ANDREA ANGIOLINO & PIER GIORGIO PAGLIA

WINGS of GLORY™

WW2

Rulebook

ARES

Introduction

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 **WW2 Wings of Glory Starter Set** is a complete game that includes everything you need to start playing the WW2 version of the system, which may be expanded with additional game sets and **WW2 Airplane Packs** to allow for larger battles with different airplanes. Each additional airplane comes with a special base and its own specific maneuver deck.

Wings of Glory is fast-playing and easy to learn. The introductory *Basic Rules* (pages **5–10**) give you a very simple starting point to begin playing minutes after opening this box. After you're familiar with the Basic Rules, or if you are an experienced gamer, you may use the *Standard Rules* (pages **11–13**), which make the game a little more challenging by introducing airplane movement planning one turn ahead and special damages. The *Advanced Rules* (pages **14–17**) provide an even greater level of realism, including rules for variable altitude levels and acceleration.

Whatever level of complexity you prefer to play, you can elect to use optional rules (pages **18–22**) and you can engage your airplanes in a variety of different scenarios (pages **27–31**).

Note that the **WW2 Wings of Glory Starter Set** includes some rules (such as the Two-Seaters rules) that do not involve the airplanes in this set. They are presented here to make the rules complete, so that you can add additional **Airplane Packs** to your game without needing additional rules.

GAME MATERIALS

PLANES AND PLANE CARDS

CURTISS P-40F WARHAWK [1]	YAKOVLEV YAK-1 [1]	KAWASAKI KI-61-I-KAIC [1]	REGGIANE RE.2001 GV FALCO II [1]

ALLIED AIRPLANE CARD [1]	ALLIED AIRPLANE CARD [1]	AXIS AIRPLANE CARD [1]	AXIS AIRPLANE CARD [1]

CARDS

MANEUVER CARDS: E^1, E^2, E^3, H^1 [4 DECKS / 72 CARDS]	ANTI-AIRCRAFT / TROOP CARD [6]	TARGET CARD / TROOP CARD [6]

CONSOLES, TOKENS, AND RULERS

BASIC AIRPLANE CONSOLES [4]	STANDARD/ADVANCED AIRPLANE CONSOLES [4]

DAMAGE TOKENS [252]	MARKERS, TOKENS, AND COUNTERS [126]	RULERS FOR DETERMINING RANGE [2]

MARKERS, TOKENS, AND COUNTERS

DAMAGE COUNTERS

A	**B**	**C**	**D**	**2**	
"A" DAMAGE (BACK)	"B" DAMAGE (BACK)	"C" DAMAGE (BACK)	"D" DAMAGE (BACK)	NORMAL DAMAGE	EXPLOSION
1	**3**	**12**	**2**	**2**	**6**
RIGHT RUDDER JAM	LEFT RUDDER JAM	ENGINE DAMAGE	CREWMAN HIT	SMOKE	FIRE

SPEED MARKERS

SPEED MARKER (BACK)	BLANK	LOW SPEED	HIGH SPEED	EXCEPTIONAL PILOT

ACE AND ROOKIE TOKENS

ACROBATIC PILOT	DAREDEVIL	EXCEPTIONAL PILOT	GOLDEN TOUCH	GOOD AT ESCAPING	LUCKY PILOT
PERFECT CONTROL	SUPER ACE	TECHNICAL EYE	ITCHY TRIGGER FINGER	PERFECT AIM	SNIPER

ROOKIE

OTHER COUNTERS

4						
CLIMB COUNTER	ARTILLERY COUNTER	RECOVERY COUNTER	NUMBERED COUNTER (ALTITUDE/FUEL)	SMOKE COUNTER	FLAME COUNTER	ROCKETS COUNTER

Basic Rules

I n **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, escort, or bombing.

We recommend you start playing with the first scenario (*Dawn of War Patrol,* page **28**), a simple dogfight in which one group of airplanes is trying to shoot down an opposing group of airplanes. The winner is the player – or team of players – that destroys their opponents' airplanes before being shot down themselves.

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

NUMBER OF PLAYERS AND AIRPLANES

Wings of Glory requires at least two players, each controlling one airplane. However, we recommend that for a faster, more action-packed game, there should be at least four airplanes total — a game with only two airplanes can involve a lot of chasing and not much shooting!

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

If you are playing with more than two players, divide the players as evenly as possible into two teams. This set supports up to four players, but you can easily play with more people if you have enough space and you buy additional **Airplane Packs**.

SETUP

Choose a flat surface with a size of at least 90 x 90 cm (≈36 in. x 36 in.) to play on. A table, carpet, or floor section will all work as long as the boundaries are well defined. Divide the four groups of damage counters according to the letter on the back and place them into four different cups, or in four groups face down on the table.

Each player chooses two airplane models and places them as instructed by the scenario, with the airplanes facing his opponent. Note that each model matches a specific base (see *Game Materials*, page **3**). Each airplane must be placed on a stand, and the stand must be fixed at the center of the appropriate base. You can insert more than one stand below the model, but this does not have any effect in the game unless you play with the *Advanced Rules* (pages **14–17**).

For each airplane he controls, players also take a console, the appropriate airplane card, and the set of maneuver cards that matches the blue letter on the airplane base. Each maneuver card is numbered.

Each airplane card is placed next to its console to use as an easy summary of the airplane's game characteristics and to help players remember which airplane is being controlled with that console. A green card back indicates an Allied airplane while a gray card back indicates an Axis airplane. The cards also have a green or gray band on the front, under the pilot/unit name, so players can remember which side they belong to during the game.

Do not take the **dive** and **climb** cards (the ones with the red arrows, numbered 17 and 18 in the maneuver decks – E and H – included in this set), unless you want to play with

CARD ANATOMY

AIRPLANE CARD

CURTISS P-40F WARHAWK ①
GROUPE DE CHASSE II/5 "LAFAYETTE" ②
SERGENT CHEF JEAN GISCLON
⑤ B B B
③ 18 ④ ⑦ ⑥ A B

MANEUVER CARD

①	AIRPLANE MODEL/VERSION
②	UNIT/PILOT (GREEN = ALLIED, GRAY = AXIS)
③	DAMAGE RESISTANCE
④	MANEUVER DECK
⑤	SHORT RANGE FIREPOWER
⑥	LONG RANGE FIREPOWER
⑦	MOVEMENT ARROWHEAD
⑧	FIRE ARC

①	MANEUVER ARROW (HIGH SPEED)	
②	MANEUVER ARROW (LOW SPEED)	
	DIRECTION	
③	→	RIGHT
	↑	STRAIGHT
	↓	DIVE
	←	LEFT
	↓	IMMELMANN TURN
	↱	CLIMB
④	STEEP (IF THE ◇ SYMBOL IS PRESENT, THE MANEUVER IS STEEP)	
⑤	DECK ID	
⑥	CARD NUMBER	

the *Advanced Rules* (pages **14–17**). Just take the normal maneuver cards (numbered 1 to 16 in the maneuver decks included in this set).

THE GAME TURN

Each turn is composed of three phases: **planning**, **movement**, and **firing**. Players perform each of these phases simultaneously with each other player. Conclude each phase before proceeding to the next one. After all firing is resolved, start a new turn with a new planning phase.

PLANNING

In this phase, players secretly choose one unused card from the maneuver deck of each airplane and place the card face down in the first space of the corresponding airplane console.

The maneuver indicated by the arrow on the card (or by the arrow with a blue arrowhead, if there is more than one arrow) will be performed in the movement phase of this turn.

SPECIAL MANEUVERS

STEEP MANEUVER

STALL

IMMELMANN TURN

STRAIGHT MANEUVER

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.

A steep maneuver with a short arrow is called a **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.

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 Ⓐ damage counter, representing the stress on the structure of the airplane.

MOVEMENT

When all the players have planned their moves, they simultaneously reveal their maneuver card.

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

Next, he takes the airplane base and places it on top of the maneuver card, so the blue arrowhead at the rear of the airplane base matches the maneuver arrowhead on the card (or the blue arrowhead, if there is more than one).

MOVEMENT

The maneuver card used for movement can not be used in the planning phase of the next turn. As a reminder, it is left faceup on the second space of the console, and the card that was previously placed on that space is put back in the maneuver deck.

AIRPLANE CONSOLE
BASIC RULES

DAMAGE
COUNTERS

PREVIOUS
MANEUVER

CURRENT
MANEUVER

UNUSED
MANEUVER CARDS

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 maneuver is out of the game.

OVERLAPPING DURING MOVEMENT

It is possible, at the end of a maneuver, two or more airplanes may 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 overlapping ends.

FIRING

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 fire 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 target airplane takes as many counters of each specific letter as indicated by the short range firepower value ( ) on the base of the shooting airplane.

If the target is reached by the second half of the ruler, the shot is at **long range**. The target airplane takes as many counters of each specific letter as indicated by the long-range firepower value ( ).
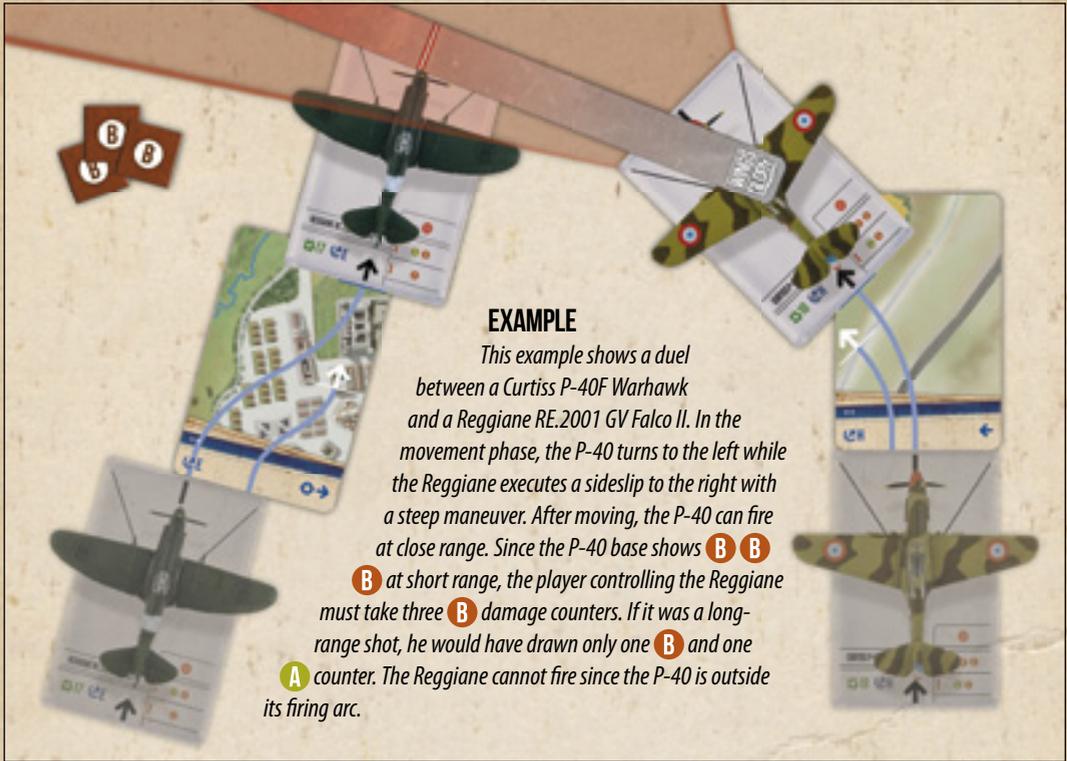
EXAMPLE

This example shows a duel between a Curtiss P-40F Warhawk and a Reggiane RE.2001 GV Falco II. In the movement phase, the P-40 turns to the left while the Reggiane executes a sideslip to the right with a steep maneuver. After moving, the P-40 can fire at close range. Since the P-40 base shows **B** **B** **B** *at short range, the player controlling the Reggiane must take three* **B** *damage counters. If it was a long-range shot, he would have drawn only one* **B** *and one* **A** *counter. The Reggiane cannot fire since the P-40 is outside its 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 nor the line of sight of the airplanes firing at them.

DAMAGE

A
FRONT

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

2
BACK

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

When the total damage (indicated by adding up the numbers on the counters) 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 counters are reshuffled into their respective groups.

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 DAMAGE

Some damage counters also show a symbol, representing special damages they inflict. When playing with the Basic Rules, only the **explosion**, indicated by the symbol, is used. It means that the target airplane has exploded, and is immediately eliminated from play. Other types of special damage are discussed in the *Standard Rules* on pages **12–13**.

RUNNING OUT OF DAMAGE COUNTERS

If an entire group of damage counters is already in play, 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 counters are reshuffled into their respective groups.

VICTORY

When playing the *Dawn of War Patrol* scenario, the winner is the player with airplanes in the air when all 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 (see pages **28–31**) may have different scoring methods or victory conditions.

Standard Rules

After players are familiar with the Basic Rules, the rules in this chapter may be added to make the game more detailed and challenging.

The rules in this chapter are a set and they are meant to be added all together.

The Standard Rules introduce **variable speed**, **advanced planning**, and **special damages**.

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

SETUP

At the start of the game, each player takes four speed markers for each airplane: two **High Speed** markers and two **Low Speed** markers (in addition to the components used in the Basic Rules).

HIGH

Before starting, each player chooses a maneuver card for each of his airplanes and places it facedown on the first space on the console for that airplane.

LOW

Neither steep maneuvers nor Immelmann turns can be chosen during the setup of the game.

Each player also chooses and places a **speed marker** (either a High Speed or a Low Speed marker) facedown on top of the chosen maneuver card.

THE GAME TURN

PLANNING

At the start of the turn, players secretly choose an unused card from their airplanes' maneuver decks. This card will be the maneuver each airplane will perform during the *next* turn, after the maneuver already planned.

Players also secretly choose a speed for each airplane.

Place the chosen card facedown in the second space of the console, and the chosen speed marker facedown on top of it.

The maneuver of the card in the first space will be performed *this* turn; the card in the second space, which has been just placed, will be used *next* turn.

SPECIAL MANEUVERS – IMMELMANN TURNS

In addition to the limitations indicated by the Basic Rules, to perform an Immelmann turn an airplane must be moving at High Speed when it performs the straight *before* the Immelmann.

The airplane must be moving at Low Speed when it performs the straight *after* the Immelmann.

MOVEMENT

When all the players have planned their moves, they simultaneously reveal their first maneuver card and the speed marker on it.

When an airplane moves, it uses:

► the arrow with the *white* arrowhead if a **Low Speed** marker was on the card.

► the arrow with a *blue* arrowhead if a **High Speed** marker was on the card.

The maneuver card and the speed marker are placed back among the player's available cards and markers after use.

After moving the airplane, the facedown maneuver card in the second space of the console is moved to the first space, along with the speed marker on it.

FIRING

SPECIAL DAMAGE

Some damage counters 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 proper damage counters in the 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 counter(s).

LOW SPEED

HIGH SPEED

Counters with the ⚡ symbol indicate that **the rudder of the airplane is jammed**. This special damage is kept secret. The next two cards that the airplane plans cannot be maneuvers to the left (maneuvers that have an arrow pointing left in the lower left corner of the card). Any maneuvers already selected are carried out as placed.

Counters with the ⚡ symbol indicate that **the rudder of the airplane is jammed.** This special damage is kept secret. The next two cards that the airplane plans cannot be maneuvers to the right (those that have an arrow pointing right in the lower left corner of the card). Any maneuvers already selected are carried out as placed.

Counters with the 🏃 symbol indicate that a **member of the crew is hit**. If the target is a single-seater airplanes (all the airplanes in this box are single-seaters), this special damage means the pilot is wounded. This special damage is announced, and for the rest of the game, the turn sequence is altered as follows: during the movement phase, all wounded pilots perform their move and then immediately plan their next maneuver. Next, all non-wounded pilots execute their maneuvers. Shooting is resolved normally. All non-wounded pilots plan their next maneuver during the planning phase of the next turn, as normal. Thus, non-wounded pilots have better reactions than wounded pilots.
If a wounded pilot is wounded a second time, the airplane is immediately eliminated.

Counters with the ⚙ symbol indicate the **airplane engine is damaged**. This special damage is kept secret. The airplane cannot plan maneuvers with a High Speed marker for the rest of the game. If an airplane takes a second engine damage counter, the airplane is eliminated.

Counters with the 🌫 symbol indicate the airplane is leaving a **smoke** trail. The player must announce this special damage. To keep track of it, the targeted player places six smoke counters in the Damage section on the airplane console. He will discard one counter at the end of each of the next six turns. If a smoking airplane takes a second smoke damage counter, while the first is still in effect and there are

DAMAGE COUNTERS	UNUSED SPEED MARKERS	ACE SKILL TOKENS **	FUEL COUNTERS **	CLIMB COUNTERS *

SPECIAL DAMAGE COUNTERS

PREVIOUS MANEUVER

AIRPLANE SPEED MARKERS *

CURRENT MANEUVER

ALTITUDE COUNTERS *

* ADVANCED RULES ONLY

** OPTIONAL RULE

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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 six flame counters.

Counters with the 🔥 symbol indicate the airplane has caught **fire**. The player must announce this special damage. The targeted player takes six flame counters and places them in the Damage section on his airplane console. Each turn, before revealing his maneuver, the player removes a flame counter and takes an Ⓐ damage counter. Only damage points and explosions are taken into account; all other special damage results on the counter are ignored.

Until all the flame counters are removed, the airplane cannot plan any straight maneuver.

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, smoke, and engine damage counters have cumulative effects, as detailed in their respective sections.

If an airplane takes a counter-tracking type of damage (such as fire damage), or a damage lasting more than one turn (as a left jam rudder), that it is already suffering from, it ignores the older damage result and begins tracking the new one.

EXAMPLE

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

Advanced Rules

After players are familiar with the Standard Rules, they may wish to make the game more realistic by adding the set of rules in this section.

The Advanced Rules introduce **acceleration** and **altitude**. Any previous rule which is not explicitly changed remains valid when playing with the Advanced Rules.

ACCELERATION

When playing with Advanced Rules, airplanes cannot freely choose to change speed each turn. Modify the Standard Rules as follows.

SETUP AND PLANNING

At the start of the game each player takes four speed markers for each airplane: one **High Speed**, one **Low Speed**, and two **blank** speed markers.

Then, each player chooses either the High Speed or Low Speed marker and places it, *faceup*, in the Airplane Speed position on the console of each airplane. **This marker represents the current speed of the airplane.** The other three markers are kept aside and left facedown.

Each time the player places a maneuver card on the console, he must also place one of his unused speed markers, *facedown*, on that maneuver card. He can place the unused High Speed or Low Speed marker, if he wants the airplane to change speed; or he can place a blank marker, if he does not want to change speed.

MOVEMENT

At the beginning of the movement phase, when a player reveals his maneuver card, he simultaneously reveals the speed marker on it.

If the speed marker is blank, the airplane is not changing speed. The player places this blank marker, facedown, with the other available markers.

If the speed marker is a Low Speed or a High Speed marker, the airplane is changing speed. The player replaces the previous speed marker with the revealed marker, and places the previous marker, facedown, with the other available markers.

Then the airplane moves using the arrow on the maneuver card that matches the speed of the Airplane Speed marker faceup on the console.

ALTITUDE

In aerial combat, the relative altitude of the airplanes is a very important tactical element. To represent this aspect and add more realism to the game, include the rules in this section.

When these rules are used, players use the four stands included with each airplane model, inserting and removing them to show the current altitude of the airplanes.

CLIMB CARD   **DIVE CARD**

The players also add the last two cards (recognizable by red arrows): the **climb** card (⬆) and the **dive** card (⬇) to the maneuver decks of each airplane. These two cards are used during the planning phase in the same way as all other maneuver cards, but they have special effects (see *Climb* and *Dive* on this page).

ALTITUDE STANDS AND CLIMB COUNTERS

The altitude of an airplane is represented by a combination of its **altitude level** (from 1 to 4) and **climb counters**.

The higher the altitude level, the higher the airplane is flying. The owner inserts one altitude stand between the airplane base and the model for each altitude level of the airplane (so an airplane at altitude level 2 will have two stands inserted). Players may also place a numbered counter on the console as an additional reminder, if they want.

No airplane can go higher than altitude 4. At that height, any maneuver that would bring the airplane to a higher altitude is considered an illegal maneuver.

Climb counters are used to keep track of the progress of an airplane when climbing toward a higher level.

Each airplane starts the game at an agreed altitude (from 2 to 4, agreed upon by the players before the game begins) without any climb counters.

THE YAKOVLEV IS FLYING AT ALTITUDE 2, SO TWO STANDS ARE INSERTED.

MOVEMENT

CLIMB

When an airplane executes a **climb** maneuver card, the owner adds a climb counter to the appropriate space on the airplane console. When the number of climb counters is equal to the climb rate indicated on the table on page **16**, the airplane gains one level of altitude. The player removes all the climb counters, and inserts an additional stand below the model.

EXAMPLE

A Reggiane Re.2001 GV Falco II (climb rate of 3) is at altitude level 1. In previous turns it accumulated one climb counter. When the airplane executes a new climb, it gets a second climb counter. Later in the game, when it executes another climb, it gets a third climb counter. Since its climb rate is 3, the airplane immediately goes to altitude level 2, getting a new stand and removing all climb counters.

A climb cannot be planned if it would bring the airplane to an altitude greater than 4.

Note: The climb card looks similar to a stall, but it is not considered a stall as far as other rules are concerned.

DIVE

When an airplane executes a **dive** maneuver card, it loses one level of altitude. The player removes one stand from the model and replaces the altitude counter on its console with a lower one. He also removes any climb counters the airplane has on its console.

If an airplane descends below altitude level 1 because of a dive, it crashes into the ground and is eliminated.

Note: The dive card looks similar to a straight, but it is not considered a straight as far as other rules are concerned. For example, an airplane cannot plan a dive, then an Immelmann turn, and then a straight, since it must do a straight before the Immelmann, and a dive is not considered a straight.

CLIMB RATES (↗) AND MAXIMUM ALTITUDE (⊼)* TABLE

AIRPLANE	↗	⊼
AICHI D3A1 VAL	6	11
BELL P-39D / P-400 AIRACOBRA	4	11
CURTISS P-40B / KITTYHAWK MK.I / TOMAHAWK MK.IIB	4	11
CURTISS P-40C WARHAWK	4	10
CURTISS P-40F WARHAWK	4	12
DEWOITINE D.520	3	12
DOUGLAS SBD-3 DAUNTLESS / A-24A BANSHEE	5	10
FIAT CR.42 / CR.42 CN FALCO	3	12
GLOSTER GLADIATOR MK.I	5	11
GLOSTER GLADIATOR MK.II	5	12
GLOSTER SEA GLADIATOR MK.I	5	11
GRUMMAN F4F-3 WILDCAT / MARTLET III	4	12
GRUMMAN FM-1 / F4F-4 WILDCAT	4	12
HAWKER HURRICANE MK.I / MK.IIB	3	12
JUNKERS JU.87 B / R STUKA	6	9
KAWASAKI KI-100-IB GOSHIKISEN	3	13
KAWASAKI KI-61-I-KAIC / KI-61-I-KAID / KI-61-II KAIB HIEN	3	13

AIRPLANE	↗	⊼
KAWASAKI KI-61-IB HIEN	3	12
MESSERSCHMITT BF.109 E-1	4	12
MESSERSCHMITT BF.109 E-3 / E-4 / E-6 / E-7	3	12
MITSUBISHI A6M2 REISEN	3	11
NAKAJIMA KI-43-IIB HAYABUSA	4	13
POLIKARPOV I-16 TYP 5 / TYP 6	4	11
POLIKARPOV I-16 TYP 10 / TYP 17	4	10
POLIKARPOV I-16 TYP 18	3	11
POLIKARPOV I-16 TYP 24	3	12
POLIKARPOV I-16 TYP 29	3	11
POLIKARPOV I-16 SPB	4	11
REGGIANE RE 2001 FALCO II	3	12
REGGIANE RE 2002 ARIETE	3	12
SUPERMARINE SEAFIRE MK.IIC	3	11
SUPERMARINE SPITFIRE MK.I / MK.IB	3	12
SUPERMARINE SPITFIRE MK.II / MK.IIB	3	13
YAKOVLEV YAK-1	3	11

* Maximum altitude is used with the *Flying Higher* optional rule (page **20**).

SPECIAL MANEUVERS

IMMELMANN TURN

The Immelmann turn is executed as in the Standard Rules, but the airplane also receives a climb counter as soon as it executes the maneuver.

SPLIT-S

The **Split-S** is a downward Immelmann turn. To plan a Split-S, a player uses the standard Immelmann card, but it must be preceded by a stall and followed by a straight (the preceding stall, rather than preceding straight, is what distinguishes the two maneuvers – which use the same card – from each other). The airplane must be moving at High Speed when it performs the straight after the Split-S.

When a Split-S is executed, the airplane loses one climb counter. If it has none, it loses one altitude level and takes a number of climb counters equal to the climb rate of the airplane minus one.

EXAMPLE

A Reggiane Re.2001 GV Falco II (climb rate of 3) is at altitude level 3 and has no climb counters. It plans a stall and then a Split-S. When the airplane executes the Split-S, it goes immediately to altitude level 2 and takes two (3 - 1) climb counters. A Curtiss P-40F Warhawk (climb of 4) would take three climb counters (4 - 1) instead.

Note that, if an airplane drops below altitude level 1 because of a Split-S, it crashes into the ground and is eliminated.

OVERDIVE

The dive is a steep maneuver, but an airplane can plan one just after a stall if it follows the dive with a straight. This sequence – stall, dive, straight – is called an **overdive**.

After executing the dive, the airplane loses one altitude level and all the climb counters. After it performs the straight, it loses another altitude level.

If an airplane descends below altitude level 1 because of an overdive, it crashes into the ground and is eliminated.

ACCELERATION AND ALTITUDE CHANGE

When an airplane executes a dive or a Split-S, and the Low Speed marker is faceup on its console, its speed *increases*. If the airplane has a Low Speed marker on its console, it is replaced with the High Speed marker, no matter which speed marker has been planned.

When an airplane executes a climb or an Immelmann turn, its speed *decreases*. If the airplane has a High Speed marker on its console, it is replaced with the Low Speed marker, no matter which speed marker has been planned.

COLLISIONS

Two overlapping airplanes **collide** if :

1) they are both at the same altitude, and

2) they either both have climb counters (no matter how many) or they both have no climb counters.

Each colliding airplane takes a **C** damage counter for each airplane, enemy or friend, it collides with. Only damage points and explosions have effect; other types of special damage are ignored.

FIRING

LINE OF SIGHT

When an airplane fires at a target at the same altitude, only airplanes that are also at that altitude level block its line of sight. Only the altitude level is considered, not the number of climb counters on the airplanes.

TARGETS AT DIFFERENT ALTITUDE

When an airplane fires at a target that is one level of altitude higher or lower than itself, short-range shots (half a ruler) are treated as if they are long range. Therefore, airplanes cannot fire at targets that are one level of altitude higher or lower than they are and also more than half a ruler of distance away.

Airplanes cannot fire at targets that are two or more altitude levels away.

FIRING AT OVERDIVING TARGETS

An overdiving airplane is harder to hit. If the airplane has been shot after the dive or the straight of an overdive (see page **16**), the owner may choose to ignore a single damage counter per turn. The ignored token is shuffled back into its group and then another counter from the same group must be taken in exchange.

SPECIAL DAMAGE

ENGINE DAMAGE

When using the Advanced Rules, the effect of engine damage is modified as follows.

This special damage is kept secret. The airplane cannot plan a High Speed marker *except when using a dive card*. If an airplane takes a second engine damage counter, the airplane is eliminated.

If the airplane is at High Speed when it is suffers engine damage, or it goes to High Speed as a consequence of a dive or a Split-S, the owner must return to Low Speed by playing a Low Speed marker in the next planning phase.

FIRE DAMAGE

When using the Advanced Rules, the effect of fire damage is modified as follows.

If an airplane with flame counters executes an overdive, after both the dive and the straight of the overdive, it takes an **A** damage counter and discards as many flame counters as indicated by the value on the counter. The drawn counter does not inflict any damage and/or special damage. Put it back with the other **A** counters and reshuffle them.

Optional Rules

This section contains rules which add more details to the games. Players should agree on which optional rules they want to use before the game starts.

If you are playing with the Basic Rules, you can only choose between the options marked with 🎖. With the Standard Rules, you can also use options marked with 🎖🎖. With the Advanced Rules, you can also choose to use options marked with 🎖🎖🎖.

PLANNING

🎖🎖 FLY BY INSTINCT

Once a player places cards and speed markers facedown in a space of his airplane console during the planning phase, he may not look at them again until it is time to reveal them to all the players.

🎖🎖 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.

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 tailed player must secretly show the first planned face down card on his console to the tailing player, and only to him, before the tailing player selects his own maneuver card during the planning phase. The tailed player only shows the first card, and not the speed marker that is on it.

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.

🎖🎖🎖 TAILING AND ALTITUDE

An airplane can tail an enemy at the same level or one level lower normally. Enemies on a higher level or more than one level lower than the airplane cannot be tailed.

Only planes at the same altitude of both the tailed and the tailing plane prevent the tailing if the ruler crosses their base (see point 3 above).

⑧ ILLEGAL MANEUVERS

This rule replaces the *Illegal Maneuvers* rule (page **7**).

When a player plans an illegal move (for example, two steep maneuvers in a row or a Low Speed–only maneuver at High Speed), when that maneuver would be performed, the airplane goes out of control and is eliminated. It counts as shot down by the enemy team for victory conditions.

MOVEMENT

⑧⑧ FUEL

8 **32** The scenario rules, or the players themselves, may assign a certain amount of **fuel** to each airplane (for example, 40 points of fuel). Airplanes can have different amounts of fuel available for the game. The quantity of available fuel is indicated by placing numbered counters in the Fuel section of the console.

▶ Each time an airplane executes a Low Speed maneuver, it must spend one fuel point.

▶ Each time it executes a High Speed maneuver, it must spend two fuel points.

If an airplane reaches zero fuel points while still on the table, it is eliminated and considered shot down for the purpose of victory conditions.

⑧⑧⑧ FUEL AND ALTITUDE

When an airplane executes a climb or dive, its current speed does not determine fuel expenditure. A dive uses one point of fuel; a climb uses two points of fuel. The straight card of an overdrive costs no points of fuel.

⑧⑧⑧ LANDINGS, TAKEOFFS, AND CRASHES

If you want to have a landing field in the game, set its limits before the game begins. It should be at least 9 x 27 cm (≈4" x 11") in size. Draw it on the gaming surface or use a sheet of paper in the correct shape.

This region could represent a real airfield or just a flat area suitable for landing.

LANDING

To land, an airplane must be at altitude level 1. It must then execute the following three maneuvers in order.

▶ First, a dive. Discard all climb counters —the airplane touches the ground. Remove the stand from the model but leave it on the base.

▶ Second, a straight.

▶ Third and finally, a stall. The airplane has landed.

TAKEOFF

To take off, a landed airplane must start with the center of its base inside the landing field. It must execute the following three maneuvers, in order.

▶ First, a stall.

▶ Second a straight (the airplane is still on the ground at this point).

▶ Third and finally, a climb. The airplane is now at altitude level 1, without climb counters, and flying. Insert a stand under the model.

If a player has a landed airplane with the center of its base inside the airfield and wants to pretend to take off without actually doing so, plan any non-stall maneuver. The airplane won't move or rotate that turn.

CRASHES

If a grounded airplane ends a maneuver with the center of its base outside the landing field while it is taking off (after the stall or the straight) or landing (after the dive, the straight, or the stall), it crashes. It takes three Ⓐ damage counters if this happens during the stall or three Ⓒ counters if it happens during the straight. The airplane is still considered to be on the ground and must remain immobile for the remainder of this turn and the next turn. If it is not destroyed, it can be moved or turned and may start a new takeoff if it can get back inside the airfield.

If an airplane drops below altitude level 1 while the center of its base is out of the landing field (due to bad planning), it crashes. It takes four Ⓒ counters of damage.

In crashes, only damage points, fire and explosions have effect; other types of special damage are ignored.

AIRPLANES ON THE GROUND

The owner of an airplane on the ground can move it every third turn, starting three turns after it landed. To move, put a finger on any point of the airplane base and then turn the base around or slide it over that point, so that the unmoved finger still touches a point of the base. Complete this special movement before the maneuvers of flying airplanes for that turn are revealed.

While on the ground, airplanes cannot fire, but they can be fired at as if they were at altitude level 1.

FIRE ON THE GROUND

An airplane cannot take off if it has any flame counters. To see if the pilot or the ground personnel are managing to extinguish part of the fire, at the end of the movement phase the owner of the airplane takes an Ⓐ damage counter and discards as many flame counters as indicated by the value on the counter. The drawn counter does not inflict any damage and/or special damage. Put it back with the other Ⓐ counters and reshuffle them.

At the end of the turn, if a burning airplane on the ground overlaps one or more airplanes on the ground that are not on fire, those non-burning airplanes catch fire and each takes six flame counters.

🎲🎲🎲 FLYING HIGHER

If this optional rule is used, each airplane model has a **maximum altitude** that it can reach (see the table on page **16**).

No airplane can climb above its maximum altitude. The altitude limit of 4 in the normal altitude rules does not apply.

Instead of using the airplane stands to indicate the altitude level, players use altitude counters instead.

🎲🎲🎲 CLOUD COVER

Players can agree that there is **cloud cover** at a given altitude level (for example, at altitude level 5). Airplanes that climb to this altitude level reach the cloud cover.

When an airplane reaches the altitude of the cloud cover, it stops moving on the table. The player continues planning maneuvers as normal, but the airplane base stays in the same position that the model reached after the climb to the cloud cover altitude. It is just a reminder of where the airplane was last seen on the board: It cannot fire, be fired on, or collide with other airplanes.

The airplane cannot make additional climb maneuvers.

The owner plans maneuvers, placing cards as normal. The owner writes which speed marker he wants to use each turn secretly on a sheet of paper. During the maneuver phase the owner places the maneuver card aside, face down, on top of any previous maneuver cards played while in the cloud cover.

The maneuvers are kept one on top of the other until a dive or Split-S is executed. In that phase, the player takes all the pile of maneuvers planned since the climb and executes all of them immediately, in the order planned, at the appropriate speed, placing the model back on the gaming field.

FIRING

🎲 AIM

When an airplane is firing at the same enemy airplane within the same firing arc for two or more consecutive turns, it can fire with more accuracy.

From the second consecutive turn of fire onward, the target must take one additional Ⓐ damage counter from that weapon. Only one additional Ⓐ counter is taken, even if an airplane is firing at the target for three or more turns.

🎲🎲🎲 FIRING FROM ABOVE

If an airplane fires at a target that is in its front arc on a lower altitude level, it receives the aim bonus (the target must take one additional Ⓐ damage counter), even if it is the first turn of fire. The same bonus applies to an airplane firing in the front arc after it executes any dive, and after the straight maneuver of an overdive.

🎲🎲 DISRUPTION

If an airplane takes at least 1 point of damage during a turn, it loses any Aim and Tailing advantages for the next round. Damage counters with a value of 0 don't cause disruption.

🎲🎲 EXPLOSION TOURNAMENT RULE

To decrease the amount of luck in the game, take the explosion counters out of each damage group of counters.

⊗ ACE RULES

The scenario rules (or the players themselves) can assign an **ace** to one or more airplanes.

Each ace may have one or more special **skills**. Unless the scenario rules dictate otherwise, each player may freely choose which are the pilot's skills (or the skills of another crew member for certain airplanes), but an ace may not have more than one copy of the same skill (except for the Golden Touch skill).

Note that some skills require the use of Standard or Advanced Rules, as indicated in the title of each skill.

Tokens with ace skill icons are included in this set. Players may place them on the airplane console to remember the skills of each ace.

If the airplane has multiple crew members, the owner must keep the skills of each crewman separated.

RECOVERY

Most skills require a player to take **recovery counters**. When such a skill is used, place the appropriate recovery counters on top of the skill token. Discard one recovery counter after each maneuver is executed. The skill cannot be used until the next turn after the last counter was discarded.

If the ace has several skills that require him to take recovery counters, the owner must track them separately. He places a different pile of recovery counters on top of the token with the icon of that specific skill. Discard one for each skill after each maneuvre. Each set of tokens only precludes the use of that specific skill until they are all discarded; other skills can still be used.

When the skill involves maneuvers, the ace can plan a maneuver using that skill while he still has recovery counters on it, however, if he has to execute it before all counters are discarded, it is considered an illegal maneuver.

SPECIAL ABILITIES

MANEUVER ABILITIES

⊗ **Acrobatic Pilot:** This pilot may perform a non-straight maneuver after an Immelmann or a Split-S. When you use this ability, take five recovery counters.

⊗ **Daredevil:** This pilot may perform two steep maneuvers in succession. When you execute the second steep maneuver, take four recovery counters.

⊗⊗ **Exceptional Pilot:** This pilot can use the same maneuver card twice in succession.

Take the speed marker with the symbol of this skill and add it to the others. When you plan your move and you want to use a maneuver card twice in a row, you can put any card on the console as a fake and the Exceptional Pilot marker on it. When you reveal the card and the marker, use the maneuver card you used last instead of the one revealed. The airplane speed remains the same as in the previous maneuver. The Exceptional Pilot marker is returned to the other speed markers.

This skill can be used to repeat a steep maneuver, even if the pilot does not have the Daredevil skill, but if two steep maneuvers are performed in succession, take four recovery counters after the second maneuver. For non-steep maneuvers, no recovery counters are taken. If this skill is used to perform a steep maneuver twice in a row, you cannot perform a third steep maneuver after that unless the pilot has the Daredevil skill.

For all other maneuvers, the restrictions of the reused card are again taken into account. So, for example, you cannot plan this skill marker after an Immelmann, since you have to do a straight maneuver before and after an Immelmann.

⊗⊗⊗ **Golden Touch:** This pilot may accelerate or decelerate more easily than anybody else. At the start of the game, take an extra Low Speed or High Speed marker of your choice. You can choose this skill twice, so you can get both one extra Low Speed and one extra High Speed marker.

EVASION ABILITIES

Good at Escaping: This skill requires the use of the *Tailing* optional rule (page **18**). This pilot's airplane may not be tailed, unless the tailing airplane's pilot is also an ace with the Good at Escaping skill.

Lucky Pilot: This pilot may choose to ignore a single damage counter during the game, after drawing and seeing it. The ignored token is shuffled back into its group. To remember that this skill has been used, turn its token facedown.

PERSONAL ABILITIES

Perfect Control: This skill requires the use of the *Fly by Instinct* optional rule (page **18**). A pilot with this skill may ignore the Fly by Instinct rule.

Super Ace: The player discards two recovery counters from each of the ace's skills after each maneuver, rather than just one.

TECHNICAL ABILITIES

Technical Eye: This ace is able to quickly assess the damage inflicted to friends and opponents. You may look at the damage counters of a friendly or enemy airplane which is within one ruler's distance from this ace's airplane in any direction. If this ability is used during the movement phase, it must be used before all airplanes move or after all of them have finished moving. When you use this ability, take four recovery counters.

COMBAT ABILITIES

Itchy Trigger Finger: Aces with this ability are faster to shoot than everybody else. When they fire, all the damage they cause is resolved before the simultaneous fire of airplanes that do not have an ace with this skill. If the target airplane is shot down, it does not get to return fire (unless it is manned by another ace with this skill). When you use this ability, take four recovery counters. Aces with this ability may choose to fire normally (to avoid taking recovery counters) and may also fire normally when their Itchy Trigger Finger skill has recovery counters on it.

Perfect Aim: When firing, this ace may choose to have his opponent take an additional Ⓐ counter of damage, even if he did not shoot at the same

airplane in the previous firing phase. You must decide to use this ability before your opponent draws damage counters. When you use this ability, take three recovery counters. Note the bonus granted by this ability is not cumulative with the bonus granted by the *Aim* optional rule (page **20**), if that rule is in use.

Sniper: When this ace fires at an enemy airplane, he tends to hit a bull's-eye. When the ace fires, the player may select one type of damage counters based on firepower of his weapon. The sniper player (instead of his target) draws *two* counters of the appropriate type, looks at them, gives the one of his choice to his opponent, and places the other back among the others, reshuffling them. If the firepower indicates multiple damage counters, the target draws the other counters normally.
When you use this ability, take four recovery counters.

🎗 ROOKIES

The scenario rules (or the players themselves) can assign a **rookie** to one or more airplanes.

Players may place a rookie token on the airplane console to remember the rookie status of a crewman.

If there are rookie pilots in the game, the turn sequence is altered as follows: during the movement phase, all rookie and wounded pilots perform their move and then immediately plan their next maneuver.
Next, all non-rookie and non-wounded pilots execute their maneuvers.

All non-rookie and non-wounded pilots plan their next maneuver during the planning phase of the next turn, as normal.

When a rookie crewman fires, all the damage that he causes is resolved after the simultaneous fire of all non-rookie crewmen. If a rookie airplane is shot down, it does not get to return fire (unless it is shot down by rookies).

SPECIAL DAMAGES AND ROOKIES

Crewman Hit: The first time that a rookie crewman is wounded, he does not suffer additional penalties.

TAILING AND ROOKIES

If the optional **Tailing** rule (page **18**) is in use, rookie pilots can not tail.

Special Planes & Weapons

🎖 TWO-SEATERS

All airplanes that have both an arc of fire arc in the front and another rear fire arc are **two-seaters**. (None of the airplanes included in this set are two-seaters.)

The second person in the crew is called the **observer**, who sits behind the pilot.

SECOND ARC OF FIRE

All two-seaters have two different sets of firing data on their base, with an arrow that shows which arc of fire they refer to: an up arrow refers to the front machine gun (left column), a down arrow refers to the rear machine gun (right column). The observer follows normal rules for firing, but uses the rear arc of the airplane. Two-seaters can fire at two different targets in the same firing phase, once against a target in the front arc, and once against a target in the rear arc.

▲ FRONT ARC

AICHI D3A 1 VAL

▼ REAR ARC
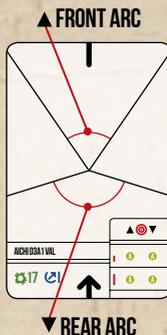
🎖 TWO-SEATERS AND ACES

When using the *Ace Rules* on page **21**, the players can agree whether the ace in a two-seater is the pilot, the observer, or both.

Maneuver and Evasion abilities can only be given to pilots. Personal, Technical and Combat abilities can be given to an observer as well as a pilot. The pilot's Combat abilities apply only to the front arc of fire, while the observer's Combat abilities apply only to the rear arc of fire.

🎖 TWO-SEATERS AND ROOKIES

When using the *Rookies* rules on page **22**, the players can agree whether the rookie in a two-seater is the pilot, the observer, or both.

Movement penalties apply to pilots only, firing penalties both to pilots and observers.

🎖🎖 OBSERVER WOUNDED

When a crewman is hit on a two-seater, the damage may affect either the pilot or the observer.

If a ⚡ is drawn, draw an Ⓐ damage counter to determine who is affected.

▶ If the counter has a value of 2 or higher (with or without special damages) the crewman hit is the pilot. Apply the normal rule for pilot being wounded.

▶ If the counter has a value of 0 or 1, the crewman hit is the observer. This special damage is kept secret. The airplane can no longer fire the machine guns in the rear arc of fire. A second hit on the same observer has no additional effect.

▶ If the counter is an explosion, both the pilot and the observer are wounded. Apply both the pilot wounded and the observer wounded rules.

In all cases, the damage and special damage on the counter are ignored. Put it back with the other Ⓐ counters and reshuffle them.

If a two-seater airplane has a mission, the scenario indicates whether the mission can be performed by an airplane with an incapacitated observer or not (for example, some cameras could be used by the pilot).

🎖 BLIND SPOTS FOR REAR GUNS

Rear weapons mounted on the back of the airplane had their line of sight obstructed by the tail. This rule makes their use more realistic. It applies to any rear gun, no matter if the airplane has one or two arcs of fire.

The airplane rear machine gun has a blind spot just at the rear of the tail. Use the ruler to connect the stand of the two-seater airplane with the stand of the target in the rear arc as normal. If the ruler passes over the rear edge of the two-seater airplane base, and if the first half of the ruler touches any point of the target base, firing is not possible.

THIS AREA IS THE BLIND SPOT.
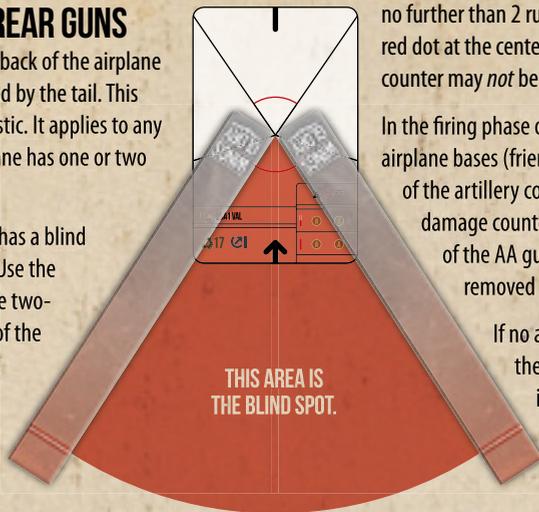
no further than 2 rulers distance away from the red dot at the center of the gun card. The artillery counter may *not* be placed on the AA gun card.

In the firing phase of the *next* turn, if one or more airplane bases (friend or foe) overlap at least part of the artillery counter, each of them takes a damage counter as indicated by the firepower of the AA gun card and the counter is removed from the table.

If no airplane overlaps the counter, the counter is removed without inflicting any damage.

Anti-aircraft fire is resolved simultaneously with all other types of fire.

🎖🎖🎖 ALTITUDE AND BLIND SPOT

When playing with Advanced Rules, the blind spot is effective only against targets at the same or lower altitude. The rear gun can fire normally against a target at a higher altitude level.

🎖🎖 ANTI-AIRCRAFT GUNS

Anti-aircraft (AA) guns are represented by cards, rather than models.

Anti-aircraft guns have no arc of fire.

SETUP

AA guns are placed on the table at the start of the game accordingly to the scenario rules. They never move or turn.

ANTI-AIRCRAFT CARD

AA guns start the game with an **artillery counter** on them, in the center of the card, showing they are loaded.

ATTACKING WITH AA GUNS

If an anti-aircraft gun is loaded at the beginning of a turn, it can fire during that turn.

At the end of the planning phase, just before maneuvers are revealed, the player controlling the AA gun can place the artillery counter anywhere on the table with the counter edge

RELOADING

At the end of the first planning phase after the AA artillery counter has exploded, the gun begins to reload. The owner takes an artillery counter and places it beside the appropriate gun card. The next turn, at the end of the planning phase, he places the counter in the center of the card to show that the gun is reloaded and ready to fire. The anti-aircraft gun can fire during any later turn as normal.

EXAMPLE

At the start of turn 7, an AA gun is loaded and a P-40 Warhawk has a straight maneuver planned. The Warhawk plans a right sideslip, then the gunner places the artillery token on the table. In the moving phase, the Warhawk executes the straight. In the firing phase, nothing happens and any airplane overlapping the artillery counter is not harmed by it.

In the planning phase of turn 8, the Warhawk plans a left sideslip; in the moving phase it executes the right sideslip and overlaps the artillery counter. In the firing phase the artillery counter is removed and the Warhawk takes a 🅓 damage counter. If the Warhawk did not overlap the counter, the counter would be removed without damaging anything.

In the planning phase of turn 9, the artillery counter is placed beside of the gun card. In the planning phase of turn 10 it is moved to the center of the card. At the end of the planning phase of turn 11 the counter can again be placed on the game field within 2 rulers of the gun.

STRAFING AA GUNS

A flying airplane can strafe (attack from above) an AA gun, inflicting damage as it would on an enemy airplane.

Damage counters are kept *faceup* beside the AA gun card. When a gun suffers the number of damage points indicated by the resistance on its card, or if it takes an explosion counter, it is silenced and counts as eliminated for scenario purposes. AA guns ignore any other type of special damage.

OPTIONAL RULES

🎲🎲 ADJUSTING THE AIM

Normally, when an artillery counter is placed on the table, it will explode during the firing phase of the next turn. If this rule is used, during a turn when the counter is already on the table, the explosion may be delayed to **adjust the aim**. At the end of the planning phase, the owner of the AA gun can move the counter up to one ruler of distance, as long as it remains within the two-ruler range from the AA gun. If the counter is moved, it will explode during the next – not the current – turn's firing phase.

It is also possible to delay the explosion without moving the counter. The owner declares it is delayed, without moving it. Treat it as if it had been moved. The counter will explode during the next turn.

The owner may also hold fire, taking the counter and placing it back at the center of the gun. The gun will be able to fire again during the planning phase of the next turn, following the normal rules for attacking with an AA gun.

🎲🎲 TAILING AND ARTILLERY FIRE

When using the *Tailing* optional rule (see page **18**), a situation could arise in which the anti-aircraft guns benefit unfairly from the information learned by a tailing airplane moved by the same player controlling an AA gun. This may happen if the tailed plane can move over a spot where an artillery counter can be placed.

In this case, use the following order in the planning phase.

▶ First, all planes but the tailing plane owned by the player controlling the AA gun plan their maneuvers as normal.

▶ Second, the player controlling the AA gun decides whether or not he will shoot the gun and, if he shoots, places the artillery counter. If the *Adjusting the Aim* rule is in use, he also decides whether to adjust the aim or delay the explosion of already placed counters.

▶ Third, the owner of any tailed aircraft shows its first maneuver to the tailing player.

▶ Last, the tailing players plan their own maneuver card.

🎲🎲 ANTI-AIRCRAFT GUNS IN SOLITAIRE SCENARIOS

When playing a solitaire (single player) scenario, use the following rules for enemy anti-aircraft guns.

The gun does not fire as soon as it is loaded, per the normal rules. Instead, it waits one round and then shoots as soon as any part of an enemy airplane base is within range of the gun (two rulers of distance). Do not place the counter per the normal rules. Instead, an Ⓐ damage counter is drawn to see if the aim of the AA battery is correct.

▶ If the counter has a value of 2 or higher (with or without special damages) the aim is correct. Ignore the result on the counter and draw the damage counter appropriate for the firepower of the AA gun instead.

▶ If the counter has a value of 0, 1, or does not have a value, the shot misses and the target takes no damage.

In both cases, put back the counter with the other Ⓐ counters and reshuffle them.

An AA gun will not fire at a target if any point of the target's base is within a half-ruler distance from the center of a friendly airplane.

If more than one target could be shot at by the AA gun, choose one randomly, unless the scenario indicates otherwise.

🎲🎲🎲 ANTI-AIRCRAFT GUNS AND ALTITUDE

These rules must be used when playing with Advanced Rules.

AA Guns are considered to be at altitude level 1 if they are the target of a strafing attack.

When an AA gun fires, the player must declare the altitude at which the shot is aimed (minimum level 1, maximum level 5) when the artillery counter is placed. Only airplanes at that level are affected; those overlapping the counter but flying at different altitudes are not.

Subtract a half-ruler of range for each altitude level beyond level 1: The counter can be placed at two rulers of distance at altitude 1, one and a half ruler's distance at level 2, one ruler at level 3, a half-ruler at level 4, and must overlap some part of the gun card at level 5. (This rule supersedes the rule on page **24** that the artillery counter may not be placed on the gun card itself.)

If the *Adjusting the Aim* optional rule (page **25**) is in use, the player may either move the artillery counter or declare it to be one altitude level higher or lower (the new height must still be within the allowed distance of the counter from the gun). The effect is the same as moving the counter, so it delays the explosion of the counter by one turn.

🎖 GROUND TROOPS

Ground troops are represented by cards, rather than models.

Ground troops have no arc of fire.

SETUP

The troops are placed on the table at the start of the game according to the scenario rules. They never move or turn.

GROUND TROOPS CARD

ATTACKING WITH GROUND TROOPS

Each troop card can fire once in each firing phase, against an airplane that has the center of its base within a ruler of distance from it (even if on the card). If there are several possible targets, the player controlling the ground troop card chooses among them.

The airplane takes the damage counters indicated by the firepower of the troop card, regardless of the distance. Damage points and special damage results have normal effect, as if the damage was inflicted by another airplane.

STRAFING GROUND TROOPS

Flying airplanes can strafe ground troops, inflicting damage as if they were firing on an enemy airplane.
Damage counters are kept *faceup* beside the troop card. When a troop card suffers the number of damage points indicated by the resistance on its card, or if it takes an explosion counter, it is silenced and counts as eliminated for scenario purposes. Ground troops ignore any other type of special damage.

🎖🎖🎖 GROUND TROOPS AND ALTITUDE

Ground troops fire as if they were at altitude level 1.

The troops fire at a range of one ruler if the target airplane is at an altitude of 1 and half a ruler if it is at an altitude of 2. The airplane cannot be fired on if it is at an altitude level higher than 2.

The altitude difference affects the range of a strafing airplane in a similar way. An airplane at altitude level 1 fires normally against troops; an airplane at altitude level 2 fires against troops within half a ruler as if it was at long range; an airplane at altitude level 3 or more may not fire against a troop card.

🎖 ROCKETS

Some airplanes were equipped with **air-to-ground rockets**. A scenario may indicate that one or more airplanes have rockets. If so, a **rocket counter** is placed on the consoles of those airplanes.

To fire rockets, the airplane must perform either a straight or a stall maneuver and have the target in its front arc of fire at one ruler of distance or less. Take the ruler and place one end against the stand in the center of the firing airplane base. To fire the rocket successfully, the ruler must touch any part of the target card without crossing any other flying airplane base (other ground targets and airplanes on the ground don't block the line of sight of a rocket).

An airplane may fire its normal weapons and rockets at the same time, but all weapons must be fired at the same ground target. The scenario states if the airplane's normal weapons affect the target or if it is only affected by rockets and bombs.

When rockets are fired, the rocket counter is discarded to remember that they have been used and cannot be used again in the same scenario.

Normally, rockets inflict Ⓒ damage at long range, or Ⓓ damage at short range.

🎖🎖🎖 ROCKETS AND ALTITUDE

These rules must be used when playing with Advanced Rules.

An airplane may only fire rockets if it is at altitude level 1 and executed a straight, stall, or dive maneuver in the last movement phase. Only airplanes at altitude level 1 block the line of sight of a rocket.

Scenarios

READY-TO-PLAY SCENARIOS

The following pages introduce several different situations, called **scenarios**, that you can play using the models included in this box.

The lengths and widths listed in the description are suggested minimums for the playing area. The Axis and Allied sides are always opposite each other, and length represents the distance from the Axis to the Allied side of the table.

Every scenario also states which additional rules are required. Other optional rules can be added if all the players agree to do so before the game begins.

The mix of airplanes in this box is varied and interesting for gaming purposes, but unhistorical. Players may want to use other miniatures from Airplane Packs to give a more historical feel to their scenarios, for example featuring two P-40s against two Ki-61s, or two Reggiane Re.2001s against two Yak-1s instead.

INVENTING NEW SCENARIOS

After you are familiar with the game, feel free to invent your own scenarios, using the ones presented here as examples. If you own multiple sets and Airplane Packs, you can design far richer gaming situations.

To create a balanced scenario, first, take into account the firepower of airplanes involved: **B** and **C** damage counters are equivalent in average damage between them, and on average cause twice the damage of **A** counters; **D** damage counters cause twice the damage of a **B** or a **C** counter. For example, a **B** **B** **B** | **A** **B** firing Curtiss P-40F has the same average firepower as a **B** **C** **C** | **A** **C** firing Reggiane Re.2001 CN Falco II.

Also take note of the number of damage points each airplane can sustain and each airplane's maneuverability. Maneuverability is determined mostly by the number of different maneuver cards in the maneuver deck and the difference in length between the High Speed and Low Speed arrows on the cards. Greater difference means greater maneuverability.

When designing a new scenario, you may decide that one or more airplanes have crew members who are rookies or have one or more ace skills. They do not need to be fairly distributed. Uneven distribution might allow you to create more varied scenarios or compensate for weaker airplanes.

LINKING SCENARIOS IN A CAMPAIGN

When you play several games with the same players, give a name to the crewmen of each airplane and keep track of the number of victories for each individual crewman.

Each crewman of an airplane **earns a victory** for each opponent their airplane shoots down. If more than one attacker damages the same opponent during the firing phase that it is eliminated, the victory is counted for the crews of all the attackers.

Airplanes that exit the gaming surface do not count as victories unless they are on fire. If they are on fire, draw the damage counters that should have been taken in future turns. If the damage is enough to eliminate the airplane, a victory is awarded to the last crewman that shot at it (or the last crewmen, if several fired at it during the same firing phase).

If an airplane is shot down, its crew is permanently removed from the campaign. During the next game, the airplane will have a new crew with zero victories.

If a crewman is wounded at the end of the game, shuffle the Ⓐ damage counters and draw one. If the counter has a value of 0 or is an explosion, the man is permanently incapacitated, and in the next game that airplane will start with a new crewman with zero victories. If the result is a non-zero number, the crewman will recover and able to fly again after that number of games. Once the crewman returns, he is not considered wounded. In the meantime, use another crewman with zero victories for that airplane.

A crewman with five or more victories is considered an **ace**. Aces can freely choose a new skill for every five victories they earn. The skill is effective starting the next game.

ROOKIES IN A CAMPAIGN

If the players agree, some or all the crewmen can start the campaign as rookies. Each rookie crewman keeps his status until:

▶ he personally hits targets (airplanes, troops, AA guns...) for a total of 5 times;

▶ he personally shoots down a plane;

▶ his plane succesfully completes a mission where it must hit one or more ground targets, or take pictures of it;

▶ he survives through his third game.

Starting with the next game, he is not considered a rookie any more.

SCENARIO RULES

PHOTO RECON

During a photo recon mission scenario, an airplane can be equipped with a camera.

Place one or more **target** cards on the gaming field. To take pictures of a target, the airplane must pass over a target at Low Speed and at some point the airplane base or the maneuver card must overlap the red dot at the center of the target card.

TARGET CARD

🎲🎲🎲 PHOTO RECON AND ALTITUDE

If Advanced Rules are in use, the picture must be taken at an altitude of 3 or less.
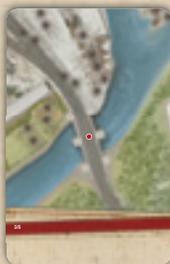
DAWN OF WAR PATROL
TWO PATROLS ATTACK EACH OTHER ON THE FRONT.

Players: 2–4, divided evenly into two teams. With 3 players, one player takes both of one side's airplanes, and the opponents take one airplane from the other side each.

Gaming Surface: Length: 90 cm. (≈36 in.) Width: 90 cm. (≈36 in.)

Axis Player(s): A Reggiane Re.2001 GV Falco II and a Kawasaki Ki-61-I-KAIc Hien, at half-ruler distance from the Axis side.

Allied Player(s): A Curtiss P-40F Warhawk and a Yakovlev Yak-1, at half-ruler distance from the Allied side.

Additional Rules Needed: None. If Advanced Rules are in use, agree on the starting altitudes of the airplanes.

Winning Conditions: The winner is the side with airplanes in the air when all enemy airplanes exit the playing area or are shot down.

Variants:

▶ You may vary the starting positions, for example placing the teams on adjacent sides or even mixing the airplanes of different teams on the same side of the table.

▶ You may add the same amount of Ace skills to each side: give one skill to the Ki-61-I-KAIc Hien, one to the P-40-F, two to the Re.2001 GV and two to the Yak-1 to balance the lower firepower of the last two. You can also give the same amount of rookie pilots to each side.

▶ If you own additional Airplane Packs, a 3-players variant may feature a Kawasaki Ki-61-I-KAId Hien against two Yakovlev Yak-1 instead.
A 4-players variant may feature a Kawasaki Ki-61-I-KAId Hien and a Reggiane Re.2001 Falco II (or CV Falco II) against two airplanes chosen between: Curtiss P-40E Warhawk, Curtiss P-40F Warhawk and Reggiane Re.2001 CN Falco II. Give an ace skill to one of the two Allied planes.

▶ You can also increase the number of airplanes on each side, adding any of these pairs of opponents: a Reggiane Re.2001 Falco II or a Reggiane Re.2001 GV Falco II against a Yakovlev Yak-1; a Kawasaki Ki-61-Ib Hien against a Yakovlev Yak-1 with an ace skill; a Kawasaki Ki-61-I-KAIc Hien against a Curtiss P-40E Warhawk, a Curtiss P-40F Warhawk or a Reggiane Re.2001 CN Falco II.

FACE TO FACE
TWO ISOLATED FIGHTERS PATROLLING OVER THE FRONT MEET EACH OTHER AND ENGAGE IN A DUEL.

Players: 2

Gaming Surface: Length: 80 cm. (≈32 in.) Width: 80 cm. (≈32 in.)

Axis Player: A Reggiane Re.2001 GV Falco II at half-ruler distance from the Axis side.

Allied Player: A Yakovlev Yak-1 at half at half-ruler distance from the Allied side.

Additional Rules Needed: None. If Advanced Rules are in use, agree on the starting altitudes of the airplanes.

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

Variants:

▶ The Axis player can take a Kawasaki Ki-61-I-KAIc Hien instead of the Reggiane, and the Allied player can take a Curtiss P-40F Warhawk instead of the Yak.

▶ If you own additional Airplane Packs, you can play a Kawasaki Ki-61-Ib Hien against a Yakovlev Yak-1 with an ace skill; or a Kawasaki Ki-61-I-KAIc Hien against a Curtiss P-40E Warhawk, or a Curtiss P-40F Warhawk or a Reggiane Re.2001 CN Falco II.

HELL FROM ABOVE
A PATROL IS SENT TO ATTACK SOME GROUND TROOPS ON A BEACH.

Players: 2–4

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.)

Axis Player(s): A Reggiane Re.2001 GV Falco II and a Kawasaki Ki-61-I-KAIc Hien, at half-ruler distance from the Axis side.

Allied Player(s): A Curtiss P-40F Warhawk and a Yakovlev Yak-1, at half-ruler distance from the Allied side.

Additional Rules Needed: Ground Troops. If Advanced Rules are in use, all airplanes start at an altitude of 4.

Setup: Choose which side is attacking and place two troop cards (Ⓐ firepower), controlled by the defender, at one ruler distance from the defending side, at equal distances from the two neutral sides of the game field and the same distance from each other.

Winning Conditions: The game ends when all the airplanes of one side have been shot down or have exited the gaming surface. Every damage point inflicted on a troop card gives a victory point to the attacker, up to a maximum of 5 per card. Each player loses 12 points for each of his airplanes that is destroyed or leaves the gaming field, but the attacking player can leave from his side without any penalty if both the targets are silenced. The side scoring more points wins.

Variants:

▶ If you own additional Airplane Packs you can choose any of the suggested airplane pairings from the *Dawn of War Patrol* scenario instead, even though this adds more than two airplanes per side.

HAVE A LOOK!
AN AXIS RECON AIRPLANE IS SENT TO TAKE PICTURES OF POTENTIAL TARGETS.

Players: 2–4 (variant for 6+)

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.)

Axis Player(s): A Reggiane Re.2001 GV Falco II and a Kawasaki Ki-61-I-KAIc Hien, at half-ruler distance from the Axis side.

Allied Player(s): A Curtiss P-40F Warhawk and a Yakovlev Yak-1, at half-ruler distance from the Allied side.

Additional Rules Needed: Photo Recon. If Advanced Rules are in use, all airplanes start at an altitude of 4.

Setup: Place three evenly distributed target cards at one ruler distance from the Allied side. Make sure the targets are not too close (at least one ruler distance) to the neutral sides of the gaming surface.

Winning Conditions: The game ends when all the airplanes of one side have been shot down or have exited the gaming surface. Each player loses 12 points for each of his airplanes that is destroyed or leaves the gaming field. If

the Reggiane takes pictures of at least two of the targets, Axis airplanes can exit from their side with no penalty. If the Reggiane takes pictures and is not shot down, the Axis side receives 5 points for each target successfully photographed (no matter what side of the gaming surface the Reggiane exits from).

Variants:

▶ The Yak-1 is the airplane equipped with cameras and has to make pictures of the three targets. Place three evenly distributed target cards at one ruler distance from the Axis side. In this case, the Allied airplanes can exit from their side if two targets are photographed and the Allied player gets the 5 point bonus for each target successfully photographed.

▶ If you own additional Airplane Packs you can choose any of the suggested airplane pairings from the *Dawn of War Patrol* scenario instead, even with more than two airplanes per side. Decide which planes, Axis or Allied, are equipped with cameras and can take pictures.

A HEAVY LOAD
AXIS PLANES ATTEMPT TO BOMB ENEMY POSITIONS.

Players: 2–4

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.)

Axis Player(s): A Reggiane Re.2001 GV Falco II and a Kawasaki Ki-61-I-KAIc Hien, at half-ruler distance from the Axis side.

Allied Player(s): A Curtiss P-40F Warhawk and a Yakovlev Yak-1, at half-ruler distance from the Allied side.

Additional Rules Needed: None. If Advanced Rules are in use, all airplanes start at an altitude of 4.

Setup: Place a target card at one ruler distance from the Allied side.

Winning Conditions: The game ends when all the planes of one side have been shot down or have exited the gaming surface. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field.

To bomb the target, the Reggiane must declare the bomb drop while overlapping the target just after executing a stall or a low speed straight: The Axis side then receives

12 victory points if the Reggiane overlaps the red dot at the center of the target card, or 6 if it just overlaps part of the card but not the center. If the target is not successfully bombed at all, the Allied side receives 8 points. After the Reggiane bombs the target, Axis planes can exit from their side at half penalty (6 points instead of 12).

Variants:

▶ The Reggiane is a dive bomber. Use the Advanced Rules. All airplane start at an altitude of 4. To bomb the target, the Reggiane must declare the bomb drop while overlapping the target just after executing the straight maneuver of an overdive and while being at an altitude of 1 or 2.

OVER THE BATTLE
AIRPLANES FROM BOTH SIDES ARE INVOLVED IN A CLASH BETWEEN GROUND TROOPS.

Players: 2–4

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.)

Axis Player(s): One B-firing troop card and one anti-aircraft Gun at one ruler distance from the Axis side and at least one ruler of distance from the neutral side; a Reggiane Re.2001 GV Falco II and a Kawasaki Ki-61-I-KAIc Hien at half-ruler distance from the Axis side.

Allied Player(s): One B-firing troop card and one anti-aircraft gun at one ruler distance from the Allied side and at least one ruler of distance from the neutral sides, a Curtiss P-40F Warhawk and a Yakovlev Yak-1 at half-ruler distance from the Allied side.

Additional Rules Needed: Rockets, Ground Troops, and Anti-Aircraft Guns.

Setup: Beginning with the Axis player, both players alternate placing their cards and airplanes. The Hien and the Yak both have rockets, inflicting Ⓓ damage at short range and Ⓒ damage at long range.

Winning Conditions: The game ends when all the airplanes of one side have been shot down or have exited the gaming surface. Every damage point inflicted to a troop card is worth one victory point, up to a maximum of 5 per card. Every damage point inflicted to a non-destroyed

anti-aircraft gun card is worth one victory point, while a destroyed card (8 or more damage points) it is worth a total of 10 victory points. Each player loses 12 points for each of his airplanes that is destroyed or leaves the gaming field, but a player can leave from his side without any penalty if both the enemy ground cards are destroyed. The side scoring more points wins.

Variants:

▶ If you use the Advanced Rules, all airplanes start at an altitude of 4. If you use the *Flying Higher* optional rule, they start between 4 and 6: The Allied player chooses first for each of his airplanes, and then the Axis player chooses.

NO OPPOSITION FROM THE SKY
A DIVE BOMBER WITH AN ESCORT ATTACKS AN ENEMY GROUND TARGET

Players: 1

Gaming Surface: Length: 90 cm. (≈36 in.) Width: 90 cm. (≈36 in.)

Axis (human) Player: A Reggiane Re.2001 GV Falco II and a Kawasaki Ki-61-I-KAIc Hien at half-ruler distance from the Axis side.

Allied (virtual) Player:

▶ One troop card (Ⓐ firepower) at a one ruler distance from the Allied side and at a one ruler distance from the left side of the table;

▶ One troop card (Ⓐ firepower) at a one ruler distance from the Allied side and at a one ruler from the right side of the table;

▶ One anti-aircraft gun card at a one-and-a-half ruler distance from the Allied side and at a one-and-a-half ruler distance from the left side of the table;

▶ One anti-aircraft gun card at a one-and-a-half ruler distance from the Allied side and at a one-and-a-half ruler distance from the right side of the table.

Additional Rules Needed: Ground Troops. Anti-Aircraft Guns. Anti-Aircraft Guns in Solitaire Scenarios.

Ground troops and AA guns are entrenched: Every damage counter inflicted by strafing is decreased by one point.

Winning Conditions: Both airplanes have bombs. To bomb the target, the Kawasaki Ki-61-I-KAIc Hien must declare the bomb drop while overlapping the target just after executing a stall, or a low speed straight. The bomb inflicts 6 points of damage if the airplane overlaps the red dot at the center of the target card, or 3 if it just overlaps part of the card but not the center. The Reggiane is a dive bomber instead: To bomb the target, it must declare the bomb drop while overlapping the target, just after executing two high speed straight maneuvres in a row, inflicting 10 points of damage if it overlaps the center of the target card, and 5 if it just overlaps part of the card but not the center.

The game ends when all the ground cards are silenced or when all airplanes have been shot down or have exited the gaming surface. Every damage point inflicted on a troop card is 1 victory point, up to a maximum of 5 per card. Every damage point inflicted on a non-silenced anti-aircraft gun card is worth 1 victory point, while a silenced gun (8 or more damage points) is worth a total of 10 victory points. The player loses 12 points for each of his planes that are destroyed or leave the gaming field from a side other than his own and 3 points for each plane that is damaged but not destroyed at the end of the game. He also loses 2 points for each ground card that is undamaged at the end of the game. He wins if his final score is positive.

Variants:

▶ If you use the Advanced Rules, all airplanes start at an altitude of 4. The Kawasaki Ki-61-I-KAIc Hien cannot bomb from an altitude above 3. To bomb the target, the Reggiane must declare the bomb drop while overlapping the target just after executing the straight maneuvre of an overdive and while being at an altitude of 1 or 2.

Credits

WW2

A GAME BY **ANDREA ANGIOLINO** AND **PIER GIORGIO PAGLIA**

ANDREA ANGIOLINO & PIER GIORGIO PAGLIA
WINGS of GLORY ™
WW2

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