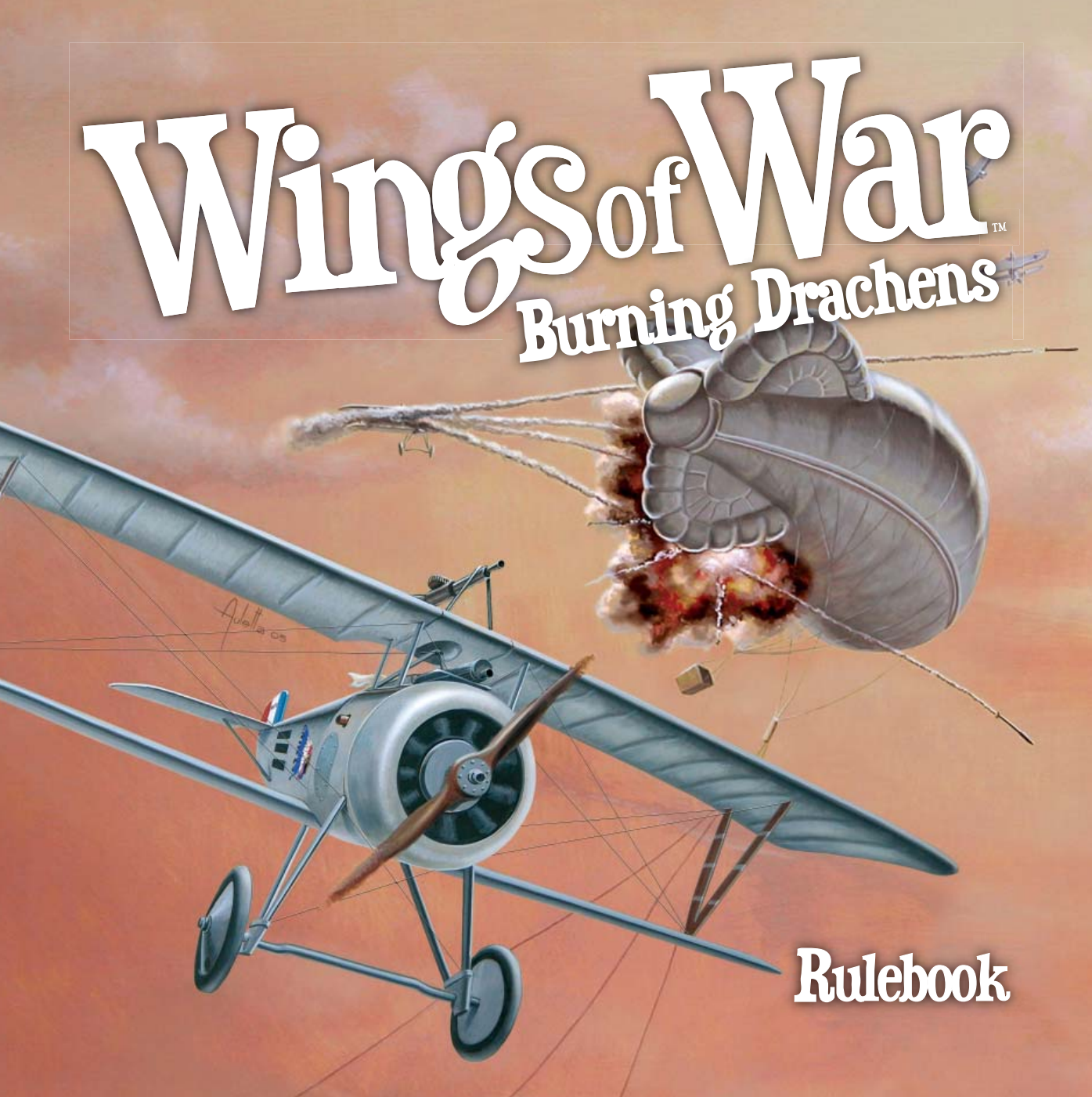
Wings of War™

Burning Drachens



Rulebook

Wings of War™
Burning Drachens

Battles in the Skies of the First World War

Wings of War is a card game in which one or more players control airplanes and anti-aircraft defenses during World War I. Each set in the *Wings of War* line is a standalone game, but all sets are fully compatible and work together to allow for larger battles with different airplanes.

Game Materials



Game boards (2)



Balloon (4)



Central Empires Airplane Card (8)



Maneuver Card (56)



Damage Card (60)



Allied Airplane Card (8)



Ground Card (8)

Target Card | Trench Card | Machine Gun | Anti-Aircraft Gun



Rulers (2)



Counters (85)

Preparation

Choose a flat surface to play on: a table, a carpet, or a floor section whose boundaries are well defined. Each player chooses an airplane card and puts it in front of him, with the plane facing his opponent. Each player also takes a game board and a set of maneuver cards that match the blue letter on the airplane card.

Next, shuffle a deck of damage cards that have the same letter that the airplane cards have in red. If the selected planes have different letters, prepare a deck for each letter. Some airplane cards have letters that are different from the damage deck included with this set: Those are additional cards that can be used if you own the other sets in the *Wings of War* line. Some scenarios call for separate damage decks to be used for ground fire as well. Two-seater planes have two different red letters: The first one is for the front machine gun, and the second one is for the rear machine gun.

Wings of War can be played with more than one plane per player: Each plane plans maneuvers, fires, and takes damage separately. You can also play with more than two players, divided into teams.

Game Turn

Each game turn has three rounds, and each round has a planning phase and three movement & fire phases.

Planning

At the start of the turn, players choose three cards from their planes' maneuver decks. These cards are the three maneuvers that each plane will perform during the turn. Place these cards face-down in the three spaces of the game board. The maneuver indicated by the card in space 1 is performed first, the card in space 2 is performed second, and the card in space 3 is performed third.

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. This rule is enforced across turns: If the last card of the previous turn was a *steep* maneuver, you cannot use a *steep* maneuver as the first card of the next turn.

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 the Immelmann and another just after. If the last card of the previous turn was a "straight," you can use an Immelmann as the first card of the new turn.

If a player plans an illegal move, when it is discovered, replace the illegal card with a "straight" card.

Movement

When all the players have planned their moves, they simultaneously reveal their first maneuver cards for the turn. 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 arrowhead of the maneuver.

Exit from the Gaming Surface

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 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. Fighter 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, and the player who owns the targeted plane draws two damage cards from the deck that matches the red letter of the firing plane. If the measurement is reached by the second half of the ruler, it is a long-range shot and the target plane takes only one damage card.

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).

Two-seater planes also have a rear gunner which follows the same rules of firing, but using the firing cone on the rear of the airplane. Two-seaters can fire at two different targets after each move: One target must be in the front arc of fire, and the other in the rear arc.

Overlapping

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.

Damage

When an airplane is fired at, the owner of the targeted plane takes one or two damage cards and secretly looks at them. He keeps all damage cards together, facedown, in the proper area of the target plane's game board, adding up the damage points on the cards. When the total reaches or exceeds the green number on the airplane card, the airplane is eliminated.

The targeted player must also note any special damage indicated by symbols on the damage cards. For the basic game, only explosions, indicated by the ✸ symbol, and jammed guns, indicated by the ✠ symbol, count. Other types of special damage are discussed in the optional rules on page 7.

A damage card with the ✸ symbol indicates that the target plane has exploded. It is eliminated from play.

A damage card with the ✠ symbol indicates that the *firing* plane has jammed its guns. The player drawing the card must immediately show it to the firing player. The firing airplane cannot fire after each of the next three maneuvers. To remember this, take three "jammed" counters and put them on the firing cone area on the game board of the firing plane: This plane discards one jammed counter after performing each of the next three maneuvers. It may fire normally thereafter.

Note that two-seaters have two separate firing cones, and only the gun that was shooting when the jammed damage card was drawn is considered jammed. If two jammed cards are drawn at the same time, jamming still lasts only three maneuvers.
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.

Rest of the Turn

Each turn is composed of three rounds. After all airplanes have resolved their firing, the first round is over. Players reveal the second maneuver card for the turn, then move and resolve firing. Then players reveal their third maneuver cards, move, and

This example shows a duel between a SPAD XIII and a Fokker Dr.I. In the movement phase, the SPAD turns to the left while the Fokker executes a sideslip to the right with a steep maneuver. After moving, the SPAD can fire at close range: The player controlling the Fokker must draw two cards from the A damage deck. The Fokker cannot fire since the SPAD is outside the Fokker's firing cone.



resolve firing, completing the turn. Then the planning of the next turn begins.

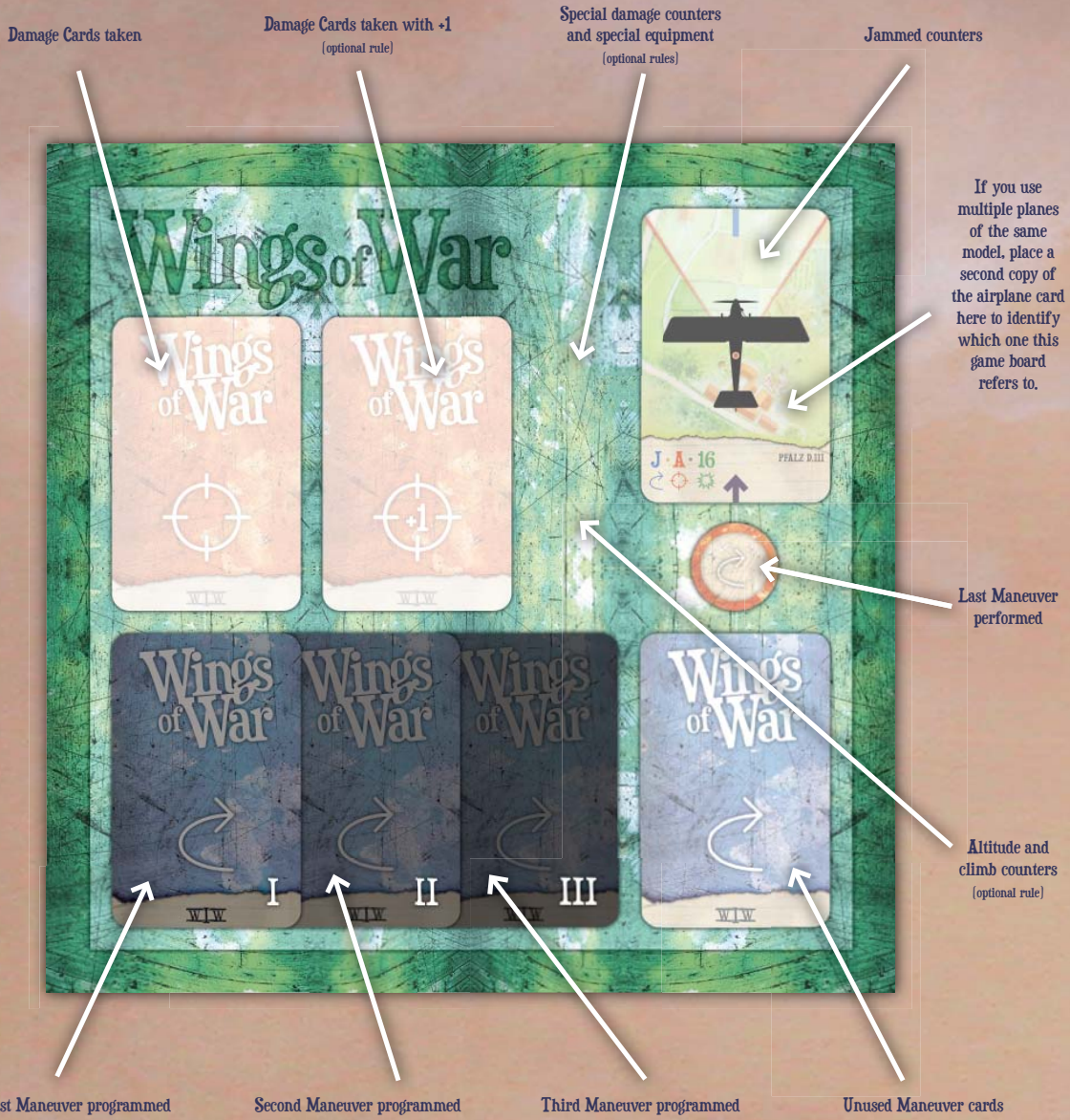
Before picking up used cards for the next turn, if the last maneuver of the turn was a *steep* maneuver (◆), the player places a "steep" counter on his game board, as a reminder that he can't perform another *steep* maneuver at the beginning of the next turn. If the last maneuver was an *Immelmann turn* (↓), the player takes one of those counters as a reminder that he **must** begin his next turn with a "straight" maneuver. If the last maneuver was a "straight" maneuver, the player takes one of those counters as a reminder that he **can** begin his next turn with an Immelmann.

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.




Damage Cards taken
Damage Cards taken with +1
(optional rule)
Special damage counters and special equipment
(optional rules)
Jammed counters
If you use multiple planes of the same model, place a second copy of the airplane card here to identify which one this game board refers to.
Last Maneuver performed
Altitude and climb counters
(optional rule)
First Maneuver programmed
Second Maneuver programmed
Third Maneuver programmed
Unused Maneuver cards
Wings of War
+1
J · A · 16
PFALZ D.III
I
II
III

Optional Rules

Wings of War

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.

Special damage

Some damage cards have symbols beside the number of damage points: These symbols indicate special damage to the target airplane (exception: Jammed guns ( ) affect the *firing* airplane, see page 4). 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 put the proper damage counters in the "damage" section of the game board. However, even when the special damage must be announced, do not tell the other players the amount of damage points on the card(s).

- Cards with the symbol indicate that the rudder of the plane is jammed. This special damage is kept secret. The airplane cannot plan maneuvers to the left (those that have an arrow pointing left in the lower left corner of the card) at the beginning of the next turn. Any maneuvers already selected for the remainder of this turn are carried out as placed.

- Cards with the symbol indicate that the rudder of the plane is jammed. This special damage is kept secret. The airplane cannot plan maneuvers to the right (those that have an arrow pointing right in the lower left corner of the card) at the beginning of the next turn. Any maneuvers already selected for the remainder of this turn are carried out as placed.

- Cards with the symbol indicate that the observer in a two-seater plane is wounded (one-seater planes ignore this special damage). This special damage is kept secret. The plane can no longer fire its rear machine guns. When planning scenarios in which a two-seater plane has a special mission, you must decide if the mission can be completed with an incapacitated observer or not (for example, some cameras could be used by the pilot).

- Cards with the symbol indicate that the engine is damaged. This special damage is kept secret. The plane must play at least one



"stall" maneuver each turn (one with a short arrow and the ◆ symbol) for the rest of the game. If an airplane takes a second engine damage card, it is eliminated.

• Cards 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 three "smoke" counters in the "damage" space on the game board. He will discard one counter at the end of each turn. The airplane can't perform "tailing" (see below) for the rest of the turn and during the next two turns, until the smoke counters are removed. The smoking airplane can be can be tailed normally.

• Cards with the symbol indicate that the airplane has caught fire. The player must announce this special damage. The targeted player takes three "flame" counters and puts them in the "damage" space on the game board. 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 results are ignored. In addition, the plane smokes: It cannot perform "tailing" (see below) for the rest of the turn and for the next two turns, until the flame counters are removed. If you do not have A cards, take two B cards for each discarded flame counter.

When a plane takes more than one type of special damage, all of them take effect. For counter tracking purposes, if a plane takes a specific type of damage that it is already suffering from, ignore the older damage result and begin tracking the new one. If a plane takes multiple special damage results of the same type simultaneously, only count the last one drawn.

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, even from one turn to the next, all non-zero damage cards score one additional damage point. Zeros still cause no damage.

> ***Example:*** *if a D.H. 4 shoots a Fokker Dr.I at the end of a turn, and then shoots it again, at short distance, in the first round of the next turn, the Fokker Dr.I takes two cards of damage: If one is a 0 and the other is a 3, the total damage is 4 (0 and 3+1).*

To avoid confusion, keep the +1 damage cards in the proper space on the airplane game board.

Illegal moves

When a player plans an illegal move (for example, two *steep* maneuvers in a row), 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 for victory conditions.

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 at the start of each turn.

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 1) the ruler reaches both dots, 2) it 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 for that turn.

The planes plan their turn as normal, but before revealing the first maneuver, the tailed player has to show his first maneuver card to the tailing player: The tailing player can then rearrange the three cards he has chosen for the tailing plane in the order he wants. Then the maneuvers are revealed and the planes are moved. After firing is resolved, but before revealing the second maneuver, check whether tailing is still possible between those two planes. If it is not, the rest of the turn is played normally. If tailing is still possible, the tailed player has to show his second card to the tailing player, and the latter can rearrange the order of the tailing plane's two remaining maneuver cards.

Tailing is possible only between two aircraft that were in tailing position at the beginning of the turn. Planes cannot begin tailing a new plane in the middle of a turn, but they *can* lose the ability to tail in the middle of a turn.

Blind spots for rear guns

The rear machine gun of two-seater planes has a blind spot at the rear of the tail. Use the ruler to connect the center of the two-seater plane with the center of the would-be target in the rear arc of fire. If the first half of the ruler touches any point of the target card, firing is not possible.

Tournament rule

To decrease the amount of luck in the game, take all the "explosion" cards out of the A and B damage decks.

Disruption

If an airplane takes at least one point of damage in a round, it loses any tailing and aim advantages for the next round (if those optional rules are in use).

Shoot at the real thing!

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

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 board, players can plan their moves by writing down, for each plane, the three different card numbers of the maneuver cards they want to use.

> ***Example:*** *an Albatros D.III (maneuver deck J) wants to go straight, do an Immelmann, and then go straight again. It can write 2, 12, 1 for that turn and then use card #2 in the first step, #12 in the second, and #1 in the third. The deck can be kept in common with other Albatros D.IIIs, Pfalz D.IIIs, and Pfalz D.IIIas also in play.*

B-firing machine guns

In *Wings of War*, airplanes with twin machine guns are marked "A" and planes with single machine guns are marked "B." Targets hit by either type of plane pick cards from the corresponding (A or B) damage decks.

Wings of War: Burning Drachens comes with many A planes and a few B planes. The latter are included for historical accuracy and to allow you to play more varied scenarios.
If you do not have a B deck, such as the one included in the *Watch Your Back!* set, when a target is hit by a B-firing machine gun, give it an A damage card, but halve the damage points (rounding up). To keep track of this, place the halved A cards sideways on the game board. Treat special damage results normally.

Ground fire

This section includes rules for ground fire, which may be used in the scenarios provided or in those you design.

Trenches

If an airplane's red dot is within one ruler of distance from a trench card (even overlapping the card), the plane can be shot at by infantry fire. The plane takes a single A card, regardless of the distance. Ignore the damage points on the card and count only special damage results. Each trench can make a single shot each round: If there are several possible targets, the player controlling the trench chooses among them. Infantry fire never jams.

Planes in the air can strafe trenches. If the plane can shoot the trench card with a short-range shot (half a ruler), the trench takes two damage cards. If the plane shoots the trench card with a long-range shot (one ruler of distance), the trench takes one damage card. Damage cards are kept face up beside the trench.

When a trench card suffers 5 or more points of damage, or if it takes an explosion card, it is "silenced" and no longer produces infantry fire. Trenches ignore other types of special damage.

Anti-aircraft guns

Anti-aircraft (AA) guns are placed on the table at the start of the game and they may never move or turn.

Anti-aircraft guns use the C damage deck. They have no arc of fire. They start the game with an "artillery" counter on them, at the center of the card, showing that they are loaded.
If an anti-aircraft gun is loaded at the beginning of a turn, it

can fire during that turn. At the start of any round, just before maneuvers are revealed, the player controlling the gun can place the artillery counter anywhere on the table, so long as the edge of the counter is no more than 2 rulers of distance away from the red dot at the center of the gun card. The artillery counter may not be placed above the AA gun card. After placing the artillery counter, two airplane maneuvers are shown and executed. After that second maneuver, if one or more airplane cards (friend or foe) overlap at least part of the artillery counter, each of them takes a C damage card. The counter is then removed from the table.

Artillery fire is simultaneous with all other types of fire.

The first maneuver phase after the AA fire has exploded, the gun begins to reload. Take the artillery counter and place it at the corner of the appropriate gun card. The next maneuver phase, put the counter at the side of the card, and after the third maneuver phase, place it in the center of the card to show that the gun is reloaded and ready to fire.

Anti-aircraft guns can be strafed just like trench cards. Five points of damage or any special damage card (except jammed guns) silences them.

Anti-aircraft machine guns

Like normal AA guns, anti-aircraft machine guns are placed on the table at the start of the game and they are never moved or turned.

Machine guns are marked A or B. They shoot and jam exactly like A- or B-firing airplanes, depending on the letter on them. In addition, the card can make one shot of infantry fire per round, following the rules governing trenches.

> ***Example:*** *A SPAD XIII is overlapping an A-firing anti-aircraft machine gun card. Since it fires like an airplane, the machine gun cannot fire on the SPAD. But since AA machine guns can do infantry fire, the airplane takes an A Damage card. If it was in front of the machine gun and not overlapping the card, the SPAD XIII would take both an A card from the machine gun and another A card from the infantry fire.*

AA machine gun cards can be strafed just like trench cards. Any special damage card (except jammed guns) silences the machine gun, but the card can still make one shot of infantry fire per round. When it suffers 5 points of damage or more, or if it takes an explosion card, the machine gun card is completely silenced (infantry fire included). If the optional Aim rules are in use, they apply to AA machine guns.

Friendly artillery fire

Anti-aircraft artillery fire is more interesting and authentic when the guns are controlled by a player who is not controlling any aircraft. In World War I, friendly aircraft were sometimes shot at by mistake, and this is more likely to happen in the game if the player controlling the artillery does not also control planes.

Ground fire optional rules

This section includes optional rules for ground fire that can be used in specific scenarios.

Adjusting the aim

Normally, when an artillery counter is placed on the table, it will explode two rounds later. But if this rule is used, at the beginning of a round when the counter is already on the table, the aim may be adjusted. Before seeing the maneuvers of the airplanes, the owner of the gun can move the counter up to one ruler of distance (of course, he must also stay within the two-ruler range of the gun). If the counter is moved, two rounds must again pass before the counter explodes.

The owner may also touch the counter, leave it where it is, and say “delayed.” Treat it as if it had been moved. The counter will explode two rounds after the owning player says “delayed.”

The owner may also retire the counter and put it back at the center of the gun. This means that the gun is not aiming any more and that it will be able to shoot at the start of the next round, starting the procedure again.

Tailing under friendly artillery fire

If players are controlling both guns and planes and the optional tailing rule is in use (see page 8), a situation could arise in which the artillery benefits unfairly from the information gained by a tailing airplane. This could happen if the same player controlling an AA gun also controls a plane that is tailing an enemy airplane in range of the gun. ("In range of the gun" means that the target airplane is in a position where it can somehow move over a spot where an artillery counter can be placed.) If such a situation arises, use the following procedure.

First, both airplanes plan their move. Second, the player controlling the AA gun decides whether or not he will shoot the gun and, if so, places the artillery counter. If the counter is already there, he decides whether to adjust the aim or delay the explosion. Finally, the owner of the tailed aircraft shows its first maneuver to the tailing player, who can then rearrange the order of the tailing plane's maneuvers.

Solitaire scenarios and anti-aircraft guns

When playing a solitaire scenario, use the following rules for enemy anti-aircraft guns.

Do not fire the gun as soon as it is loaded, as per the multiplayer rules. Instead, wait one round, then shoot as soon as any part of an enemy airplane card is within range of the gun (two rulers of distance). Don't place the counter as per the multiplayer rules. Instead, draw an A damage card to see if the aim of the AA battery is correct. If there is no special damage on the card, the aim is wrong and the shot is wasted. If there is any type of special damage (including jammed guns), ignore the result on the A card and draw a C damage card.

Don't fire at a target if any point of the airplane card is within a half-ruler of distance from a friendly balloon or airplane.

If more than one target could be shot at by the AA gun, choose one randomly, unless the scenario you are playing provides a specific rule stating which airplanes are more important. (For example, two-seaters may be seen as more important for artillery to shoot at than fighters.)

Balloons

This section includes rules for balloons and the special equipment that was used to attack them.

Observation balloons

Balloons are placed on the table and are never moved. If there is more than one, place them at least one ruler of distance away from each other.

Balloons were both very valuable and very vulnerable, so they were pulled to the ground when attacked by enemy aircraft. Before starting, the players should agree on a number of turns during which balloons are in the air (for example, 12). At the end of the agreed-upon turn, they are on the ground and they cannot be attacked any more.

Balloons ignore all types of special damage except for fire and explosions. (Exception: If using the Incendiary bullet rules (see page 13), balloons should treat all smoke, rudder jammed, and engine damage results as if they were fire.) Keep the damage points taken by balloons secret, placing damage cards directly on the balloon.

When a balloon catches fire, put a flame counter on it. The balloon takes an A damage card at the start of each turn, just as airplanes do. Only damage points and explosions are considered; all other types of special damage are ignored. Do not discard the fire counter: For balloons, fires do not end after the third turn as they do for planes. Instead, a balloon that is on fire takes a damage card every turn until the balloon is destroyed or reaches the ground. If a balloon takes more than one fire damage, in the same turn or in different ones, put a flame counter on it for each fire damage taken and draw an A card for each counter each turn.

A balloon explodes if it 1) takes an "explosion" special damage result or 2) reaches its maximum damage while on fire. In either case, it is removed from the game and all the airplane cards overlapping the balloon with any part of their card take one C damage card immediately. For the planes, take into account only damage points, explosions, and fire, and ignore other types of special damage.

If a balloon reaches its maximum damage while it is not on fire, it is eliminated but does not explode.

Balloons and artillery

Balloons must be placed at least three rulers of distance away from enemy anti-aircraft guns, if there are any. Artillery counters cannot be placed on friendly balloons, even if they are within range. When executing AA fire and checking whether any plane overlaps the artillery counter, also measure the distance from the counter to any nearby balloons: If any part of the artillery counter is within a half-ruler of distance from any part of a balloon, the balloon immediately takes a C card of damage.

Artillery counters cannot be placed on a spot where it is not possible to trace a straight line from the red dot at the center of the gun to any part of the artillery counter without passing through a balloon.

Rockets

Some airplanes were equipped with incendiary rockets. These Le Prieur rockets were rarely of any use against aircraft and they never attained any success against dirigibles, but they were quite effective against balloons. Le Prieur rockets fired electrically and only launched after a short delay. When creating scenarios, you can decide that one or more planes have rockets. If so, put two rocket counters on the planes' control boards.

To fire rockets, the airplane must do either a "straight" or a "stall" maneuver and have the target in its front arc of fire at one ruler of distance or less. Players may fire machine guns or rockets, but not both. When firing rockets, the player can decide to use one or both of the counters. If a plane fires only one of its initial two rockets, it can fire the other one later on.

The target is hit after the next maneuver if all three of the following happen:

1) this next maneuver is again either a stall or a straight;
2) after this second maneuver the same target is in the plane's front firing cone, or the airplane overlaps the target;
3) the firing airplane does not draw any card with a special damage symbol because of enemy fire in these two rounds of maneuvers.

If all three conditions are met, the target takes a D damage card for each rocket fired. If even one condition is not met, the rockets missed the target and the counters are wasted. (Exception: For the second condition, if the target balloon is still in the arc of fire but an airplane blocks the view, then the blocking airplane (friend or foe) is hit instead and takes a D damage card.)

Incendiary bullets

Some aces, like the balloon-buster Willy Coppens, used special incendiary bullets that were especially effective against balloons. If you decide that one or more airplanes are so equipped, put an "incendiary bullets" counter on their control boards. The incendiary bullets counter is never discarded; the airplane keeps it for the entire game.

When a shot from an airplane carrying incendiary bullets inflicts "smoke" special damage on an enemy plane, the damage should be treated as fire instead. When incendiary fire causes engine damage, the target plane also takes a smoke damage result, with the usual effects.

A balloon that takes a smoke, rudder jammed, or engine special damage result from an airplane with incendiary bullets treats it as fire instead.

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. These two cards are used in planning in the same way as all other maneuver cards but they have special effects.

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 board representing its altitude. We suggest that you choose similar altitudes for all planes involved.

Balloons start at an altitude of 3, unless the players agree otherwise. Each type of plane and balloon has a maximum altitude that it can reach: See the tables below. Planes also have a "climb rate":

This 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, if 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
Halberstadt D.III	10	5
L.F.G. Roland C.II	10	5
Nieuport 11	10	5
RAF R.E. 8	10	5
Pfalz D.III	11	5
Pomilio PC	11	5
Albatros D.III	11	4
De Havilland/AIRCO D.H. 4	11	4
Pfalz D.IIIa	11	4
Ufag C.I	11	4
Breguet BR.14 A2/B2	12	4
Nieuport 17/21/23	12	3
Siemens-Schuckert D.I	12	3
Albatros D.Va	13	3
Sopwith Triplane	13	3
Fokker Dr. I	13	2
Sopwith Camel	13	2
Hanriot HD1	14	3
SPAD XIII	14	3
Sopwith Snipe	14	2
Fokker D.VII	14	2

Balloon	Top altitude
Parseval-Sigsfeld	3
Achthundert English Ae 800	4
Avorio-Prassone AP	4
Caquot M	4

Dive

When a plane performs a dive maneuver, it descends one level of altitude. Remove one altitude counter, and remove any climb counters that the plane has on its control panel.
If a plane dives to level 0, discard all the climb counters it has except for one. If it has none, place one climb marker 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 put a new altitude counter in their place.

> ***Example:*** *A Pfalz D.IIIa (climb rate of 4) is at level 7 of altitude. In past turns it accumulated two climb counters. When the plane executes a new climb, it gets a third climb counter. When in the next turn it executes another climb, it gets a fourth climb counter. Since its climb rate is 4, the plane goes immediately to altitude level 8 and loses all climb counters.*

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

> ***Example:*** *An airplane with a damaged engine (see the optional rules for special damage on page 7) cannot plan a straight, a climb, and a left sideslip, since it must do a stall each turn.*

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.

The Immelmann turn cannot be executed in the same turn as a climb.

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). 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 Pfalz D.IIIa (climb rate of 4) is at altitude level 8 and has no climb counters. It plans a right sideslip, a stall, and an Immelmann/Split-S. When in the third round the airplane executes the Split-S, it goes immediately to altitude level 7 and takes 3 (4-1) climb counters. A Sopwith Camel would take a single climb counter (2-1) instead.*

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

The Split-S cannot be executed in the same turn as a dive.

Blocked aim

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

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.

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 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. After the stall the plane's movement for that turn ends, even if there are rounds left in the turn: Any remaining maneuvers on the plane's board are not executed, and are just for bluffing.

Takeoff: To take off, the 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 wants to start taking off in the second or third round, just play one or two non-stall maneuvers before the stall, but do not execute the pre-stall maneuvers since the plane is grounded. The plane will complete the takeoff sequence next turn. If a player has a plane with its red dot inside the airfield and wants to pretend to take off without doing so, just plan three non-stall maneuvers: Such a plane can't be moved or turned that turn.

Crashes: If a plane loses its last climb marker 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 A damage cards (or 8 B cards if you do not have an A deck).

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 straight or stall), it crashes. It takes 2 A damage cards (or 4 Bs) if it happens with the stall, or 3 A cards (or 6 Bs) if it happens with the straight.

Take into account damage points, explosions, and fire, but ignore other special damages. 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.

Maneuvering planes on the ground: At the start of the second round of a turn, before any maneuver card is revealed, the owner of a grounded plane can move and turn the plane card freely, but the plane's central red dot must stay within the area covered by that same plane card at the start of the turn.

While on the ground, planes cannot fire, but they can be fired at.

Fire on the ground: A plane cannot take off if it has fire counters. At the start of each turn, before resolving fire damage, take an A damage card (a B if an A is not available) to see if the ground personnel or the pilot manage to extinguish part of the fire: If the card is a 0, take away a flame counter; otherwise, ignore this card. If one or more fire counters are left, draw another A damage card and take damage as normal.

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 two flame counters.

Combining Altitude with Balloons and Ground Fire

This section includes new rules that must all be used if you plan to play with both the Altitude rules and the Ground Fire (page 9) and Balloons (page 11) rules.

Strafing

Trenches and anti-aircraft batteries are at 0-level altitude, and can be strafed by airplanes at 0 level at one ruler of distance or less. They can also be strafed by planes at level 1 and at a half-ruler of distance or less: Treat this as a long-range shot (the target takes only one card of damage).

Infantry fire can also reach 0-level planes that are one ruler's length away, and 1-level planes that are half a ruler away.

Anti-aircraft guns

When placing the artillery counter on the table, the player must declare the altitude at which the shot is aimed (minimum level 1, maximum level 5). Only planes and balloons at that level are affected; those overlapping the counter but at different altitudes are not. Subtract a half-ruler of range for each additional level after level 1: The counter can be put at two rulers of distance at altitude 1, one and a half ruler's distance at level 2, one ruler at level 3, a half-ruler at level 4, and must overlap some part the gun card at level 5. (This rule supersedes the rule on page 10 that the artillery counter may not be placed above the gun card itself.)

Adjusting the aim

If the "Adjusting the Aim" optional rule (page 10) is in use together with the altitude rules, the player may either move the artillery counter or declare it to be one altitude level higher or lower. After that, two whole maneuvers must again pass before the counter explodes.

Anti-aircraft machine guns

Anti-aircraft machine guns use the same altitude firing rules as airplanes, and they are at 0-level altitude.

Observation balloons

Instead of players just agreeing on the number of turns that balloons will be in the air, place them on the table with two climb counters each and with altitude counters matching the altitude they start at. At the beginning of any turn in which an enemy airplane is on the table, after the planning phase but before any maneuvers are revealed, the owning player can order a balloon to be taken to the ground. Thereafter, the balloon loses one climb counter at the end of each turn. If it has no climb counters, it loses a level of altitude and it receives two climb counters. When a balloon reaches level 0 with no counters, it is out of the game but is not considered eliminated for victory conditions. At the start of any turn, the player owning a descending balloon can decide to stop its descent. The balloon stays at the altitude at which it was stopped. The player can decide to resume descent at the start of any turn.

If a balloon explodes (because of an explosion special damage result or because it takes too much damage while on fire), one C damage card is taken by each airplane within a half-ruler of distance and at the same altitude level, and by all airplanes overlapping the balloon that are at the level just above or below it. Anti-aircraft batteries and ground targets are unaffected by exploding balloons.

Balloons and artillery

Players may not place the artillery counter on a balloon, or on a spot where a straight line from the red dot on the gun to the artillery counter crosses a balloon, no matter the altitude of the balloon. If a balloon is at the same altitude and within half-ruler distance of an artillery burst, the balloon takes one C card of damage.

Rockets

Rockets can be fired in a turn in which a straight, a stall, or a dive (but not a climb) is executed. To hit, the next maneuver must be a stall, a straight, or a dive. After both the maneuvers, the airplane has to be at the same altitude level or just one level above the target. All the other requirements for successful rocket hits must also still be met.

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.

Planes not having an Immelmann card cannot execute overdives. (They are not maneuverable enough to do so.)

Bailing out

Balloons' observers had no heavy weapons and usually bailed out from their basket, parachuting to the ground, if enemy planes were sighted. One of the goals of planes was to force observers to parachute. Their mission was then interrupted and the balloon, damaged or not, had to be taken to the ground to allow them to get back into the basket and resume their duties.

If players use or design a scenario in which the observers are part of the victory conditions, as in "A Lonely Sentinel," they may add this rule. Each balloon has two observers, unless the scenario states otherwise. Put two observer counters on each balloon. At the end of each round, after firing has been resolved and damage taken, the owner of a balloon can decide to bail out his observers. If he does, they are considered to be safely on the ground. The observers cannot bail out if the balloon is at an altitude of 1 or 0.

If a balloon explodes before the observers bail out, they are eliminated. If a balloon takes an "observer incapacitated" special damage card of 3 damage points, both observers are eliminated. If the "observer incapacitated" card has a different number of damage points, only one observer is eliminated.

Collisions

Two overlapping planes and/or balloons 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 or balloon takes a C damage card for each airplane or balloon, enemy or friend, that it collides with. Take into account damage points and explosions and ignore other types of special damage.

> ***Example:*** *A Nieuport 17 at an altitude of 2 and with 2 climb counters overlaps with both a 2-altitude Austrian balloon with 1 climb counter and a 2-altitude Pfalz D.III with 3 climb counters. The balloon and the Pfalz don't overlap each other, but the balloon also overlaps with a 2-altitude Sopwith Camel with no climb counters.*
>
> *The balloon and the Sopwith don't collide, since one has climb counters and the other does not. The Pfalz and the balloon both collide with the Nieuport, so they take a single C card each while the Nieuport takes two C cards.*

Balloon barrages

Balloons were used not only as observation points but also as barrages. The balloons were set up in a line, with steel cross-cables between them. Balloon barrages prevented airplanes from passing through or below them. To form a barrage, place a line of balloons spaced one ruler of distance or less from each other. If any part of an airplane card is between two adjacent balloons, at the same altitude or lower of the lowest of the two balloons, the plane is eliminated. A plane is also destroyed if it is between the

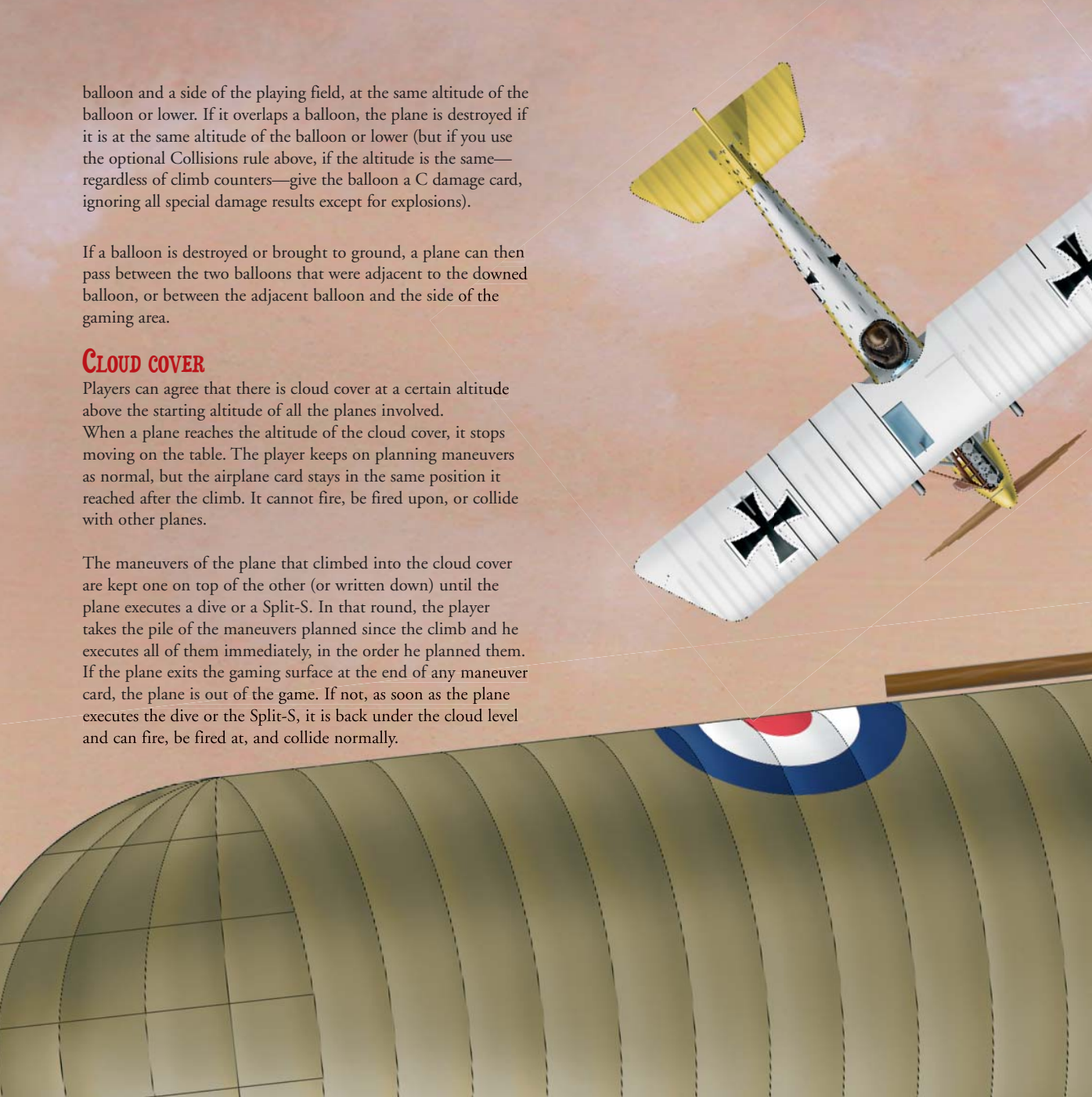
balloon and a side of the playing field, at the same altitude of the balloon or lower. If it overlaps a balloon, the plane is destroyed if it is at the same altitude of the balloon or lower (but if you use the optional Collisions rule above, if the altitude is the same—regardless of climb counters—give the balloon a C damage card, ignoring all special damage results except for explosions).

If a balloon is destroyed or brought to ground, a plane can then pass between the two balloons that were adjacent to the downed balloon, or between the adjacent balloon and the side of the gaming area.

Cloud cover

Players can agree that there is cloud cover at a certain altitude above the starting altitude of all the planes involved.
When a plane reaches the altitude of the cloud cover, it stops moving on the table. The player keeps on planning maneuvers as normal, but the airplane card stays in the same position it reached after the climb. It cannot fire, be fired upon, or collide with other planes.

The maneuvers of the plane that climbed into the cloud cover are kept one on top of the other (or written down) until the plane executes a dive or a Split-S. In that round, the player takes the pile of the maneuvers planned since the climb and he executes all of them immediately, in the order he planned them. If the plane exits the gaming surface at the end of any maneuver card, the plane is out of the game. If not, as soon as the plane executes the dive or the Split-S, it is back under the cloud level and can fire, be fired at, and collide normally.



Scenarios

Wings of War



The first five scenarios listed below can be played with the materials included in this box. The last two can be played if you have one or both of the other *Wings of War* sets: *Famous Aces* and *Watch Your Back!*

The playing area lengths and widths listed below are suggested minimums. Length is given as the distance from the German to the Allied side of the table (they are always opposite each other).

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.

After you are familiar with the game, feel free to invent your own scenarios, using the ones below as examples. If you own different sets and/or several copies of the same set, you can design far richer gaming situations. Feel free to mix the nationality of your planes as you wish: A couple of captured airplanes that Central Powers pilots used are included to allow more varied scenarios.

If you have other sets, you can also decide to enrich the scenarios given here with additional planes. For example, you might add an Allied Camel and a German Fokker to a trench-strafing or a balloon-busting scenario.

Players are strongly advised to use anti-aircraft machine guns only in trench-strafing scenarios or when altitude rules are in use.

SCENARIO RULES

These are special rules used only in a few scenarios.

Bullet checker

"Bullet checker" pilots checked every single bullet before taking off and discarded the defective ones, so when they fire, ignore the jamming damage result on cards with a green cross; bullet-checker pilots jam only when their target draws a card with the red cross.

Burning drachens

When playing a scenario with balloons but not the Altitude rules, if after 12 turns any balloons have not been destroyed, they are considered on the ground and taken out of the game. However,

if the game ends before the 12th turn and a balloon is burning, before scoring, each burning balloon takes a number of damage cards equal to the number of flame counters on it times the number of unplayed turns. If this damage would destroy the balloon, then the balloon is counted as destroyed for victory conditions.

> ***Example:*** *The game ends on the 9th turn. A balloon has two flame counters. Since 3 turns are remaining to reach the 12th, the balloon immediately takes 3 x 2 = 6 cards of fire damage.*

Face to Face

Two isolated fighters patrolling over the front meet each other and engage in a duel.

Players: 2

Gaming Surface: Length: 70 cm. Width: 70 cm.

German Player: An Albatros D.III at half-ruler distance from the German side.

Allied Player: An A-firing Nieuport 17 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 player who exits the gaming field or is shot down loses.

Variants: The German player takes a Pfalz D.III. The Allied player takes an A-firing Nieuport 17 with a "bullet checker" pilot (see rule above).

Alternatively, the German player takes a Pfalz D.III with an ace pilot: He is not forced to play a straight after an Immelmann or a Split-S (but he must always do a straight or a stall before). The Nieuport pilot is also an ace, and he is a "bullet checker," *and* he can do two *steep* maneuvers in a row. Once this last ability is used, it cannot be reused for the rest of the turn or the turn after that. Use a blank counter to show when you use the ability and remove it at the end of the next turn.

Into the Mud

A German airplane is sent on a trench-strafing mission.

Players: 1 (2 in the variant)

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

German (Human) Player: An Albatros D.III placed anywhere on the German side.

Allied (Virtual) Player: Two trench cards at two rulers' distance from the Allied side, one at 35 cm from the left side and one at 35 cm from the right one. An A-firing anti-aircraft machine gun at two-ruler distance from the center of the Allied side. Two anti-aircraft guns, one on the left back corner and one on the right back corner of the Allied side.

Winning Conditions: The game ends when the airplane leaves the gaming surface or is destroyed. Every damage point inflicted to a trench card or an anti-aircraft machine gun is a victory point, up to a maximum of 5 per card. The German player loses 12 points if his plane is destroyed, 9 points if it exits from a side other than the German one, and 4 points if it leaves from the German side. The German player wins if he scores more than zero points: Up to 3 points is a marginal victory; 7 points or more is a decisive one.

Rules needed: Basic rules, Ground fire section.

Variant: If there are two players, the German player takes a Pfalz D.IIIa instead. An A-firing Nieuport is kept off the table: The Allied player puts either a left or a right maneuver card facedown on top of the maneuver deck. At the end of the second turn, he shows it and places the Nieuport on either the left or right half of his side of the playing surface, depending on the maneuver chosen. The Nieuport will move and fire normally from the third turn onward. The German player scores 1 point for each damage point inflicted on trenches or AA machine guns (no more than 5 for each card), 10 points if he destroys the Nieuport, and 8 if the Nieuport leaves the gaming surface from any side while the Pfalz is still there. He loses 12 points if his plane is destroyed, 8 if points if his plane exits from any side other than the German one, and 4 points if it leaves from the German side before doing at least 1 point of damage to each trench and AA machine gun card. The game ends when the Pfalz leaves the gaming surface or is destroyed. The German player wins if he scores more than zero points. If he scores negative, the Allied player wins. Zero is a tie.

If the Altitude rules are used, the planes enter at a level of 2 with no climb counters.

Look Up!

A German patrol is sent to strafe the enemy trenches.

Players: 1 (2 in the variant)

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

German (Human) Player: An Albatros and a captured Nieuport 17 (pretending it is A-firing) anywhere on the German side.

Allied (Virtual) Player: Two trench cards at two-ruler distance from the Allied side, each one 35 cm from the from the left or right side of the playing area. An A-firing anti-aircraft machine gun at two-ruler distance from the center of the Allied side. Two anti-aircraft guns at one ruler of distance from the Allied side, each one a ruler of distance away the left or right side of the playing area.

Winning Conditions: The game ends when both airplanes leave the gaming surface or are destroyed. Every damage point inflicted to a trench card or an anti-aircraft machine gun is a victory point, up to a maximum of 5 per card. The player loses 10 points for each plane destroyed, 8 points for each plane that exits from a side other than the German one, and 2 points for each plane that leaves from the German side. The player wins if he scores more than zero points: Up to 3 points is a marginal victory; 7 points or more is a decisive one.

Rules needed: Basic rules, Ground fire section.

Variant: This scenario can be played by two players on the same side, with one plane each. They cannot fire at each other! The Nieuport's pilot is a "bullet checker" (see scenario rules, pag. 18). Ground fire always goes against the nearest airplane (consider any part of the airplane card).

Scores are kept separately: The winner is the one scoring more points. There is no penalty for airplanes leaving the playing surface from the German side. Each trench or anti-aircraft machine gun card can give only 5 victory points, which are awarded for the first 5 damage points inflicted on them. If the total of 5 is reached from both player's planes firing on the target simultaneously, then each player scores as if he had fired on that target alone.

If the Altitude rules are used, the planes enter at a level of 2 with no climb counters.

Fireworks over the Front

A solitary airplane attacks a couple of enemy balloons with the tricky Le Prieur rockets.

Players: 1

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

German (Virtual) Player: Two balloons at half-ruler distance from the German side, nose pointing to the Allied one, each one 30 cm from the left or right side of the playing area. Three anti-aircraft guns at one ruler of distance from the German side: One between the balloons and one between each balloon and the nearest side of the playing surface, 15 cm from it.

Allied (Human) Player: An A-firing Nieuport 17 on a far corner of the Allied side.

Winning Conditions: After 12 turns, if they have not been destroyed, the balloons are considered on the ground and taken out of the game. The game ends when the airplane leaves the playing area or is destroyed: Check the "Burning Drachens" scenario rule, pag. 18 before scoring.

The Allied player scores 10 points for each balloon destroyed, 6 for each one on fire but not destroyed, and 2 for each one damaged but not on fire. He loses 15 points if his plane is destroyed, 12 points if his plane exits from a side other than the Allied one, and 8 points if it leaves from the Allied side while there are still balloons in play. There is no penalty if it leaves from the Allied side while there are no more balloons in play. He wins if he scores more than zero points: Up to 7 points is a marginal victory; 12 points or more is a decisive one.

Rules needed: Basic rules, Special damage optional rule, Balloons and Ground fire section.

Variant: If altitude is used, add two A-firing anti-aircraft machine guns and put one of them in front of each balloon, at half-ruler distance. Check the "Burning Drachens" scenario rule, pag. 18 before scoring.

In another variant, the Allied player is the virtual player with the balloons and AA batteries. The German player has a Pfalz D.IIIa with a "bullt checker" pilot (see scenario rules) and incendiary bullets.

A Lonely Sentinel

A Nieuport with Le Prieur rockets attacks an enemy balloon, but a German fighter comes to rescue it.

Players: 2 (3 in the variant)

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

German Player: A balloon at half-ruler distance from the half of the German side, nose pointing to the Allied one. Two anti-aircraft guns at one ruler's distance from the German side, one ruler of distance away each from the left and right sides of the playing area. An Albatros D.III is kept off the table: The German player puts either a left or a right maneuver card facedown on top of the maneuver deck. At the end of the second turn, he shows the card and puts the Albatros on the German side of the table, in the left or in the right corner depending on the maneuver chosen. It will move and fire normally from the third turn onward.

Allied Player: When the German player is ready, the Allied player places an A-firing Nieuport 17 on the Allied side, in a far corner of his choice.

Winning Conditions: If the balloon has not been destroyed after 12 turns, it is considered on the ground and taken out of the game. The game ends when the Nieuport leaves the table or is destroyed: Check the "Burning Drachens" scenario rule before scoring. The Allied player scores 10 points if the balloon is destroyed, 6 if it reaches the ground while on fire, and 2 if it reaches the ground damaged but not on fire. Each player loses 15 points if his plane is destroyed, 12 points if his plane exits from a side other than his own, and 8 points if it leaves from his own side. There is no penalty for the Allied player if he leaves from the Allied side when the balloon is on the ground or destroyed. The player scoring more points wins.

Rules needed: Basic rules, Special damage optional rule, Balloons and Ground fire section.

Variants: If there are three players, an Allied player controls the Nieuport. One of the two Germans controls the airplane, and the other controls the anti-aircraft batteries. The two German players form a team.

If Altitude rules are in use, add an A-firing anti-aircraft machine gun and put it in front of the balloon, at a half-ruler of distance. The balloon is not on the ground after 12 turns—use the Altitude rules instead. If a balloon is on fire when the Nieuport leaves the field or is destroyed, the game is not finished until the balloon reaches the ground or is destroyed.

Both the basic scenario and the variant can be played with two balloons instead of one. Place two balloons at half-ruler distance from the German side, nose pointing to the Allied one, each one 30 cm from the left side or right side of the playing area. Place 3 anti-aircraft guns at one ruler of distance from the German side: One between the balloons and one between each balloon and the nearest side of the playing surface, 15 cm from it. The Allied player scores 10 points for each balloon destroyed, 6 for each balloon reaching the ground on fire, and 2 for each balloon reaching the ground damaged but not on fire.

If Altitude rules are in use, you can decide to add also the "Bailing out" rule (pag. 16) to the basic scenario or the variants. Place two observers on each balloon. For each balloon that is not on the ground and still has at least one observer on it at the end of the game, the German player scores 2 points. For any observer that is eliminated, the German player loses 2 points.

All of these variants can be used with the sides reversed. Give the balloons and AA batteries to the Allied player, as well as an A-firing Nieuport instead of the Albatros. The German player attacks with an Albatros, with rockets, that is not forced to play a straight after an Immelmann or a Split-S or, in another variant, with a Pfalz D.IIIa with a "bullet checker" pilot (see scenario rules) and incendiary bullets.

Scenarios for Owners of Famous Aces or Watch Your Back!

Outnumbered!

An Ufag C.I with a strong escort must take pictures of a well-defended trench complex.

Players: 2-4

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

Allied Player: A trench card at one ruler's distance from the center of the Allied side; two B-firing AA machine guns, each one ruler away from the trench to the left and right;

two A-firing AA machine guns at half a ruler to the front of the trench. One Sopwith Camel at any point one ruler away from the Allied side.

German Player: When the Allied player is finished, the German player places an Ufag C.I, a Fokker Dr.I, and an Albatros D.III anywhere on his side, nose pointing to the Allied one.

Winning Conditions: To photograph the target trench card, the Ufag must perform a stall maneuver, starting it when its center is at half-ruler distance from any point of the target card. The photo cannot be taken if the observer is incapacitated. If Altitude rules are in use, the Ufag must be at an altitude of 1 when it executes the stall.

Each team scores 1 point for each enemy aircraft that leaves the gaming field, 2 points for each enemy airplane shot down, and -1 for each of its own airplanes shot down. But if the Ufag photographs the target, the German planes don't give any points to the Allied player if they go out of the gaming surface from their own side, and if the Ufag exits that way the German player scores 2 points. The Allied player gets 3 points if the Ufag does not exit from the field with the pictures. The German player gets 1 point for every trench or machine gun card that he "silences." The player with more points wins.

Rules needed: Basic rules, Ground fire section. If you do not have *Watch Your Back!*, you can make an H maneuver deck from a B one by discarding cards #12/18, #15/18, and #18/18.

Variant: If you do not have *Famous Aces* but you own *Watch Your Back!*, replace the Camel with an A-firing Hanriot HD.I and the Fokker Dr.I with a Siemens-Schuckert D.I pretending it is A-firing.

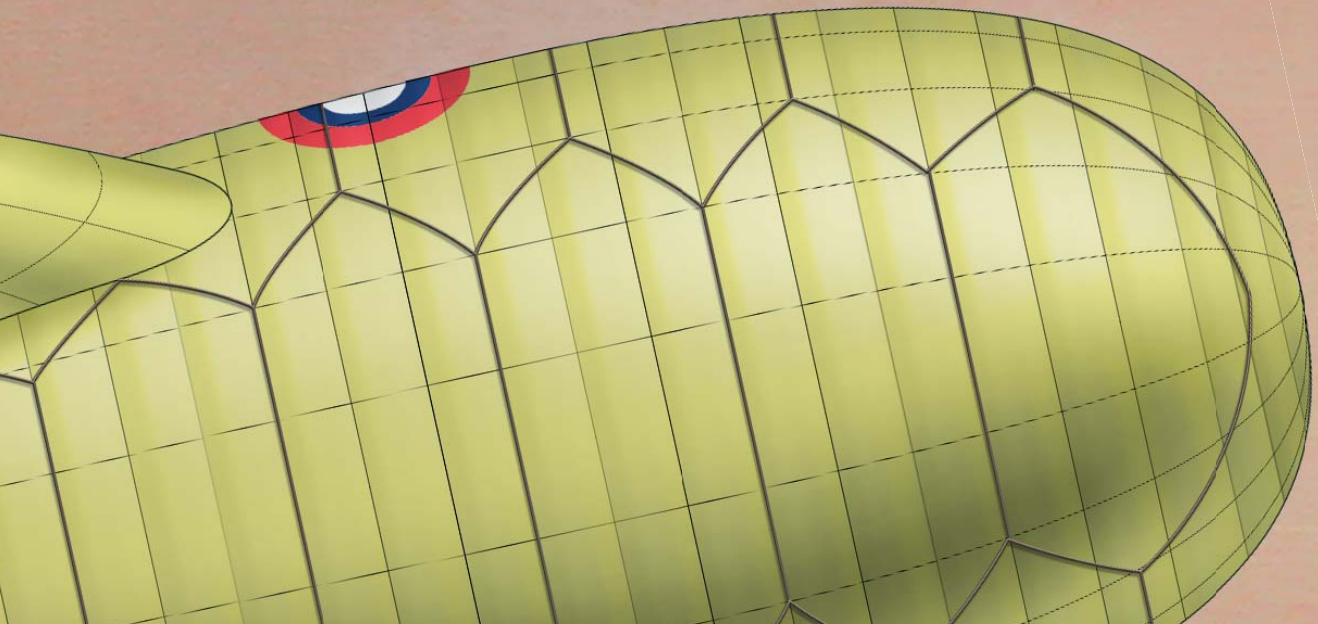
A Hard Task

A D.H. 4 has to bomb an enemy factory that is defended by a barrage of balloons.

Players: 2-6

Gaming Surface: Length: 150 cm. Width: 99 cm.

German Player: Two AA guns at one ruler's length from the German side, each one at a ruler's distance from the left or right side of the playing area. Place a target card one ruler of distance from the center of the German side. Place an Albatros D.III in the middle of the German side. At the start of the second turn, a Halberstadt D.III arrives at the



far left corner of the German side and a Siemens-Schuckert D.I arrives at the far right one. The German player chooses the altitude of the airplanes. Form a barrage with 4 balloons at 50 cm of distance from the German side, nose pointing to the Allied side. The first balloon is 10 cm from the left side, the next one 20 cm to the right of the first, the next one 20 cm to the right of the second, and the last one at 10 cm from the right side, so that all of the balloons are equally spaced on a line. The balloons are all at altitude level 4.

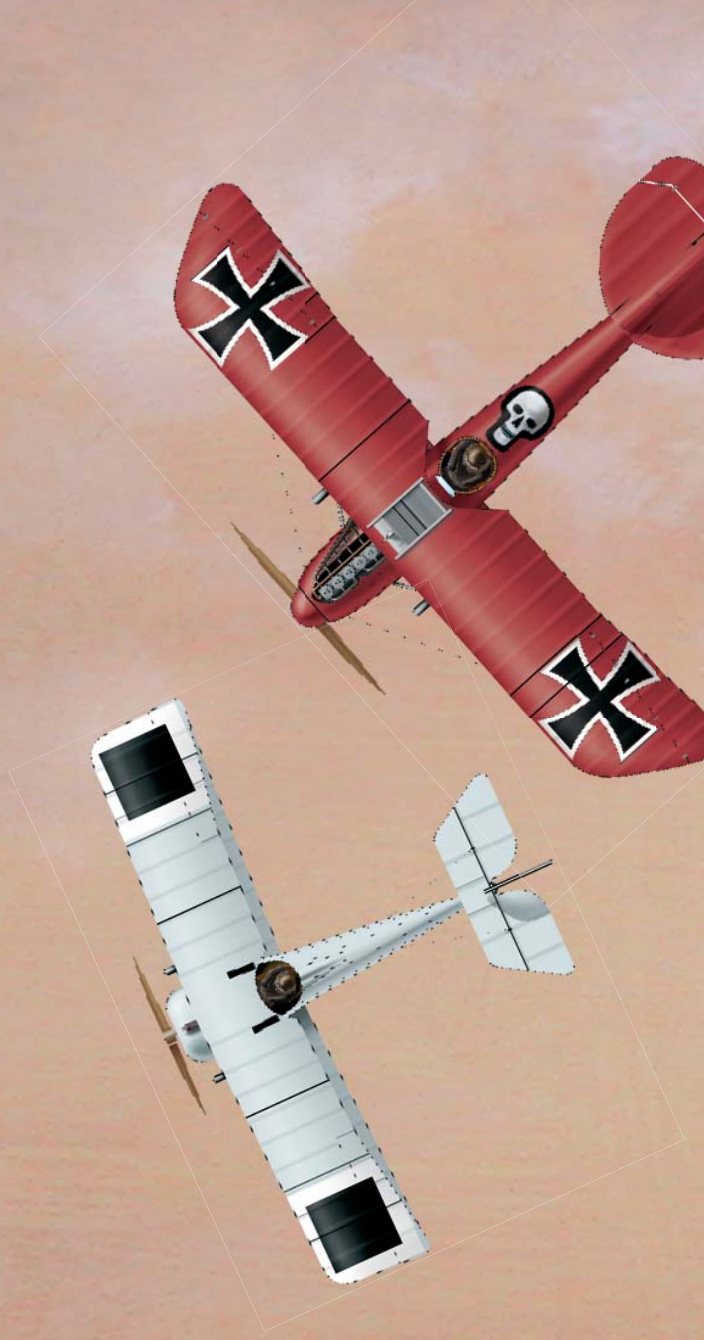
Allied Player: When the German player is done, place an A-firing Nieuport 17 with rockets and a B-firing Hanriot HD.1 with incendiary bullets anywhere on the Allied side. At the start of the third turn, Clayburn Atkey's D.H. 4 appears in the middle of the Allied side. The altitude of the airplanes is chosen by the Allied player the moment he brings them into the game.

Winning Conditions: To bomb the target, the D.H. 4 must pass over it at an altitude of 2 or less, and at some point the airplane card or the maneuver card must overlap the center of the target card. The bombing cannot be made if the observer is incapacitated.

The game ends when there are no planes left on the gaming surface. The Allied player scores 8 points if the target is bombed and 4 points for each balloon destroyed. He loses 6 points if the target is not bombed. Each player scores 6 points for each enemy airplane destroyed. The player with more points wins.

Rules needed: Basic rules; Special damage optional rules; Ground fire, Balloons and Altitude section; Balloon barrages optional rule.

Variant: If you do not have *Watch Your Back!* but you own *Famous Aces*, you can play this scenario with the Germans as the bombing force, using the promotional Ufag card included in *Famous Aces*. To make its H deck, use a B deck but discard cards #12/18, #15/18, and #18/18. For placement and victory conditions, swap sides. The German enters with a Pfalz D.IIIa with rockets and a Fokker Dr.I with incendiary bullets on the first turn, and with the Ufag (which has the bombing mission) on the third turn. The balloons and AA guns are controlled by the Allied player, who also has a SPAD XIII on his half of the Allied side. On the second turn, a Sopwith Camel arrives at the far left corner of the Allied side and a B-firing Nieuport 17 arrives at the far right corner.



A game by Andrea Angiolino and Pier Giorgio Paglia



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