

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

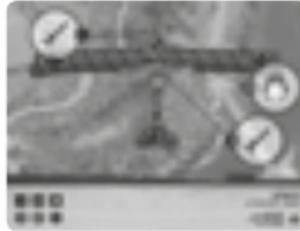
All multi-engine airplanes have several machine guns. Each machine gun is indicated by a red dot and a firing arc. The red letter inside a circle, on the firing arc, indicates the firepower (type of damage card) of that machine gun. The number inside a red octagon is used to identify the machine gun (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 (ASCHOFF OR VON KORFF) [1]		MANAGEMENT CARD (ASCHOFF OR VON KORFF) [1]	
			
MANEUVER CARDS: XD [1 DECK / 13 CARDS]		BOMB CARDS [3]	TARGET CARDS [2]
			
ENGINE DAMAGE COUNTER (BLUE) [6]	CREWMAN HIT COUNTER (RED) [3]	CREW DAMAGE COUNTER (GREEN) [3]	CASUALTY MARKER (GRAY) [3]

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**.

GOTHA G.V

GAME STATS

ENGINES	FIRE ARCS	DAMAGE RESISTANCE	CLIMB RATE	MAXIMUM ALTITUDE	CREW
2	2 (BB)	27	5	14	3

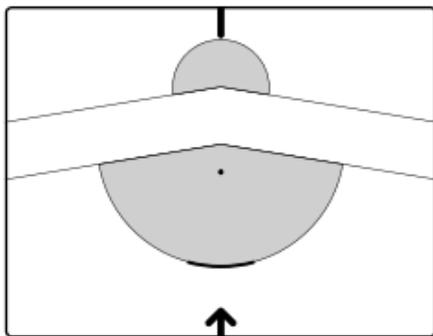
CREW DAMAGE TABLE

(FOR USE WITH CREW DAMAGE OPTIONAL RULE)

CREWMAN	EFFECT
I	GUNNER INCAPACITATED: FRONT MACHINE GUN SILENCED
II	GUNNER INCAPACITATED: REAR MACHINE GUN SILENCED
III	PILOT

SPECIAL RULES

REAR MACHINE GUN AND GOTHA TUNNEL



The rear machine gun of the Gotha G.V has a blind spot just at the rear of the tail. Use the ruler to connect the red dot of the rear machine gun with the center dot of the target in the rear firing arc as normal. If the ruler passes through the black section of the firing arc behind the tail of the airplane, and the first half of the

ruler touches any point of the target base, the line of sight is blocked and firing is not possible.

☞☞☞ If you use altitude optional rules, the Gotha G.V blind spot only applies when firing at targets at the same altitude. The blind spot is

ignored if the target is at a higher altitude (because the tail does not block the line of sight in this case) or at a lower altitude (because of the “tunnel” the Gotha had in the fuselage that allowed the rear gunner to fire downward).



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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.

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