



A WING AND A PRAYER



FAQ, Clarifications and CORRECTIONS

RULEBOOK

Rule 9.1.10, 3rd para:

For Escort Fighters that continue with Air Combat; return to **Step 9.1.6 Position Escort Fighters** and follow all Fighter vs. Fighter Air Combat steps again to resolve the Second Round. After the Second Round is resolved then Fighter vs. Fighter Air Combat is complete, continue to Rule 9.2 Interceptors vs. Bombers Air Combat.

Rule 9.5: REMOVE "(depending on if you get a positive or negative result)"

Rule 11.2 Conduct Bombing Attacks

Disregard the NOTE at end of 11.2.

As per Rule 11.2.1 the Formation Lead Bomber Crew's Bombing Rating adds a +/- Row Shift.

Page 21, combat example text: "Enroute to Target, Formation Counter Enters Map Box with a Flak Icon"

Page 23, combat example art, first black arrow: "Roll Aggressive Escorts"

Page 23, combat example text: "Decides not to add additional Aggressive Escorts"

Page 25, right column, combat example text: "1st Interceptor"

PLAYER AID CARDS

1 Player Sequence -1 Card

5.7 Formation Check change to "5.8 Formation Check"

1 Player Sequence -2 Card

5.10 and 5.12 should be BOLD:

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

5.12 MISSION VICTORY POINTS (VP)

7.3 Damaged Bomber Replacement and Repair: change die roll to "Roll 1d6: 1-3 = Not Ready, 4-6 = Ready"

Formation Events Table 6.1.1

Systems Trouble: random Bomber must Roll 1d6: 1-2 Bomber Damaged. If already Damaged Bomber Drops Out

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

Enemy Interceptors: Roll 1d6 for # of Enemy Interceptors. Roll 1d6 +2 if Loose Formation

Escort Engagement Table 9.1.6

Disregard the notes at the bottom of this table, they belong to the Enemy Interceptor Type Table 9.1.2

Enemy Interceptor Type Table 9.1.2

The notes for this table are printed on the Escort Engagement Table 9.1.6

Campaign Success Table

Misspelling: "CHOSSEN" should be "CHOSEN"

SQUADRON BRIEFING CARD (please see fix file posted in the Lock 'n Load website Resource Section)

Campaign Progress VP Table add the following line: "-1 - 4 Minor Failure. -1 to Campaign VP"

MISSION DECK - TARGET CARDS

EMDEN card: required number of Bombers should be "9"

Major Target Cards:

1942: Antwerp

1943: Paris, Wilhelmshaven

1944: Berlin, Hamburg, Stuttgart, Vegesack



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1944 Target Cards:

Treat the 1944 cards like a normal Mission Card. If the target is damaged take half the printed VP's (rounded up), remove the blue Undamaged card from the Mission Deck and replace it with the red Damaged card.

MAP

“Abberbille” should be Abbeville

“Sutgart” should be Stuttgart

“Meault” should be Meaulte