AIRCRAFT & CREWS

BOMBERS

RATINGS

PERFORMANCE:
THE AIRCRAFT'S OVERALL SPEED AND MANEUVERABILITY

AIR-COMBAT:
THE AIRCRAFT'S ABILITY TO INFLICT DAMAGE ON ENEMY AIRCRAFT

BOMBING:
THE AIRCRAFT'S BOMB LOAD OR GROUND ATTACK CAPABILITY

STRUCTURE:
THE AIRCRAFT'S DURABILITY AND CAPACITY TO WITHSTAND DAMAGE

B-17F

AIR-COMBAT 3 — 4 BOMBING

PERFORMANCE 2 — 4 STRUCTURE

B-17F

2 — 2

0 — 3

DAMAGED

FIGHTERS

P-51

AIR-COMBAT 5

PERFORMANCE 4 — 2 STRUCTURE

P-51

3

2 — 1

DAMAGED

Fw-190

5

4 — 2

AIR-COMBAT:
THE CREW'S AERIAL GUNNERY SKILLS AND PROFICIENCY

PERFORMANCE:
THE CREW'S LEADERSHIP, TRAINING AND OVERALL PROFICIENCY

BOMBING:
THE BOMBARDIER'S SKILL, TRAINING AND PROFICIENCY

CREWS

CRACK **VETERAN** **GREEN**

HELL'S ANGELS | GREEN HORNET | GREEN CREW

+1 +2 +2 | 0 +1 +1 | -1 0 -1

AIR-COMBAT PERFORMANCE BOMBING

MISSION CARD

UNDAMAGED CARD

TARGET NAME

DIFFICULTY
BOMBING ROW SHIFT MODIFIER

YEAR

✠ ABBEVILLE ★1942

18 ⊕ 0 ✸ 6

FLAK
ATTACK VALUE OF
APPROACH/EGRESS FLAK

DESTRUCTION
HITS NEEDED TO
DESTROY THE TARGET

VPs 12/6 ✈ 9 ✤ 6

VICTORY POINTS
DESTROYED / **DAMAGED**

BOMBERS
REQUIRED

ESCORT
FIGHTERS

DAMAGED CARD

**IF A TARGET IS DAMAGED (NOT DESTROYED) DURING
A MISSION, REPLACE THE UNDAMAGED CARD WITH THE DAMAGED CARD**

✠ ABBEVILLE ★1942

14 ⊕ 0 ✸ 4

VPs 3 ✈ 6 ✤ 6

BOMBER SQUADRON

Your Bomber Squadron consists of 12 Bombers and 12 Crews.
The standard starting organization is:
12 B-17F Bombers, 1 Crack crew, 2 Veteran crews and 9 Green Crews.

CREWS

CRACK

HELL'S ANGELS
+1 +2 +2

GREEN

GREEN CREW
0 0 0

GREEN CREW
-1 0 0

GREEN CREW
0 0 0

VETERAN

GREEN HORNET
0 +1 +1

GREEN CREW
0 0 0

GREEN CREW
-1 0 -1

GREEN CREW
0 0 0

DALLAS DOLLY
0 +1 0

GREEN CREW
-1 0 0

GREEN CREW
0 0 0

GREEN CREW
-1 -1 -1

BOMBERS

B-17F

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

★ B-17F ★
3   4
2   4

A WING AND A PRAYER

FORMATION CARD

To conduct a Mission you'll draw a Mission Card which will determine the Target (Rouen), number of Bombers Required (6) and the number of Escort Fighters available (4). You must decide which Bombers and Crews fly the Mission and how they are positioned within the Bomber Formation

Lead Bomber → HELL'S ANGELS +1 +2 +3

Position within the Bomber Formation is important because the Lead Bomber Crew's ratings are used as modifiers throughout the Mission.

GREEN CREW 0 0 0

B-17F 3 4 / 2 4
LEAD Element

GREEN CREW 0 0 0

B-17F 3 4 / 2 4

LIGHT CLOUDS 5+

Cloud Cover
Target Cloud Cover determines "to Hit" number needed during The Bombing Run. In this case Light Clouds = 5+

GREEN HORNET 0 +1 +1

GREEN CREW -1 0 0

B-17F 3 4 / 2 4
HIGH Element

GREEN CREW -1 -1 -1

B-17F 3 4 / 2 4

B-17F 3 4 / 2 4

★1942 ROUEN 14 / -1 / 5
VPs 10/5 ✈6 ✈4

Bombers Required **Escort Fighters**

ESCORT — You were assigned four P-47 Escort Fighters for this Mission, place them in the Escort Section. You also received an Ace, so pair him with one of the P-47's.

USAAF ACE +2 +1
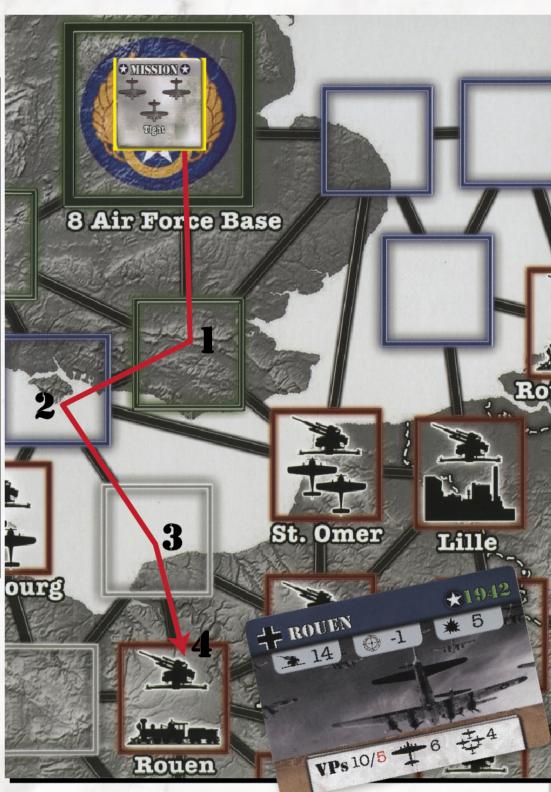
P-47 4 / 3 3   P-47 4 / 3 3   P-47 4 / 3 3

MISSION MAP

The Bomber Formation moves one Mission Map box per turn. For each map box the Formation moves advance the Escort Range counter one space on the Fighter Escort Range Tracks. Resolve Events and Flak as necessary. When your Formation enters the Target box conduct The Bombing Run procedures. Repeat the turn sequence steps to return your Formation back to home base.

ESCORT COUNTERS

ESCORT P-47

FIGHTER ESCORT RANGE TRACKS

1	7
2	P-38 **8** MAX
3	9
ESCORT P-47	10
5	11
P-47 **6** MAX	P-51 **12** MAX

★ MISSION ★
Tight

8 Air Force Base

1

2

3

4

St. Omer

Lille

Ro

ourg

Rouen

✠ ROUEN ★1942
⚓ 14   ◎ -1   ✹ 5
VPs 10/5   ✈ 6   ✈✈ 4

POST-MISSION

After the Bomber Formation returns to base you will attempt to Repair damaged Bombers and Recover their crews. You will also determine if crews that flew the Mission receive an Experience upgrade.

SQUADRON BRIEFING CARD
READY SECTION

FLEW MISSION

Bomber - Crew combinations that flew during the Mission are placed in the Ready Section (for the moment set aside combinations that did not fly).

DID NOT FLY

For each Crew that flew the mission determine if their Experience is upgraded. (Crack Crews don't upgrade)

UPGRADED

In this Example a Green Crew was upgraded to Veteran. Randomly draw a new Veteran Crew counter and use it to replace the Green Crew.
"Bomber's Moon" is the new Veteran Crew.

NOT READY SECTION

Two Bombers were Damaged during the Mission, the lead Bomber in the High Element "Green Hornet" and the right side Bomber in the Lead Element (Green Crew). These Bomber - Crew combinations are placed in the Not Ready Section. They are separated because Bomber Repair is a different procedure from Crew Recovery.

DAMAGED BOMBERS

RECOVERING CREWS

CHARTS

Some of the Charts in **A Wing and a Prayer** are different then what you may be used to. Typically in other games the die roll and at least one input will be along the top or side and the result grid will be in the middle. In **A Wing and a Prayer** many of the charts have the die roll range in the middle grid with the input and results along the top or side.
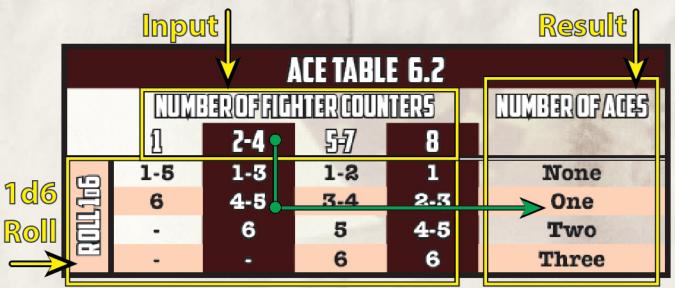
EXAMPLE

The Mission Card indicated there will be a group of four Escort Fighters with our Squadron during this Mission. So now we need to determine how many, if any, Aces are part of the Escort group.

4 Escort Fighter counters

Using the ACE TABLE, find the **Number Of Fighter Counters** across the top; in this example we use the 2-4 column because we have 4 Escort Fighter counters.

Next we roll a 1d6, the result is "5". Move down the column to the die roll range 4-5. Then move across to find our final result, **ONE**. So, one Ace will arrive with the Escort Fighters. Pair a USAAF Ace counter with any Escort Fighter counter, they will remain paired throughout the entire mission. If that Escort Fighter is destroyed the Ace is lost.

Input   **Result**

ACE TABLE 6.2

	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

1d6 Roll

ROLL 1d6

USAAF Ace

CHARTS & DICE

Some charts may require more than one die roll, based on the result of the initial roll. First follow the column down to the initial roll range, then across to the Result. Roll again ("1st Roll") to determine additional effects. If the Bomber was previously Damaged, a "2nd Roll" will be required.

NOTE: "Continue" means the Bomber continues the Mission.

BOMBER COMBAT TABLE 9.5 / 10.2

2d6 TOTAL	RESULT	1ST ROLL	2ND ROLL	1d6 CREW DAMAGE
13+	Destroyed	-	-	-
11-12	Heavy Damage	1-3 Continue 4-6 Drop Out	If already Damaged is now Destroyed	1-2: See Crew Damage (10.6)
8-10	Light Damage	1-3 Continue 4-6 Damaged	If already Damaged Roll 1d6: 1-3 Continue 4-6 Drop Out	-
7 or Less	Ineffective	Continue	Continue	-

USING MULTIPLE DICE: A technique to speed up the die rolls is to simultaneously throw multiple dice of different colors and assign each to a specific column on the chart.

EXAMPLE 1: The initial 2d6 Roll is "8", the Result is "Light Damage". The 1st Roll of "4" is "Damaged". The Bomber was previously damaged so the 2nd Roll is required, result of "5" is "Drop Out".

2d6 TOTAL	RESULT	1ST ROLL	2ND ROLL	
8-10	Light Damage	1-3 Continue 4-6 Damaged	If already Damaged Roll 1d6: 1-3 Continue 4-6 Drop Out	

EXAMPLE 2: The initial 2d6 Roll of "11" results in "Heavy Damage". The 1st Roll is "3 Continue" (so no further effects). Because the initial result was "Heavy Damage" another 1d6 roll is automatically required for the Crew, the result is "2" so check Rule 10.6 to determine Crew Damage.

2d6 TOTAL	RESULT	1ST ROLL	2ND ROLL	1d6 CREW DAMAGE
11-12	Heavy Damage	1-3 Continue 4-6 Drop Out	If already Damaged is now Destroyed	1-2: See Crew Damage (10.6)

NOTE: If Bomber had previously been damaged the initial result would be Destroyed.