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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 Special Packs.

Each scenario offers a different bombing mission.

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 Axis to the Allied 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.

EXCHANGING BOMBERS AND SIDES

In these scenarios, you can find into the variant section for every scenario all the information to exchange the bomber in play, swapping the two sides in play too.

Remember to exchange also the other airplanes, as well—explained in every scenario, and you will continue to enjoy in a different way.

OVER STALINGRAD

A PATROL TRIES TO STOP TWO BOMBERS HEADED TO A MAJOR CITY IN THE HINTERLAND

Players: 1–2 (all on the same side)

Gaming Surface: Length: 136 cm. Width: 98 cm.

Axis Player (automatic): Two Heinkel He.111 H (Luftwaffe) on the Axis side of the gaming surface, one at half ruler from the center to the right and one at half ruler from the center to the left. They move with automatic movement. They are considered at full load.

Allied Player(s): Two Yakovlev Yak–1. Each pilot get two ace skills of his choice.

Winning Conditions: The game ends when all airplanes from one side have left the table or are destroyed.

The player (or team of players) gets 20 points for each bomber destroyed and 8 points for any bomber not destroyed, but getting more than half of its sustainable damage; he loses 1 point for each damage point inflicted to any of his airplanes. If one of his airplanes is destroyed, don't calculate damage inflicted for that airplane but give him -15 points instead.

The player gets -5 point for each enemy bomber that gets out of the gaming surface without being destroyed, or that is still in the gaming surface at the end of the game; but if a bomber is in flames, take all the remaining fire damage and if it destroys the bomber, treat it as destroyed instead.

The player (or team of players) wins if the score is positive.

Variants: For a longer game, play a scenario as above but the player gets -10 instead than -5 for each bomber leaving the gaming surface and no points for damaged but undestroyed bombers.

If there are survivors on both sides at the end of the game, play a second game with the surviving bombers starting at half ruler from the half of the Allied side, on their way back home after having bombed their target. Keep any damage point (not special damages) to the fighters. Keep any damage including special damages to the bombers.

In this second part of the game, the player doesn't lose points for bombers exiting the gaming surface.

AGAINST THE LANDINGS

A COUPLE OF BOMBERS ATTACKS A TARGET ON THE SHORE OF A PACIFIC ISLAND, MEETING FIERCE RESISTANCE FROM ENEMY AIRPLANES

Players: 2–4 (variants for more)

Gaming Surface: Length: 136 cm. Width: 98 cm.

Japanese Player(s): 1 target card at one ruler and a half from the Japanese side and one ruler from the side at his left; a Ki-61-1B Hien at half ruler from this first target; 1 target card at one ruler from the Japanese side and one ruler and a half from the side at his left; a Ki-61-1-KAIC Hien at half ruler from this second target.

Allied Player(s): Two North American B-25 Mitchell within half ruler from the Allied side of the gaming surface and within half ruler from the side at his left. Give two ace skills to two different crewmen, on the same or on different B-25 at the Allied player's choice.

Winning Conditions: Each B-25 has two loads inflicting 6 damages if hitting the center of the target, 3 if the target but not the center. The two loads of each airplane can be dropped together or separately.

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 the target card is a victory point, up to a maximum of 12.

The Japanese player loses 12 points for each of his airplanes that is destroyed or leaves the gaming field. Add a bonus of 15 victory points to the Japanese player if the targets receive less than 6 damages in total.

The Allied player loses 20 points for each of his airplanes that is destroyed and 12 for each airplane that leaves the gaming surface, but his airplanes can leave from their side without any penalty, if they dropped all their bombs and they hit the ground at no more than half a ruler from a target.

The side scoring more points wins.

Variants: To play this scenario on the African front, in Tunisia, have a Axis player replacing the Allied and an Allied player replacing the Japanese one.

Replace the bombers with B-25; the Allied fighters are two Curtiss P-40.

DEEP BEYOND THE FRONT LINE

TWO GERMAN BOMBERS ENGAGE IN A LONG RANGE MISSION TO BOMB A CITY

Players: 2–6

Gaming Surface: Length: 136 cm. Width: 98 cm.

Axis Players – first round: Two He.111 H on the Axis side of the gaming surface, one at half ruler from the center to the right and one at half ruler from the center to the left. Two Regia Aeronautica Reggiane Re.2001 with two ace skills each, anywhere along the Axis side.

Russian Players – first round: Two Yak–1 with two ace skills each, anywhere along the left side of the gaming surface.

Axis Players – second round: Survivor Axis airplanes of the first round on the German side of the gaming surface, one at half ruler from the center to the right and one at half ruler from the center to the left.

Russian Players – second round: One target at one ruler and a half from the left side and one ruler and a half from the Russian side. One target at one ruler and a half from the right side and one ruler and a half from the Russian side. Survivors of the first round plus two more Yak–1 with two ace skills each on the Russian side of the gaming surface.

Axis Players – third round: Survivor Axis airplanes of the second round on the Russian side of the gaming surface, one at half ruler from the center to the right and one at half ruler from the center to the left. Two additional Reggiane Re.2001 with two ace skills each on the Axis side of the gaming surface.

Russian Players – third round: Survivor airplanes of the second round, anywhere along the left side of the gaming surface.

Winning Conditions: Each round ends when all airplanes from one side have left the table or are destroyed. Each airplane that exits the gaming surface or that is still on the gaming surface at the end of the game being in flames, takes all the remaining fire damage to see if it is destroyed.

On first round, any He.111 exiting from any side that is not the Russian one is considered destroyed. On the second and the third one, any He.111 exiting from any side that is not the Axis one is considered destroyed. Fighters exiting the gaming surface are not considered destroyed, but cannot get back into the game in the same round.

If both He.111 are destroyed, further rounds are not played. If all Russian fighters are destroyed on round 2, round 3 is not played.

Surviving airplanes keep damage points and special damages from one round to the other, but jammed machine guns are considered unjammed.

The Axis player gets 12 points for each enemy airplane destroyed, the Russian player gets 18 points for each He.111 destroyed and 12 points for each fighter destroyed. Each He.111 has a single load of bombs inflicting 12 points of damage if the bombs hit the center of the target card, and 6 if it just hits part of the card but not the center. They can be dropped on targets on the second round: the Axis player gets two points for each point of damage inflicted to a target, up to a maximum of 18 per target. The Russian player gets 3 points for each target that gets no damage at all (even if this happens because the second round not played since both He.111 are destroyed in the first round).

The player with more points wins.

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