

BASIC RULES FOR MULTI—ENGINE AIRPLANES

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. Multiple colored dots indicate the position of the machine guns for the purpose of firing.

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. Colored (red or dark yellow) 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 colored 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.

When playing with Basic Rules, only use machine guns indicated by red dots. Machine guns indicated by dark yellow dots are only used with Advanced Rules.

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.



A Game Created, Produced, and Distributed Worldwide by **Ares Games Srl**, Via dei Metallmeccanici 16, 55041, Capizzano Pianore (LU), Italy. Tel. +39 0584 968696, Fax +39 0584 325968. www.aresgames.eu. Retain this information for your records. **This is not a complete game.** You must own a **WW2 Wings of Glory — Rules & Accessories Pack** to play. Download the free **WW2 Wings of Glory** rules at www.aresgames.eu. **Game Design:** Andrea Angiolino & Pier Giorgio Paglia. **Artwork:** Vincenzo Auletta & Dario Cali. **Art Direction & Graphic Design:** Fabio Maiorana. **Production and Development:** Roberto Di Meglio and Fabrizio Rolla. © 2014 Ares Games Srl. Wings of Glory™ is a registered trademark of Ares Games Srl. All rights reserved.

Note: a 360°-rotating machine gun is identified by a white octagon, with a red (or dark yellow) border and a number, instead of a dot.

AIRPLANE MANAGEMENT CARD

This pack includes an **airplane management card**. The card shows several role circles, each indicating the role a crewman has on the airplane. Each circle includes a roman numeral, which refers to the specific crewmen handling the role. If the same Roman numeral appears inside different role circles, connected by a black line, it means the crewman designated by that numeral has **multiple roles**.

The role of **pilot** is indicated by the blue pilot symbol in a blue circle.

The role of gunner is indicated by the machine gun symbol in a colored circle. Each role circle for a gunner is connected to the number of that machine gun on the airplane, matching the number used on the airplane card.

When using Basic Rules, the management card is only used to show you if a crewman has multiple roles.

CARDS AND COUNTERS

ALL VERSION

- ▶ Airplane card (B Mk.I/Mk.III or B Mk.III “Dambuster” version)
- ▶ 1 Management card (B Mk.I/Mk.III or B Mk.III “Dambuster” version)
- ▶ 1 Maneuver Cards deck: XD (13 cards)
- ▶ 1 Industrial Complex Card
- ▶ 3 Bomb Cards
- ▶ 2 Target Cards
- ▶ 2 AA Gun Cards
- ▶ 6 Engine Damage Counters (Blue)
- ▶ 4 Crewman Hit Counters (Red)
- ▶ 3 Crew Damage Counters (Green)
- ▶ 6 Crew Damage Counters (Yellow)
- ▶ 4 Casualty Markers (Gray)

B MK.III “DAMBUSTER” ONLY

- ▶ 1 Dam Map
- ▶ 1 Bouncing Bomb Counter
- ▶ 1 Spotlight Counter
- ▶ 1 Bouncing Bomb Ruler 1
- ▶ 1 Bouncing Bomb Ruler 2
- ▶ 1 Bouncing Bomb Ruler 3
- ▶ 1 Dropping Bomb template
- ▶ 1 Aiming Device

Note: to fully use all of the specific rules and counters for the airplane included in this pack, you should use the complete

rules included in the **WW2 Wings of Glory Rules and Accessories Pack.**

LANCASTER B MK.I/MK.III

VERSION	ENGINES	FIRE ARCS	DAMAGE RESISTANCE	CLIMB RATE	MAXIMUM ALTITUDE	CREW
B MK.I/ MK.III	4	3	42	9	9	4
B MK.III "DAMBUSTER"	4	2	40	9	9	3

CREW DAMAGE TABLE (FOR USE WITH STANDARD RULES)

VERSION	CREWMAN	EFFECT
B MK.I/ MK.III	I	PILOT
	II	FRONT GUNNER
	III	DORSAL TURRET GUNNER
	IV	TAIL GUNNER
B MK.III "DAMBUSTER"	I	PILOT
	II	FRONT GUNNER
	III	TAIL GUNNER

SPECIAL RULES

☹☹☹ DORSAL TURRET

With Advanced Rules, the dorsal turret (if present) cannot fire against targets at a lower altitude.

☹ OPTIONAL RULE — TAIL BLIND SPOTS

The dorsal turret (if present) has two blind spots: it cannot fire at airplanes if, when connecting the weapon dot to the target's center, the ruler passes across one of the two corresponding black sections on the tail of the airplane (see Blind Spot rule on **Wings of Glory Rules & Accessories Pack** rulebook, page 33).

☹☹☹ With Advanced Rules, the turret cannot fire at airplanes at the same altitude across the black sections on the tail, but it can fire at targets at higher altitude, ignoring the blind spot.

INDUSTRIAL COMPLEX CARD

The Industrial Complex card included in this Special Pack represents one of the most common types of bombing target during World War II.

The card shows a red dot (the center of the target) and an inner area (the rectangle inside the thin red line).

When a bomber drops bomb to hit this target card, there are four possible outcomes:

- ▶ If the red dot on the target card is totally covered by the bomb card, the target takes full damage (or the player scores full victory points).
- ▶ If the red dot is not totally covered but a part of the inner area of the target card is covered, the damage (or the score) is halved (round down).
- ▶ If the inner area is not covered, but at least part of the target card is covered, the damage (or the score) is 1/4 (round down).
- ▶ If no part of the target card is covered, the bombs miss and the damage (or score) is zero.