

Wings of War™

DAWN OF WAR



Rulebook

WINGS OF WAR

Wings of War is a game series in which one or more players control airplanes and anti-aircraft defenses during World War I and II, using cards to represent planes and maneuvers. Each set in the Wings of War line is a standalone game, but all sets for the same period are fully compatible and work together to allow for larger battles with different airplanes. (However, the WWI and WWII games will not work together.)

For players who are already familiar with the Wings of War system, there are two major changes to gameplay in **Dawn of War**. First, players do not have to plan as many maneuvers in advance as is in the previous, WWI-era sets. Second, **Dawn of War** uses speed tokens to represent whether a plane is moving at high or low speed. Certain maneuvers can only be performed if a plane is moving at the appropriate speed.

OBJECT OF THE GAME

While you are learning the game, you should play a simple dogfight, in which one group of planes is trying to shoot down the enemy group of planes. The winner is the player or team of players that first succeeds in shooting down all the opponent's planes. When you are comfortable with the game mechanics, you can either play one of the scenarios presented at the end of this booklet, or invent one of your own.

DAWN OF WAR GAME MATERIALS

Each game set contains:

- 24 airplane cards
- 6 decks of maneuver cards (108 cards)
- 2 bomb and 4 target cards
- 194 damage tokens
- 158 markers
- 6 airplane consoles
- 2 rulers for determining range.

NUMBER OF PLAYERS AND PLANES

Wings of War requires at least two players, each controlling one plane. However, we recommend that for a faster, more action-packed game, there should be at least four total planes. (A game with only two total planes can involve a lot of chasing and not much shooting!) The setup instructions below assume that you will be playing a two-player game, with each player controlling two planes. Each plane plots maneuvers, fires, and takes damage separately.

If you are playing with more than two players, divide the players as evenly as possible into two teams. Use one plane each for a four- or six-player game. For three-player games, two players can take one plane each and form a team against a third player, who controls two planes. With five players, play with two teams of three planes each, with one per player but with the most experienced player taking two planes instead of one.

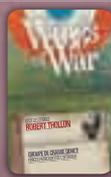
CARDS



AXIS AIRPLANE CARD
(12)



ALLIED AIRPLANE CARD
(12)



MANEUVER CARD
(108)



TARGET CARD/TROOP CARD
(4)



BOMB CARD
(2)



MARKERS, TOKENS, AND COUNTERS

DAMAGE COUNTER							
	"A" DAMAGE (BACK)	"B" DAMAGE (BACK)	"C" DAMAGE (BACK)	NORMAL DAMAGE	RIGHT RUDDER JAM	LEFT RUDDER JAM	
							
	ENGINE DAMAGE	HIT CREWMAN	SMOKE	FIRE	EXPLOSION		
	SPEED MARKERS						
SPEED MARKER (BACK)		BLANK	LOW SPEED	HIGH SPEED	EXCEPTIONAL PILOT		
ACE SKILL TOKEN							
		ACROBATIC PILOT	DAREDEVIL	EXCEPTIONAL PILOT	GOLDEN TOUCH	GOOD AT EVADING	GOOD AT ESCAPING
							
	PERFECT CONTROL	SUPER ACE	TECHNICAL EYE	PERFECT AIM	SNIPER	ITCHY TRIGGER FINGER	
	OTHER COUNTERS						
CLIMB COUNTER		RECOVERY COUNTER	NUMERIC COUNTER (ALTITUDE/FUEL)	SMOKE COUNTER	FLAME COUNTER		

AIRPLANE CONSOLE



SETUP

Choose a flat surface to play on: A table, a carpet, or a floor section will all work, as long as the boundaries are well defined. Divide the three groups of damage tokens according to the letter on the back and put them into three different cups or in three groups facedown on the table.

Each player chooses two airplane cards and places them in front of him, with the planes facing his opponent. Each player also takes a console for each plane, and a set of maneuver cards that match the blue letter on each of his airplane cards. Each player takes also four speed markers for each plane: two High-Speed markers and two Low-Speed markers.

To start, choose your planes. Some of the planes use the same maneuver deck as other planes, so note this as you determine which planes to select for how many players. Remember that you have one A maneuver deck, one B deck, two C decks, and two D decks: Choose the planes accordingly.

For your first game, we suggest you choose your planes from among the following: the Supermarine Spitfire (which uses the A maneuver deck), the Messerschmitt Bf.109 E-3 (which uses the B deck), the Hurricane Mk.I (which uses the C deck), and the Dewoitine D.520 (which uses the D deck). These planes are roughly equal in terms of maneuverability and firepower.

An alternative set of roughly equal planes includes: the Messerschmitt Bf.109 E-1 or Messerschmitt Bf.109 E-6 (both of which use the B deck), the Nakajima Ki-43-IIb Hayabusas (which uses the C deck), the Reggiane Re. 2002 (which uses the D deck), and the Grumman F4F-3 Wildcat/Martlet III (which uses the D deck).

Use planes with a green card back (Allied) against planes with a black card back (Axis). The planes also have a green or black frame on their front, above the plane data, so that players can tell which side they belong to during the game.

Before starting, each player chooses a maneuver card for each of his planes and places it facedown on the first space on the console for that plane. Neither *steep* maneuvers (the ones with the ♦ symbol) nor *Immelmann turns* (the ones with the ↓ symbol) can be chosen during the preparation of the game.

Each player also places a speed marker (either a High-Speed or a Low-Speed marker) facedown on top of the facedown maneuver card.

GAME TURN

Each turn is composed by three phases: planning, movement, and firing. Players perform each of these phases simultaneously. Conclude each phase before proceeding to the next one. After all firing is resolved, start a new turn with a new planning phase.

PLANNING

At the start of the turn, players choose an unused card from their planes' maneuver decks. This card will be the maneuver that each plane will perform in the *next* turn, after the one already planned. Place the card facedown in the second space of the console, with a speed marker facedown on top of it. The maneuver indicated by the card in space 1 will be performed this turn; the card in space 2 will be performed next turn.



STEEP MANEUVER

Cards with a ♦ symbol represent a *steep* maneuver. You cannot use two *steep* cards in a row; at least one non-*steep* card must be played before another *steep* maneuver can be used.



STALL



IMMELMANN TURN



STRAIGHT MANEUVER

A *steep* maneuver with a short arrow is called a *Stall*.

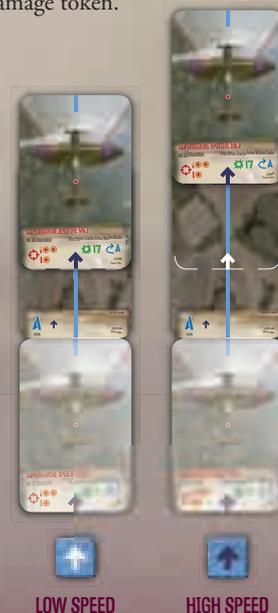
The card with a ↓ symbol is an *Immelmann turn*. To play the *Immelmann*, you must play a “straight” move (one with the ↑ symbol) just before performing the *Immelmann* another straight just after the *Immelmann*. Your plane must be moving at High Speed when you perform the straight before the *Immelmann* (so that the blue arrowhead at the rear of the plane matches the blue arrowhead on the straight; see below). Your plane must be moving at Low Speed when you perform the straight after the *Immelmann* (so that the blue arrowhead at the rear of the plane matches the white arrowhead on the straight; see below).

If a player plans an illegal maneuver because he fails to follow these restrictions, when the illegal maneuver is revealed replace it with a “straight” card and take an A token of damage for the stress at the structure of the airplane. If the maneuver is correct but the speed marker is not, replace the marker with an appropriate one and take an A damage token.

MOVEMENT

When all the players have planned their moves, they simultaneously reveal their first maneuver cards and the speed markers on them. Each player puts his maneuver card in front of his airplane card so that the line at the base of the arrow matches the little blue line in front of the plane.

Then he takes the Airplane card and puts it on top of the maneuver card, so that the blue arrowhead on the rear of the plane matches the blue arrowhead of one of the two arrows on the card: The arrow with white arrowhead if a



Low-Speed marker was on the card, the arrow with blue arrowhead if a High-Speed marker was on the card. The maneuver card and the speed marker are put back among the available ones. The facedown maneuver card in the second space of the console is moved to the first space together with the marker on it.

If a card has only one arrowhead, it does not matter which speed marker you place on it. When you plan, you can place any speed marker on the card, and when you move your plane, you will match the blue arrowhead on the rear of the plane to the card's arrowhead.

An airplane that leaves the playing area is eliminated from the game. An airplane has left the playing area if, at the end of a maneuver, its central red dot is outside the playing area.

FIRING

After all planes have moved using their maneuver cards, the players check to see if anyone can shoot. Take the ruler and put

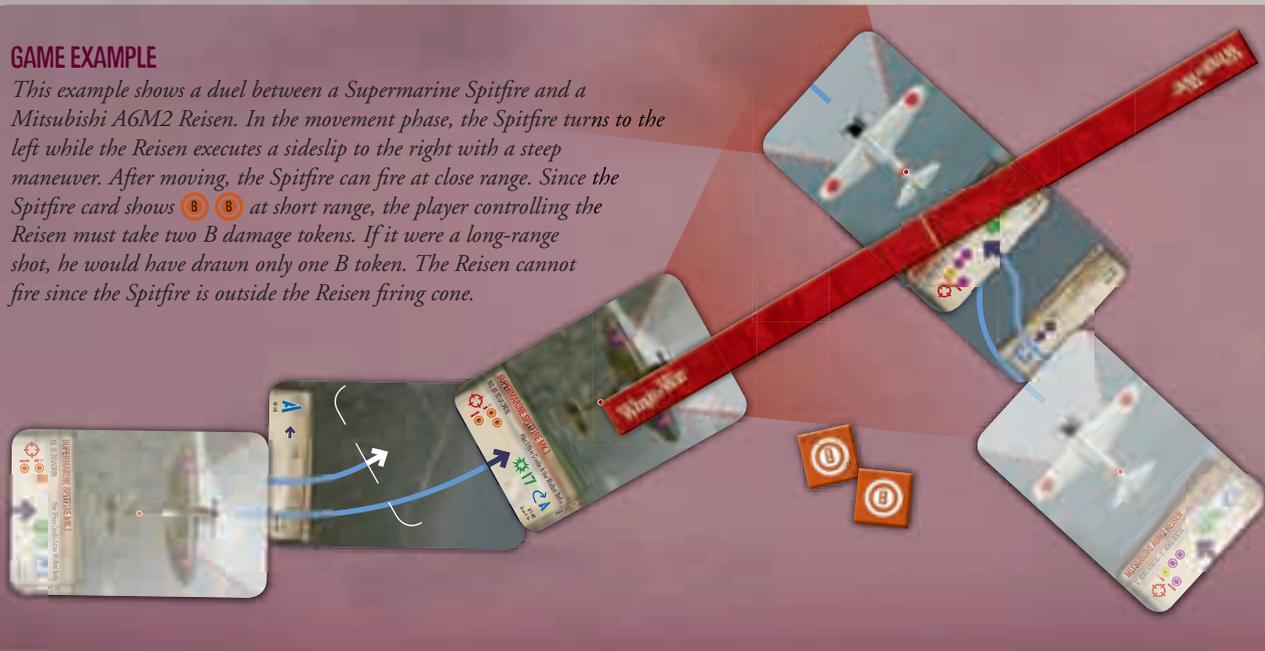
one end of it on the red dot at the center of the airplane. If an edge of the ruler can reach any point of an enemy airplane card while staying within the front firing cone of the firing airplane card (the pale arc between the two red lines), the airplane can fire at the opponent. Planes can fire at a single target each round, choosing one if there are several possible targets. It is possible that two planes can fire at each other. Firing is not mandatory.

If the target airplane card is reached by the first half of the ruler, it is a short-range shot: The target airplane will take as many tokens of each specific letter as are indicated beside the short range symbol **!** on the shooting plane's card. If the target is reached by the second half of the ruler, it is a long-range shot: Take the tokens indicated beside the long range symbol **!**.

Planes may not fire through other planes, enemy or friendly. If it is not possible to reach any point of a target card without the edge of the ruler crossing another card, then the firing plane's aim is blocked (although it may be able to shoot at a different target).

GAME EXAMPLE

*This example shows a duel between a Supermarine Spitfire and a Mitsubishi A6M2 Reisen. In the movement phase, the Spitfire turns to the left while the Reisen executes a sideslip to the right with a steep maneuver. After moving, the Spitfire can fire at close range. Since the Spitfire card shows **B B** at short range, the player controlling the Reisen must take two B damage tokens. If it were a long-range shot, he would have drawn only one B token. The Reisen cannot fire since the Spitfire is outside the Reisen firing cone.*



If, at the end of a maneuver, two airplane cards overlap, neither of the two airplanes can fire at each other. They can, however, still fire at other planes. Other planes can shoot at the overlapping planes using the normal rules. The overlapping planes don't block each other's aim.

DAMAGE



BACK



FRONT

When an airplane is fired at, the owner of the targeted plane takes the appropriate number of damage tokens of the indicated letter(s) and secretly looks at them.

The player keeps all damage tokens together, facedown, in the proper area of the target plane's game console, adding up the damage points on the tokens.

When the total damage reaches or exceeds the green number on the airplane card, the airplane is eliminated. Reshuffle all its damage tokens in their groups of origin.



The targeted player must also note any special damage indicated by symbols at the center of the damage tokens. For the basic game, only explosions, indicated by the  symbol, count: They mean that the target plane has exploded, and it is eliminated from play. Other types of special damage are discussed in the optional rules on pages 9-10.

All damage is resolved simultaneously, after all airplanes that wish to fire have done so. Therefore, a plane that is shot down may still fire in the same phase in which it is eliminated.

VICTORY

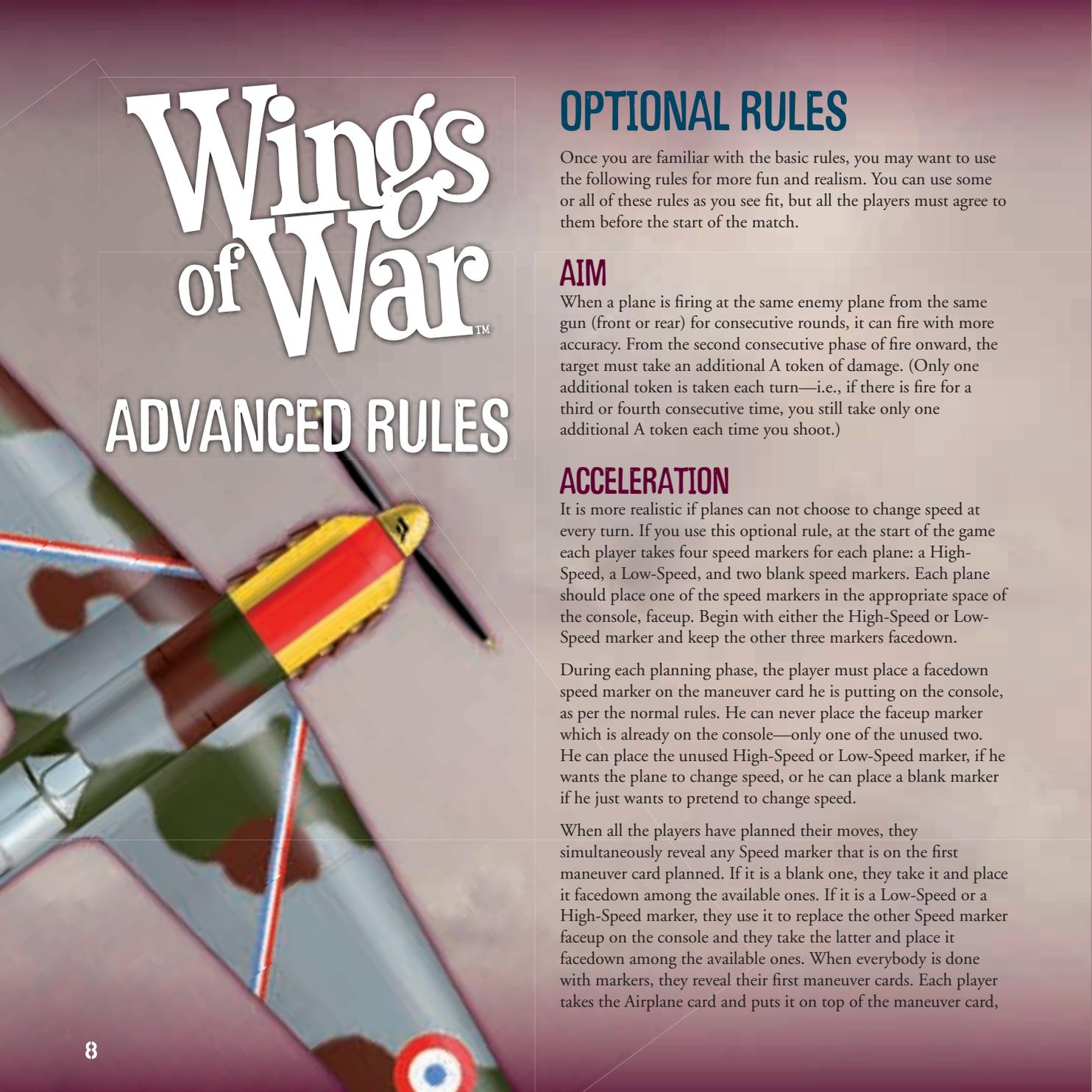
The last player or team with planes in the playing area, after all enemy planes have exited or been eliminated, wins the match.

If you are playing several matches, the winning team or player scores 1 point for each enemy aircraft leaving the playing area, 2 points for every enemy airplane shot down, and -1 for each of their own airplanes shot down. This score can be used to compare across different matches.



GAME EXAMPLE

When the Dewoitine D.520 fires, a target at long range would take a single B token. A target at short range takes one B token and one C token. Damage tokens are then placed on the console.



Wings of War™

ADVANCED RULES

OPTIONAL RULES

Once you are familiar with the basic rules, you may want to use the following rules for more fun and realism. You can use some or all of these rules as you see fit, but all the players must agree to them before the start of the match.

AIM

When a plane is firing at the same enemy plane from the same gun (front or rear) for consecutive rounds, it can fire with more accuracy. From the second consecutive phase of fire onward, the target must take an additional A token of damage. (Only one additional token is taken each turn—i.e., if there is fire for a third or fourth consecutive time, you still take only one additional A token each time you shoot.)

ACCELERATION

It is more realistic if planes can not choose to change speed at every turn. If you use this optional rule, at the start of the game each player takes four speed markers for each plane: a High-Speed, a Low-Speed, and two blank speed markers. Each plane should place one of the speed markers in the appropriate space of the console, faceup. Begin with either the High-Speed or Low-Speed marker and keep the other three markers facedown.

During each planning phase, the player must place a facedown speed marker on the maneuver card he is putting on the console, as per the normal rules. He can never place the faceup marker which is already on the console—only one of the unused two. He can place the unused High-Speed or Low-Speed marker, if he wants the plane to change speed, or he can place a blank marker if he just wants to pretend to change speed.

When all the players have planned their moves, they simultaneously reveal any Speed marker that is on the first maneuver card planned. If it is a blank one, they take it and place it facedown among the available ones. If it is a Low-Speed or a High-Speed marker, they use it to replace the other Speed marker faceup on the console and they take the latter and place it facedown among the available ones. When everybody is done with markers, they reveal their first maneuver cards. Each player takes the Airplane card and puts it on top of the maneuver card,

so that the blue arrowhead on the rear of the plane matches the arrowhead of one of the two arrows on the card: The white arrowhead if the Low-Speed marker is faceup on the console, the blue arrowhead if the High-Speed marker is faceup on the console.

If a player plans an illegal move because the card does not have the arrow matching the plane's speed, when it is discovered, replace the illegal card with a "straight" card and use it at that speed. The plane takes an A token of damage.

If you use both Acceleration and Special Damage optional rules, the effect of an engine damage changes. The plane cannot plan with the High-Speed marker, except with a dive card if the optional Altitude rules are in use. If the plane is at High Speed when it is hit, or it goes to High Speed as a consequence of a dive or a Split-S, it must plan with a Low-Speed marker in one of the next two planning phases.

FUEL



Decide the fuel for each plane at the start of the scenario: for example, 40 points of fuel. Each plane can have a different amount of fuel available for the dogfight: In real life, this depended on many factors, including the plane model, the distance from the home airfield, the use of additional fuel tanks, and so on.

You can account for fuel use by placing altitude counters in the Fuel section of the console. Each time you execute a Low-Speed maneuver, take away one fuel point (one altitude counter). Each time you execute a High-Speed maneuver, take away two points. Any plane that is still on the table when it reaches zero fuel points is eliminated and scored as shot down.

DISRUPTION

If an airplane takes at least one point of damage in a turn, it loses any tailing and aim advantages for the next round (if those optional rules are in use). "0" damage tokens don't cause disruption.

SHOOT AT THE REAL THING!

When firing, the ruler must reach the *illustration* of the enemy airplane, not just any part of its card. Likewise, only the illustration of the plane blocks firing.

ILLEGAL MOVES

When a player plans an illegal move (for example, two *steep* maneuvers in a row, or a Low Speed-only maneuver at High Speed), at the moment in which that maneuver has to be performed, the plane goes out of control and is eliminated. The plane counts as shot down by the enemy team for victory conditions.

TOURNAMENT RULE

To decrease the amount of luck in the game, take the "explosion" tokens out of each damage group of tokens.

FLYING PATROLS

Players can use one maneuver deck to fly multiple planes with the same maneuver letter. Instead of placing maneuver cards on the game console, players can plan their moves by writing down, for each plane, the card number of the maneuver cards they want to use. They cannot use the same number as the previous maneuver.

EXAMPLE:

A Supermarine Spitfire Mark I (maneuver deck A) wants to start the game with a straight, then plan another straight. It can write 2 for the setup and then 1 in the first planning phase, since the card numbers for the two straight maneuvers are 1 and 2. The deck can be kept in common with other Spitfires also in play.

SPECIAL DAMAGE

Some damage tokens have symbols beside the number of damage points: These symbols indicate special damage to the target airplane. Some special damage results have to be announced to the other players immediately, while some may (and should!) be kept secret. Where appropriate, players announce the special damage and place the proper damage tokens or counters in the

“damage” section of the game console. However, even when the special damage must be announced, do not tell the other players the amount of damage points on the token(s).



Tokens with the  symbol indicate that one rudder of the plane is jammed. This special damage is kept secret. The next two cards that the airplane will plan cannot be maneuvers to the left (those that have an arrow pointing left in the lower left corner of the card). Any maneuvers already selected are carried out as placed.



Tokens with the  symbol indicate that one rudder of the plane is jammed. This special damage is kept secret. The next two cards that the airplane will plan cannot be maneuvers to the right (those that have an arrow pointing right in the lower left corner of the card). Any maneuvers already selected are carried out as placed.



Tokens with the  symbol indicate that a member of the crew is hit. In scenarios with single-seater planes (all the planes in the “Dawn of War” set are single-seaters), this means that the pilot is wounded. This special damage is announced and, for the rest of the game, the turn sequence is altered as follows:

During the movement phase, all wounded pilots do move their plans *and then immediately plan their next maneuver*. Then, all non-wounded pilots execute their maneuvers. Then fire is resolved normally. Then, all non-wounded pilots plan their next maneuver. In this way, non-wounded pilots are better able to react to the plans of wounded pilots.

If a wounded pilot is wounded again, the airplane is immediately eliminated.



Tokens with the  symbol indicate that the engine is damaged. This special damage is kept secret. The plane cannot plan with a High-Speed marker for the rest of the game. If an airplane takes a second engine damage token, it is eliminated.



Tokens with the  symbol indicate that the airplane leaves a smoke trail. The player must announce this special damage. To keep track of it, the targeted player places six “smoke” counters in the “damage” space on the game console. He will discard one counter at the end of each turn. The airplane can't perform “tailing” (see below)



until all smoke counters are removed. The smoking airplane can be tailed normally. If a smoking plane takes a second smoke damage token, treat it as a fire damage token (see below): Discard all smoke counters and take six fire counters instead.



Tokens with the  symbol indicate that the airplane has caught fire. The player must announce this special damage. The targeted player takes six “flame” counters and puts them in the “damage” space on the game console. Each turn, before revealing the maneuver, the player removes a flame counter and takes an A damage token. Only damage points and explosions are taken into account; all other special damage results are ignored. In addition, the plane smokes: It cannot perform “tailing” (see below) until the flame counters are removed.



A plane can take more than one type of special damage, whether at the same time or over the course of several maneuvers. If a plane takes two fire damages, two left jams, or two right jams at the same time, just count one of them: Double damage from pilot, smoke, and engine damages have special effects, as detailed above. If a plane takes a “counter-tracking” type of damage (such as fire or smoke damage) that it is already suffering from, ignore the older damage result and begin tracking the new one. (For example, if you take fire damage and are already suffering from fire damage, start tracking the fire damage with six counters in your damage area, regardless of how many fire counters were previously in your damage area.)

TAILING

Sometimes a pilot is in an advantageous position in which he can anticipate the actions of his adversary. This is called “tailing.” Check for it before each planning phase.

To see if tailing is possible, use the ruler to connect the center dot of an airplane with the center dot of any plane(s) in front of it. The plane at the rear is attempting to tail, while the plane ahead of it is being tailed. Tailing is possible if the



following three conditions are met: 1) The ruler reaches both dots, 2) the ruler passes through the front side of the tailing airplane card and the rear side of the tailed airplane card, and 3) the ruler does not cross any other airplane card in between. If a plane can tail two or more enemies, it must choose only one.

The tailed plane must secretly show the first planned card facedown on the console to the tailing player, and only to him—he shows just the first card, not the speed marker that is on it. The tailing player may then change the first planned maneuver of the tailing plane. If the tailing player controls more than one plane, he must plan the move for all his non-tailing planes before looking at any maneuver cards of the tailed planes.

FLY BY INSTINCT

Once you place cards and speed markers facedown on the game console during your planning, you may not look at them again until it is time to reveal them to all the players.

RUNNING OUT OF DAMAGE TOKENS

If a group of damage tokens is totally exhausted:

- You can take a C token instead of a B token.
- You can take a B token instead of a C token.
- You can take two A tokens instead of a B token or a C token; ignore any special damage on the first A token you draw.
- You can take a B token instead of an A token, halving the damage points of the B token (round fractions down). To remember that tokens' damages are halved, keep them in a separate pile. If the pile of B tokens is also exhausted, take a C token and halve its damage points.

Another option you can use if a pile of damage tokens is exhausted is to have each player write down his total damage for each plane, and any special damages still affecting each plane, on a piece of paper. Then, reshuffle all the damage tokens into their respective piles.

ALTITUDE

If you wish to introduce altitude into *Wings of War*, include all the rules in this section.

Each plane takes two special maneuver cards—a “climb” card and a “dive” card—and adds them to its maneuver deck. They have red arrows. These two cards are used in planning in the same way as all other maneuver cards but they have special effects.



CLIMB CARD



DIVE CARD



ALTITUDE COUNTER



CLIMB COUNTER

Each plane starts the game at a certain altitude, agreed upon by the players before the start of the game. Place a number of altitude counters on each plane's control console so that their sum represents its altitude. We suggest that you choose similar altitudes for all planes involved.

Each type of plane has a maximum altitude that it can reach and a “climb rate” which indicates the number of “climb” counters that the plane must accumulate before it gains another level of altitude.

The minimum altitude for flying planes is 0, provided they have at least one climb counter on them. At 0 level without climb counters, a plane is considered grounded.

AIRPLANE	TOP ALTITUDE	CLIMBING RATE
GRUMMAN F4F-3 WILDCAT/MARTLET III	12	4
NAKAJIMA KI-43-III HAYABUSA	12	4
GRUMMAN F4F-4 WILDCAT	11	4
MESSERSCHMITT BF.109 E-1	11	4
DEWOTTINE 520	11	3
HAWKER HURRICANE MK. I - MK. II	11	3
MESSERSCHMITT BF.109 E-3 - E-4 - E-6	11	3
REGGIANE RE 2002 FALCO	11	3
SUPERMARINE SPITFIRE MK. I	11	3
MITSUBISHI A6M2 REISEN	10	3
SUPERMARINE SEAFIRE MK.IIC	10	3

DIVE

When a plane performs a dive maneuver, it descends one level of altitude. Adjust the altitude counters so that their sum is one less than it was before the dive, and remove any climb counters that the plane has on its console.

If a plane dives to level 0, discard all the climb counters it has except for one. If it has none, place one climb counter on it.

The dive card looks like a straight, but it is not considered a straight as far as other rules are concerned.

EXAMPLE

An airplane cannot plan a dive, an Immelmann turn, and a straight, since it must do a straight before the Immelmann.

CLIMB

When a plane executes a climb, give it a climb counter. When the number of climb counters is equal to the climb rate indicated on the table above, the plane gains one level of altitude: Remove all of the climb counters, and adjust the altitude counters so that their sum is one higher than before the climb.

EXAMPLE

A Hurricane (climb rate of 3) is at level 7 of altitude. In past turns it accumulated one climb counter. When the plane executes a new climb, it gets a second climb counter. When, in the next turn, it executes another climb, it gets a third climb counter. Since its climb rate is 3, the plane goes immediately to altitude level 8 and removes all climb counters.

The climb card looks like a stall, but it is not a stall as far as other rules are concerned.

IMMELMANN TURNS

The Immelmann turn is executed as in the basic game, but the plane also receives a climb counter as soon as it is executed.

SPLIT-S

The Split-S is a downward Immelmann turn. Use the standard Immelmann card. When it is planned, it must have a stall before it and a straight after it (you can tell that it is a Split-S instead of an Immelmann because the player put a stall before it instead of a

straight). Your plane must be moving at Low Speed when you perform the straight after the Split-S (so that the blue arrowhead at the rear of the plane matches the white arrowhead on the straight). When a Split S is executed, the plane loses a climb counter. If it has none, it loses 1 altitude level and it takes a number of climb counters equal to the climb rate of the plane minus one.

EXAMPLE

A Hurricane Mk.I (climb rate of 3) is at altitude level 8 and has no climb counters. It plans a stall and then an Immelmann/Split-S. When the airplane executes the Split-S, it goes immediately to altitude level 7 and takes 2 (3-1) climb counters. A Messerschmitt Bf.109 E-1 (climb of 4) would take three climb counters (4-1) instead.

If a plane at 0 altitude loses its last climb counter because of a Split-S, it crashes to the ground and is eliminated.

BLOCKED AIM

When an airplane fires at a target at the same altitude, only airplanes that are also at that altitude block its aim. Only the altitude level counts, not the number of climb counters on the airplanes.

FIRING

When a plane fires at a target that is one level of altitude higher or lower than itself, treat short-range shots (half a ruler) as if they were long range (the target takes only one card of damage). Planes cannot fire at targets that are one level of altitude higher or lower and more than half a ruler of distance away. Planes also cannot fire at targets that are two or more altitude levels away.

OPTIONAL RULES AND ALTITUDE

If you use other optional with optional Altitude rules, you must read this section.

Acceleration: When a dive or a Split-S is executed, if the Low-Speed marker is faceup on the console of that plane, replace it with the High-Speed marker, no matter what the planning of the markers is. When a climb or an Immelmann turn is executed, if the High-Speed marker is faceup on the console of that plane, replace it with the Low-Speed marker, no matter what the planning of the markers is.

Fuel: When you execute an Altitude maneuver, don't take into account the speed marker. Dives use one point of fuel, and climbs use two points of fuel.

Tailing: A plane can tail an enemy at the same level or one level lower at one ruler's distance. Planes on a higher level or more than one level lower cannot be tailed.

ALTITUDE OPTIONAL RULES

Some or all of these rules can be included in a scenario if the Altitude rules are in use.

OVERDIVE

The dive is a *steep* maneuver, but a plane can plan one just after a stall if it follows the dive with a straight. This sequence—stall, dive, straight—is called an “overdive.”

At the moment of executing the dive, the plane loses a level and it loses all the climb counters that it had. After it performs the following straight, it loses another level.

An overdive can also be used to pass from level 2 to level 0: In that case, the airplane keeps one climb counter. Airplanes at 1 or 0 level cannot execute overdives: If they plan one by mistake, they crash to the ground and are eliminated.

LANDINGS, TAKEOFFS, AND CRASHES

At the start of the game, if you want to have a landing field in the game, set its limits. It should be at least 9 x 27 cm. Draw it on the gaming surface or use a sheet of paper of the right shape.

This could represent a real airfield or just a flat area where somebody is waiting for rescue.

Landing: To land, a plane must be at 0-level altitude with one or more climb counters. The plane must execute the following three maneuvers in order: First, perform a dive to discard all climb counters (the plane touches the ground), then a straight, and finally a stall. The plane is now landed.

Takeoff: To take off, the landed plane must start with its red dot inside the landing field. Then it must execute the following three maneuvers in order: First a stall, then a straight (it is still on the ground at this point), then a climb to gain a climb counter (it is now flying). If a player has a landed plane with its red dot inside

the airfield and wants to pretend to take off without doing so, just plan any non-stall maneuver: Such a plane can't be moved or turned that turn.

Crashes: If a grounded plane ends a maneuver with its central red dot outside the landing field while it is taking off (after the stall or the straight) or landing (after the dive, the straight, or the stall), it crashes. It takes 3 A damage tokens if it happens with the stall, or 3 C tokens if it happens with the straight. Take into account damage points, explosions, and fire, but ignore other types of special damage. The plane is grounded and must remain completely still for the remainder of this turn and all of the next turn. If it is not destroyed, it can then be moved or turned, and may start a new takeoff if it can get back inside the airfield. If a plane loses its last climb counter while it is at 0 level and its red dot is out of the landing field (due to bad planning), it crashes: It takes 4 C tokens of damage. Take into account damage points, explosions, and fire, but ignore other special damages.

Maneuvering planes on the ground: The owner of a grounded plane can move and turn the plane card freely every three turns, starting three turns after it landed. To turn, put a finger on any point of the plane card and then turn the card around that point. While on the ground, planes cannot fire, but they can be fired at. Move it before the maneuvers of flying planes for that turn are revealed.

Fire on the ground: A plane cannot take off if it has flame counters. If the A damage token taken for the fire damage is a 0, the ground personnel or the pilot are managing to extinguish part of the fire: Take away an additional flame counter. At the end of the turn, if a burning, grounded plane overlaps one or more grounded planes that are not on fire, those planes catch fire and each take six flame counters.

COLLISIONS

Two overlapping planes collide if 1) they are both at the same altitude and 2) either they both have climb counters (no matter how many) **or** they both have *no* climb counters.

Each colliding plane takes a C damage token for each airplane, enemy or friend, that it collides with. Take into account damage points and explosions and ignore other types of special damage.

ACE RULES

When you play a dogfight scenario, you can decide that an ace flies each plane. The players should decide on the number of special skills that each ace will have—for example, one or two. Each player may then freely choose that number of skills for the pilot of each of his planes. No ace may have more than one copy of the same skill (unless the skill states otherwise. Two or more aces may have the same skill. Tokens with ace skill icons are included, to be placed on each plane's console to remember the skills of its pilot.

When you design a new scenario, you can decide that one or more planes have pilots with a specific ace skill: They don't need to be fairly distributed. This can be done to have more varied scenarios or even to compensate for weaker planes.

RECOVERY



Some skills require a player to take Recovery counters when the skill is used. Put these Recovery counters on the console and discard one after each maneuver executed. The skill in question cannot be used until the end of the turn in which the last counter is discarded.

If the ace has several skills that require him to take Recovery counters, account for them separately with different piles of counters on the console—put the pile on the token with the icon of that specific skill. These counters, taken for the use of a specific skill, only preclude the use of the same skill until they are all discarded; other skills can be used in the meantime. When the skill involves maneuvers, the ace can plan a maneuver using that skill when he still has Recovery counters for that: but he has to execute it when all counters are discarded, or it is considered an illegal maneuver.

SPECIAL ABILITIES

MANEUVER ABILITIES



Acrobatic Pilot: This pilot may perform a non-straight maneuver after an Immelmann or a Split-S. When you use this ability, take five Recovery counters.



Daredevil: This pilot may perform two *steep* maneuvers in succession. Take four Recovery counters when you execute the second steep maneuver.



Exceptional Pilot: This pilot can use the same maneuver card twice in succession. Take the maneuver card with the symbol of this skill and add it to your Maneuver deck. When you plan your move, you can use that card: When you reveal it, use the card you used last instead of that.

This skill can be used to repeat a *steep* maneuver, even if the pilot does not have the “Daredevil” skill, but if two steep maneuvers are performed in succession, take four Recovery counters after the second maneuver. For non-*steep* maneuvers, no Recovery counters are taken. If this skill is used to perform a *steep* maneuver twice in a row, you cannot perform a third *steep* maneuver after that unless the pilot has the “Daredevil” skill.

For all other maneuvers, the restrictions of the skill card are the same of the card they replace. So for example, you cannot plan this skill card after an Immelmann, since you have to do a straight maneuver before an after an Immelmann.



Golden Touch: This skill is useful only when the “Acceleration” optional rule is in use. At the start of the game take, an extra Low-Speed or High-Speed marker, at your choice. You can choose this skill twice, so you can get both one extra Low-Speed and one extra High-Speed marker.

EVASION ABILITIES



Good at Evading: This pilot may choose to ignore a single damage during the game, after drawing and seeing it. The ignored token is shuffled back in its group. To remember that this skill has been used, turn its token facedown.



Good at Escaping: This skill is useful only when the “Tailing” optional rule is in use. This pilot’s plane may not be tailed unless the tailing plane’s pilot also is an ace with the “Good at Escaping” skill.

PERSONAL ABILITIES



Perfect Control: This skill is useful only when the “Fly by Instinct” optional rule is in use. An ace with this skill may ignore the “Fly by Instinct” rule.



Super Ace: Discard two Recovery counters after each maneuver, rather than just one, for each skill this pilot has.

TECHNICAL ABILITIES



Technical Eye: You may look at the damage tokens of a friendly or enemy airplane. The plane has to be within one ruler’s distance from this ace’s plane, in any direction (from the central dot to any point of the examined plane). If this ability is used during movement, it can be used before all planes move or after all of them have finished moving. When you use this ability, take four Recovery counters.

COMBAT ABILITIES



Perfect Aim: When firing, this pilot may choose to have his opponent take an additional A token of damage (as per the Aim optional rule), even if he did not shoot to the same plane in the previous phase.

You must decide to use this ability before your opponent draws damage counters. This ability has no effect if you are using the Aim optional rule and the ace did shoot the same plane in the previous phase. When you use this ability, take three Recovery counters.



Sniper: When this ace fires at an enemy plane, he tends to hit a bull’s-eye. When he fires, he may select one of the damage tokens that his opponent would have to draw. Instead of his opponent drawing the selected token, the player controlling the sniper draws *two* of the tokens with the selected letter, looks at them, gives the one of his choice to his opponent, and puts the other back among the others, reshuffling them. If the opponent had to draw multiple damage tokens, he draws the other tokens normally. When you use this ability, take four Recovery counters.



Itchy Trigger Finger: Aces with this ability may resolve their firing *before* other pilots. If they do, all the damage that they cause is resolved before the simultaneous fire of aces who are not Itchy Trigger

Fingers. If the target plane is shot down, it does not get to fire (unless it is piloted by another ace with “Itchy Trigger Finger”). When you use this ability, take four Recovery counters. Aces with this ability may choose to fire normally, and may fire normally when their “Itchy Trigger Finger” skill has Recovery counters on it.

CAMPAIGN RULES:

AWARDING VICTORIES

When you play several games with the same players, give a name to each pilot and keep track of the number of “victories” for each of them. A pilot earns a victory for each airplane he shoots down. If more than one pilot damages the same plane in the phase that it is eliminated, the victory is counted for each of the pilots.

Planes that exit the gaming surface do not count as victories unless they are on fire. If they are on fire, draw the damage tokens that should have been taken in the future turns: If the damage is enough to eliminate the plane, a victory is awarded to the last airplane that shot at it (or the last planes if there are several in the same game phase).

If a plane is shot down, the pilot is out of the campaign. During the next game, the plane will have a new pilot with zero victories.

If a pilot is wounded, at the end of the game shuffle the A damage tokens and draw one of them. If the token is a “0” or an explosion, the pilot is permanently incapacitated and in the next match the airplane will start again with a new pilot with 0 victories. If the result is a non-zero number, the pilot will be healed and able to fly again after that number of matches. Once the pilot returns, do not consider him wounded anymore. In the meantime, use another pilot with zero victories.

A pilot with five or more victories is considered an ace. Aces can freely choose a new skill for every five victories they earn. The skill is effective starting the next game.

SCENARIO RULES

These rules can be added to play specific scenarios.



BOMBING

If you want to play a bombing scenario, include the rules in this section.

HOW TO BOMB

At the start of the scenario, decide the load of the bomber. It can be a single load or it can be divided in several groups of bombs. Each group is worth a certain amount of damage points to the target (or victory points for the scenario).

Before revealing any maneuver, the bomber can decide to drop one or more groups of bombs, or even all the load. If he does so, take a bomb card that represents all the bombs dropped in that turn.

Execute the maneuver and, before weapon fire is resolved, put the bombs in play. If the last maneuver of the bomber was a stall, place a stall in front of the airplane, then place the bomb card so that the arrow on its rear matches the one at the rear of the card. If the last maneuver was not a stall, place a straight in front of the plane: Use the long arrow if the plane is at High Speed, the short one if it is at Low Speed.

As soon as they 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 (or the player scores full victory points). If the red dot is not totally covered but even a little part of the target card is, the damage (or the score) is halved (round down). If no part of any target card is covered, the bombs missed. In any of the three cases, remove the bomb's card. It is strictly forbidden to take any kind of measurement during the game apart from those required to check firing, tailing and such: You can not take measurements to evaluate if your bombs will strike the target or not.

Bombs can not be dropped just after an Immelmann/Split S.

BOMBING AND ALTITUDE

If you are playing with altitude, also use the following rules.

A bombing can be made at any altitude above level 0.

If the plane is at altitude 1 when it drops the bombs, they hit the ground immediately: Just use the same rules provided above. If the plane is above altitude 1 when bombs are dropped, place one or more counters on the bomb card when it is placed on the table. Place 1 counter if the altitude is 2 or 3, two counters if it is 4-6, three counters if it is 7-10, and four counters if it is above altitude 10. The bombs don't hit the ground when they are placed on the table, and they are not removed. Instead, in each subsequent phase, they are again moved with the same maneuver card with which they are placed (stall, short straight, or long straight), and a counter is taken away each time. Ignore any effect to any card (target, airplane or whatever) overlapping the bombs card while in the sky. When you move it and take away the last counter, the bombs hit the ground with the effects explained in the section above.

To help remember the speed of the bombs, place the counters along the front side of the bomb card if a long arrow has to be used, at the center if it is a short arrow, and along the rear side if it is a stall.

EXAMPLE

A Hurricane Mk. IIb has two 225 Kg. bombs considered as a single load. The player will earn 4 victory points in the scenario if he can bomb a building with them. The plane gets in front of the target card and, after a right turn of 60° at altitude 4 and High Speed, it drops the bombs. In the same phase, the player puts a straight in front of the Hurricane, and a bomb card matching the point of the long arrow on it. Since the altitude is 4, two counters are placed on top of the bomb card, along the front side. In the next two phases, the player puts a straight in front of the bombs and then move the bombs matching the point of the long arrow, taking away a counter. At the end of the second turn, the bombs are landed: Since the bomb's card overlap part of the target card, but not the red dot, the player receives only 2 victory points.



PHOTO RECON

A plane in the scenario can be equipped with a camera and given a photo recon mission. place one or more target cards in the gaming field.

To take pictures of a target, the plane must pass over it, and at some point the airplane card or the maneuver card must overlap the red dot at the center of the target card. In that moment, the plane must be at low speed.

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



STRAFING

In some scenarios, targets can be defined as ground troops. Planes in the air can strafe such targets, inflicting the same damage as if they were an enemy plane, depending on the range of fire.

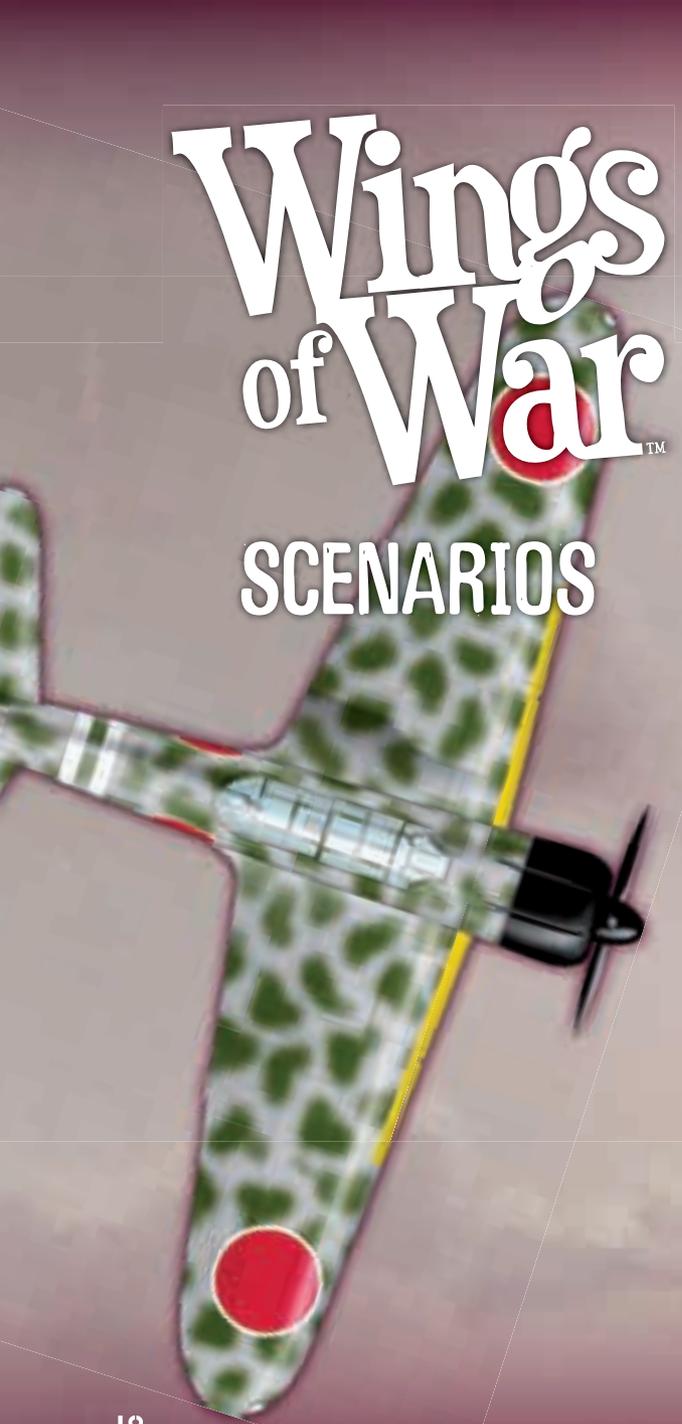
Damage tokens are kept faceup beside the troop card. When a troop card suffers 5 or more points of damage, or if it takes an explosion token, it is “silenced” and counts as eliminated for scenario purposes. In addition, it no longer produces infantry fire. Troop cards ignore other types of special damage besides explosions.

If an airplane’s red dot is within one ruler of distance from a troop card (even overlapping the card), the plane can be shot at by infantry fire. The plane takes a single A token, regardless of the distance. Take into account both the damage points and the special damage results, as if it were fire from another airplane. Each troop card can make a single shot each round: If there are several possible targets, the player controlling the card chooses among them.

If altitude is in use, treat the troop card as if it were a 0-altitude plane. Its fire is at one ruler of distance if the target plane is at 0 altitude, and half a ruler if it is at altitude 1. Firing is impossible if the plane is at an altitude of 2 or more. The altitude difference affects the range of the aircraft in the same way: A 1-altitude plane fire’s at the ground troop at long range if it is within half a ruler, and a 2-altitude plane may not fire at a ground troop.

Bombers cannot strafe targets in the same turn in which they drop bombs.





Wings of War™

SCENARIOS

PROVIDED SCENARIOS

The scenarios listed below can be played with the materials included in this box. The playing area lengths and widths listed below are suggested minimums. Length is given as the distance from the Axis to the Allied side of the table: They are always opposite each other when the gaming field is not a square. In the first four scenarios, featuring a dogfight with no special mission, it is advisable to vary the starting positions putting the teams on adjacent sides or even mixing the planes of different teams on the same side of the table.

Axis planes have a black card back, Allied planes a green one. Some plane models that served both sides, like the Reggiane Re. 2002 and the Dewoitine D.520, are given different cards with Axis and Allied color schemes. Using Allied planes on one side and Axis ones on the other is not mandatory, but it helps players to tell friends from foes.

Every scenario states which rules are needed. Any optional rules can be added if all the players agree to do so before the start of the game.

INVENTING NEW SCENARIOS

After you are familiar with the game, feel free to invent your own scenarios, using the ones below as examples. If you own multiple sets, you can design far richer gaming situations. First of all, take into account the firepower of planes involved: B and C damage tokens are equivalent in average damage, and on average cause double the damage of A tokens: For example, a  firing Dewoitine D.520 has the same average firepower as a  firing Hawker Hurricane Mk.I. Take note also of the number of damage points sustained and each plane's maneuverability. (A plane's maneuverability is determined mostly by the number of different maneuver cards in its maneuver deck and the difference in length between the High-Speed and Low-Speed arrows on the cards, a higher difference meaning higher maneuverability). Planes that are overall weaker can receive one or more ace skills to compensate.

Please share new scenarios, optional rules, and ideas with us at the Wings of War discussion group, http://games.groups.yahoo.com/group/wow_nexus/

DAWN OF WAR PATROL

TWO PATROLS ATTACK EACH OTHER ON THE FRONT

Players: 2-6, divided evenly into two teams as per the “Number of Planes and Players” instructions at the beginning of this rulebook.

Gaming Surface: Length: 90 cm. Width: 90 cm. 100 x 100 cm if playing with more than 4 players.

Axis Player(s): A Messerschmitt Bf.109 E-3 and two Dewoitine D.520s, at half-ruler distance from the Axis side.

Allied Player(s): Two Hawker Hurricane Mk.Is and a Supermarine Spitfire Mk.I, at half-ruler distance from the Allied side.

Rules needed: Basic rules. If Altitude rules are in use, agree on the starting altitudes of the planes.

Winning Conditions: The winner is the side with planes in the air when all enemy planes exit or are shot down.

Variants: Consider using use two Nakajima Ki-43-IIb Hayabusas against two Grumman F4F-3 Wildcat/Martlet IIIs. You can also choose any mix of Axis Nakajima Ki-43-IIb Hayabusas, Reggiane Re.2002s, Messerschmitt Bf.109 E-1s, and Messerschmitt Bf.109 E-6s against an equal number of Allied Grumman F4F-3 Wildcat/Martlet IIIs and Reggiane Re. 2002s.

If you use the “Flying Patrols” optional rule, or if you own more than one set, you can take double planes from the combinations in the “Face to face” scenario. With the same system, you can play with more than 4 people. With two boxes, you can also play a 12-player scenario, with a Mitsubishi A6M2 Reisen, two Dewoitine D.520s, two Messerschmitt Bf.109 E-3s, and an E-4, against two Hawker Hurricane Mk.Is, three Supermarine Spitfires, and a Dewoitine D.520s.

A SOLITARY EAGLE

A PATROL FINDS AN ISOLATED ENEMY AND ATTACKS HIM

Players: 3

Gaming Surface: Length: 90 cm. Width: 90 cm.

Axis Players: A Messerschmitt Bf.109 E-1 and a Reggiane Re. 2002 at half-ruler distance from the Axis side.

Allied Player: A Hawker Hurricane Mk.IIb at half-ruler distance from the Allied side.

Rules needed: Basic rules. If Altitude rules are in use, agree on the starting altitudes of the planes.

Winning Conditions: The winner is the side with planes in the air when all enemy planes exit or are shot down.

Variants: Alternatively, the Allied player can take a Supermarine Seafire Mk.IIc instead of the Hurricane.

AN UNEVEN MATCH

TWO FIGHTERS ARE SURPRISED BY A THREE WEAKER ENEMIES

Players: 5

Gaming Surface: Length: 100 cm. Width: 100 cm.

Axis Players: A Messerschmitt Bf.109 E-3 and two Dewoitine D.520s at half-ruler distance from the Axis side.

Allied Player: A Spitfire Mk.I and a Seafire Mk.IIc at half-ruler distance from the Allied side.

Rules needed: Basic rules. If Altitude rules are in use, agree on the starting altitudes of the planes.

Winning Conditions: The winner is the side with planes in the air when all enemy planes exit or are shot down.

Variants: Alternatively, the Allied player can take a Hurricane Mk.I instead of the Spitfire and/or a Hurricane Mk.IIb instead of the Seafire.

Another option is to feature a Messerschmitt Bf.109 E-1 and two Reggiane Re. 2002s against a Hurricane Mk.I and a Spitfire Mk.I.

FACE TO FACE

TWO ISOLATED FIGHTERS PATROLLING OVER THE FRONT MEET EACH OTHER AND ENGAGE IN A DUEL

Players: 2

Gaming Surface: Length: 80 cm. Width: 80 cm.

Axis Player: A Nakajima Ki-43-IIb Hayabusa at half-ruler distance from the Axis side.

Allied Player: A Grumman F4F-3 Wildcat/Martlet III at half-ruler distance from the Allied side.

Rules needed: Basic rules. Ace rules in some variants. If Altitude rules are in use, agree on the starting altitudes of the planes.

Winning Conditions: The player who exits the gaming field or is shot down loses.

Variants: The Axis player takes a Mitsubishi A6M2 Reisen, a Messerschmitt Bf.109 E-3, or a Dewoitine D.520. The Allied player takes a Hawker Hurricane Mk.I, a Supermarine Spitfire, or a Dewoitine D.520.

Alternatively, the Axis player takes a Nakajima Ki-43-IIb Hayabusa with an ace pilot: He chooses one skill. The Allied player flies a Grumman F4F-4 Wildcat.

As another alternative, the Axis player takes a Messerschmitt Bf.109 E-4 with an ace pilot: He chooses two skills. The Allied player flies either a Hawker Hurricane Mk.IIb or a Supermarine Seafire Mk.IIc.

Experienced players are encouraged to play the “Dawn of War Patrol” scenario instead, with two planes each.

HELL FROM ABOVE

A PATROL IS SENT TO ATTACK SOME GROUND TROOPS

Players: 2-4 (variant for 6)

Gaming Surface: Length: 120 cm. Width: 90 cm.

Axis Player(s): A Messerschmitt Bf.109 E-3 and a Dewoitine D.520 at half-ruler distance from the Axis side.

Allied Player(s): A Hawker Hurricane Mk.I and a Supermarine Spitfire Mk.I at half-ruler distance from the Allied side.

Rules needed: Basic rules, Strafing. If altitude is in use, planes start at altitude 3.

Winning Conditions: Choose which side is attacking and place two infantry target cards (A-firing, 5 points of damage sustained) at one ruler distance from the opposite side, at equal distances from the neutral sides of the game field, and the same distance from each other. The game ends when all the planes of one side have been shot down or exited the gaming surface. Every damage point inflicted to a troop card is a victory point, up to a maximum of 5 per card. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field, but the attacking player can leave from his side without any penalty if both the targets are silenced. The side scoring more points wins.

Variants: Use two Nakajima Ki-43-IIb Hayabusas against two Grumman F4F-3 Wildcat/Martlet IIIs. You can also choose any of the suggested plane combinations from the “Dawn of War Patrol” scenario.

With six players, add to the basic starting planes an Axis Dewoitine D.520 and an Allied Hawker Hurricane Mk.I.

HAVE A LOOK

A GERMAN RECON PLANE IS SENT TO TAKE PICTURES OF POTENTIAL TARGETS

Players: 2-4 (6)

Gaming Surface: Length: 120 cm. Width: 90 cm.

Axis Player(s): A Messerschmitt Bf.109 E-6 and a Dewoitine D.520 at half-ruler distance from the Axis side.

Allied Player(s): A Hawker Hurricane Mk.I and a Supermarine Spitfire Mk.I at half-ruler distance from the Allied side.

Rules needed: Basic rules, Photo recon. If altitude is in use, planes start at an altitude of 4.

Winning Conditions: Place three target cards at one ruler distance from the Allied side, at equal distances from the neutral sides of the game field and equal distance from each other. The game ends when all the planes of one side have been shot down or exited the gaming surface. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field. If the Messerschmitt takes pictures of at least two of them, Axis planes can exit from their side with no penalty. If the Messerschmitt takes pictures and is not shot down, the Axis side receives 5 points for each picture taken (even if it exits from any side of the gaming field).

Variants: Use a Nakajima Ki-43-IIb Hayabusa and a Mitsubishi A6M2 Reisen against a Grumman F4F-3 Wildcat/Martlet III and a Grumman F4F-4 Wildcat. The plane taking pictures is the F4F-3.

With six players, add to the basic starting planes an Axis Dewoitine D.520 and an Allied Hawker Hurricane Mk.I.



A HEAVY LOAD

ALLIED PLANES ATTEMPT TO BOMB ENEMY POSITIONS

Players: 2-4 (6)

Gaming Surface: Length: 120 cm. Width: 90 cm.

Axis Player(s): A Messerschmitt Bf.109 E-3 and a Dewoitine D.520 at half-ruler distance from the Axis side.

Allied Player(s): A Hawker Hurricane Mk.I and a Supermarine Spitfire Mk.I at half-ruler distance from the Allied side.

Rules needed: Basic rules, bombing. If altitude is in use, planes start at an altitude of 4.

Winning Conditions: Place a target card at one ruler distance of the Axis side. The Hurricane has bombs that have to drop as a single load. The game ends when all the planes of one side have been shot down or exited the gaming surface. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field. If the Hurricane successfully bombs the target, the Allied side receives 12 victory points if it hits the center of the target card, and 6 if it just hits part of the card but not the center. If the target is not bombed at all, the Axis side receives 8 points. After the Hurricane drops a bomb hitting at least part of the target, Allied planes can exit from their side at half penalty (6 points instead of 12).

Variants: Use two Nakajima Ki-43-IIb Hayabusas against two Grumman F4F-3 Wildcat/Martlet IIIs. Choose which single plane (either Japanese or Allied) has the bombs.

With six players, add to the basic starting planes an Axis Dewoitine D.520 and an Allied Hawker Hurricane Mk.I.

AGAINST THE BEACHHEAD

AXIS RECON HAS TO CHECK THE PRESUMED POSITIONS OF ALLIED DEPOSITS ON THE COAST, TO PREPARE AN ATTACK AGAINST THEM

Players: 2-6 (distribute the six planes among players as you prefer)

Gaming Surface: Length: 120 cm. Width: 120 cm.

Axis Player(s) - first round: A Messerschmitt Bf.109 E-6, a Dewoitine D.520, and a Reggiane Re. 2002 at half-ruler distance from the Axis side.

Allied Player(s) - first round: Two Hawker Hurricane Mk.I and a Supermarine Spitfire Mk.I at half-ruler distance from the Allied side.

Axis Player(s) - second round: A Messerschmitt Bf.109 E-3 and two Dewoitine 520s at half-ruler distance from the Axis side.

Allied Player(s) - second round: Two Hawker Hurricane Mk.Is and a Supermarine Spitfire Mk.I at half-ruler distance from the Allied side.

Rules needed: Basic rules, Photo recon, Strafing, Bombing. If altitude is in use, planes start at an altitude chosen by the players. At the start of the round, the Axis player chooses first for each of his planes, then the Allied player. A player can choose different altitudes for his planes.

Winning Conditions: For the first round, place four target cards at one ruler distance from the Allied side, at equal distances from the neutral sides of the game field and equal distance from each other. The Allied player secretly writes down on a piece of paper which two of the target cards are real deposits and which two are dummies. Axis planes can strafe target cards. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field, but if the Messerschmitt takes pictures of at least one target, Axis planes can exit from their side with no penalty. The Messerschmitt E-6 can take pictures of target cards, and if it is not shot down it gets one point for each target photographed (even if it exits from a side of the gaming field that is not its own).

The first round ends when all the planes of one side have been shot down or exited the gaming surface. Write down the victory points for each player according to indications above. Damage inflicted on target cards is not removed, but if the Messerschmitt Bf.109 E-6 has not been shot down, the Allied player must reveal if each target card successfully photographed is real or dummy, removing it if it is a dummy. Remove silenced targets (5 points of damage or explosion). Leave real deposits that have not been silenced and un-photographed targets where they are.

Now play the second round. No matter what the results of the first round, the second is played with six undamaged planes. The Messerschmitt Bf.109 E-3 has a single load of bombs that can silence a target if it hits its center or produce 4 points of damage if it hits just part of the card.

Again, the second round ends when all the planes of one side have been shot down or exited the gaming surface. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field. At the end of the second round, however, if all target cards on the gaming field (both real and dummy) are silenced, the Axis planes can leave from their side with no penalty. At the end of the game, the Allied player reveals which of the target cards are dummies and which are real. The Axis player receives 8 points for every silenced real target, and 1 point for each damage point delivered to a real target card that has not been silenced. The Allied player receives 4 points for each target card that has no damage at all. Dummy cards don't give any points to either side. Add the second-round score to the first-round score. The winner is the side that scores most points overall.

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Wings of War™

DAWN OF WAR

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