAGEMENT TABLE

Crew / Mission #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Axis Hot Foot																									
Berlin Playboy																									
Big Red																									
Big Time Operator																									
Bobby Sox																									
Bomber's Moon																									
Chow Hound																									
Dallas Dolly																									
Delta Rebel																									
Demo Darling																									
Green Hornet																									
Hell's Angels																									
Jack The Ripper																									
Jersey Bounce																									
Memphis Belle																									
Miami Clipper																									
Peoria Bell																									
Pueblo Vengeance																									
Queenie																									
Rose Olive																									
Shoo Shoo Baby																									
Slavo Sally																									
Stark's Ark																									
Swamp Fire																									

- V** participating Veteran
  - C** participating Crack
  - H** Not Ready (Hospital)
  - +** Died
  - VC** Crack just upgraded from Veteran
  - Veteran just downgraded to Green
  - Veteran just upgraded from Green
  - On Break (10 missions)
- before mission to the current Mission column  
before mission to the current Mission column  
after mission to the next Mission column  
after mission to the next Mission column and scratch through the rest  
after mission to the current Mission column  
immediately to the current Mission column  
after mission to the current Mission column  
after mission to the next 10 columns





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DIST.	0-1	2-3	4-6	7+	<b>1942-43 FORMATION EVENTS TABLE</b>
2D6 >>	2-4	2-5	2-6	2-7	<b>Result</b>
<b>EVENT: ROLL 2D6</b>	2-6	2-3	2	2	<b>Systems Trouble</b> (random Bomber Rolls 1D6): 1-2 Bomber Damaged. If already Damaged then it Drops Out.
	7	4-6	3	3	<b>Weather Change</b> (1D6): If 1-3, Roll 1D6 again: 1-2 Clear, 3-4, Light Clouds, 5-6 Heavy Clouds. If on the way back, ignore it and Roll 1D6: 1-4 <b>Systems Trouble</b> , 5-6 <b>Lady Luck</b> .
	8-10	7	4	4	<b>Lady Luck:</b> Draw a random Lady Luck Counter.
	11-12	8	5	5	<b>Formation Check</b> (1D6 + Lead Bomber Crew's Performance Rating): 1-6 Loose Formation, 7+ Tight Formation
	-	9-12	6-12	6-12	<b>Enemy Fighters</b> (1D6): That many Enemy Interceptors +2.

DIST.	0-1	2-3	4-6	7+	<b>1944-45 FORMATION EVENTS TABLE</b>
2D6 >>	2-4	2-4	2-5	2-6	<b>Result</b>
<b>EVENT: ROLL 2D6</b>	2-6	2-3	2	2	<b>Systems Trouble</b> (random Bomber Rolls 1D6): 1-2 Bomber Damaged. If already Damaged then it Drops Out.
	7	4-6	3-5	3	<b>Weather Change</b> (1D6): If 1-3, Roll 1D6 again: 1-2 Clear, 3-4, Light Clouds, 5-6 Heavy Clouds. If on the way back, ignore it and Roll 1D6: 1-4 <b>Systems Trouble</b> , 5-6 <b>Lady Luck</b> .
	8-10	7-8	6	4	<b>Lady Luck:</b> Draw a random Lady Luck Counter.
	11-12	9-10	7	5	<b>Formation Check</b> (1D6 + Lead Bomber Crew's Performance Rating): 1-6 Loose Formation, 7+ Tight Formation
	-	11-12	8-12	6-12	<b>Enemy Fighters</b> (1D6): That many Enemy Interceptors.





# A WING AND A PRAYER



## TARGET DAMAGE TABLE 11.3

		TARGET DESTRUCTION RATING					
		8	7	6	5	4	3
HITS SCORED	8+	7+	6+	5+	4+	3+	<b>Heavy Damage:</b> Receive Full MP for the Target
	-	4-6	4-5	3-4	2-3	-	<b>Light Damage:</b> Replace Blue Target Card with Red Target Card. Receive the MPs. If already Red, no effect.
	0-7	0-3	0-3	0-2	0-1	0-2	<b>No Effect:</b> No MPs earned.

## FLAK DAMAGE TABLE 8.0

TOTAL	RESULT	IF PREVIOUSLY READY	IF PREVIOUSLY DAMAGED
9+	<b>Destroyed</b>	-	-
6-8	<b>Heavy Damage</b> (Damaged)	1D6: 1-3 No Effect 4-6 Drop Out	<b>Destroyed</b>
2-5	<b>Light Damage</b>	1D6: 1-3 No Effect 4-6 Damaged	1D6: 1-3 No Effect 4-6 Drop Out
1 or Less	<b>No Effect</b>	<b>No Effect</b>	<b>No Effect</b>

## BOMBER COMBAT TABLE 9.5 / 10.2

TOTAL	RESULT	IF PREVIOUSLY READY	IF PREVIOUSLY DAMAGED
13+	<b>Destroyed</b>	-	-
11-12	<b>Heavy Damage</b> (Damaged)	1D6: 1-3 No Effect 4-6 Drop Out	<b>Destroyed</b>
8-10	<b>Light Damage</b>	1D6: 1-3 No Effect 4-6 Damaged	1D6: 1-3 No Effect 4-6 Drop Out
7 or Less	<b>No Effect</b>	<b>No Effect</b>	<b>No Effect</b>





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## FLAK SITE ATTACK

<b>1st Roll 2D6: 2-6 Flak attacks</b>		
If Flak attacks		
<b>2nd Roll 1D6: Flak Attack Factor</b>		
1-3	Light Flak	<b>8</b>
4-5	Moderate Flak	<b>12</b>
6	Heavy Flak	<b>15</b>

## TARGET CLOUD COVER 4.3

Roll 2D6	HIT REQUIREMENTS	
2-6	Clear Skies	<b>3 - 6</b>
7-9	Light Clouds	<b>4 - 6</b>
10-12	Heavy Clouds	<b>5 - 6</b>

## REPAIR / RECOVERY TABLE 7.3 / 7.4

Roll 1D6	BOMBER	CREW
Recover on	<b>4-6</b>	<b>3-6</b>

## WAR PROGRESS EVENTS TABLE 7.5

	CURRENT YEAR			EVENT
	1942	1943	1944+	
	ROLL 2D6			
	-	11-12	-	<b>ME-262s Arrive Early:</b> From now on, use the 1944+ Row on the ENEMY FIGHTER TYPE TABLE. <b>No Effect if rolled again.</b> You may place a Me-262 counter on the track as a reminder.
	10-11	9-10	9-12	<b>Allies Advances:</b> +1 Campaign VP.
	6-9	7-8	6-8	<b>Stalemate:</b> No Effect.
	-	6	4-5	<b>V-2 Rocket Attack on London:</b> Advance Mission Counter one box.
	3-5	4-5	2-3	<b>Axis Advances:</b> -1 Campaign VP.
	2	2-3	-	<b>P-51s Arrive Early:</b> 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.

\* In Turns 12-13 use the column 14-17 of the Escort Rendezvous Table.





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## COMPARISON OF BOMBING ODDS IN THE ORIGINAL AND MODDED RULES

### 1. Original rules

Clear: 4-6 / Light Clouds: 5-6 / Heavy Clouds: 6



very unlikely



not allowed

Target destruction Rating	8			7			6			5			4			
Roll	Weather															
10 Dice	Heavy Damage	5	0.3	0.002	17	2	0.03	38	8	0.2						
	Light Damage	-	-	-	83	44	7	83	44	7						
8 Dice	Heavy Damage	0.4	0.02	6E-05	4	0.3	0.002	14	2	0.04	36	9	0.5	64	26	3
	Light Damage	-	-	-	64	26	0.3	64	26	3	86	53	13	-	-	-
7 Dice	Heavy Damage							6	0.7	0.01	23	5	0.2	50	17	2
	Light Damage							50	17	2	77	43	10	-	-	-

### 2. Modded hit numbers

Clear: 3-6 / Light Clouds: 4-6 / Heavy Clouds: 5-6

Target destruction Rating	8			7			6			5			4			
Roll	Weather															
10 Dice	Heavy Damage	30	5.6	0.3	56	17	2	79	38	8						
	Light Damage	-	-	-	98	83	44	98	83	44						
8 Dice	Heavy Damage	4	0.4	0.02	20	3.5	0.3	47	14	2	74	36	9	91	64	26
	Light Damage	-	-	-	91	64	26	91	64	26	98	86	53	-	-	-
7 Dice	Heavy Damage							26	6	0.7	57	23	5	83	50	17
	Light Damage							83	50	17	95	77	43	-	-	-



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## -Bombing the Reich- ADVANCED RULES AND MODIFICATIONS v5.0

*This game has great potential, and we wanted to pull some more out of it, so the design itself shined even more. We spent weeks modifying and testing the changes. We played close to 100+ missions to tune these advanced rules and modifications, so they push the game towards more dangerous flights and more rewarding objectives. We have even made room for tactical decisions.*

*Have fun*

*Jan Horinek, June 2020.*

