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WINGS of GLORY™



SCENARIOS

For all Wings of Glory players, we included in this PDF some scenarios to start playing with the first available Wings of Glory Airplane Packs.

Each scenario offers a different mission, such as dogfights, patrol missions or bombing raids.

The description of each scenario includes the composition of the airplanes available to the two opponents, their mission goals and their victory conditions.

If any specific rules are required, they are listed inside the scenario. Any other optional rule can be added if all the players agree to do so before the start of the game.

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

After you are familiar with the game, feel free to invent your own scenarios, using the ones below as examples. Players are strongly advised to use anti-aircraft machine guns only in trench-strafing scenarios or when altitude rules are in use.

BALANCING SIDES

The Central Powers airplanes in these scenarios have a slight advantage, as they have 1 damage point more than their Entente counterparts. For the rest the D.III is a good match for the D.H.2 and the E.III for the Morane-Saulnier.

If you want to consider this small difference, either give the Central Powers airplanes to the less experienced player, or consider them already slightly damaged when they reach the field of battle subtracting 1 damage point to them.

DAWN PATROL

IN THE SKY OVER THE FRONT TWO PATROLS ATTACK EACH OTHER IN A FEROCIOUS FIGHT

Players: 2–4 (5+ in variants). In two-player games, take two airplanes each.

For three players, one player takes two Entente airplanes and the other two players form a team with one Central Powers airplane each. In a four-player game, each player has an airplane, and the two Central Powers players fight together against the team of the two Entente players.

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

Entente Players: An Airco DH.2 and a Morane-Saulnier Type N at half ruler distance from their side.

Central Powers Players: A Fokker E.III and a Halberstadt D.III at half ruler distance from their side.

Rules Needed: Basic rules. If altitude rules are in use, agree on the starting altitudes of the airplanes.

Winning Conditions: Each team scores 1 point for each enemy aircraft that exits the gaming field, 2 points for every enemy airplane shot down, and –1 for each of its own airplanes shot down.

Variants: If the Central Powers players decide to add additional Fokker E.III, the Entente players must add the same number of Morane-Saulnier Type N.

If the Central Powers players decide to add additional Halberstadt D.III, the Entente players must add the same number of Airco DH.2.

FACE TO FACE

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

Players: 2

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

Central Powers Player: A Fokker E.III at half ruler distance from its side.

Entente Player: A Morane-Saulnier Type N at half ruler distance from its side.

Rules Needed: Basic rules. If altitude rules are in use, agree on the starting altitudes of the airplanes.

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

Variants: If the Central Powers player takes an Halberstadt D.III, the Entente player must fight him with an Airco DH.2.

BULLET IN THE MUD

TWO CENTRAL POWERS AIRPLANES ARE SENT ON A TRENCH-STRAFING MISSION

Players: 2 or 4

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

Central Powers Player: A Fokker E.III and an Halberstadt D. III anywhere on the Central Powers side.

Entente Player: Two B-firing anti-aircraft machine gun cards at two rulers' distance from the Entente side, one at 35 cm from the left side and one at 35 cm from the right one. A trench card at two-ruler distance from the center of the Entente side.

The Airco DH.2 and the Morane-Saulnier Type N start off the table: For each of them, the Entente player places either a left or a right maneuver facedown on top of the maneuver deck.

At the end of the first turn, he reveals them and places each airplane at the halfway point of the side of the playing surface at his left or at his right, depending on the maneuver chosen. They move and fire normally from the second turn onward.

Rules Needed: Basic rules, ground units.

Winning Conditions: The Central Powers player scores 1 point for each damage to trenches or AA machine guns (no more than 5 for each card), 5 points for each enemy airplane destroyed, and 4 for each enemy airplane that exits the gaming surface from any side while at least one Central Powers airplane is still there.

He loses 6 points for each of his airplanes that is destroyed, 4 points for each of them that exits from a side that's not the Central Powers one at any time, 2 points for each of them that leaves from the Central Powers side before each trench and AA machine gun card get at least 1 point of damage, and 1 point for each target card (trench or AA machine gun) that is undamaged at the end of the scenario.

The game ends when both Central Powers airplanes leave the gaming surface or are destroyed. The Central Powers player wins if his total score is more than 0. If he scores less, the Entente player wins. If the Central Powers player scores 0, it is a tie.

If altitude rules are in use, the airplanes enter at a level of 3 with no climb counters.

Variants: Change the ground defense, placing two target cards with trenches at a two-ruler distance from the Entente side, one at 35 cm from the left side and one at 35 cm from the right one, and an A-firing anti-aircraft machine gun at a two-ruler distance from the center of the Entente side.

Players can also decide that the Entente side is sent on the trench-strafting mission, and takes a Morane-Saulnier Type N and an Aircro DH.2.

The Central Powers player defends the trenches as described above, with two B-firing anti-aircraft machine guns and a trench (or an A-firing anti-aircraft machine gun and two trenches), a Fokker E.III and an Halberstadt D.III.

WINGS OVER FREIDRICHSHAFEN

A FRENCH MORANE-SAULNIER IS GOING ON A BOMBING MISSION WITH AN ENGLISH FIGHTER AS HIS ESCORT, WHEN A CENTRAL POWERS FIGHTER COMES OUT OF THE SUN

Players: 2–4

Gaming Surface: Width: 100 cm. Central Powers side opposite to the Entente one, and at least 140 cm. apart. Place a target card in the middle of the Central Powers side, at 30 cm of distance from the edge.

Central Powers Player: A Fokker E.III and an Halberstadt D.III at half-ruler distance from their side of the gaming field.

Entente Player: A Morane-Saulnier Type N and an Aircro DH.2 at half ruler distance from the left corner of their side of the gaming field.

Rules Needed: Basic rules, bombing, ground units. If altitude rules are in use, agree on the starting altitudes of the airplanes.

Winning Conditions: Each player scores 2 points for each enemy aircraft that exits the gaming surface, 4 points for every enemy airplane shot down, and –2 for each of his own airplanes shot down. The Morane-Saulnier has a load of projectiles to be dropped according to the bombing rules. As soon as they are dropped, Entente airplanes don't give points to the Central Empires player if they exit the gaming surface from their own side. If the bomb card hits the center of the target, the Entente player gets 4 points; if it hits part of the target but not the center, the Entente player gets 2 points.

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