BASIC RULES FOR MULTI-ENGINE AIRPLANES

AIRPLANE CENTER

On multi-engine airplane cards and bases there is no longer a single "center" of the airplane. The airplane stand (or the blue dot at the center of the airplane on the airplane card) is used to decide whether the airplane is inside or outside the gaming surface and for any other use apart from firing. Multiple colored dots indicate the position of the machine guns for the purpose of firing.

TAILING MULTI-ENGINE AIRPLANES

The blue dot on the airplane base (or the blue dot at the tail on the airplane card) is used as a reference point for the *Tailing* optional rule.

MULTIPLE ARCS OF FIRE

All multi-engine airplanes have several machine guns. Colored (red or dark yellow) dots are used to mark machine gun positions: there is one dot for each firing arc.

To measure the range when firing with a specific machine gun, use the appropriate colored dot. The number inside the circle on the firing arc is used to identify the machine gun. The firepower of each machine gun is indicated on the airplane card, beside the appropriate number.

Use only machine guns indicated by red dots when playing with Basic Rules. Machine guns indicated by dark yellow dots are only used with Advanced Rules.

Pay attention to firing arcs that overlap other firing arcs; a target airplane can be fired at by more than one of an airplane's machine guns at the same time if it is within more than one arc.

Airplanes with several firing arcs can fire at one target for each arc in each turn. If the same gunner handles multiple machine guns (as indicated by the Airplane Management Card, see below), he can fire only one of these guns in the same turn.

Note: a 360°-rotating machine gun is identified by a white octagon, with a red (or dark yellow) border and a number, instead of a dot.

AIRPLANE MANAGEMENT CARD

In this pack, you can find an **airplane management card**. The card shows several role circles, each indicating the role that a crewman has on the airplane. Each circle includes a roman numeral, which refers to the specific crewmen that handles the role. If the same Roman numeral appears inside different role circles, connected by a black line, it means that the crewman designated by that numeral has **multiple roles**.

The role of **pilot** is indicated by the blue pilot symbol in a blue circle.

The role of gunner is indicated by the machine gun symbol in a colored circle. Each role circle for a gunner is connected to the number of that machine gun on the airplane, matching the number used on the airplane card.

When using Basic Rules, the management card is only used to show you if a crewman has multiple roles.

CARDS AND COUNTERS

▸ 1 Airplane Card
   (B or C version)

▸ 1 Management Card
   (B or C version)

▸ 1 Maneuver Cards Deck: XB
   (11 cards)

▸ 3 Bomb Cards

▸ 2 Target Cards

▸ 6 Engine Damage Counter (Blue)

▸ 5 Crewman Hit Counter (Red)

▸ 3 Crew Damage Counter (Green)

▸ 6 Crew Damage Counter (Yellow)

▸ 5 Casualty Marker (Gray)

▸ 2 Presence Marker (Green)

Note: to fully use all of the specific rules and counters for the airplane included in this pack, you should use the complete rules included int he **WW2 Wings of Glory Rules and Accessories Pack**.

NORTH AMERICAN B-25 MITCHELL

GAME STATS

VERSION	ENGINES	FIRE ARCS	DAMAGE RESISTANCE	CLIMB RATE	MAXIMUM ALTITUDE	CREW
B	2	2	30	7	9	3
C	2	2/3	30	7	9	3/4

Values after the slash (/) are used with Advanced Rules.

🎲🎲 CREW DAMAGE TABLE
(FOR USE WITH STANDARD RULES)

VERSION	CREWMAN	EFFECT
B	I	PILOT
B	II	FRONT GUNNER
B	III	DORSAL GUNNER
C	I	PILOT
C	II	FRONT GUNNER
C	III	DORSAL GUNNER
C	IV	VENTRAL GUNNER *

* Advanced Rules only.

SPECIAL RULES
♟♟♟ DORSAL TURRET

The B-25 has a dorsal turret (machine gun ②). When playing with Advanced Rules, a dorsal turret can ignore the normal limits of its firing arc and fires 360° against targets at a higher altitude. This weapon fires within the printed arc at the same altitude, but cannot fire against targets at a lower altitude.

♟♟♟ VENTRAL TURRET OF THE B-25C

The B-25 ("C" version only) has a ventral turret (machine gun ③). This ventral turret can fire 360°, but ONLY against targets at a lower altitude. This weapon is not used when playing with Basic or Standard Rules.