ANDREA ANGIOLINO & PIER GIORGIO PAGLIA

WINGS of GLORY

WW1

Rulebook

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Wings of Glory is a game system that allows players to recreate aerial combat during World Wars I and II using cards and miniatures to represent the airplanes and their maneuvers.

This **WW1 Wings of Glory Duel Pack** includes everything you need to start playing the WW1 version of the system, introducing you to the game rules in a simple way.

In this starting set you find two airplane miniatures, each with their special base and specific maneuver deck, a damage deck, counters, tokens and rulers, and the Basic and Standard Rules to teach you how to play.

Wings of Glory is fast–playing and easy to learn. The *Basic Rules* (pages **5** to **16**) give you a very simple starting point to begin playing in a few minutes, while learning the core concepts of the system.

After you're familiar with the Basic Rules, or if you are an experienced gamer, you may start using the *Standard Rules* (pages **17** to **20**), which make the game a little more detailed by introducing special damages and their effects.

You can also include the *Optional Rules* (pages **21** to **22**), Aim and Tailing, to make the aerial duels between your fighters even more exciting!

GAME MATERIALS

FOKKER DR.I vs. SOPWITH CAMEL version

AIRPLANES AND AIRPLANE CARDS

| FOKKER DR.I MINIATURE AND BASE [1] | SOPWITH CAMEL MINIATURE AND BASE [1] |

| FOKKER DR.I CARD [1] | SOPWITH CAMEL CARD [1] |

CARDS

| C MANEUVER DECK [1 DECK / 22 CARDS] | D MANEUVER DECK [1 DECK / 20 CARDS] |

GAME MATERIALS

ALBATROS D.VA vs. SPAD XIII version

AIRPLANES AND AIRPLANE CARDS

**ALBATROS D.VA
MINIATURE AND BASE [1]**

**SPAD XIII
MINIATURE AND BASE [1]**

**ALBATROS D.VA
CARD [1]**

**SPAD XIII
CARD [1]**

CARDS

**A MANEUVER DECK
[1 DECK / 18 CARDS]**

**B MANEUVER DECK
[1 DECK / 20 CARDS]**

GAME MATERIALS

CARDS

DAMAGE CARDS: A
[1 DECK / 35 CARDS]

AA MACHINE GUN CARD / TARGET CARD [4]	TRENCH CARD / TARGET CARD [2]

COUNTERS AND ACCESSORIES

MANEUVER COUNTERS [12]	SPECIAL DAMAGE COUNTERS [28]
AIRPLANE CONSOLES [2]	RULERS [2]

Basic Rules

OBJECT OF THE GAME

In **Wings of Glory** players control one or more airplanes, taking to the skies to engage their opponents in aerial duels, or trying to accomplish a specific mission, such as recon or escort.

We recommend you start playing with the first scenario (*Face to Face,* page **24**), a simple dogfight in which one airplane is trying to shoot down an opposing airplane. The winner is the player that destroys his opponent's airplane before being shot down himself.

When you are comfortable with the game mechanics, you can play the other scenarios presented at the end of this booklet, or even start inventing scenarios of your own!

NUMBER OF PLAYERS AND AIRPLANES

Wings of Glory requires at least two players, each controlling one airplane. After your first game sessions, we invite you to play with more airplanes to increase your fun!

The setup instructions below assume that you will be playing a two–player game, with each player controlling one airplane. Each player plots maneuvers, fires, and takes damage separately for each airplane he controls.

This set supports up to two players, but there is almost no limit to the number of players and airplanes that can play, except the number of miniatures you own! You can easily play with more people if you have enough space and you buy the other available **Duel Pack** or additional **Airplane Packs** (see page **30**).

AIRPLANE CARD AND BASE ANATOMY

FOKKER D.
LUFTSTREITKRÄFTE
JASTA
RITTMEISTER
MANFRED VON RICHTHOFEN

①	AIRPLANE MODEL/VERSION
②	UNIT
③	PILOT
④	ALLIANCE: GREEN = ENTENTE GRAY = CENTRAL POWERS
⑤	MANEUVER DECK
⑥	FIREPOWER DECK
⑦	DAMAGE RESISTANCE
⑧	MOVEMENT ARROWHEAD
⑨	FIRING ARC

FOKKER DR.I
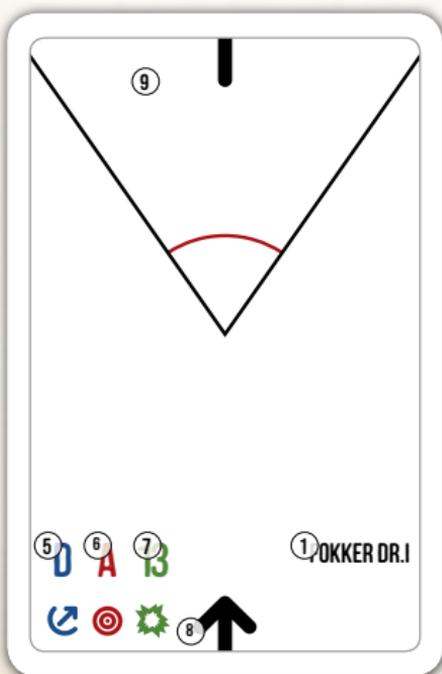
MANEUVER CARD ANATOMY
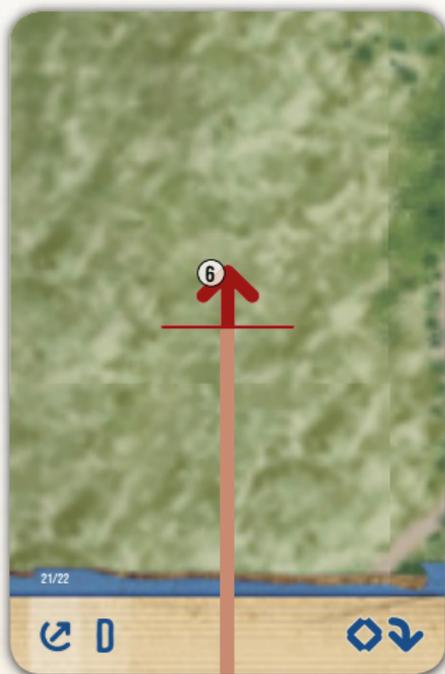
①	**MANEUVER ARROW**		
	DIRECTION		
		↑	STRAIGHT
		→	RIGHT
②		←	LEFT
		↓	IMMELMANN TURN
		⬈	CLIMB
		⬊	DIVE
③	**STEEP (IF THE ◇ SYMBOL IS PRESENT, THE MANEUVER IS STEEP)**		
④	**DECK ID**		
⑤	**CARD NUMBER**		
⑥	**A RED ARROW INDICATES A CLIMB OR DIVE CARD (TO USE WITH ADVANCED RULES)**		

SETUP

Choose a flat surface at least 70 x 70 cm. (≈27,5 in. x 27,5 in.) to play on (unless the scenario you play gives different instructions). A table, carpet, or floor section will all work as long as the boundaries are well defined.

Each player chooses his airplane model. Each airplane must be placed on a stand and the stand must be fixed at the center of the specific base of that airplane. Then, the players place their airplanes on opposite sides of the gaming area, facing toward their opponent.
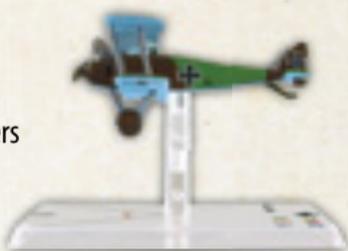
For each airplane he controls, a player also takes its airplane card, a console, and the maneuver deck matching the blue letter on the airplane base.

In your maneuver deck you will find two maneuvers, the **climb** and **dive** cards (the ones with the red arrows, with the two highest numbers in a maneuver deck). Place those cards back in the box: you only need them only when you play with the *Advanced Rules*, included in the **WW1 Wings of Glory Rules and Accessories Pack**.

Each airplane card is placed next to its console to use as an easy summary of the airplane's game characteristics. A green card back indicates an Entente airplane, while a gray card back indicates a Central Powers airplane. The cards also have a green or gray band on the front, under the pilot/unit name, so players can tell which side they belong to during the game.

Take the **A** deck of damage cards and place it on the table. The damage deck is shared by all players who use an airplane with matching firepower. When you play with different airplanes, you may need different damage decks (included in the **WW1 Wings of Glory Rules and Accessories Pack**), but all the airplanes included in this **Wings of Glory Duel Pack** use the **A** damage deck. You're now ready to fight!

AIRPLANE CONSOLE
BASIC RULES

JAMMED MACHINE GUNS COUNTER

AIRPLANE CARD

DAMAGE CARDS TAKEN

DAMAGE CARDS TAKEN WITH +1 *

UNUSED MANEUVER CARDS

LAST MANEUVER

WINGS of GLORY

* ONLY IF OPTIONAL RULES ARE IN USE

FIRST PLANNED MANEUVER

SECOND PLANNED MANEUVER

THIRD PLANNED MANEUVER

THE GAME TURN

Each turn is composed of four phases: a **planning** phase, followed by 3 **action** phases. Each action phase is further divided into a **movement** step, and a **firing** step.

Players perform each of these phases and steps simultaneously with all other players. Conclude each phase or step before proceeding to the next one.

After three action phases are completed, a new turn begins, starting with a new planning phase.

PLANNING

In this phase, players choose three cards from their airplane maneuver decks. These cards are the three maneuvers that each airplane will perform during this turn.

Place these cards facedown into the three maneuver spaces on the console. The card in space 1 will be the used first, the card in space 2 will be used second, and the card in space 3, third.

SPECIAL MANEUVERS

Cards with a ◇ symbol represent a **steep** maneuver. It is not allowed to play two steep cards in a row. At least one non–steep card must be played before another steep maneuver can be used.

If the last card of the previous turn was a steep maneuver, you cannot use a steep maneuver as the first card of the new turn.

A steep maneuver with a short arrow is called a **stall**.
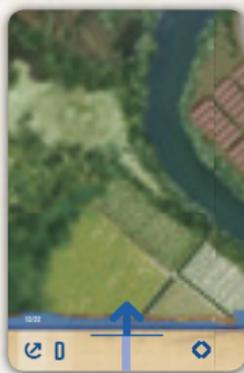
| STEEP MANEUVER | STALL |

The card with a ↓ symbol is an **Immelmann turn**. To play the Immelmann card, a player must plan a straight move (a card with the ↑ symbol) immediately before performing the Immelmann, and another straight move immediately after the Immelmann.

IMMELMANN TURN   **STRAIGHT MANEUVER**

ILLEGAL MANEUVERS

If an illegal maneuver is revealed because a player fails to follow these restrictions, he must replace the illegal card with a straight card and take an **A** damage card, representing the stress on the structure of the airplane.

FIRST ACTION PHASE – MOVEMENT STEP

After all the players have planned their moves, they simultaneously reveal the first of their planned maneuver cards.

Each player places his maneuver card in front of his airplane base so the start of the arrow matches the little black line in front of the base.

Next, he takes the airplane base and places it on top of the maneuver card, so the black arrowhead at the rear of the airplane base matches the maneuver arrowhead on the card.

After the airplane has executed the maneuver, the player removes the maneuver card.

LEAVING THE PLAYING AREA

An airplane is considered to have left the playing area when its central stand is outside of the playing area. An airplane that is outside of the playing area at the end of a movement step is out of the game.

OVERLAPPING DURING MOVEMENT

It is possible, at the end of a maneuver, for two or more airplanes to end up occupying the same position on the gaming field. Airplane bases can partially overlap, as long as they can balance without the bases shifting or sliding. If this is not possible, one of the models may be replaced with its airplane card, making sure it occupies the same position as the model base.

Use the airplane card for any measurements. If the airplane has to fire, measure ranges from the red dot at the center of the card.

Replace the card with the model as soon as the overlap ends.

FIRST ACTION PHASE — FIRING STEP

After all airplanes have moved, players check to see if each airplane can shoot by taking the ruler and placing one end of it against the stand at the center of the airplane base.

If an edge of the ruler can reach any point of the base of an enemy airplane while staying within the firing arc of the attacking airplane (the arc between the two black lines), the attacking airplane can fire at its opponent. Each airplane can fire at a single target each round, choosing one if there are several possible targets. It is possible for two airplanes to fire at each other. Firing is not mandatory.

If the target airplane base is reached by the first half of the ruler, the shot is at **short range**. The owner of the target airplane draws *two* damage cards from the damage deck that matches the firepower letter of the firing airplane (for example, two **A** damage cards if you use one the airplanes present in this **Wings of Glory Duel Pack**).

If the target is reached by the second half of the ruler, the shot is at **long range**. The owner of the target airplane draws *one* damage card from the appropriate damage deck.
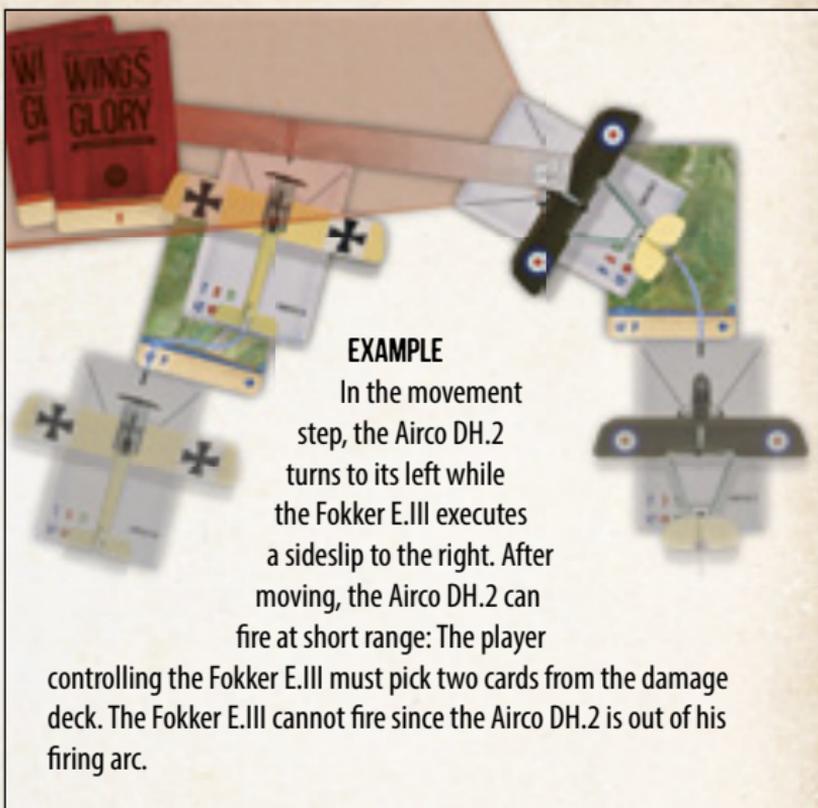
EXAMPLE
In the movement step, the Airco DH.2 turns to its left while the Fokker E.III executes a sideslip to the right. After moving, the Airco DH.2 can fire at short range: The player controlling the Fokker E.III must pick two cards from the damage deck. The Fokker E.III cannot fire since the Airco DH.2 is out of his firing arc.

LINE OF SIGHT

An airplane may not fire through other airplanes, enemy or friendly. If it is not possible to reach any point of a target base without the edge of the ruler crossing another base, then the line of sight of the firing airplane is blocked (although it may be able to shoot at a different target).

OVERLAPPING AIRPLANES

If, at the end of a maneuver, two airplane bases overlap, neither of the two airplanes can fire at the other. They can, however, fire at other airplanes. Other airplanes can shoot at the overlapping airplanes using the normal line of sight rules. The overlapping airplanes don't block each other's line of sight or the line of sight of the airplanes firing at them.

DAMAGE

When an airplane is fired upon, the owner of that airplane takes the damage cards indicated by the firepower of its attacker and secretly looks at them.

BACK   FRONT

The player keeps all damage cards together, *facedown*, in the proper area of the target airplane's console, adding up the damage points on the cards.

When the total damage (indicated by adding the number on the cards) sustained by the airplane equals or exceeds the resistance of the airplane (indicated by the green number on its base), the airplane is eliminated. The airplane is removed from the game and all its damage cards are reshuffled into their respective decks.

All damage for the phase is resolved simultaneously, after all airplanes that wish to fire have done so. Therefore, an airplane that is shot down may still fire during the phase in which it is eliminated.

SPECIAL DAMAGES

Some damage cards also show a symbol, representing special damages they inflict.

▶ If a damage card with the **explosion** (💥) symbol is drawn, the target airplane has exploded, and is immediately eliminated from play.

▶ If a damage card with the **jammed** (🗲 or 🗲) symbol is drawn, the *firing* airplane has jammed its guns. The player drawing the card must immediately show it to the firing player. The firing airplane cannot fire after each of the next three maneuvers. To remember this, take three jammed counters and put them on the console board of the firing airplane: This airplane discards one jammed counter after performing each of the next three maneuvers. It may fire normally thereafter.

If two jammed cards are drawn at the same time, jamming still lasts only three maneuvers.

Other types of special damage, present on the damage cards, are ignored in the *Basic Rules* and are used by the *Standard Rules*, as explained on pages **17–20**.

RUNNING OUT OF DAMAGE CARDS

If an entire deck of damage cards has already been used up, each player writes down the total damage for each airplane and any special damages still affecting each airplane on a piece of paper. Then, all the damage cards are reshuffled into their respective decks.

SECOND ACTION PHASE

After all airplanes have resolved their firing and damage, the first action phase ends.

In the second action phase, every player reveals the second maneuver card of this turn for his airplane, then moves it and resolves firing, just as he did in the first action phase.

THIRD ACTION PHASE

In the third action phase, every player reveals the third maneuver card of this turn for his airplane, then moves it and resolves firing, just as he did in the first and second action phases. This completes the game turn.

REMINDERS

► �] If the third maneuver card of the turn was a steep maneuver
(◇), the player takes a steep maneuver counter and places it
on the airplane console, to remember he can't perform
another steep maneuver at the beginning of the next turn.

►] If the third maneuver card was an Immelmann turn (↓), the
player takes an Immelmann counter to remember that he
must begin his next turn with a straight maneuver.

►] If the third maneuver card was a straight maneuver (↑), the
player takes a straight maneuver counter to remember that he
can begin his next turn with an Immelmann turn.

END OF TURN

After placing any necessary reminders, players pick up the three maneuver
cards they used in this turn and return them to their maneuver decks. A new
turn now starts, beginning with a new planning phase.

VICTORY

When playing a simple dogfight, the winner is the player (or team) with
airplanes still in the air when all the enemy airplanes exit the playing area or
are shot down. If you are playing several games, the winning player or team
scores 1 point for each enemy aircraft leaving the playing area, 2 points for
every enemy airplane shot down, and -1 point for each of its own airplanes
shot down. This score can be used to compare victories across different
games. Specific scenarios may have different scoring methods or victory
conditions.

Standard Rules

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The Standard Rules introduce **special damages**, increasing the realism of the game. After players are familiar with the Basic Rules, the rules in this chapter may be added to make the game more detailed and challenging. These rules are a set and are meant to be used all together.

Any previous rule that is not explicitly changed remains valid when playing with the Standard Rules.

DAMAGE

SPECIAL DAMAGES

Some damage cards have symbols in addition to the number of damage points. These symbols indicate **special damage** inflicted to the target airplane.

Some special damage results must be announced to the other players immediately, while some may (and should!) be kept secret. When appropriate, the owner of the target airplane announces the special damage and places the damage cards in the proper Damage section of the airplane console. However, even when the special damage must be announced, he does not tell to the other players the amount of damage points on the card(s).

AIRPLANE CONSOLE
STANDARD RULES

AIRPLANE CARD

JAMMED MACHINE GUNS COUNTER

DAMAGE CARDS TAKEN

DAMAGE CARDS TAKEN WITH +1 *

LAST MANEUVER

SPECIAL DAMAGE COUNTERS

UNUSED MANEUVER CARDS

* ONLY IF OPTIONAL RULES ARE IN USE

FIRST PLANNED MANEUVER

SECOND PLANNED MANEUVER

THIRD PLANNED MANEUVER

▶ The ⚡ symbol indicates that **the rudder of the airplane is jammed**. This special damage is kept secret. The airplane cannot choose maneuvers to the left (maneuvers that have an arrow pointing left in the lower right corner of the card) for the next turn. Any maneuvers already selected are carried out as placed.

▶ The ⚡ symbol indicates that **the rudder of the airplane is jammed.** This special damage is kept secret. The airplane cannot choose maneuvers to the right (maneuvers that have an arrow pointing right in the lower right corner of the card) for the next turn. Any maneuvers already selected are carried out as placed.

▶ The 🐥 symbol indicates that **the pilot is hit**. The player must announce this special damage.
A wounded pilot cannot fire his machine gun in the same phase he executes a steep maneuver or an Immelmann turn. If a wounded pilot is wounded a second time, the pilot is incapacitated and the airplane is immediately eliminated.
A wounded pilot takes longer unjamming his machine guns: If the guns become jammed, they cannot fire after the next four maneuvers, instead of the next three.

▶ The 🐥 symbol means that **the airplane engine is damaged**. This special damage is kept secret. The airplane must play at least one stall maneuver each turn (one with a short arrow and the ◇ symbol) until the end of the game. If an airplane takes a second engine damage, the airplane is immediately eliminated.

▶ The 🌬 symbol means that the **airplane leaves a smoke trail**. The player must announce this special damage. To keep track of it, the targeted player places three smoke counters in the Damage section on the airplane console. He will discard one counter at the end of each turn, including the current one. The airplane can't perform tailing (see the optional rule *Tailing*, page **21**) until all the smoke counters are removed. The smoking airplane can be tailed normally.
If a smoking airplane takes a second smoke damage, while the first is still in effect and there are still smoke counters on the console, treat it as a fire damage counter (see below). In this case, the owner of the airplane discards all remaining smoke counters, and takes three flame counters.

▶ The 🔥 symbol means that the **airplane has caught fire**. The player must announce this special damage. The targeted player takes three flame counters and places them in the Damage section on the airplane console. Each turn, before revealing the first maneuver of the turn, the player removes a flame counter and takes a damage card from the **A** deck. Only damage points and explosions are taken into account, all other special damages are ignored. Until all the flame counters are

removed, the airplane on fire cannot plan any straight maneuver. The airplane also smokes, so it can't perform tailing (see *Tailing*, page **21**) until all the flame counters are removed. An airplane on fire can be tailed normally.

If an airplane draws a fire damage card while it already suffers from fire damage, the player must start again tracking the fire damage with three counters in the Damage section on the airplane console, regardless of how many flame counters were previously on the console.

MULTIPLE SPECIAL DAMAGES

An airplane can take more than one type of special damage, at the same time or over the course of several turns.

If an airplane takes two fire damages, two left jams, or two right jams at the same time, only one of them has a special damage effect. Additional pilot, engine and smoke damage cards have cumulative effects, as detailed in their respective sections.

Optional Rules

I n addition to the Basic and Standard Rules, this rulebook contains two optional rules to make your first dogfights and your first missions even more exciting!

AIM

When an airplane is firing at the same enemy airplane with the same weapon (that is, within the same firing arc) for two or more consecutive phases, it can fire with more accuracy.

From the second consecutive phase of fire onward, even from one turn to the next, all the damage cards causing damage score one additional damage point. Zeroes, however, are still considered zeroes.

Even if an airplane is firing at the target for three or more phases, the target only takes one additional damage point per card.

To remember which cards cause extra damage, keep them on the "+1 damage" space on the target airplane console.

TAILING

Sometimes a pilot is in an advantageous position where he can anticipate the actions of his adversary. This is called **tailing**. Check for tailing before each planning phase.

To see if tailing is possible, the owner of an airplane places the ruler to check the distance between his airplane stand and the stand of another airplane in front of it. The airplane in the rear is attempting to tail, while the airplane ahead of it is being tailed.

WINGS OF GLORY

Tailing requires the following three conditions to be met:

1) The ruler reaches both stands, and

2) the ruler passes through the front edge of the tailing airplane base and the rear edge of the tailed airplane base, and

3) the ruler does not cross any other airplane base between the two airplanes.

If an airplane can tail two or more enemies, it must choose one. The two airplanes plan their turn as normal, but before revealing the first maneuver, the tailed player must secretly show his first planned facedown card on his console to the tailing player, and only to him: The latter can rearrange the order of the three planned maneuver cards for the tailing airplane. Then the maneuvers are revealed and airplanes are moved.

After firing is resolved, but before revealing the second maneuver, check the position of the two airplanes: If tailing is still possible, the tailed player must show his second card to the tailing player. The latter can rearrange the order of the two remaining maneuver cards.

If the tailing player controls more than one airplane, he must plan the moves for all his non–tailing airplanes before looking at any maneuver cards of airplanes he is tailing.

TAILING AND SPECIAL DAMAGES

Smoke: When an airplane is smoking, it can't perform tailing until all smoke counters are removed. A smoking airplane can be tailed normally.

Fire: When an airplane is on fire, it counts as leaving a smoke trail and, as a result, cannot perform tailing until all the flame counters are removed.

Scenarios

In this section you can find some introductory scenarios that will help you to learn how to setup a dogfight or a different kind of mission.

Each scenario may be played with either Basic or Standard Rules. Some scenarios also include optional rules needed to play them.

The playing area lengths and widths listed in each scenario are suggested minimums. Length is given as the distance from the Central Powers to the Entente side of the table (they are always opposite each other).

After you are familiar with the game, feel free to invent your own scenarios, using the ones below as examples. You can also download further scenarios from our website: www.aresgames.eu.

All scenarios can be played with the contents of this set, but variants are provided for players who also own the other version of the **WW1 Wings of Glory Duel Pack** or additional **Airplane Packs**. When you add additional fighters to a scenario, make sure they have matching capabilities, choosing the opponents with the help of the following table:

ENTENTE	VS.	CENTRAL POWERS
SOPWITH CAMEL / SPAD XIII	VS.	ALBATROS D.VA / FOKKER DR.I
AIRCO DH.2	VS.	HALBERSTADT D.III
MORANE–SAULNIER TYPE N	VS.	FOKKER A.III / FOKKER E.III

Note: The Airco DH.2, Morane–Saulnier Type N, Fokker A.III, Fokker E.III and Halberstadt D.III all require the B damage card deck, included in the **WW1 Wings of Glory Rules and Accessories Pack**.

FACE TO FACE
IN THE SKY OVER THE FRONT, TWO AIRPLANES ATTACK EACH OTHER IN A FEROCIOUS FIGHT

Players: 2

Gaming Surface: Length of at least 70 cm. Width: 70 cm.

Central Powers Player: A Central Powers fighter at half ruler distance from its side.

Entente Player: An Entente fighter at half ruler distance from its side.

Winning Conditions: The player who exits the gaming field or is shot down loses.

Variants:

▶ This simple scenario is more interesting with multiple airplanes on each side. Use the same number of fighters for each side. You can assign multiple airplanes to the same player, or play with one player for each airplane.
Each team scores 1 point for each enemy airplane that exits the gaming field, 2 points for every enemy airplane shot down, and -1 for each of its own airplanes shot down.

A HARD TASK
AN AIRPLANE MUST TAKE PICTURES OF AN ENEMY TARGET, DEFENDED BY A PATROLLING ENEMY PILOT

Players: 2

Gaming Surface: Width: 100 cm. The Central Powers side is opposite the Entente one, and at least 140 cm. apart. Place a target card in front of the center of the Entente side, at one ruler distance from the edge.

Central Powers Player: A Central Powers fighter in the center of its side.

Entente Player: An Entente fighter, equipped with a camera, in the center of its side.

Winning Conditions: To photograph the target, the airplane must perform a stall maneuver, starting it when its center is at half ruler distance from any point of the target card.
The Entente player wins if the Entente fighter takes a picture of the target and exits the gaming surface from his own side. He also wins if the Central Powers fighter is destroyed or exits the game while the Entente airplane is still in play.
The Central Powers player wins if the Entente fighter is shot down or exits the gaming surface without pictures, or exits from a side other than from its own.

Variant:

▶ Assign two or more fighters to each side, the same number for each. Only one airplane on one side has the camera and can take pictures. Make a secret note to indicate which airplane is equipped with the camera.
Each team scores 1 point for each enemy aircraft that exits the gaming surface, 2 points for every enemy airplane shot down, and -1 for each of its own airplanes shot down. If the airplane with the camera takes a picture of the target, the Central Powers team does not score any points for Entente airplanes that exit the gaming surface from their own side. If the airplane with the pictures exits from his own side, the Entente team scores 2 points.

WINGS OVER CAMBRAI
A FIGHTER EQUIPPED WITH SOME BOMBS IS ATTACKING ITS TARGET WHEN AN ENEMY FIGHTER COMES OUT OF THE SUN

Players: 2

Gaming Surface: Width: 100 cm. The Central Powers side is opposite the Entente one, and at least 140 cm. apart. Place a target card in the center of the Central Powers side, at 30 cm. of distance from the edge, and two trenches (see the *Trench Card Rules*, page **27**) at one ruler distance from the target card, one at the left and one at the right, facing the Entente side.

Central Powers Player: A Central Powers fighter at half ruler distance from his side of the gaming field and two trenches.

Entente Player: An Entente fighter at half ruler distance from the left corner of his side of the gaming field.

Winning Conditions: When the Entente fighter overlaps the target card, the player can drop the bombs. He can do this only once in the game. The target is destroyed if the Entente fighter overlaps the red dot printed at the center of the target card when the bombs are dropped; the target is damaged if the fighter overlaps any part of the target card, but not the center dot.

▶ If the target is destroyed, the Entente player scores 4 points;

▶ If the target is damaged, the Entente player scores 2 points.

▶ If the target is undamaged at the end of the game, the Central Powers player scores 2 points.

▶ Each player scores 6 points if the enemy fighter is eliminated.

▶ Each player scores 4 points if the enemy fighter exits the gaming surface; however, the Central Powers player does not score any points if the Entente fighter exits from its side after dropping the bombs.

Trench Card Rules: Trenches represent infantry troops with light weapons entrenched in defensive positions.

This ground unit is a unit represented with a card — a trench card — that is placed on the table at the start of the game according to the scenario rules. Trenches never move or turn.

The trench card has no firing arc and can target an airplane that has the center of its base within a ruler of distance from it (including an airplane overlapping the firing card). If there are several possible targets, the player controlling the card chooses among them. The airplane takes an **A** damage card, regardless of the distance. Ignore the damage points on the card and count only special damage results. Trench fire never jams.

Flying airplanes can fire against trenches too, inflicting damage as if they were firing on an enemy airplane. Damage cards are kept *face up* beside the trench card. When a trench card suffers the number of damage points indicated by the resistance on its card, or if it takes an explosion damage card, it is silenced and counts as eliminated for scenario purposes.

Trenches ignore all other type of special damage.

Variant:

▶ Assign two or more fighters to each side, the same number for each. Only one Entente airplane carries bombs. Each team scores points in the same way as in the normal version of the scenario, except that a team scores -2 points for each of its own airplanes shot down.

BULLETS IN THE MUD
DURING A FIERCE BATTLE, AIRPLANES ARE SENT ON TRENCH–STRAFING MISSIONS

Players: 2

Gaming Surface: Width: 90 cm. Length of at least 110 cm.

Central Powers Player: Two **A**–firing anti–aircraft machine gun cards (see the *AA Machine Gun Card Rules*, page **29**) at two ruler distance from the Central Powers side, one at 35 cm from the left side and one at 35 cm from the right one. A trench card (see the *Trench Card Rules*, page **27**) at two rulers distance from the center of the Central Powers side. A Central Powers fighter in the center of its side.

Entente Player: Two **A**–firing anti–aircraft machine gun cards at two ruler distance from the Entente side, one at 35 cm from the left side and one at 35 cm from the right one. A Trench card at two ruler distance from the center of the Entente side. An Entente fighter in the center of its side.

Winning Conditions: Each player scores:

► 1 point for each damage to enemy trenches or anti–aircraft machine guns (no more than 5 for each card);

► 5 points if the enemy airplane is destroyed;

► 4 points if the enemy airplane exits the gaming surface from any side while his own plane is still on the board.

  Each player loses:

► 6 points if his airplane is destroyed;

► 4 points if his airplane exits from a side that's not his own, plus 2 points if his airplane leaves from his own side before he inflicts at least 1 point of damage to each enemy trench and AA machine gun card;

► 1 point for each enemy target card (trench or AA machine gun) that is undamaged at the end of the scenario.

The game ends when both airplanes leave the gaming surface or are destroyed, or when only a single airplane is in play and two turns passes without any bullet being shot.

Anti–Aircraft Machine Gun Card Rules: Anti–aircraft (AA) machine guns represent machine guns used by ground troops.

AA machine gun cards are placed on the table at the start of the game according to the scenario rules. They never move or turn. Each AA machine gun can fire once in each phase, following the normal rules used by airplanes. If there are several possible targets within their firing arc, the player controlling the AA machine gun chooses among them. Damage points and special damage results have normal effect, just as if the damage was inflicted by another airplane. AA machine guns can jam, with the same effect as an airplane, when firing.

In addition to their normal fire, the AA machine guns may fire an additional shot once per phase, using the same rule of the Trench card (see page **27**).

Flying airplanes can fire against AA machine guns, inflicting damage as if they were firing on an enemy airplane. Damage cards are kept *face up* beside the AA machine gun card. When an AA machine gun card suffers the number of damage points indicated by the resistance on its card, or if it takes an explosion damage card, it is silenced and counts as eliminated for scenario purposes.

AA machine guns ignore all other type of special damage.

Variants:

▶ Give trenches and anti–aircraft machine guns to one side only. Only the player without trenches and AA machine guns scores points: If his total is positive he wins, if it is negative his opponent wins, if it is 0 the game is a draw.
Both in the basic version and in the variant, you can have more than one fighter per side, with the same number on each side. If there are more than 2 players, the score is for the team. The points for enemy airplanes exiting are assigned if at least one airplane from the team is still in play.

EXPANDING THE GAME

Now that you have learned to play the Wings of Glory system with this **WW1 Wings of Glory Duel Pack**, why not add something more?

To make the game more varied and interesting, you can purchase another **Duel Pack** —the Duel Pack is available in two different versions, with different airplanes. You can also get more airplanes, similar to the ones you find in the Duel Packs (but with different colors), as individual **Airplane Packs**.

To take another step forward in expanding the system, get a copy of the **WW1 Wings of Glory Rules and Accessories Pack**. In this complete set you will find an array of components, including a beautiful color book, with the full rules compendium including aces, altitude, anti–aircraft guns, rockets, balloons, and more. The **WW1 Wings of Glory Rules and Accessories Pack** also includes all the cards and counters you need to add even more airplanes to the game, including two–seaters and bombers, which you can purchase in the form of **Airplane Packs** and **Special Packs**.

AIRPLANE PACKS

FOKKER E.III / FOKKER A.III

WGF105A **IMMELMANN**	WGF105B **HAUTZMAYER**	WGF105C **BUDDECKE**

HALBERSTADT D.III

WGF106A **CAMOUFLAGE**	WGF106B **KEUDELL**	WGF106C **LUFTSTREITKRÄFTE**

MORANE—SAULNIER TYPE N

WGF107A
NAVARRE

WGF107B
GILBERT

WGF107C
CHAPUT

AIRCO DH.2

WGF108A
SAUNDBY

WGF108B
HAWKER

WGF108C
ANDREWS

SPECIAL PACKS

CAPRONI CA.3

WGF301A
BUTTINI

WGF301B
CEP 115

GOTHA G.V

WGF302A
ASCHOFF

WGF302B
VON KORFF

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WINGS of GLORY ™

WW1

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