

# WINGS *of* GLORY™



## BASIC RULES FOR MULTI-ENGINE PLANES

All the basic rules of **WW1 Wings of Glory** apply to the multi-engine airplane included in this pack. To use this “giant of the sky,” you should also use the rules in this section.

### 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.

Red dots are used to mark machine gun positions: there is one such dot for each arc of

fire. To measure the range when firing with a specific machine gun, use the appropriate red dot.

### TAILING MULTI-ENGINE AIRPLANES

The blue dot on the airplane base is used as a reference point for the *Tailing* optional rule.

### MULTIPLE ARCS OF FIRE

All multi-engine airplanes have several machine guns. Each machine gun is indicated by a red dot and a firing arc. The red letter inside a circle, on the firing arc, indicates the firepower (type of damage card) of that machine gun. The number inside a red octagon is used to identify the machine gun (necessary when the complete rules are in use).

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 after each movement phase.



If a multi-engine airplane takes **jamming damage**, only the machine gun that caused the jamming damage card to be drawn is jammed.

## CARDS AND COUNTERS

AIRPLANE CARD (BUTTINI OR CEP115) [ 1 ]		MANAGEMENT CARD (BUTTINI OR CEP115) [ 1 ]	
MANEUVER CARDS: XD [ 1 DECK / 13 CARDS ]		BOMB CARDS [ 3 ]	TARGET CARDS [ 2 ]
ENGINE DAMAGE COUNTER (BLUE) [ 8 ]	CREWMAN HIT COUNTER (RED) [ 5 ]	CREW DAMAGE COUNTER (YELLOW) [ 6 ]	CASUALTY MARKER (GRAY) [ 6 ]

**Note:** to fully use all the specific rules and counters for the airplane included in this pack, you should use the complete rules included in the **WW1 Wings of Glory Rules and Accessories Pack**.

# CAPRONI CA. 3

## GAME STATS

ENGINES	FIRE ARCS	DAMAGE RESISTANCE	CLIMB RATE	MAXIMUM ALTITUDE	CREW
3	2 (BB)	25	6	11	4

## CREW DAMAGE TABLE

(FOR USE WITH CREW DAMAGE OPTIONAL RULE)

CREWMAN	EFFECT
I	GUNNER INCAPACITATED: FRONT MACHINE GUN SILENCED
II	GUNNER INCAPACITATED: REAR MACHINE GUN SILENCED
III	FIRST PILOT
IV	SECOND PILOT
V	TREAT AS "II" AND DRAW AGAIN

## NOTES

### Multiple Pilots (III and IV):

The airplane is shot down if both pilots are incapacitated.

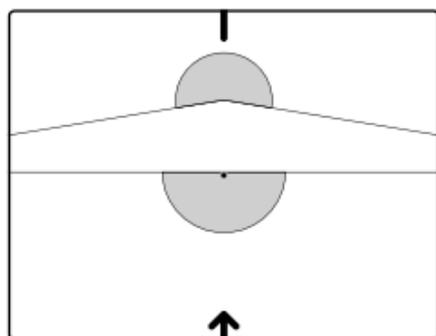
**Rear Gunner (II-V):** Due to his position on the platform, the crewman handling the rear machine gun is very exposed to

enemy fire. To represent this, the Caproni Ca. 3 uses five crewman hit counters (numbered from "I" to "V"), even if there are just four crewmen. If the "V" is drawn when the crew suffers a hit, the rear gunner is incapacitated (the same as by a result of a "II")

and the owner must make an additional draw from the “I”, “III”, and “IV” counters to see who besides the rear gunner is hit.

## SPECIAL RULES

### REAR MACHINE GUN PLATFORM



The Caproni Ca.3 has a higher rear machine gun platform with no blind spot. The drawback to having such a platform is that the rear gunner is very exposed to enemy fire.

⚔|⚔⚔ The airplane doesn't have a rear blind spot and uses the arc of fire represented on its airplane card.

⚔⚔⚔ Apply the arc of fire of the rear machine gun represented on the airplane card only for targets at the same or lower altitude.

This machine gun can ignore the firing arc on the card and fire 360° when firing at targets at a higher altitude.



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**This is not a complete game.** You must own a **WW1 Wings of Glory — Starter** Set to play.  
Download the free **WW1 Wings of Glory** rules at [www.aresgames.eu](http://www.aresgames.eu).

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