



A WINGS OF GLORY GAME

TRIPODS & TRIPLANES



TM



RULEBOOK



INTRODUCTION

March 18th, 1918, the nearest approach of planet Mars to Earth. The Great War suddenly turned into a War of the Worlds when what appeared to be a meteor shower fell on a wood in Alsace during the night. At the crack of dawn, three gigantic fighting machines of shining metal emerged out of the woods. Striding on three legs, these tripods started burning villages and houses with lethal heat-rays, trailing clouds of pestilential black smoke behind them.

Within a few weeks, a truce was hastily signed between the warring nations. Against the advancing Martian tripods, they dispatched the most modern war machines of Earth: airplanes, manned by the most gallant and skilled warriors of the invaded planet!

Wings of Glory — Tripods & Triplanes is a new, stand-alone game, fully compatible with **WW1 Wings of Glory**. This set is the perfect starting point for any player to enter this 'weird history' setting, in a WW1 turned upside down by the crossover with H.G. Wells' imaginative novel, *The War of the Worlds*.

In **Wings of Glory — Tripods & Triplanes**, what should be the year the war ends becomes the Year of the Invasion. Two different generations of tripods, one more advanced than the other, land on Earth, in two invasion waves. Their alien technology and deadly weapons make them terrifying opponents for the Earthlings. Fortunately, the recent advances in weapon technology during WW1 give Mankind a fighting chance against these monstrous invaders.

In **Wings of Glory — Tripods & Triplanes**, you can take control of an awesome Martian tripod, set upon bringing death and destruction to our planet... or fly the most advanced flying machines created by Mankind during World War I, and try to use them to win the War of the Worlds.

This **Wings of Glory — Tripods & Triplanes Starter Set** includes everything you need to start playing, including one Martian tripod and the rules to use it. The *Basic Rules* (pages **5 to 17**) give you a starting point to begin playing in a few minutes, while learning the core concepts of the system. After you're familiar with the Basic Rules, you may start using the *Standard Rules* (pages **18 to 19**), which make the game more detailed by introducing special damages and their effects. The *Optional Rules* (pages **20 to 25**) allow you to use special weapons for Earthling and Martian vehicles, while Ace rules increase the Earthling pilots' skills. At the end of the rulebook you will find the *Scenarios* (pages **26 to 30**), which give you the ability to play some important battles of the War of the Worlds.

You can also add any WW1 Wings of Glory rules to the game, using the **WW1 Wings of Glory — Rules and Accessories Pack**.

With **Wings of Glory — Tripods & Triplanes**, your aerial battles will never be the same!

GAME MATERIALS

TRIPOD AND TRIPOD CARDS

			
MK. I MINIATURE AND BASE [1]	MK. I CARDBOARD BASE [1]	MK. I TRIPOD CARD [1]	

					
TA TRIPOD MANEUVER DECK [1 DECK / 15 CARDS]	TRIPOD DAMAGE CARDS: X, Y, Z [3 DECKS / 100 CARDS]		MK. I ACTION CARDS [5]		

AIRPLANE AND AIRPLANE CARDS

		
NIEUPORT 16 MINIATURE AND BASE [1]	NIEUPORT 16 CARD [1]	

				
R AIRPLANE MANEUVER DECK [1 DECK / 22 CARDS]	AIRPLANE DAMAGE CARDS: A, B, C, D [4 DECKS / 121 CARDS]		ACE SKILL CARDS [10]	

COUNTERS AND TOKENS

[52 CARDBOARD + 30 PLASTIC]

								
JAMMED MG	FLAME (AIRPLANE)	SMOKE	WOUNDED (AIRPLANE)	ROCKETS	RECOVERY	STRAIGHT MANEUVER	STEEP MANEUVER	IMMELMANN TURN

						
BATTERY DAMAGE	FLAME (TRIPOD)	WOUNDED (TRIPOD)	ACTION	REVERSE MANEUVER	ENERGY (1-VALUE)	ENERGY (5-VALUE)

CONSOLES, TEMPLATES AND RULERS

	
TRIPOD CONSOLES [4]	AIRPLANE CONSOLES [2]

			
DOUBLE-SIDED OBJECTIVE TEMPLATES [4]	DOUBLE-SIDED TERRAIN TEMPLATES [2]	DOUBLE-SIDED TERRAIN TEMPLATES [4]	BLACK SMOKE TEMPLATES [2]

	
MARTIAN HEAT-RAY RULER (HEAVY PROJECTOR) [1]	MARTIAN HEAT-RAY RULERS (MEDIUM PROJECTOR) [2]

	
BLACK SMOKE RULERS [2]	AIRPLANE RULER [1]



BASIC RULES

OBJECT OF THE GAME

In **Wings of Glory — Tripods & Triplanes**, players control one or more miniatures, engaging their opponents in battles pitting the knights of the air against the gigantic fighting machines sent by the Martians to invade Earth!

We recommend starting play using the first scenarios (*Bring Proof* or *A Spark of Hope*, pages 26–27), using the game materials contained in this box. When you are comfortable with the game mechanics, you can either play one of the other scenarios that you can find at the end of this booklet, using additional tripods and airplanes from the **WW1 Wings of Glory** range, or start inventing scenarios of your own.

Players already familiar with the **WW1 Wings of Glory** system will find that the general framework of the rules is the same. Airplanes fly and fire as described in **Wings of Glory**, while Martian tripods move in a different way, as explained in this rulebook.

Expert players are invited to use the rules provided in the **WW1 Wings of Glory — Rules and Accessories Pack** to add optional rules, including the ones required to introduce two-seater and multi-engine airplanes.

NUMBER OF PLAYERS AND VEHICLES

Wings of Glory — Tripods & Triplanes requires at least two players, each controlling one tripod or one airplane (from now on, called collectively “vehicles”). For a faster, more action-packed game, add more airplanes and tripods. You can use any airplane in the **WW1 Wings of Glory** range to defeat the invaders, or any tripod in **Wings of Glory — Tripods & Triplanes Tripod Packs** to increase the Martian forces.

The setup instructions below assume that you will be playing a two-player game, with each player controlling one or more vehicles. Each player plans maneuvers, fires, and takes damage separately for each airplane or tripod he controls.

If you are playing with more than two players, divide them as evenly as possible into two teams — Earthlings with airplanes and Martians with tripods. Then divide available vehicles as evenly as possible among them. There is almost no limit to the number of players and vehicles that can play, except the number of miniatures you own!

SETUP

Choose a flat surface at least 90 x 90 cm (≈36 in. x 36 in.) to play on (unless the scenario you play gives different instructions). A table, carpet, or floor section will all work as long as the boundaries are well defined.

Each player chooses one or more models. Each airplane must be placed on a stand, and the stand must be fixed at the center of the specific base of that airplane. If the scenario does not state differently, objective templates and other terrain features (if any) are placed first, as indicated by the scenario. Then tripods are placed by the Martian player. Finally, airplanes are placed by the Earthling player.

For each vehicle he controls, a player also takes the corresponding card and console. Place the card next to the console to use it as an easy summary of the vehicle’s game characteristics.

Each Martian player also takes a tripod cardboard base and places it in the appropriate section of the tripod’s console.

Timeline of the First Invasion

8:16, March 18th, 1918.

The gigantic metal tripods start burning villages and houses in Alsace with their lethal energy rays. Pilots of all warring nations are hurriedly sent to face the invasion.

14:35, March 18th, 1918.

When the Germans ask for a truce and for support to face what they describe as “unstoppable Kampfmaschinen,” the French headquarters fear it to be a clever ruse of the enemy and order a photo recon mission. A pilot whose plane has been equipped with a camera is the first to bring back proof that an alien invasion is underway.

14:00, April 1st, 1918.

The improved Le Prieur rockets arrive on the express train from Paris. The weapons are tested in battle for the first time that very day, as two rocket-equipped aircrafts take to the skies in search of tripods to burn!

11:45, April 15th, 1918.

Only the air force has proved capable of battling the Martians, and the Earthlings begin to inflict considerable damage on the invaders. Tripods and triplanes are now locked in a bloody conflict to the death!

23:07, April 20th, 1918.

Realizing that their foes are most vulnerable when on the ground, the Martians embark on a series of seek-and-destroy missions to eliminate all airfields within range of their tripods.

For each vehicle, take the maneuver deck matching the blue letter on the vehicle card. For airplanes, do not take the climb and dive cards (the ones with the red arrows), unless you want to play with *Advanced Rules* from the **WW1 Wings of Glory Rules and Accessories Pack**.

For each tripod, take a number of yellow energy counters equal to its **energy rating** and place them in the energy box of the tripod's console. You may replace 5 yellow energy counters with 1 red counter. Then, take an action token and the appropriate set of tripod action cards (set aside the blank action card).

Set aside for later use the damage decks that match the firepower (indicated by a red letter on the base) of all vehicles in the game. The damage decks will be shared.

Take one airplane ruler and the Martian heat-ray rulers appropriate to the Martian tripods in play and keep them close at hand.

Now you are ready to start playing.

THE GAME TURN

Each turn is composed of four phases: a **planning** phase, followed by three **action** phases. Each action phase is further divided into a **movement** step and a **firing** step.

Players perform each of these phases and steps simultaneously with all other players. Conclude each phase or step before proceeding to the next one.

After three action phases are completed, a new turn begins, starting with a new planning phase.

PLANNING

In this phase, each player chooses three cards from his maneuver deck. These cards are the three maneuvers that each vehicle will perform during this turn.

Place these cards facedown into the three maneuver spaces on the console. The card in space 1 will be used first, the card in space 2 will be used second, and the card in space 3, third and last.

AIRPLANE CARDS ANATOMY

AIRPLANE CARD



AIRPLANE MANEUVER CARD



①	MODEL / VERSION	②	UNIT
③	PILOT		
④	ALLIANCE (GREEN: ENTENTE, GRAY: CENTRAL POWERS)		
⑤	MANEUVER DECK		
⑥	FIREPOWER DECK		
⑦	DAMAGE RESISTANCE		
⑧	MOVEMENT ARROWHEAD		
⑨	FIRING ARC		

①	MANEUVER ARROW			
②	DIRECTION			
	↑	STRAIGHT	↓	IMMELMANN TURN
	→	RIGHT	↗	CLIMB
	←	LEFT	↘	DIVE
③	⬠ STEEP (IF PRESENT)			
④	DECK ID			
⑤	CARD NUMBER			

AIRPLANE MANEUVERS



STEEP MANEUVER



STALL



IMMELMANN TURN



STRAIGHT MANEUVER

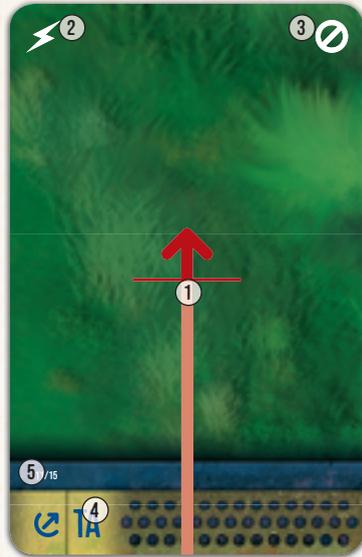
TRIPOD CARDS AND BASE ANATOMY

TRIPOD CARD



①	MANEUVER DECK
②	FIREPOWER DECK
③	DAMAGE RESISTANCE
④	CHANGE FACING LIMITATIONS
⑤	ENERGY RATING RECHARGE LEVEL

TRIPOD MANEUVER CARD



①	MANEUVER ARROW (OR STATIONARY SYMBOL)
②	ENERGY ICON
③	STOP ICON
④	DECK ID
⑤	CARD NUMBER

TRIPOD MANEUVERS

MOVEMENT MANEUVERS



NORMAL MOVEMENT



RUNNING MOVEMENT

STATIONARY MANEUVERS

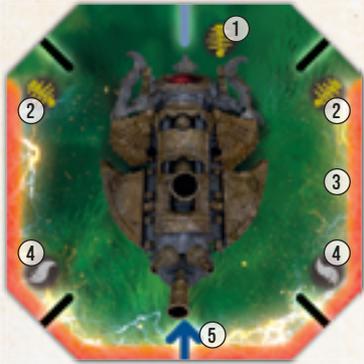


STANDING STILL



REVERSE

TRIPOD BASE



①	CENTRAL HEAT-RAY PROJECTOR
②	SIDE HEAT-RAY PROJECTOR
	 MEDIUM PROJECTOR  HEAVY PROJECTOR
③	ELECTRIFIED ARMOR
④	BLACK SMOKE LAUNCHER
⑤	MOVEMENT ARROWHEAD

Note: A white line in the middle of a side indicates no weapon is present.

AIRPLANE MANEUVERS

All airplane maneuvers are **movement** cards, with an arrow showing the direction of the movement.

Cards with a  symbol represent a **steep** maneuver (a steep maneuver with a short arrow is called a **stall**).

It is not allowed to play two steep cards in a row. At least one non-steep card must be played before another steep maneuver can be used. If the last card of the previous turn was steep, you cannot use another steep card as the first one of the new turn.

The card with a  symbol is an **Immelmann turn**, allowing the airplane to reverse its direction. To play the Immelmann card, a player must plan a **straight** move (a card with the  symbol) immediately before performing the Immelmann, and another straight move immediately after the Immelmann.

AIRPLANE ILLEGAL MANEUVERS

If an illegal maneuver is revealed because an Earthling player fails to follow the restrictions described above, he must replace the illegal card with a straight card and take an A damage card, representing the stress on the structure of the airplane.

TRIPOD MANEUVERS

There are two types of tripod maneuver cards.

Maneuver cards with an arrow are **movement** maneuvers: a blue arrow indicates a **normal** movement; a red arrow indicates a **running** movement.

Maneuver cards with a large octagon are **stationary** maneuvers. A green octagon indicates the tripod is **standing still**: the tripod does not move. A blue octagon with an arrow on the rear is a **reverse**: the tripod stands still where it is, with the same facing, but if the next card is a movement maneuver, the tripod uses it to move backward. The reverse affects only the next maneuver; further maneuvers following the next are executed normally, until a new reverse is planned.

Note: If the last card of a turn is a reverse, place a reverse token on the tripod's console. If the first card of the next turn is a movement, the tripod will move backwards.

A maneuver card may show additional icons:

- ▶ If there is a **stop** icon () on the card, the Martian player cannot use an action card in this phase (see *Tripod Action Cards*, page 10).
- ▶ If there is an **energy** icon () on the card, the Martian player must immediately spend one energy counter.

Important! Each turn, each tripod **MUST** always plan at least either one stationary maneuver or a running maneuver.

TRIPOD ILLEGAL MANEUVERS

If an illegal maneuver is revealed, because it is the third movement card of the turn and none of them is a stationary or running maneuver — or if a maneuver card requiring energy is played without having energy to spend — the tripod topples (see *Topped Tripods*, page 13).

TRIPODS & TRIPLANES

FIRST ACTION PHASE — MOVEMENT STEP

TRIPOD ACTION CARDS

At the start of each movement step, before maneuvers are revealed, a Martian player may choose an action card for each tripod, and place it face up. Using an action is not mandatory, but once chosen, its effects must be applied. The tripod players are free to discuss and coordinate their choices as they see fit. There are five available action cards to choose from:

- ▶ Change facing
- ▶ Destroy objective
- ▶ Heat-ray
- ▶ Recharge
- ▶ Black smoke (optional)

A Martian player can plan a change facing, destroy objective, or recharge action only when the planned maneuver is a standing still card. No action can be planned if the maneuver card planned in this turn has the  icon.

Should the Martian player fail to follow these restrictions, the chosen action card has no effect, and the Martian player must discard one energy counter.

Used action cards are recovered at the end of the current phase.

Note: The black smoke card is used only when you decide to use the *Black Smoke* optional rule (see page 24).

CHANGE FACING

A tripod that selected this action changes facing, turning sideways to one of the sides shown on its change facing card (and on the tripod card).

Immediately after selecting this action, the player controlling the tripod must place an action token next to the side that will become the new tripod facing at the end of the movement step.

To change a tripod facing, place a maneuver card in front of the tripod as a reminder of the current position. Then, turn the tripod, making sure you place it back on the table with one side of its base touching that card, before removing the card.



CHANGE FACING

EXAMPLE

CHANGE FACING

The Martian player has selected a standing still maneuver and a change facing action card. The Martian player places his action token on the right side of the tripod's base, to indicate the new facing of the tripod at the end of the movement step.



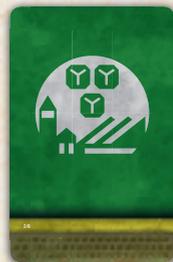
MK. I MK. IV		The tripod can change facing up to the lateral rear sides of his base.
MK. II		The tripod can change facing up to the lateral sides of his base.
MK. III		The tripod can change facing to any side of his base.

DESTROY OBJECTIVE

If the tripod selects this action and its base overlaps an objective template, the building represented by the objective template is destroyed by the tripod.

Remove the objective template from the game, unless otherwise indicated by the scenario.

Scenarios often require objectives to be destroyed for the Martian player to claim victory.



DESTROY OBJECTIVE

OBJECTIVE TEMPLATES



HEAT-RAY

When selecting this action, the Martian player must spend one energy counter to fire a heat-ray projector. If the tripod has no energy left, the action has no effect.

The player chooses which one of the heat-ray projectors will fire during the next firing phase, and places the action token along the side of the tripod's base corresponding to that projector.



HEAT-RAY

Example

A Martian player plans a heat-ray fire action. The MK. I tripod may fire with one of its three heat-ray projectors. The player chooses to fire using the right side projector, discards one energy counter, and places one action token on the front-right side of the tripod's base.

RECHARGE

A tripod that selected this action receives one energy counter at the end of the phase, after combat is resolved and damage allocated. If the tripod's base overlaps an objective template, the Martian player may choose to gain a number of energy counters equal to the **recharge level** of the tripod instead. In this case, the objective template is flipped over to show the "red weed" side, and it cannot be used to recharge a tripod again.

A tripod can never have more energy counters than its energy rating. If a recharge would bring its total above the energy rating, any energy counters in excess are not received.



RECHARGE

MOVEMENT MANEUVERS

All players simultaneously reveal their first planned maneuver cards.

Each player who planned a **movement maneuver** places the card in front of his vehicle base, so that the start of the arrow matches the little blue line in front of the base.

Next, he takes the vehicle base and places it on top of the maneuver card, so that the blue arrowhead at the rear of the vehicle base matches the maneuver arrowhead on the card.

After the vehicle has executed the maneuver, the player removes the maneuver card and puts it back in the maneuver deck.

If a tripod planned a **reverse** in the previous phase, the maneuver card is applied to the rear of the tripod instead of to the front. The rear of the tripod's base must then be placed on the line at the base of the arrowhead on the card. (note that the arrowhead on the base and the arrowhead on the card do not overlap).

TriPods that planned a **standing still** or a **reverse** card do not move.

LEAVING THE PLAYING AREA

A vehicle is considered to have left the playing area when the center of its base is even partly outside of the playing area. A vehicle that is outside of the playing area at the end of a movement phase is out of the game.

OVERLAPPING DURING MOVEMENT

It is possible, at the end of a maneuver, for two or more vehicles to end up occupying the same position on the playing area.

OVERLAPPING AIRPLANES

Airplane bases can partially overlap each other or tripod bases, as long as they can balance without the bases shifting or sliding. If this is not possible, one of the models may be replaced with its card, making sure it occupies the same position as the model base. Use the card for any measurements. If the airplane chooses to fire, measure ranges from the red dot at the center of the card.

Replace the card with the model as soon as the overlap ends.

OVERLAPPING TRIPODS

If two tripods overlap each other, even partially, they are moved back where they were before moving and stand still with the facing they had.

TRIPODS & TRIPLANES

EXAMPLE

A GAME TURN

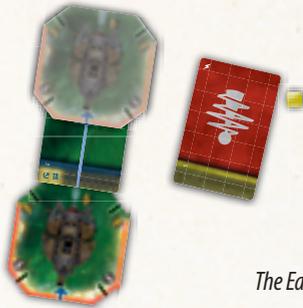
FIRST ACTION PHASE



TRIPOD MANEUVER



AIRPLANE MANEUVER



The Martian player planned to move the tripod. At the start of the first action phase, he may choose an action. He plans a heat-ray fire action, but, after movement is completed, there is no target. However, one energy point is lost anyway.

The Earthling player moves his Nieuport forward, to get in position to shoot his machine guns against the Martian invader.

SECOND ACTION PHASE



TRIPOD MANEUVER



AIRPLANE MANEUVER



In the second phase, the Martian player planned a reverse maneuver, trying to surprise the Earthling player. The reverse maneuver has a stop icon, so no action is allowed.

The Nieuport stalls and it is now in position to shoot (see Firing, page 14). In the firing step, the tripod is hit at long range, on its unprotected side.

THIRD ACTION PHASE



TRIPOD MANEUVER



AIRPLANE MANEUVER



In the third phase, the tripod executes its planned movement as a reverse maneuver. The Martian player places the maneuver card on the rear of tripod's base and executes its movement backward (next maneuver will be executed normally, moving forward).

The Nieuport turns left, and the tripod is now out of its firing arc.

If moving a tripod back to its starting position makes it overlap another tripod (because the other tripod moved there), that tripod is also moved back to its starting positions, and so on.

TOPPLED TRIPODS

A tripod may topple due to an illegal move, or drawing a damage card with the toppled special damage icon (see page 18).

When a toppling tripod falls to the ground, place the tripod cardboard base under the tripod's base to mark its exact position and facing; then lay the model down over the cardboard base.

When a tripod topples, discard all cards planned for it and take two recovery counters. Place them on its console, in the toppled box. At the start of each movement step, the tripod discards one of the recovery counters.

When it discards the last counter, the tripod stands up again, with the model base exactly matching the cardboard base in position and facing. Then, remove the cardboard base from under the miniature and replace it in the appropriate section of the tripod's console.

A toppled tripod is considered to be without energy for the purpose of damaging it (see *Tripod Protection*, page 15).

If a tripod is still toppled during a planning phase, its player may only plan three cards minus the number of recovery counters in its toppled box. These cards must be planned for the last phases of the turn.

Example

If a tripod starts the turn with one recovery counter in the toppled box of its console, its player plans $3 - 1 = 2$ cards, for the second and third phases of the turn.

The Second Martian Invasion

(November to December 1918)

The second invasion came in the winter. Unlike the first assault, when astronomers observed clouds of dust rising and falling on Mars several months before the attack, this second rain of cylinders began without warning. Scientists theorized that there must be a Martian presence somewhere closer to Earth than Mars. Telescopes swept the skies, looking for clues to the source of this second wave. Some suspected the Martians had a base on the dark side of the Moon; others believed there must be a "Martian Argus," a carrier-ship of tremendous size, slowly approaching our world from the darkness of space. Others looked towards Venus, suspecting the Martians had invaded that world, too.

Wherever these new tripods came from, they were of a different design to the first models encountered. The Martians had learned well from their initial foray, and these new tripods were faster and more agile, better able to track fast-moving aircraft.

The Martians on Earth were clearly in contact with the source of these reinforcements, although no radio-transmissions or other signals were ever detected by any human instrument. The new cylinders fell mostly just behind the Martian front lines, so the new tripods joined the fray within hours of landing. Other cylinders fell to the west, landing across France and the British Isles. Some cylinders even fell into the water, implying the Martians are plotting some sort of assault from the deeps. The invaders targeted cities, power plants, railway bridges and other strategic objectives, combining the fury of an artillery strike from the heavens with the deployment of new horrors.

And even as the war rages across Europe, our leaders look to the future. The next time of close approach comes in 1920. Will that year bring yet more invaders coming from Mars? Will there be any humans alive and free by then — or, against the odds, will humanity win a desperate victory in this war of the worlds?

TRIPODS & TRIPLANES

FIRST ACTION PHASE — FIRING STEP

After all vehicles have moved, each airplane can fire. Each tripod that chose a firing action card must also fire with its chosen weapon.

FIRING AIRPLANES

After all vehicles have moved, players check whether each airplane can shoot by taking the airplane ruler and placing one end of it against the stand at the center of the airplane's base.

If an edge of the ruler can reach any point of the base of an enemy tripod while staying within the firing arc of the attacking airplane (the arc between the two black lines), the attacking airplane can fire at its opponent.

Each airplane can fire at a single target each phase, choosing one if there are several possible targets. Firing is not mandatory.

If the target tripod base is reached by the first half of the ruler, the shot is at **short range**. The player of the target tripod draws two damage cards from the deck that matches the firepower letter of the firing airplane. If the target is reached by the second half of the ruler, the shot is at **long range**. The player of the target tripod draws one damage card from the appropriate deck.

Drawn cards are not revealed to the opponent and kept on the tripod console.

AIM

When an airplane is firing at the same target with the same weapon (within the same firing arc) for two or more consecutive phases, it can fire with more accuracy.

From the second consecutive phase of fire onward, even from one turn to the next, all damage cards causing damage score one additional damage point. Zeroes, however, are still considered zeroes. Even if an airplane is firing at the target for three or more phases, the target only takes one additional damage point per card.

To remember which cards cause extra damage, place them on the "+1 damage" space on the target's console (0-value cards in the "+1" area still count as 0).

FIRING TRIPODS

The Martian heat-ray projector is a deadly weapon with no counterpart in the history of Mankind. It emits an almost invisible ray of heat, capable of melting the hardest steel. Luckily for the human pilots, the heat-ray is very concentrated, and it is difficult to hit a moving target with it. Unfortunately, airplanes may be damaged simply by flying too close to the heat projection.

When the action card corresponding to the heat-ray weaponry of a tripod is selected, after all vehicles have moved, the Martian player checks if the firing tripod can hit a target. The Martian player takes an appropriate heat-ray ruler, based on the type of the tripod heat-ray projector that is being fired (medium or heavy, as indicated on the tripod's base).

Then, the ruler is placed against the side of the tripod's base with the heat-ray projector where its player previously placed the action token, making sure that the black line on the ruler's base coincides with the line placed in the middle of the side on the tripod's base.

Heat-ray rulers are two-sided. If the tripod is firing with a side heat-ray projector, flip the ruler to the appropriate side (L=left, R=right) first. If firing with a central heat-ray projector, the tripod player can choose which side to use. Then, place the ruler either at a right angle against the appropriate side of the tripod's base, or tilted using the clipped corner of the ruler. The player may freely choose either position of the ruler, checking its most favorable orientation.

If an edge of the ruler can reach any point of the base of an enemy airplane, the attacking tripod hits its opponent.

If the chosen target is reached by the first half of the ruler, the shot is at **short range**. The player of the target airplane draws and reveals one damage card from the deck that matches the firepower letter of the firing tripod: if it is a 0, the player draws a second card (this time, without revealing it to the opponent).

If the target is reached by the second half of the ruler, the shot is at **long range**. The player of the target airplane draws one damage card from the deck that matches the firepower of the firing tripod without revealing it.

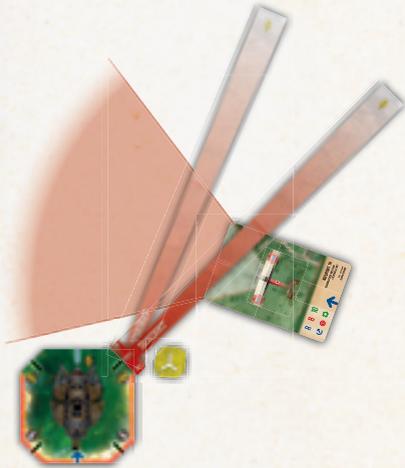
Each tripod can fire at a single target each phase, choosing one if there are several possible targets. **Firing is mandatory, even if no target can be hit** (so, cooling will be required, see page 15). After the firing phase, the action token is recovered.

EXAMPLE

FIRING TRIPODS

A tripod is firing with its heat-ray projector. The Martian player planned to use the right side heat-ray projector. The player checks whether the tripod can shoot, using the medium projector ruler. He can choose two different positions for the ruler: if placed at a right angle to the base, the ruler reaches the airplane's base at short range, so the tripod can shoot. The other position of the ruler (tilted using the clipped corner of the ruler) would be a miss.

The airplane cannot fire as there is no target in its firing arc.



LINE OF SIGHT

A weapon using a ruler (airplane guns and heat-ray) may not fire through other vehicles, enemy or friendly. If it is not possible to reach any point of a target base without the edge of the ruler crossing another base, then the line of sight of the firing vehicle is blocked (although it may be able to shoot at a different target).

Two overlapping airplanes don't block each other's line of sight or the line of sight of other vehicles firing at them. An airplane overlapping a tripod cannot fire at it nor be fired at by it.

COOLING

If a tripod fires one of its heat-ray projectors, its generator must cool down before any projector can fire again. After a projector has fired, place one recovery counter in the heat-ray box of the tripod's console. Remove the counter at the beginning of the next firing step. When, at the beginning of an action phase, a tripod has no recovery counters in its heat-ray box, it is ready to use its heat-ray projectors once again.

DAMAGE

When a vehicle is fired upon, the player of that vehicle draws damage cards from the deck corresponding to the firepower of its attacker.

The player keeps all drawn cards facedown in the proper area of the target's console, adding up the damage points on them.

When the total damage (indicated by adding the number on the cards) sustained by the vehicle equals or exceeds the **resistance** of the vehicle (indicated by the green number on its base), the vehicle is eliminated. The vehicle is removed from the game and all its damage cards are shuffled back into the appropriate decks.

All damage inflicted in the same firing step, regardless of its source, is resolved simultaneously, after all vehicles that wish to fire have done so. Therefore, a vehicle that is destroyed may still fire during the phase in which it is eliminated.

TRIPOD PROTECTION

Martian tripods are protected by an armored hood, further empowered by a polarizing electric field. Each tripod model features a number of sides protected by its electrified armor, identified on the tripod's base as a red-orange line.

When an airplane is firing at a tripod, the airplane's player checks whether or not the ruler can reach a point on the tripod's base without crossing one of these protected sides.

- **If the tripod is hit across a side not protected by its electrified armor or if it is at 0 energy, it takes damage normally.** A toppled tripod is considered unprotected from shots fired from any side.

TRIPODS & TRIPLANES

- ▶ **When a tripod is hit across a side protected by its electrified armor, and the tripod has at least one energy counter left**, all damage cards drawn by the tripod's player are immediately revealed, and:
 - ▶ The numerical damage value is ignored;
 - ▶ If the card shows one or more energy icons (in the upper left corner of the card), the tripod must discard the appropriate amount of energy counters;
 - ▶ If the card is an explosion, the tripod must discard an amount of energy counters equal to half of its original energy rating, rounded up.

All revealed cards are shuffled back into their deck after all their effects have been applied.

EXPLOSION

If a damage card with the explosion (☛) is drawn, the target vehicle loses half of its initial resistance (rounded up), unless it is a tripod protected by its electrified armor, which loses half of its initial energy rating, as explained above.

Example

A Nieuport 16 (resistance 10) has suffered 4 points of damage. It draws a damage card with an explosion. The explosion inflicts $10/2 = 5$ points of damage. The total damage suffered by the Nieuport 16 is now $4 + 5 = 9$.

Other types of special damage symbols are used in the *Standard Rules*, see pages 18–19.

RUNNING OUT OF DAMAGE CARDS

If a deck of damage cards is exhausted, each player secretly writes down the total damage suffered by each vehicle, taking note of any special damage. Then, all damage cards are shuffled back into their respective decks.

SECOND ACTION PHASE

After all vehicles have resolved their maneuver and firing steps, the first action phase ends. During the second action phase, each tripod player may choose to play an action card on the second planned maneuver card. Then, all players reveal their second card they planned for their vehicles, then move them and resolve firing, just as they did in the first action phase.

THIRD ACTION PHASE

The third action phase is played through as the two previous action phases. This completes the game turn.

REMINDERS

 If the third maneuver card of the turn for an airplane was a steep maneuver (◊), take a steep maneuver counter and place it on the airplane's console, to remember that the plane can't perform another steep maneuver at the beginning of the next turn.

 If the third maneuver card of the turn for an airplane was an Immelmann turn (↓), take an Immelmann counter and place it on the airplane's console to remember that the plane must begin the next turn with a straight maneuver.

 If the third maneuver card of the turn for an airplane was a straight maneuver (↑), take a straight maneuver counter and place it on the airplane's console to remember that the plane can begin the next turn with an Immelmann turn.

 If the third maneuver card of the turn for a tripod was a reverse, take a reverse counter and place it on the tripod's console to remember that if the first card of the next turn is a movement it must be applied backwards.

END OF TURN

After placing any necessary reminders, the players pick up the three cards they used this turn and return them to their respective maneuver decks. A new turn now starts, beginning with a new planning phase.

VICTORY

When playing a simple battle, the winner is the player (or team) who still has vehicles in the playing area when all the enemy vehicles have exited or were eliminated. Scenarios set different goals and scores for each gaming situation.

AIRPLANE CONSOLE

AIRPLANE CARD DAMAGE CARDS TAKEN DAMAGE CARDS TAKEN WITH +1**

JAMMED MACHINE GUNS COUNTER

LAST MANEUVER PERFORMED CLIMB COUNTERS** ALTITUDE COUNTERS** SPECIAL DAMAGE COUNTERS* ACE SKILL TOKENS**

FIRST PLANNED MANEUVER SECOND PLANNED MANEUVER THIRD PLANNED MANEUVER

UNUSED MANEUVER CARDS

*NOT USED WITH BASIC RULES

** ONLY WHEN USING ADVANCED RULES (WW 1 WINGS OF GLORY RULES AND ACCESSORIES PACK)

TRIPOD CONSOLE

DAMAGE CARDS TAKEN WITH +1* DAMAGE CARDS TAKEN TRIPOD CARDBOARD BASE

TOPPLED BOX HEAT-RAY BOX BLACK SMOKE BOX ENERGY BOX

FIRST PLANNED MANEUVER SECOND PLANNED MANEUVER THIRD PLANNED MANEUVER

UNUSED MANEUVER CARDS

TRIPOD CARD



STANDARD RULES

After players are familiar with the *Basic Rules*, the rules in this chapter may be added to make the game more detailed and challenging. The standard rules introduce **special damages**. Any previous rule that is not explicitly changed remains valid when playing with the *Standard Rules*.

SPECIAL DAMAGES

Some damage cards have symbols in addition to the number of damage points and energy icons. These symbols indicate special damage inflicted on the target vehicle (exception: the jammed guns special damage affects the firing airplane).

Special damages are ignored when a tripod is attacked through a side protected by electrified armor.

Note: Some airplane damage cards (A, B, C, and D decks) may show a smaller special damage icon in the upper right corner. Use this icon instead of the main icon in the middle of the card if the target is another airplane, but ignore it otherwise.

Some special damage results must be announced to the other players immediately, while some may (and should!) be kept secret. When appropriate, the player of the target vehicle announces the special damage and places the appropriate counters on the vehicle's console. However, even when the special damage must be announced, the amount of damage points shown on the card(s) should be kept secret.

The following sections detail the gameplay effects of each special damage icon.

TRIPOD SPECIAL DAMAGE EFFECTS



BATTERY DAMAGE

The energy-accumulation devices of the tripod have been damaged. The player must announce this special damage and place a battery damage counter on the tripod's console. The tripod discards one energy counter and its energy rating is permanently lowered by one.



CIRCUITS HIT

Important circuitry in the tripod maneuvering systems has been compromised. The player must announce this special damage. In addition to numerical damage, the tripod must also discard an equal amount of energy counters.



DESTROYED REVERSE MECHANISM

The tripod's reverse mechanism has been destroyed. This special damage is kept secret. The tripod cannot plan the reverse maneuver for the rest of the game. A reverse maneuver already selected is carried out as planned. If this damage is taken a second time, there is no additional effect.



DISABLED BLACK SMOKE GENERATOR

The tripod's black smoke generator has been disabled. This special damage is kept secret. The tripod cannot use its black smoke launchers for the rest of the game. A black smoke template already in play is resolved normally. If this damage is taken a second time, there is no additional effect.



OUT OF ORDER GYROSCOPE

The tripod's gyroscopes are out of order. This special damage is kept secret. The following turn, the tripod cannot choose the change facing action card.



TOPPLED

The balance of the tripod has been compromised and the vehicle topples. (See *Toppled Tripods*, page 13).



WOUNDED PILOT

The pilot of the vehicle has been wounded. The player must announce this special damage and place a wounded counter on the tripod's console. Its effects are applied for the rest of the game. A wounded tripod pilot cannot choose a firing action card (heat-ray or black smoke) in combination with a movement maneuver. If a wounded pilot is wounded a second time, the pilot is incapacitated and the vehicle is immediately eliminated.

AIRPLANE SPECIAL DAMAGE EFFECTS



JAMMED GUNS

The airplane has jammed the guns it was firing. The player must announce this special damage. The firing airplane cannot fire after each of the next three maneuvers. To remember this, take three jammed counters and place them on the console of the firing airplane: the airplane discards one jammed counter after performing each of the next three maneuvers. It may fire normally afterwards. If two jammed guns cards are drawn at the same time, jamming still lasts for only three maneuvers.



LEFT/RIGHT RUDDER JAM

The rudder of the airplane is jammed. This special damage is kept secret. The following turn, the airplane cannot choose maneuvers to the left or right, based on the symbol drawn (maneuvers that have an arrow pointing in the appropriate direction in the lower right corner of the card). Any maneuvers already selected are carried out as planned.



SMOKE TRAIL

The airplane starts to leave a smoke trail. The player must announce this special damage and place three smoke counters in the special damage box of the vehicle's console. One counter will be discarded at the end of each turn, including the current one.

A smoking airplane fighting tripods does not suffer any hindrance, but if the airplane is hit for a second smoke damage, while the first is still in effect and there are still smoke counters on its console, treat it as a vehicle on fire damage instead (see below). In this case, the player of the airplane discards all remaining smoke counters, and takes three flame counters.



WOUNDED PILOT

The pilot of the vehicle has been wounded. The player must announce this special damage and place a wounded counter on the airplane's console. Its effects are applied for the rest of the game. A wounded airplane pilot cannot fire any of his weapons in the same phase he executes a steep maneuver or an Immelmann turn. Moreover, a wounded airplane pilot takes longer unjamming his machine guns: if the guns become jammed, they cannot fire after the next four maneuvers, instead of the next three.

If a wounded pilot is wounded a second time, the pilot is incapacitated and the vehicle is immediately eliminated.

ANY VEHICLE SPECIAL DAMAGE EFFECTS



ENGINE DAMAGE

The engine of the vehicle has been hit. This special damage is kept secret. Its effects are applied for the rest of the game.

If the target is an airplane, it must plan at least one stall maneuver every turn (one with a short arrow and the  symbol). If an airplane takes a second engine damage, it is immediately eliminated.

If the target is a tripod, it must plan at least one stationary maneuver every turn. If the tripod takes a second engine damage, it can plan only stationary maneuvers for the rest of the game. Maneuvers already planned are carried out as planned.



VEHICLE ON FIRE

The vehicle has caught fire. The player must announce this special damage and place three flame counters in the special damage box of the vehicle console.

Each turn, before revealing the first maneuver of the turn, the player removes a flame counter and takes a damage card from the A deck: only damage points and explosions are taken into account — all other special damage icons are ignored.

An airplane on fire cannot plan any straight maneuvers until all the flame counters are removed.

If a vehicle draws a vehicle on fire damage card while it already suffers from fire damage, the player must start tracking the fire damage over with three counters on the console, regardless of how many flame counters were previously on the console.

MULTIPLE SPECIAL DAMAGE CARDS

A vehicle can take more than one type of special damage, at the same time or over the course of several turns. Multiple vehicle on fire damage cards, left jams, right jams, or gyroscopes out of order drawn at the same time apply their effects only once. Multiple pilot wounded, engine and smoke damage cards have cumulative effects, as detailed in their respective sections.



OPTIONAL RULES

This section contains rules which add more details to the game. Players should agree on which optional rules they want to use before the game starts.

ACE RULES

The scenario rules (or the players themselves) can assign an **ace** pilot to one or more airplanes.

Each ace may have one or more special **skills**. Unless the scenario rules dictate otherwise, players may freely choose skills, but they may not choose the same skill more than once for the same airplane.

Ace skill cards are included in this set. Players may place them beside the airplane's console to remember the skills of each ace.

If an ace pilot is incapacitated or if an ace observer/gunner (in a two-seater airplane) is wounded, his skills may not be used for the rest of that game.

RECOVERY

Most skills require a player to take recovery counters when the skill is used. Place these recovery counters on the ace skill card and discard one after each movement step. The skill cannot be used until the next phase after the last counter was discarded.

If an ace has several skills that require recovery counters, the player must track them separately, placing a different pile of recovery counters on top of each ace skill card. Each set of tokens only precludes the use of that specific skill until they are all discarded; other skills can still be used.

If a skill involves maneuvers, a player is allowed to plan a maneuver using that skill even if it still has recovery counters on it. However, if the maneuver must be executed before all counters are discarded, it is considered an illegal maneuver.

SPECIAL WEAPONS OF THE EARTHLINGS

After the invasion, all the nations of Earth scrambled to find weapons that could slow the advance of the Martian fighting machines, if not stop them altogether. Here follows a description of the special types of weaponry that daring airplane pilots used to good effect against the Martian tripods.

ANCHOR AND CHAIN

The anchor and chain can be used by a brave pilot to wrap the legs of enemy machines and make them fall to the ground.

To attempt this, an airplane equipped with an anchor and chain must have a tripod on its side within a half-ruler distance. ("On its side" means that, connecting the center of the airplane's base with the center of the tripod's base, the ruler passes across one of the long sides of the airplane's base, either the right or the left one.) The distance is measured from the center of the airplane's base to any part of the tripod's base. A pilot attempting to use the anchor and chain cannot use any other weapon during that phase.

To attempt to hook a tripod, draw an **A** damage card: if the card is a 0, the attempt failed and the airplane can try again to hook the same or any other tripod in the future. If the card is not a 0, the attempt succeeded: the anchor is used and cannot be used again for the rest of the game.

The tripod is **entangled** if it is still on the same side of the airplane and within one ruler distance at the end of the second movement phase following the hooking attempt. At the end of the second phase, the tripod falls to the ground. Apply all rules concerning toppled tripods, but the tripod takes six recovery counters.

Anchor and Chain

In April of 1918, Russian ace Aleksandr Aleksandrovic Kazakov volunteered to form an Imperial Expeditionary Force of Russian airmen to join the Entente aviators facing the invaders. As an effect of the truce, the Germans let them cross their country by train: pilots, technicians and a force of Nieuport fighters with Russian roundels were thus deployed against the Martians.

Having heard of the bullet-proof shields of the tripods, Kazakov equipped his plane with a boat anchor tied to a steel cable. At the opposite end of the cable, an iron ball was secured. On a chilly spring morning he let the chain dangle from his plane, approached a tripod, and threw the anchor, grabbing a leg of the enemy machine. Flying around the tripod to bind the legs, he finally threw the iron ball overboard, completely entangling the tripod's legs. The huge tripod fell to the ground and struggled hard to get free, while the rest of the patrol hit it twice with their rockets. When the tripod was able to stand again it was in flames and collapsed after a few paces. From then on, the anchor and chain was used by many other pilots as an anti-tripod device.

If, at the end of the second movement phase following the hooking attempt, the tripod is no longer on the side of the airplane, or it is at more than one ruler of distance, the tripod does not suffer any effect from the anchor. The anchor is considered to be used anyway.

ROCKETS



A number of airplanes were equipped with incendiary rockets (Le Prieur rockets), as they proved to be an effective weapon against the tripods.

When a scenario indicates that one or more airplanes have rockets aboard, place two rocket counters on the consoles of those airplanes. An airplane carrying rockets may fire its machine guns or its rockets, but not both in the same phase.

Rockets

Yves Le Prieur's early rockets were rarely useful against aircraft and never attained any success against Zeppelins, but they were quite effective against balloons. Le Prieur rockets were triggered electrically and launched after a short delay, firing in a volley towards the target.

When tripods appeared, they were immediately adapted on the field to be used against the new targets: a heavier powder charge enhanced the strength of the impact, while bottles of petrol were added so that they broke on the target, spreading incendiary liquid on it. Ignition was also improved, making it quicker and more efficient.

To fire rockets, the airplane must perform either a straight or a stall maneuver and have the target in its front firing arc at one ruler of distance or less. Then, the player can spend one or two rocket counters. The target is hit after the following maneuver, if all three of the following conditions occur:

- 1) The following maneuver is either a stall or a straight.
- 2) At the end of this following maneuver, the original target is still in the airplane front firing arc, or the airplane overlaps the target.
- 3) In the course of the two maneuver phases required to fire the rockets, the rocket-firing airplane does not draw any card with a special damage symbol.

If all three conditions are met, the target takes one **D** damage card for each rocket counter spent. If any of the conditions are not met, the rockets miss the target and the counters are wasted.

Exception: For condition 2, if the original target is still in the firing arc, but a vehicle completely blocks the line of sight of the airplane launching the rockets, then the blocking vehicle (friend or foe) is hit instead, taking one **D** damage card for each rocket fired.

TRIPODS & TRIPLANES

37 MM CANNONS

Airplanes proved to be much more effective against tripods when mounting the heavy, but deadly, 37 mm cannon.

An airplane-mounted cannon fires using the frontal firing arc of the vehicle and inflicts damage employing the **C** damage deck.

FIRING

At the start of a scenario, a cannon mounted on an airplane is considered to be loaded. Cannon and machine guns **cannot** be fired simultaneously in the same phase.

To shoot the cannon, resolve the firing step normally. The range of the cannon is one airplane ruler. If a target is hit by the cannon, it takes a single **C** damage card, no matter the distance (there are no short and long ranges).

After each cannon shot, the airplane must insert a stall as its next move and shift all the other planned maneuvers forward.

Example

If you shoot your cannon at the end of the first maneuver, insert a stall as your second card; the card you planned for the second phase becomes your third card, and the card you planned for the third phase becomes the first of your next turn.

This inserted stall counts as a non-steep (normal) maneuver; so, if you had a steep maneuver card as your next move, you may still play it with no consequences.

If you shoot in the third phase, your first card in the next turn must be a stall; the rest of the turn is planned normally.

RELOADING

If an airplane fires its cannon, the weapon must be reloaded before it can fire again. After a cannon has fired, place two recovery counters on the console of the firing airplane. Remove one counter at the beginning of each following firing step. When, at the beginning of an action phase, there are no more recovery counters, then the cannon is loaded and can fire again.

An airplane cannot execute an Immelmann while loading its cannon, nor fire with its machine guns nor unjam them. If the unjamming of machine guns already started, reloading the cannon takes precedence and the unjamming must be interrupted, to be resumed later.

37 mm Cannons

Difficult to maneuver, the SPAD XII was much appreciated by aces like Charles Guynemer who scored several victories with it. This fighter plane could also carry a single-shot, 37mm cannon, in addition to single or dual machine guns. When fired, the cannon shook the plane and filled the cockpit with smoke.

When tripods appeared, these larger-caliber guns proved themselves to be more effective than machine guns. In a matter of weeks, the “Semi Automatique Moteur Canon” (S.A.M.C.) was adopted on several other plane models as quickly as the factories permitted, both on newly produced planes and replacing the weaponry and engine of many machines at the front. The gun manufacturer, “Atelier de Construction de Puteaux,” rushed to produce a wide array of munitions for their rapid-fire cannon, to better counter the alien menace.

Example

On the second phase of the third turn, an airplane with a cannon jams its machine guns. On the third phase it removes one jammed counter, and on the first phase of the fourth turn it removes a second counter. In that same first phase, the airplane fires its cannon. On the second and third phase of the fourth turn it reloads the cannon. On the first phase of the fifth turn, unjamming machine guns can be resumed, discarding the last jammed counter.

AIMING

An airplane equipped with a cannon can enjoy the benefits of higher accuracy, if it chooses to fire its cannon against a target it already fired upon with its machine guns during the previous phase. The machine gun used for aiming must use the same firing arc as the cannon.

The player of the target vehicle draws and reveals a **C** damage card. If it is not a 0, the card is added to the vehicle's damage. If it is a 0, the player draws a second card normally.

THE SATURDAY EVENING POST

Four *Franklin*

JUNE 1, 1918

THE COP



Brave Stand against the Invade

TRIPODS & TRIPLANES

SPECIAL WEAPONS OF THE MARTIANS

The invading Martians deployed a deadly arsenal in the attempt to eradicate all traces of Earth resistance.

BLACK SMOKE

The volatile substance known as black smoke is a highly corrosive acid in gaseous form.

Immediately after selecting the corresponding action card, the Martian player controlling the tripod must spend one energy counter to use this weapon. Then, an action token must be placed next to the chosen black smoke launcher on the miniature base, to indicate which direction the tripod will launch black smoke during the firing step.

After all vehicles have moved, the player places the special black smoke ruler (arc-shaped) at a right angle against the side of the tripod's base marked by the action token, making sure the end of the ruler matches the line on the tripod's base.



BLACK SMOKE

Black Smoke

The Black Smoke was initially dispersed using canisters, shot by tripod-mounted launchers, and was used exclusively against civilians, infantry, and ground installations. When the invaders realized that the biggest threat posed by the Earthlings came from their flying machines, they introduced launchers capable of shooting projectiles that exploded in mid-air, generating dense clouds of eerily wind-resistant, corrosive smoke. Flying through such clouds is sure to inflict serious damage on a plane, not to mention the horrific effects on its pilot.

Black Smoke is capable of corroding almost any material used by the Earthlings, while it seems unreactive with the metal alloy used to build the tripods.

Finally, the Martian player places a black smoke cloud template at the far end of the ruler. The template can be placed as the Martian player sees fit, as long as the plastic stand at the end of the ruler remains inside the circle of the black smoke template. After the firing phase, the action token can be put back.

Black smoke clouds block line of sight, and they remain on the board until either dissipated or removed by the Martian player.

Use two black smoke templates for each tripod in play. The Martian player may always decide to remove a template to launch a new one. If you play with more than one tripod, you can download additional templates from www.aresgames.eu.

EXAMPLE

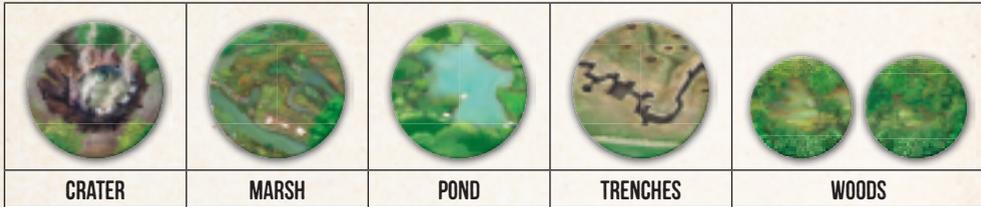
LAUNCHING BLACK SMOKE

The Martian player uses a black smoke launcher against an opponent airplane. He spends one energy counter and places an action token next to the rear right black smoke launcher of the tripod's base.

In the firing phase, the black smoke ruler is placed with the end of its base matching the chosen black smoke launcher line. Then, the black smoke cloud template is placed at the end of the ruler, and the deadly cloud appears on the battlefield, waiting for an airplane to fly into it.



TERRAIN ELEMENTS



DAMAGE

When the base of a vehicle base or a maneuver card overlaps a black smoke cloud template, the cloud is dissipated and removed.

Airplanes take damage from the black smoke: The targeted player must draw 1 damage card from the Z damage deck. Tripods are completely unaffected instead (the cloud is removed anyway).

Note: When playing with Altitude rules (from the **WW1 Rules & Accessories Pack**), a black smoke cloud has no effect on airplanes at altitude 3 or 4.

RECHARGING

If a tripod fires one of its black smoke launchers, its generator must recharge before any launcher can fire again. After a launcher has fired, place two recovery counters in the black smoke box of the tripod's console. Remove one counter at the beginning of each following firing step. When, at the beginning of an action phase, a tripod has no recovery counters in its black smoke box, it is ready to use its black smoke launchers again.

TERRAIN ELEMENTS

It is possible for players to add special terrain elements to a scenario.

All players must agree on the type and number of terrain elements to use, or follow the scenario instructions if they already indicate the presence of terrain elements.

TERRAIN AND MOVEMENT

Terrain elements hinder the movement of tripods. Each time a tripod ends its movement maneuver overlapping a terrain element, even partially, it risks toppling.

- ▶ A tripod moving onto a **crater** or **marsh** template must draw an **A** damage card. If the card drawn is a 0, the tripod topples and falls to the ground; otherwise, reshuffle the card in its deck with no effect.
- ▶ A tripod moving onto a **pond** template topples and falls to the ground automatically.
- ▶ A tripod moving onto a **woods** template is moved along the arrow on its movement maneuver only up to the point in which it touches the template. Then, the tripod topples and falls to the ground automatically.
- ▶ **Trenches** are a special terrain type. Tripods do not risk toppling when they move onto the trench, but when they move out of, or through, it. A tripod with its base overlapping the center of the trench template when it reveals its movement maneuver must draw an **A** damage card. If the card drawn is a 0, the tripod topples and falls to the ground; otherwise, reshuffle the card in its deck with no effect.

A **running tripod** topples automatically when moving onto a terrain template of any type.

TERRAIN AND FIRING

Craters also affect firing. A vehicle firing at a tripod inside a crater is considered to have its line of sight partially obstructed. A tripod is considered inside a crater if its base overlaps the center of the crater template. Otherwise, the tripod is considered to be outside of it.

When a tripod inside the crater is shot, the target draws a damage card according to the normal rules. If the drawn card is not a 0, the target can draw another card from the same deck and then choose which one to apply (discarding the other).



SCENARIOS

THE MARTIAN INVASION

This chapter presents a number of historical scenarios set during the first invasion of Earth by Martians (March–April 1918), when only MK. I and MK. II tripods are available to the invaders.

For most scenarios, a “Second Invasion” variant is presented. You can play this variant using additional MK. III (Squid) and MK. IV (Cuttlefish) tripods that you can find in additional **Tripod Packs**.

Unless specified differently, the Martian side of the playing area is opposite to the Earthling side. Objective templates and other terrain features (if any) are first placed by the Earthling player, then the Martian player proceeds to place the tripods. Finally, airplanes are placed by the Earthling player.

If you are using official **Wings of Glory** game mats, you can play on a single mat instead of a 90 cm x 90 cm surface (in this case, the Earthling and Martian sides are the shorter sides of the game mat).

All indications about the placement of vehicles and other game elements (such as objectives or terrain templates) in the playing area refer to the airplane combat ruler to measure distances.

After you are familiar with the game, feel free to invent your own scenarios, using the ones below as examples.

INTRODUCTORY SCENARIOS

These scenarios are playable using the contents of this Starter Set.

BRING PROOF

March 18th, 1918 — When the news of a Martian invasion first reached the French headquarters, the reaction was utter disbelief. After having been subjected to all sorts of fantastical tales created by British and German propaganda, like those about the Angels of Mons or the corpse–recycling factories of the Kaiser, the French generals needed to see with their own eyes these Martian tripods before they sent their men to confront them. To this purpose, several airplanes were sent on reconnaissance missions, to bring back pictures of the invading monsters with their 50 cm DeMaria aerial photography cameras.

Players: 2

Playing Area: Length: 90 cm. Width: 90 cm.

Martian Player: One Martian MK. I tripod (Locust) at half ruler distance from its side.

Earthling Player: Two objective templates at no more than one ruler from the center of the playing area and at no less than one ruler from each other. A Nieuport 16 (no rockets), at half ruler distance from its side.

Winning Conditions: The Earthling player wins if a picture of the tripod is taken and the airplane manages to exit across the Earthling side. The Martian player wins if the airplane is destroyed.

Special Rules: To take the picture, the airplane must perform a stall maneuver, starting when its center is within half a ruler distance from any point of the tripod's base. Pictures cannot be taken through a black smoke cloud. If Altitude

Rules are in effect (see *Advanced Rules* in **WW1 Wings of Glory Rules and Accessories Pack**, page 13) the picture must be taken at an altitude of 1 or 2.

A SPARK OF HOPE

April 1st, 1918 — The arrival of the Martian tripods certainly came as a shock for every inhabitant of Earth. But not everyone was left dumbstruck. It took only a few days for the French Lieutenant Yves Le Prieur to come up with a new version of his famed rockets, to be used against the gigantic fighting machines. A sealed glass capsule full of petrol was added to the rockets, set to smash on impact and to be ignited by the sparks of the rocket itself. Handled with extreme care, these ingenious weapons were swiftly dispatched to the front and immediately put to use.

Players: 2

Playing Area: Length: 90 cm. Width: 90 cm.

Martian Player: One Martian MK. I tripod (Locust) at half ruler distance from its side.

Earthling Player: Four objective templates at no more than one ruler from the center of the playing area and at no less than one ruler from each other. A Nieuport 16 armed with rockets, at half ruler distance from its side. The pilot has the Itchy Trigger Finger skill (see ace skill card). If the first airplane is destroyed or exits the table, a second Nieuport Ni.16 appears at a half ruler distance from the Earthling side and at more than one ruler from the tripod; the airplane is armed with rockets and the pilot has the Sniper skill (see ace skill card).

Winning Conditions: The Earthling player wins if the tripod is destroyed. The Martian player wins if three objective templates are destroyed and the tripod exits the table from the Earthling side, or if both airplanes are destroyed.

ADVANCED SCENARIOS WITH ADDITIONAL VEHICLES

These scenarios are playable by adding additional vehicles, available as separate airplane and tripod packs.

Some scenarios may require the use of rules presented in **WW1 Wings of Glory Rules and Accessories Pack**.

FIRST CONTACT

March 18th, 1918 — The morning of 18th of March dawned smoky on the burning villages and towns of Alsace. Soldiers of all nationalities crawled warily along their deep-cut trenches, expecting that the first light of day would bring hell upon their heads, just as it happened in the last hours of the previous evening. The momentary silence was instead broken by the roar of engines, high up in the skies. As the infantrymen took up their defensive positions, the bravest airmen of the nations of Earth took it upon themselves to fend off the metal giants' advance, flying in fighting machines made of wire, wood and canvas.

Players: 2 or 3

Playing Area: Length: 90 cm. Width: 90 cm.

Martian Player: One Martian tripod, either a MK. I (Locust) or MK. II (Scarab), at half ruler distance from its side.

Earthling Player: Three objective templates at no more than one ruler from the center of the playing area and at no less than one ruler from each other.

- ▶ **If playing Central Powers:** Two A-firing airplanes chosen from Albatros D.Va, Aviatik D.I, Fokker Dr.I, Pfalz D. III/D.IIIa and Phönix D.I, at half a ruler distance from the Earthling side. Choose one skill for each pilot.
- ▶ **If playing Entente:** Two A-firing airplanes chosen from Hanriot Hd.1, Sopwith Camel, Sopwith Triplane, SPAD XIII, Macchi M.5 and Nieuport 28, at half a ruler distance from the Earthling side.
- ▶ **Alternative:** Choose a mix of Central Powers and Entente airplanes to simulate a joined mission under the newly-signed truce.

TRIPODS & TRIPLANES

Winning Conditions: The Earthling player wins if the tripod is destroyed. The Martian player wins if all three objective templates are destroyed and the tripod exits the table from the Earthling side, or if both airplanes are destroyed.

THE HUNTERS AND THE HUNTED

April 15th, 1918 — The prospect of meeting the Martian fighting machines on the battlefield of Alsace was initially met with optimism by pilots of all nationalities. The tripods were described as ‘slow-moving,’ and the airmen could not wait to open fire with their machine guns upon such ‘sitting ducks.’ Unfortunately for them, the tripods rapidly demonstrated that they were neither slow-moving, nor ‘sitting,’ and the skies of Europe were soon lit by the deadly beams of the Martian’s heat-rays and by the burning arcs of airplanes spiraling toward the ground. But the spirit of the knights of the air was not to be broken easily.

Players: 2–5

Playing Area: Length: 90 cm. Width: 90 cm.

Martian Player: Two Martian MK. I tripods (Locust) at half ruler distance from the Martian side.

Earthling Player: Four objective templates at no more than one ruler from the center of the playing area and at no less than one ruler from each other. Three airplanes chosen from Fokker D.VII and Sopwith Snipe within a half ruler of the Earthling side.

Winning Conditions: The Earthling player wins if both tripods are destroyed. The Martian player wins if the three airplanes are destroyed. If the winner has both tripods or at least two airplanes still in play at the end of the game it is a decisive victory, otherwise it is a marginal victory.

Variants: Choose A-firing airplanes chosen from Albatros D. Va, Aviatik D.I, Fokker Dr.I, Pfalz D.III/D.IIIa, Phönix D.I, Hanriot Hd.1, Sopwith Camel, Sopwith Triplane, SPAD XIII, Macchi M.5 and Nieuport 28. Each airplane pilot has a skill.

Second Invasion Variant: Use two Martian tripods, one MK. III (Squid) and either one MK. I (Locust) or MK. II (Scarab) at half ruler distance from the Martian side.

TRIPODS ACROSS THE PIAVE

April 16th, 1918 — On a warm Spring morning, the War of the Worlds reaches the plains of Italy. After having crossed the Alps through the Brenner Pass, the tripods fall upon the rear of the Austro-Hungarian army and advance toward the Italian defenses along the Piave line. Following the example set by their Western Front counterparts, the airmen of the Austro-Hungarian and Italian air forces prepare to meet the alien threat, equipped with incendiary rockets and a steel resolve. The Italian ace Francesco Baracca, momentarily in retirement, is quickly reinstated into combat service.

Players: 2–8

Playing Area: Length: 90 cm. Width: 90 cm.

Martian Player: Two Martian MK. I tripods (Locust) and 1 MK. II tripod (Scarab) at half ruler distance from the Martian side.

Earthling Player: Four objective templates and four large terrain templates (excluding woods) at no more than one ruler from a side of the playing area and at no less than one ruler from each other. Terrain templates also count as objective templates. Five A-firing airplanes chosen from Hanriot Hd.1, Sopwith Camel, Sopwith Triplane, SPAD XIII, Macchi M.5, Nieuport 28, Albatros D.Va, Aviatik D.I, Fokker Dr.I, Pfalz D.III/D.IIIa and Phönix D.I, within a half ruler of the Earthling side. All airplanes are armed with rockets, and one is flown by an ace: choose two different skills for it.

Winning Conditions: The Earthling players win if all tripods are destroyed. The Martian players win if all objective and terrain templates are destroyed and at least one tripod exits the table from the Earthling side, or if all airplanes are destroyed.

Special Rules: When a terrain template is destroyed, do not remove it: terrain effects still apply. Apart from this, terrain templates are considered equivalent to objectives in this scenario, and allow tripods to recharge once from each of them.

Second Invasion Variant: Use one Martian MK. IV tripod (Cuttlefish), one Martian MK. III tripod (Squid) and one Martian MK. I tripod (Locust) at half ruler distance from the Martian side.



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Unser tapferer Verbündeter steht dem Eindringling gegenüber

TRIPODS & TRIPLANES

INTO THE EAGLES' NEST

April 20th, 1918 — Moving at night and under the cover of thick clouds of Black Smoke, the Martian invaders take the Earthlings by surprise and make a sortie aimed at destroying the airfield at Nove, near Bassano, where the air corps of both the Central Powers and Entente nations are now fielding their planes. Caught with all their vehicles still on the ground, the airmen scramble to take to the air, while the flicker of the Heat-rays threatens to set men and machines on fire.

Players: 2

Playing Area: Length: 90 cm. Width: 90 cm.

Martian Player: Two Martian MK. I tripods (Locust) at half ruler distance from the Martian side.

Earthling Player: A landing field of 9 x 27 cm (≈4 in. x 11 in.) in size, drawn on the playing area or cut from a sheet of paper, at one and a half ruler from the Earthling side of the field. Four objective templates at no more than one ruler from the center of the playing area and at no less than one ruler from each other, outside the landing field. Four A-firing airplanes chosen from Albatros D.Va, Aviatik D.I, Fokker Dr.I, Pfalz D.III/D.IIIa, Phönix D.I, Hanriot Hd.1, Sopwith Camel, Sopwith Triplane, SPAD XIII, Macchi M.5 and Nieuport 28 within a half ruler of the landing field, outside of it, on the ground (place them on their bases without any stand). One airplane is designated as Squadron leader: choose two different skills for its pilot.

Winning Conditions: The Earthling player wins if both tripods are destroyed. The Martian player wins if all airplanes are destroyed. If the winner has both tripods or at least three airplanes still in play at the end of the game it is a decisive victory, otherwise it is a marginal victory.

Special Rules: *Altitude rules and Landings, Takeoffs and Crashes* rules are in use (see *Advanced Rules* and *Optional Rules* in **WW1 Wings of Glory Rules and Accessories Pack**, pages 13 and 18).

Second Invasion Variant: Use one MK. IV tripod (Cuttlefish) at half ruler distance from the Martian side. In alternative, use either one MK. III tripod (Squid) or one Martian MK. II tripod (Scarab).



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WGF101
SPAD XIII



WGF102
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