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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.

A BRIDGE TOO CLOSE

A COUPLE OF BOMBERS ATTACK A TARGET, MEETING
FIERCE RESISTANCE FROM ENEMY AIRPLANES

Players: 2–4 (variants for 5, 6 and 7).

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

Central Powers Players: 1 target card (bridge) at one ruler and a half distance from the Central Powers side and one ruler distance from the side at his left; a Fokker Dr.I at a half ruler distance from this first target; 1 target card (building) at one ruler distance from the Central Powers side and one ruler and a half distance from the side at his left; an Albatros D.Va at a half ruler distance from this second target.

Entente Players: Two Caproni Ca.3 within a half ruler distance from the Entente side of the gaming surface and within a half ruler distance from the side at his left.

Winning Conditions: Each Caproni Ca.3 has two loads of bombs inflicting 6 points of damage if the bombs cover the red dot at the center of the target card and 3 if the bombs just hit part of the card but do not fully cover the red center dot. The other Caproni Ca.3 has two such loads that 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 a target card is a victory point, up to a maximum of 12 per target card.

The Central Powers player loses 12 points for each of his airplanes that is destroyed or leaves the gaming surface. The Entente player loses 20 points for each of his airplanes that is destroyed and 12 for each of his airplanes that

leaves the gaming surface. However, his airplanes can leave from the Entente side of the playing surface without any penalty if they dropped all their bombs and the bombs hit the ground at no more than half a ruler distance from a target card.

The side scoring more points wins.

Variants: If you decide to change the sides in play, choosing Central Powers for the attack, replace both the Caproni Ca.3 with Gotha G.V, and the Dr.I and D.Va with two among SPAD XIII and Sopwith Camel.

You can use also a total of four airplanes among Fokker E.III and Halberstadt D.III instead of one Fokker Dr.I and one Albatros D.Va. In this case, add a Morane Saulnier N or an Airco DH.2 to the Entente side. Eliminated fighters from each side cost to their side 12 points.

LOOKING DOWN

AN OBSERVATION AIRPLANE IS SENT TO DIRECT ARTILLERY FIRE ACROSS ENEMY LINES

Players: 2–4

Gaming Surface: Length: 98 cm. Width: 68 cm. Divide the gaming surface into a Central Powers half and an Entente half (49 x 68 cm each).

Entente Player: A Caproni Ca.3 and a Sopwith Camel within a half ruler distance from the Entente side of the gaming surface. Entente airplanes are placed first.

Central Powers Player: A Fokker Dr.I and an Albatros D.Va at a half ruler distance from the Central Powers side.

Winning Conditions: The game ends when the airplanes of only one side are left on the gaming surface.

The Entente player wins if the Caproni Ca.3 is on the gaming surface when all Central Powers fighters are destroyed or have left the gaming surface. If the Caproni Ca.3 is on fire, resolve all fire damage to see if the airplane survives or if it has to be considered destroyed. If the winning conditions above are not achieved, compare scores.

The Entente player receives a point for every turn in which the Caproni Ca.3 spends the whole turn with its central dot in the Central Powers half of the gaming surface, with the front gunner not incapacitated by special damage, and without firing the front machine gun (other machine guns of the airplane can still fire).

The Central Powers player receives 6 points if the Entente player does not receive at least 6 points for being in the Central Powers half of the gaming surface. Each player receives 12 points for each enemy fighter destroyed. The Central Powers player receives 18 points if he destroys the Caproni Ca.3. Each player receives 12 points for each opposing airplane that leaves the gaming surface, but Entente airplanes can leave with no penalty from the Entente side of the gaming surface if the Entente player received at least 6 points for being in the Central Powers half of the field (as described before).

Variants: Replace the Caproni Ca.3 with a Gotha G.V, the Camel with a Dr.I or a D.Va, and the Dr.I and D.Va with two among SPAD XIII and Sopwith Camel.

You can also use a total of four among Fokker E.III and Halberstadt D.III, instead of one Fokker Dr.I and one Albatros D.Va, and a total of two among Morane Saulnier N and Airco DH.2 instead of the Camel.

RESCUE BEHIND THE LINES

A BOMBER TRIES TO RESCUE THE CREW OF A DOWNED AIRPLANE

Players: 2–4

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

Entente Player: A Caproni Ca.3 and a Sopwith Camel at any point on the Entente side, at any chosen height (use altitude rules). A downed Caproni Ca.3 at the center of the gaming surface. Entente airplanes are placed first.

Central Powers Player: A Fokker Dr.I and an Albatros D.Va on any point of the Central Powers side at any chosen height.

Winning Conditions: The wreck of the Caproni Ca.3 cannot move or fire in any way while the other Caproni Ca.3 must land. The entire gaming surface is considered landing

surface in this scenario. The landed Caproni must stop at no more than a half ruler distance from the downed Caproni Ca.3 and stay there without moving for at least one movement phase. After that, the crew of the downed Caproni Ca.3 is rescued and the other Caproni Ca.3 can start taking off as soon as the Entente player wants.

The Caproni Ca.3 can fire normally while on the ground, but instead of using the usual rule for moving on the ground (by placing a finger on the airplane card and turning the card as the player likes while the card is held in place by the finger) he must use a single maneuver card. If the landed Caproni Ca.3 overlaps with its base the wrecked Caproni Ca.3 base at any moment, it is destroyed immediately.

The game ends when airplanes of only one side are left on the gaming surface. The Entente player wins if the supporting Caproni Ca.3 is on the gaming surface when both Central Powers fighters are destroyed or have left the gaming surface. If the Caproni Ca.3 is on fire, resolve all fire damage to see if the airplane survives or if it has to be considered destroyed.

If the winning conditions above are not achieved, compare scores. Each player receives 12 points for each enemy fighter destroyed. The Central Powers player receives 18 points if he destroys the supporting Caproni Ca.3. Each player receives 12 points for each enemy airplane leaving the gaming surface, but Entente airplanes can leave with no penalty from the Entente side of the gaming surface if the crew of the downed airplane is rescued. The Entente player receives 10 points if the Caproni Ca.3 exits from his own side of the table with the rescued crew on board.

Variants: Replace each Caproni Ca.3 with a Gotha G.V, the Sopwith Camel with a Dr.I or a D.Va, and the Dr.I and D.Va with two among SPAD XIII and Sopwith Camel.

You can also use a total of four among Fokker E.III and Halberstadt D.III instead of one Fokker Dr.I and one Albatros D.Va, and a total of two among Morane Saulnier N and Airco DH.2 instead of the Camel.

BOMB LONDON!

TWO CENTRAL POWERS BOMBERS ENGAGE IN A LONG RANGE MISSION TO BOMB THE BRITISH CAPITAL

Players: 2–4

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

Central Powers Player – first round: Two Gotha G.V on the Central Powers side of the gaming surface, one at a half ruler distance to the right from the center and one at half ruler distance to the left from the center. An Albatros D.Va and a Fokker Dr.I at any spot on the Central Powers side.

Entente Players – first round: A SPAD XIII and a Sopwith Camel on the left side of the gaming surface, at any point he wants.

Central Powers Player – second round: Any surviving Gotha G.V airplanes from the first round on the Central Powers side of the gaming surface, one airplane at a half ruler distance from the center to the right and one at a half ruler distance from the center to the left.

Entente Players – second round: One target card at one ruler and a half distance from the left side and one ruler and a half distance from the Entente side. One target card at one ruler and a half distance from the right side and one ruler and a half distance from the Entente side. Two Airco DH.2 on the Entente side of the gaming surface.

Central Powers Player – third round: Any surviving Gotha G.V airplanes from the second round on the Entente side of the gaming surface, one at a half ruler distance from the center to the right and one at a half ruler distance from the center to the left. Any surviving Albatros D.Va and Fokker Dr.I airplanes from the first round on the Central Powers side of the gaming surface.

Entente Players – third round: Any surviving airplanes from the first round, on the left side of the gaming surface, at any point he wants.

Winning Conditions: Each round ends when all airplanes from one side have left the gaming surface or are destroyed. Each airplane that is in flames when it exits the

gaming surface, or that is in flames while still on the gaming surface at the end of the game, suffers all its remaining fire damage to see if it is destroyed.

In the first round, Gotha G.Vs exiting on any side that is not the Entente side are considered destroyed. On the second and the third rounds, Gothas exiting from any side that is not the Central Powers side are considered destroyed. Fighters exiting the gaming surface are not considered destroyed, but they cannot return to the game in the same round.

If both Gotha G.Vs are destroyed, further rounds are not played. If all Entente fighters are destroyed in round 1, round 3 is not played. Surviving fighters keep damage points suffered from one round to the other, but not special damage. Surviving Gotha G.Vs also keep special damage, but jammed machine guns are considered unjammed.

The Central Powers player receives 12 points for each enemy airplane destroyed. The Entente player receives 18 points for each Gotha G.V destroyed and 12 points for each fighter destroyed.

Each Gotha G.V has a single load of bombs inflicting 12 points of damage if the bombs fully cover the red dot at the center of the target card and 6 if the bombs just hit part of the card but do not fully cover the red center dot. Bombs can be dropped on target cards on the second round.

The Central Powers player receives 1 point for each point of damage inflicted to a target card, up to a maximum of 18 per target card. The Entente player receives 3 points for each target card that suffers no damage at all (even as a result of round 2 not being played if both Gotha G.Vs are destroyed in the first round).

The player who receives more points wins.

Variant: In Bomb Pola! the two sides are Italians and Austrians. Replace the two Gotha G.Vs with two Caproni Ca.3 airplanes and the two escort fighters with two among SPAD XIII and Sopwith Camel. In the first round, the Central Powers fighters are two Albatros D.Va airplanes, and in the second round, the Austrian fighters are two Fokker A.III/E.III.

STOP THEM!

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

Players: 1–3 (all on the same side).

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

Central Powers Player (automatic): Two Gotha G.V on the Central Powers side of the gaming surface, one at a half ruler distance from the center to the right and one at a half ruler distance from the center to the left. They move using the automatic movement rules (see *Automatic Airplane Movement*, WW1 Rules & Accessories Pack page 38).

Entente Players: Two fighters between the SPAD XIII and Sopwith Camel on the left side of the gaming surface, at any point he wants.

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

The Entente player (or team of players) receives 20 points for each bomber destroyed and 8 points for any bomber not destroyed but suffering more than half of its sustainable damage.

The Entente player 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 on that airplane; he loses 15 points instead.

The player loses 4 points for each enemy bomber that escapes the gaming surface without being destroyed or that is still on the gaming surface at the end of the game. However, if a bomber is in flames, resolve all the remaining fire damage, and if that damage destroys the bomber, treat it as destroyed. The Entente player wins if the score is positive.

Variants: To play this scenario on the Italian front, the automatic player is the Italian (Entente) side and has two Caproni Ca.3 airplanes with the player either having two Albatros D.VA German airplanes or four Austrian Fokker A.III/E.III.

For a longer game, play the scenario as in the main version but the Entente player loses 8 points instead of 4 for each bomber leaving the gaming surface and gains no points for damaged but undestroyed bombers.

If there are survivors on both sides at the end of the game, play a second round with the surviving bombers starting at a half ruler distance from the Entente side, on their way back home after having bombed their target. Keep any damage points (not special damages) suffered by the fighters. Keep any damage, including special damage, to the bombers, but jammed machine guns are considered unjammed. In this second round of the game, the Entente player doesn't lose points for bombers exiting the gaming surface.

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