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WINGS *of* GLORY[®]

WW1

HANDLEY PAGE 0/400

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 (or the blue dot at the tail on the airplane card) is used as a reference point for the *Tailing* optional rule.

MULTIPLE ARCS OF FIRE

All multi-engine airplanes have several machine guns. Red dots are used to mark machine gun positions: there is one dot for each firing arc.

To measure the range when firing with a specific machine gun, use the appropriate red dot. The number inside the circle on the firing arc is used to identify the machine gun. The firepower of each machine gun is indicated on the airplane card, beside the appropriate number.

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 in each turn. If the same gunner handles multiple machine guns (as indicated by the Airplane Management Card, see below), he can fire only one of these guns in the same turn.



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

CARDS AND COUNTERS



AIRPLANE CARD (RAF OR RNAS) [1]



MANAGEMENT CARD (RAF OR RNAS) [1]



MANEUVER CARDS: XB
[1 DECK / 13 CARDS]

BOMB
CARDS [3]

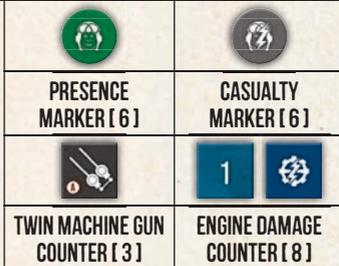
TARGET
CARDS [4]



1-3 CREW DAMAGE
COUNTER [6]

4+ CREW DAMAGE
COUNTER [6]

CREWMAN HIT
COUNTER [5]



PRESENCE
MARKER [6]

CASUALTY
MARKER [6]

TWIN MACHINE GUN
COUNTER [3]

ENGINE DAMAGE
COUNTER [8]

Some additional tokens and counters - not required for use with this airplane - are included in the counter punchboard.
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**.

GAME STATS

ENGINES	FIRE ARCS	DAMAGE RESISTANCE	CLIMB RATE	MAXIMUM ALTITUDE	CREW
2	2 (3)	30	7	7	4 (5)

CREW DAMAGE TABLE

(FOR USE WITH CREW DAMAGE OPTIONAL RULE)

CREWMAN	EFFECT
I	GUNNER INCAPACITATED: FRONT MACHINE GUN SILENCED
II	GUNNER INCAPACITATED: REAR DORSAL MACHINE GUN SILENCED REAR VENTRAL MACHINE GUN SILENCED*
III	FIRST PILOT
IV	SECOND PILOT

*Advanced rules only

(FOR USE WITH EXTRA CREWMAN OPTIONAL RULE)

CREWMAN	EFFECT
I	GUNNER INCAPACITATED: FRONT MACHINE GUN SILENCED
II	GUNNER INCAPACITATED: REAR DORSAL MACHINE GUN SILENCED (CAN BE REPLACED BY CREWMAN III, SEE BELOW)
III	GUNNER INCAPACITATED: REAR VENTRAL MACHINE GUN SILENCED* (CAN BE REPLACED BY CREWMAN III, SEE BELOW)
IV	FIRST PILOT
V	SECOND PILOT

*Advanced rules only

SPECIFIC RULES FOR THE HANDLEY PAGE 0/400

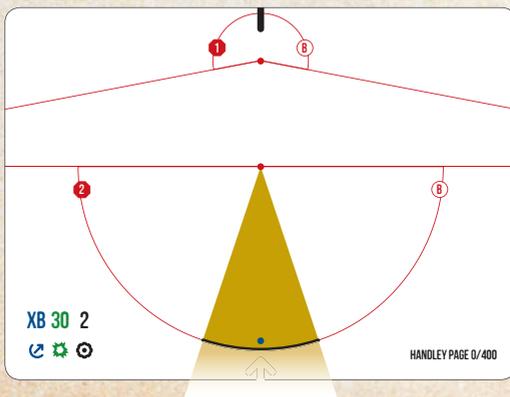
REAR FIRING MACHINE GUNS

The Handley Page 0/400 actually has two different machine guns in the rear—firing position: a dorsal gun firing backward with a restricted firing arc and a blind spot, and a ventral gun firing backward and downward, to protect the bomber from enemies attacking from directions not protected by other machine guns. The ventral machine gun is used only when Advanced rules are in use.

8 | 88 With Basic or Standard rules, disregard the yellow circle and machine gun 3 on the management card; you only use machine gun 2.

This machine gun has a blind spot: The machine gun cannot fire at enemy airplanes if, when connecting the weapon dot to the target's center, the ruler passes across the black section on the tail of the airplane and the first half of the ruler touches any part of the target base (see *Blind Spot for Rear Guns*, **WW1 Wings of Glory Rules & Accessories Pack** rulebook, page 23).

888 With Advanced Rules, both machine gun 2 and machine gun 3 are used. The dorsal machine gun 2 can only fire at targets at the same altitude (with a blind spot) or a higher altitude (without a blind spot). The ventral machine gun 3 can only fire at a target at a lower altitude. Measure the range of machine gun 3 from the red dot of machine gun 2 on the airplane base. The firing arc of machine gun 3 is equivalent to the blind spot of machine gun 2—use the black arc on the airplane base for the firing arc of this machine gun.



During play, the presence marker of the rear gunner (crewman II) can be either in the dorsal (red) or ventral (yellow) machine gun role circles. He can switch between the two positions according to normal rules (see *Crewmen with Multiple Roles*, **WW1 Wings of Glory Rules and Accessories Pack** rulebook, page 27). Depending on his position, the rear gunner can use either the dorsal machine gun or the ventral machine gun.

EXTRA CREWMAN

In some missions, where opposition from enemies was stronger, an additional gunner (crewman III) was on board the bomber. In this case, use the back side of the management card, with five crewmen.

Both rear machine guns can now simultaneously be manned: the dorsal machine gun is used by crewman II, while the ventral machine gun is used by crewman III.

If one of the two gunners is incapacitated, place a presence marker on the other role circle. The surviving gunner can now switch from one position to the other, according to normal rules (see *Crewmen with Multiple Roles*, **WW1 Wings of Glory Rules and Accessories Pack** rulebook, page 27).

OPTIONAL ARMAMENT

Depending on the bomb load and fuel for a specific mission, additional machine guns could be fitted on the bomber.

When preparing your scenario, you can decide one or more of the machine gun positions have twin (instead of single) machine guns.

Place a twin machine guns counter on the appropriate machine gun(s) on the airplane management card, as a reminder this position has been upgraded to twin machine guns.

Enemy airplanes hit by the attack of twin machine guns draw "A" damage cards instead of "B" damage cards.

OPTIONAL RULES

NO EXPLOSIONS

If this optional rule is in use, an "Explosion" special damage does not eliminate the airplane, but inflicts damage equal to half of its original damage allowance (rounding up).

EXAMPLE

A Handley Page O/400 (30 damage) has suffered three A damages for a total of 5 points. It then gets another damage card and there is an Explosion symbol on it. The explosion inflicts $30/2 = 15$ points of damage. The total damage suffered by the Handley Page is now $5 + 15 = 20$.

This rule applies to airplanes only – Balloons and ground units do not use this optional rule.

If you do not use this optional rule in a scenario with bombers, consider using the *Explosion Tournament Rule*, **WW1 Wings of Glory Rules and Accessories Pack**, page 20).

FIRE ON THE GIANTS

This rule applies to airplanes with 20 points of resistance or more. When the airplane takes a "Fire" special damage, take three tokens as usual, but each time you discard one token, take both an A and a B damage cards if the airplane has a resistance between 20 and 29 points, or two A damage cards if the airplane has a resistance of 30 or more points.

This rule applies to airplanes only (Balloons do not use this optional rule; apply their own rules instead).

SCENARIOS

This section introduces several different situations, called scenarios, you can play using the bomber included in this box. Some scenarios suggest using specific fighter airplanes available in the **WW1 Wings of Glory** line, which you can find in the best shops worldwide. The choice of airplanes is based on game balance and is wider than a strictly historical setting would allow, to give players more chances to use the planes they already own.

The length and width listed in the description is a suggested minimum for the playing area. The German and the Entente sides are always opposite each other. Length represents the distance from the German to the Entente side of the table.

You can also use the **Wings of Glory Game Mats** or two copies of the poster map included with this model to create the playing area of your scenario.

Every scenario indicates if additional rules are required. Other optional rules can be added, if all players agree to do so before the game begins.

The target cards in every scenario are placed with the short side of the card parallel to the owner's side of the gaming surface. Distances given are calculated from the red dot at the center of the target card.

Players are encouraged to develop their own scenarios using those described here as examples.

SCENARIO RULES

DROPPING BOMBS

Each scenario with bombing indicates the **load** of each bomber. The load can be divided into one bomb or several groups of bombs. Each load causes a certain amount of damage points to the target (measured in victory points), as indicated by the scenario.

Before revealing any maneuver, the bomber can decide to drop one or more groups of bombs, or even the entire load.

If he does so, take a bomb card that represents all the bombs dropped in that phase.

Then, the player executes the maneuver card and (before fire is resolved) place the bombs into play.

- ▶ **If the last maneuver card of the bomber was a stall**, place the stall maneuver card in front of the airplane and then place the bomb card so its arrow matches the arrow of the stall maneuver card.
- ▶ **If the last maneuver card was not a stall**, place a straight maneuver card in front of the airplane (instead of the stall maneuver card) and then place the bomb card so its arrow matches the arrow of the straight maneuver card.

As soon as the bombs are placed on the table, the bombs hit the ground.

- ▶ If the red dot on a target card is **totally covered** by the bomb card, the target takes full damage (and the player scores full victory points).
- ▶ If the red dot is **not totally covered** but a **part of the target card is covered**, the damage (and the score) is halved (round down).
- ▶ If **no part of the target card** is covered, the bombs miss and the damage (and score) is zero.



BOMB CARD

After scoring, remove the bomb card.

Players are never allowed to take any kind of measurement during the game apart from those required to check firing, tailing, and such. You cannot take measurements to evaluate if your bombs will strike the target or not.

Bombs cannot be dropped immediately after an Immelmann/Split-S.

PHOTO RECON

During a photo recon mission scenario, an airplane can be equipped with a camera.

Place one or more target cards on the gaming field. To take pictures of a target, the airplane must perform a stall maneuver, starting when its center is within half a ruler distance from any point of the target card.

⚠⚠ The photo cannot be taken any more if the observer is incapacitated, unless the scenarios indicated otherwise.

⚠⚠⚠ PHOTO RECON AND ALTITUDE

If Advanced Rules are in use, the picture must be taken at an altitude of 3 or less.



TARGET CARD

OVER THE FRONT

AN ESCORTED BOMBER ATTACKS A TARGET ALONG THE FRONT, MEETING FIERCE RESISTANCE FROM ENEMY AIRPLANES.

Players: 2–4 (variants for more)

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

German Player(s): 1 target card at one and a half ruler distance from the German side and one ruler distance from the left side; a fighter at a half ruler distance from this first target; 1 target card at one ruler distance from the German side and one and a half ruler distance from the left side; a fighter at a half ruler distance from the second target.

Select the two German fighters from the following: Fokker Dr.I, Albatros D.Va, Halberstadt Cl.II, Hannover Cl. IIIa, Fokker E.V, or A–firing Aviatik D.I.

Entente Player(s): A Handley Page O/400 and an escort fighter within a half ruler distance from the Entente side of the gaming surface

Select the Entente fighter from the following: SPAD XIII, Nieuport Ni.28, Sopwith Camel, A–firing Hanriot HD.1, or A–firing Sopwith Triplane.

Entente player places first.

Additional Rules Needed: Dropping Bombs.

Winning Conditions: The Handley Page O/400 has two bomb loads that can be dropped together or separately. Each load inflicts 6 points of damage, if the bombs cover the red dot at the center of the target card, and 3 points of damage if the bombs hit part of the card, but do not fully cover the red center dot.

The game ends when all airplanes of one side have been shot down or have exited the gaming surface. The Entente player receives 1 point for each damage point inflicted to a target card, up to a maximum of 6 per target card.

Each player loses 12 points for each of his fighters that is destroyed or leaves the gaming surface. The Entente player loses 20 points if his O/400 is destroyed and 12 if it leaves the gaming surface.

However, an Entente airplane can leave, without any penalty, from its side of the playing surface, if (1) the O/400 dropped all bombs, and (2) the bombs hit the ground at no more than half a ruler distance from a target card.

The side scoring more points wins.

Variants:

- ▶ To add more players, add the same number of fighters to each side.
- ▶ Documented Bombing ((Photo Recon rules are required): HQ wants proof targets have been bombed successfully. Add one more German fighter. On turn 6, the Entente player places a B/B firing two–seater (not a Bristol F2B Fighter) anywhere on his side of the table. It is equipped with a camera and charged with taking pictures of bombed targets. It can take a picture of a target at least two turns after bombing (i.e. if a target is bombed in turn 8, its picture can be taken in turn 10 or later). Each partially or totally bombed target whose picture is brought back home by the two–seater, exiting from the Entente side, gives 50% more points to the attackers' team; bombed targets for which photos are not brought back, have their points halved. For example, a target bombed for 3 points scores 4½ points if successfully photographed or 1½ points if not photographed. If the two–seater is shot down or exits another side, photographs are not brought back, and therefore the point value of bombed targets is halved. If the two–seater is still on the gaming table when all German airplanes are destroyed, bonus points for photos are scored, even if pictures have not been taken yet.

BOMB MANNHEIM!

TWO UNESCORTED BOMBERS ATTACK A FAR OFF TARGET, WELL DEFENDED BY AN ENEMY PATROL.

Players: 2–4 (variants for 5 or 6)

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

German Player(s): 1 target card at one and a half ruler distance from the German side and two rulers distance from the left side; 1 target card at one and a half ruler distance from the German side and two rulers from the left side; two Siemens–Schuckert D.III with one skill each anywhere at a half ruler distance from the German side. German player places first.

Entente Player(s): Two Handley Page 0/400, one B/B firing and the other B/A firing, anywhere within a half ruler distance from the Entente side of the gaming surface.

Additional Rules Needed: Dropping Bombs.

Winning Conditions: Each Handley Page 0/400 has two bomb loads that can be dropped together or separately. Each load inflicts 6 points of damage, if the bombs cover the red dot at the center of the target card, and 3 points of damage if the bombs hit part of the card, but do not fully cover the red center dot.

The game ends when all airplanes of one side have been shot down or have exited the gaming surface. The Entente player receives 1 point for each damage point inflicted to a target card, up to a maximum of 6 per target card.

Each player loses 12 points for each of his fighters that is destroyed or leaves the gaming surface. The Entente player loses 20 points if his 0/400 is destroyed and 12 if it leaves the gaming surface.

However, an Entente airplane can leave, without any penalty, from its side of the playing surface, if (1) it dropped all bombs, and (2) the bombs hit the ground at no more than half a ruler distance from a target card.

The side scoring more points wins.

Variants:

- ▶ You can replace either or both Siemens–Schuckert D.III, with a Fokker D.VII with no skills. Alternatively, select a fighter from the following and add two skills each: Fokker Dr.I, Albatros D.Va, Halberstadt Cl.II, Hannover Cl.IIIa, Fokker E.V, or A–firing Aviatik D.I.
- ▶ To play with five players, swap sides, giving the Entente player the two targets to defend. Select three fighters from the following: SPAD XIII, Nieuport Ni.28, Sopwith Camel, A–firing Hanriot HD.1, or A–firing Sopwith Triplane. The German player attacks the targets with a Zeppelin Staaken R.VI (two bomb loads) and a Gotha G.V (one bomb load).
- ▶ Any variant can be played with the “Documented Bombing” sub–variant (Photo Recon rules are required). Add one more fighter in defense of the targets. On turn 6, the bombing player places a B/B firing two–seater (not a Bristol F2B Fighter, Hannover Cl.IIIa, or Halberstadt Cl.II) anywhere on his side of the table. It is equipped with a camera and charged with taking pictures of bombed targets. It can take a picture of a target at least two turns after bombing (i.e. if a target is bombed in turn 8, its picture can be taken in turn 10 or later).

Each partially or totally bombed target whose picture is brought back home by the two–seater, exiting from the controlling player’s side, gives 50% more points to the attackers’ team; bombed targets for which photos are not brought back, have their points halved. For example, a target bombed for 3 points scores 4 ½ points if successfully photographed or 1½ points if not photographed. If the two–seater is shot down or exits another side, photographs are not brought back, and therefore the point value of bombed targets is halved. If the two–seater is still on the gaming table when all opponent airplanes are destroyed, bonus points for photos are scored, even if pictures have not been taken yet.

HELP LAWRENCE

A LARGE AIRPLANE IS SENT TO BRING PETROL, FOOD, AND AMMUNITION TO A LANDING FIELD IN THE DESERT AND TO TAKE BACK A COUPLE OF OFFICERS. UNEXPECTEDLY, TWO GERMAN AIRPLANES ARRIVE ON THE SCENE TO PREVENT THAT FROM HAPPENING.

Players: 2–4

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

Entente Player(s): A Handley Page O/400 and a B/A firing Bristol F2B Fighter anywhere on the Entente side, at any height (altitude rules are in use). A landing strip of 50 x 20 cm must be marked in the center of the gaming surface, parallel to the Entente side. Two trench cards are placed with one of their long sides adjacent to one of the long sides of the landing strip. Both can be placed on the same side or one can be placed on each side. Entente airplanes and trench cards are placed first.

German Player(s): Two Albatros D.Va at one ruler distance from the German side, at any chosen height. If the O/400 is B/B firing, give one Ace skill to each German pilot. If you decide for a B/A or an A/B firing O/400 (see Optional Armament rule), give them two skills each.

Additional Rules Needed: Advanced Rules; Landings, Takeoff, and Crashes; Trenches.

Winning Conditions: The Handley Page O/400 must land within the landing strip, stop, and stay there without moving for at least three movement phases. After that, the supplies are unloaded, the officers rescued, and the Handley Page O/400 can start taking off. Only Entente airplanes can land in this scenario. If the O/400 lands, it can fire normally while on the ground. At any time, if any part of the base of the grounded Handley Page overlaps any part of any trench, the Handley Page is eliminated. Trenches fire by usual rules.

The game ends when airplanes of only one side are left on the gaming surface. The Entente player wins if the Handley Page O/400 is on the gaming surface when both German fighters are destroyed or have left the gaming surface. If the Handley Page O/400 is on fire, resolve all remaining fire damage. If fire damage destroys the bomber, it is considered destroyed. If the winning conditions above are not achieved, compare scores. Each player receives 12 victory points for each enemy fighter destroyed. The German player receives 18 points, if he destroys the Handley Page O/400. Each player receives 12 points for each enemy airplane leaving the gaming surface, but Entente airplanes can leave from their side with no penalty, if the supplies are unloaded and the officers rescued. The Entente player receives 5 points if the Handley Page O/400 has unloaded supplies, and 5 more if it exits from the Entente side with the rescued passengers on board. Trenches can be strafed and silenced, but they do not give victory points to the German player.

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