

# Wings of War



**Original Rulebook by Andrea Angiolino & Pier Giorgio Paglia**  
**This compilation by Iain McGhee**

## 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 aircraft model and puts it in front of him, pointing at his opponent. The plane must be put on a stand, and the stand must be fixed at the centre of a base: Each model matches a specific base (the name on both the base and the aircraft's card should match).

You may choose the models and the dimensions of the surface freely, or you may use one of the Scenarios (see the **Scenarios** section).

Each player takes a game board for his plane and takes the appropriate manoeuvre deck as indicated by the blue letter on the model base. Place the Manoeuvre deck on the Manoeuvre deck area of the game board. If you are not using the optional rules for Altitude, remove the last two cards of the deck (those with the highest numbers and the different coloured movement path lines). In the upper-right corner of the game board, place the aircraft card which corresponds to the model used with this board.

Next, shuffle the "A" deck of Damage cards. If you are using planes with a red letter "B" on their base, shuffle the "B" deck of Damage cards as well. Two-seater aircraft often have two red letters, the second being used when firing the rear arc gun(s). The "A" Damage deck is included in *Famous Aces* and *Burning Drachens*. The "B" Damage deck is included in *Watch Your Back!* All the planes from the first series of *Wings of War* miniatures use the "A" Damage deck.

This game can be played with more than one plane per player. Each plane plans manoeuvres, shoots and takes damage separately. You can also play with more than two players, divided into teams.

## Turn

Each turn has a Planning Phase and three Movement & Firing Phases.

### Planning

At the start of the turn, players choose three cards from their planes' manoeuvre decks. These cards are the three manoeuvres that each plane will perform during that turn. Place these cards facedown in the three spaces of the game board. The card in space 1 will be the first to be performed, the card in space 2 will be the second, and the card in space 3 the third.

Cards with a **diamond** symbol are *steep* manoeuvres. At least one non-*steep* card must be played before another *steep* manoeuvre may be used. In other words, you may not plan two *steep* manoeuvres in a row. If the last card of the previous turn was a *steep* manoeuvre, you cannot use a *steep* manoeuvre as the first card of the new turn. A *steep* manoeuvre with a short blue arrow is called a *stall*.

A card with a **downward arrow** symbol is an *Immelmann turn*. To play the Immelmann, you must play a straight manoeuvre (one with the **upward arrow** 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 it with a straight one.

### Movement

When all the players have planned their moves, they reveal the first of their manoeuvre cards for the turn. Each player puts his manoeuvre card in front of his plane base so that the beginning of the arrow matches the little black line in front of the base. Then he takes the plane base and puts it on top of the manoeuvre card, so that the black arrowhead on the rear of the base matches the arrowhead of the manoeuvre.

### Overlapping during Movement

It is possible that, at the end of a manoeuvre, two planes would move to the same spot of the gaming field. A partial overlapping of the bases is acceptable, but it is possible that balance problems, the presence of the stands or the contact between models make it impossible for everybody to execute their manoeuvre exactly as planned. If turning the model around is not enough, put all the involved planes back to their starting position. Take a B- damage card for each of them and show it: the aircraft drawing the card with the smaller number on the lower right corner moves first, executing the manoeuvre exactly as planned. Then, following the order of the draw, every player will move his own plane as close as possible to its planned destination, keeping the plane with the same orientation which was planned and moving away from the final destination of the minimum necessary distance. Bases can overlap, if they are balanced. Damage cards drawn for this purpose must be discarded, the damage shown on these cards is not taken into account.

If you want higher accuracy when planes overlap in a way that forces their bases to be shifted, you may replace an aircraft model with the corresponding aircraft card.

### Overlapping

Two or more planes whose bases overlap cannot 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.

### Exiting the Gaming Surface

If, at the end of a manoeuvre, the centre of any aircraft base is outside the playing area, that aircraft is removed from the game.

## Firing

After all planes have moved using their manoeuvre cards (see above), the players check to see if anyone can shoot. Take the ruler and put an end against the plane stand at the centre of the aircraft base. If the ruler stays inside the fire arc of the aircraft base, and it can reach any point of an enemy plane base, the aircraft can fire at the opponent. It is possible that two planes can fire at each other. Firing is not mandatory; a player may decide not to fire with a plane if he wants to.

If the target aircraft base is reached by the first half of the ruler, the player who owns the target plane draws two cards of damage from the deck that matches the letter of the firing plane. If the target aircraft's base is reached by the second half of the ruler, the target plane takes only one card of damage.

Fighter aircraft can fire at a single target each phase, choosing one if there are several possible targets. Planes cannot fire through another plane base, enemy or friendly. If it is not possible to reach any point of the target base without the edge of the ruler crossing another base, then the firing plane's aim is blocked (although it might be possible to shoot at a different target).

## Damage

When an aircraft is fired at, the owner of that plane takes the appropriate damage cards and secretly looks at them, adding any damage numbers to his current total and noting if there is any special damage listed. (For the basic game, only damage numbers, *explosion*, and *jammed* symbols count. Special damage is discussed in *Optional Rules*.) He keeps all damage cards taken together, facedown, in the damage area of the target plane's game board, adding up the numbers on the cards. When the total reaches or exceeds the green number on the aircraft base, the aircraft is shot down and eliminated.

All damage is resolved simultaneously after all aircraft that want to fire have fired. Therefore, a plane that is shot is down may still fire the same phase.

## Jammed Guns and Explosions

A player must reveal damage cards that have the *jammed guns* symbol. The aircraft that fired at him has jammed his guns and cannot fire after each of the next three manoeuvres. To remember this, take three "jammed" counters and put them on the manoeuvre area on the game board of the firing plane. This plane discards one jammed counter after performing the next three manoeuvres, and may not fire during that time. If two jammed cards are drawn at the same time, jamming still lasts only three manoeuvres.

If a card with an *explosion* symbol is drawn, the aircraft is immediately eliminated (represents any catastrophic damage to the aircraft or pilot, not just an explosion).

## Rest of the Turn

Each turn is composed of three phases. After all aircraft have resolved their firing, the first game phase is ended. Everybody reveals the second manoeuvre card for the turn. Move and resolve firing, then reveal the third card. Again move and resolve firing, which completes the game turn. Then the planning of the next turn can begin.

Before picking up used cards for the next turn, if the last manoeuvre of the turn was a *steep*, the player places the appropriate counter on his game board to remind him that at the beginning of the next turn he **can't** perform another *steep*. If the last manoeuvre was an *Immelmann turn*, the player takes one of those counters to remember that he **must** begin his next turn with a "straight" manoeuvre. If the last manoeuvre was a *straight* manoeuvre, the player takes one of those counters to remember that he **can** begin his next turn with an *Immelmann turn*.

## Victory

The last player having one or more planes on the playing area after all the enemy planes have been eliminated or exited wins the match.

If you are playing several matches, score 1 point for each enemy aircraft leaving the gaming field, 2 points for every enemy aircraft shot down, and -1 for each of your own aircraft shot down. This is the score for the winning player or team, to be used to compare different matches.

# Optional Rules



**Once you are familiar with the basic rules, you will 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 game.**

## Special Damage

Some damage cards have symbols. These cause special damage effects to the target aircraft (exception: Jammed guns affect the *firing* aircraft, see [Damage](#), page 3). Some of these damage effects must be revealed to the other players, while others 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; do not reveal the amount of damage points.

The **Rudder Jammed (crossed arrow)** symbol means that the rudder of the plane is jammed. This special damage is kept secret. The aircraft cannot plan turns in the direction shown for the next turn only (no manoeuvres with a little arrow in the left lower corner of the card pointing in the same direction as the damage card). Any manoeuvres already selected for the remainder of this turn are carried out as placed.

The **Crew Wounded** symbol means that the pilot is wounded. This special damage is kept secret. The plane can no longer fire its forward machine guns just after executing a steep manoeuvre, an Immelmann turn, a Split-S, or a climb (see [Altitude](#) section, page 8). Unjamming machine guns takes longer: If your guns become jammed, you may not fire after the next four manoeuvres instead of the next three. Take three counters as always (so as not to reveal that your pilot is wounded), but do not fire after the manoeuvre executed just after discarding the last one. If an aircraft takes a second pilot wounded damage, it is eliminated. Two-seaters take crew hits according to the rules on page 7.

The **Engine Damage(Cogs)** symbol means that the engine is damaged. This special damage is kept secret. The plane must play at least one stall manoeuvre each turn (one with a short blue arrow and the diamond symbol) for the rest of the game. If an aircraft takes a second engine damage card, it explodes and it is eliminated.

The **Smoke** symbol means that the aircraft leaves a smoke trail. The player must reveal the smoke symbol to the other players and he has to put three "smoke" counters in the damage space on the game board to keep track of it. He will discard one counter at the end of each turn. The aircraft can't perform "tailing" (see below) until the "smoke" counters are removed. The smoking plane can be tailed normally.

The **Flame** symbol means that the aircraft has caught fire. The player must reveal the fire symbol to the other players. He takes three "flame" counters and puts them in the damage space on the game board to keep track of it. Each turn, before revealing the first manoeuvre of the turn, the player discards a "flame" counter and takes a damage card from the A- deck, but only damage points and explosions are taken into account. Any other special damage effects shown are ignored. In addition, the plane smokes: It cannot perform "tailing" (see below) until the "flame" counters are removed.

**When a plane takes more than one special damage of different types, all of them take effect. If a plane takes more than one special damage of the same type, from that moment ignore the older one and count the most recent one (if they are taken at the same time, count just the last one drawn).**

## Aim

When a plane fires at the same enemy plane for multiple phases in a row, it can fire with more accuracy. From the second phase of consecutive fire, even from one turn to the next, all the damage cards causing damage score one additional damage point. However, zeroes are still considered zeroes. To remember which cards cause extra damage, keep the +1 damage cards in the proper space on the aircraft game board.

## 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 stand of an aircraft with the stand of any plane in front of it. If the ruler passes through the front side of the first plane's base and through the rear side of the second plane's base, and if the ruler does not cross any other plane base in between, then the first aircraft is said to be tailing the aircraft in front (the second aircraft).

The two aircraft plan their turn as normal, but before revealing the first manoeuvre, the tailed player has to show his first card to the tailing player: The latter can rearrange the order of the three planned manoeuvre cards for the tailing plane. Then the manoeuvres are revealed and planes are moved. After firing is resolved but before revealing the second manoeuvre, check the position of the two planes: 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 two remaining manoeuvre cards.

Tailing is possible only between two aircraft that were in tailing position at the beginning of the turn. If a plane can tail two or more enemies, he must choose only one for the current turn. Note that the tailing aircraft must put three manoeuvre cards down. This is so that, if for some reason he no longer tails the same plane, he must follow his original plans. Since tailing can only begin at the start of a turn, it is not possible to begin tailing a new plane during the three manoeuvres of the turn, but it is possible to lose tailing ability. Planes with overlapping bases cannot tail each other.

## Disruption

If an aircraft takes at least 1 point of damage, he loses any tailing and aim advantages for the next phase (if those optional rules are in use).

# Two-Seaters



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FINE ARTS

**Two-seaters can be added to the game for more varied scenarios such as recon, bombing and so on.**

## Second Arc of Fire

Most two-seater planes have two different red letters on their base: The first one is for the front machine gun, and the second one is for the rear machine gun. Some have just one letter for the rear-firing machine gun, and no front ones.

The rear gunner follows the normal rules for firing, but uses the arc on the rear of the aircraft's base. Two-seaters with two firing arcs can fire at two different targets after each move. One target must be in the front arc of fire, as for fighters; the other target must be in the rear arc. If a two-seater takes *Jammed Guns* special damage, only the guns from the arc which was shooting when the card was drawn are considered jammed.

## Observer Wounded

### (Special Damage)

When the optional "Special Damage" rules are in use, if the **Crew Wounded** card is drawn by a two-seater the special damage may affect either the pilot or the observer. If the card causes 3 points of damage, it affects the pilot: Apply the normal rules for a wounded pilot. If it has any other damage value, it means that the observer of the two-seater plane is wounded. This special damage is kept secret. The plane can no longer fire the machine guns in the rear arc of fire. If a two-seater plane has a mission, when you plan the scenario you have to decide if it can be performed by a plane with an incapacitated observer or not (for example, some cameras could be used by the pilot).

A second observer wounded damage on the same observer has no additional effect.

## Aim

If you use the Aim optional rule (page 5), the bonus is given to a two-seater plane only if it fires at the same enemy plane in the same firing arc for multiple phases in a row, not if the target planes moves into a different firing arc.

### Example

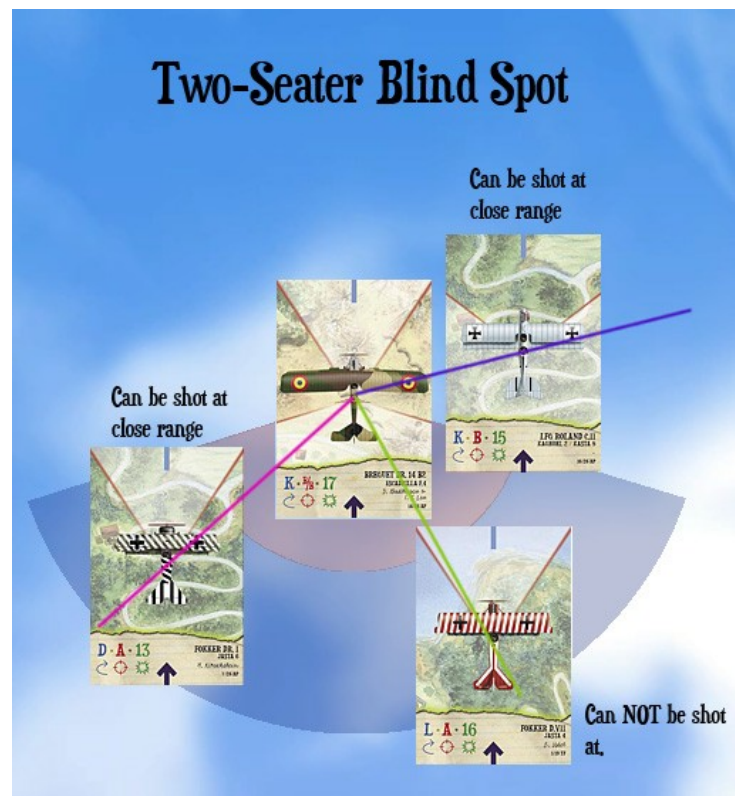
*If a DH.4 shoots a Fokker Dr.I in its rear arc of fire at the end of a turn, and then shoots it again, at short distance, in the first phase of the next turn in the same rear arc, the Fokker Dr.I takes two cards of damage: If one is a 0 and the other is a 3, the total damage is 4 (0 and 3+1) because of the aim bonus. If after the next manoeuvre the Fokker Dr.I is in the front arc of the DH.4, the latter can fire again but with no aim bonus since it is a different firing arc.*

## Blind Spots for Rear Guns

### (Optional Rule)

If you want to add more realism and make two-seaters less powerful, use this rule. It applies to any rear guns, no matter if the plane has one or two arcs of fire.

The rear machine gun of two-seater planes has a blind spot just at the rear of the tail. Use the ruler to connect the centre of the two-seater plane with the centre of the would-be target in the rear arc. If the ruler passes in the flat side of the rear of the two-seater aircraft base and if the ruler touches any point of the target base with its first half, firing is not possible. If you use the altitude optional rules, the blind spot is effective only against targets at the same or lower altitude: Ignore it if the target is at a higher level.



## Special Rule for Roland C.II

The German Roland C.II has higher rear machine guns that can be turned 360°: Use the arc of fire on the base with the blind spot for targets at the same or lower altitude, but the rear machine gun of the Roland C.II can ignore both the blind spot *and* the firing arc when firing at targets at higher altitude.

# Altitude





If you wish to introduce altitude into the game, include all the rules in this section. When you use altitude rules, you will use the four pegs included with each aircraft model, inserting and removing them to show the current altitude of the model. You will also use the last two manoeuvre cards of the manoeuvre deck of each plane (the ones with different coloured lines): a "climb" (**short**) and a "dive" (**long**) card. They are planned in the same way as all other manoeuvre cards, but they have special effects.

Each plane starts the game at a certain altitude, agreed upon by all the players. It must be at least 1 and no higher than 3. Put as many stands between the plane base and the model as the agreed altitude for that plane, plus one (so an aircraft at altitude 2 will have 3 stands inserted).

No plane can go higher than altitude 3: At that height, a manoeuvre card that would bring the plane to 4 is considered an illegal manoeuvre. The minimum altitude for flying planes is 0, if they have at least a climb marker on them. At 0 level without climb markers, the plane is considered landed. Remove the plane from the pegs and just place it on the aircraft base.

## Dive

At the moment of executing a dive (**long**), the plane also loses a level. Take away a peg from under the model for 1 level, and discard any climb counters that the plane has on its control panel. If a plane dives to level 0, leave a single peg and discard all the climb markers it has except for one. If it has none, give one to it.

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

### Example

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

## Climb

At the moment of executing a climb (**short**), give the plane a climb counter. When the number of climb counters reaches the climb rate indicated on the table below (page 11), remove all of them: The plane gains 1 altitude level and the model gets a new peg to be put between it and the base.

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

A climb cannot be planned if it would bring the plane to an altitude of 4.

### Example

*An Albatros D.Va (climb rate of 3) is at level 2 of altitude. In past turns it got two climb counters. When the plane executes a new climb, it gets a third climb counter. Since its climb rate is 4, the plane goes immediately to level 3 (adding a fourth peg to its base) and discards all the climb counters.*

## Immelmann Turns

The Immelmann turn is executed as in the basic game, but the plane also gets 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 and a straight after (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 it is executed, the plane also loses a climb counter. If it has none, it loses 1 altitude level and it takes as many climb counters as the climb rate of the plane minus one.

If a plane at 0 altitude loses its last climb marker because of a Split-S, it crashes to the ground and it is eliminated. The Split-S cannot be executed in the same turn as a Dive.

### Example

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

## Blocked Aim

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

## Firing

When a plane fires at a target whose altitude differs by one level, treat short range (half a ruler) as if it was long range (one card of damage). Planes at one level of difference and at more than half of the ruler distance, or at two or more levels of difference, can't fire each other.

## Tailing

Tailing can be executed normally if the tailing plane is one level higher than the tailed one, at the same distance of one ruler. No tailing is possible if the tailing plane is two or more levels higher, nor if it is one or more levels lower.

## 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 table or put a sheet of paper of the right shape. This could represent a real airfield or just a nice spot where somebody is waiting for rescue...

**Landing:** The plane must be at 0 level of altitude with one or more climb markers. The sequence of cards must be: First perform a dive to discard all the climb markers (it touched the ground—remove any stand from the model), then a straight, then a stall. Then movement for that turn ends, even if there would be more phases: Any manoeuvre planned after the stall is just for bluffing and will not be executed.

**Takeoff:** The plane must start with the centre of its base inside the landing field. It must do a stall, then a straight manoeuvre (it is still on the ground), then the "climb" card (it is now flying—put a stand under the model). If the player wants to start taking off in the second or third phase, just play one or two non-stall manoeuvres before the stall, and ignore them when they should be executed: The plane will complete the takeoff sequence next turn. If the plane has the centre of its base inside the airfield and wants to pretend to take off without doing so (the plane has the engine on but it stays in the same place) just plan three non-stall cards: The plane can't be moved or turned that turn.

**Crashes:** If a grounded plane ends with the centre of the base out of 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 2x A-damage cards if it happens with the stall, 3x A-cards if after the straight. Take into account damage points, *explosions*, and *fires*, but ignore all other special damages. The plane is grounded (take away any stand from the model) and it has to be completely still for all the next turn. If it is not destroyed, it can be moved or turned, or start a new takeoff, from the second next turn onward.

If a plane loses its last climb marker while it is at 0 level and the centre of its base is out of the landing field (because of bad planning), it crashes: It takes 4x A-cards of damage. Take into account damage points, *explosions*, and *fires*, but ignore all other special damages.

**Planes on the Ground:** While on the ground, planes cannot fire, but they can be fired at. During the second phase, before any manoeuvre card is revealed, the owner can move and turn the plane base freely. To turn, put a finger on any point of the plane base and then turn the base around that point.

**Fire on the Ground:** A plane cannot take off if it has fire counters. At the start of each turn, before considering fire damage, take an A damage card to see if the ground personnel or the pilot manage to extinguish part of the fire: Don't take any damage from these cards, but if you draw a 0, take away a flame counter without taking any damage in exchange for it. If one or more counters are left, trade one for the damage as normal. At the end of the turn, if a plane on the ground that is on fire overlaps one or more planes not on fire that are on the ground, the latter each take two flame counters.

## Altitude Optional Rules

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

### Overdive

The dive is a steep manoeuvre, but a plane can plan one just after a stall if it plans a straight just after the dive. This sequence is called an "overdive." At the moment of executing the dive, the plane loses a level and it discards all the climb counters that the plane had. At the end of 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 aircraft keeps a climb counter. aircraft at 1 or 0 level cannot execute overdives: If they plan one by mistake, they crash to the ground and they are eliminated. Planes not having an Immelmann card in their deck cannot execute overdives. (They are not manoeuvrable enough to do so.)

### Flying Higher

If this optional rule is in use, each game starts with a specific "floor" that is the minimum altitude at which the planes can fly. If there is no specific agreement on that, the "floor" is zero. The "ceiling" is 3 levels higher: 3 if the floor is 0, 4 if the floor is 1, and so on. Each plane starts the game at a certain altitude, agreed among the players. It must be at least 1, no lower than the floor, and no higher than the ceiling. Put one stand between the plane base and the model plus one for each level agreed above the floor. Each plane model has also a maximum altitude that it can reach: See the table on page 11. No plane can climb above its maximum altitude nor above the ceiling of the scenario (the limit of 4 of the basic rules is replaced by the limit to the ceiling). No plane can dive below the floor of the scenario. Accidentally doing so means that the plane is eliminated, just as if it went out of the gaming surface. Before planning a turn, any player can propose to change the floor and the ceiling of the scenario. Any new floor can be chosen, if all players agree: If one or more players do not agree, the change is not possible. The choice of the new floor must be made in a way that all planes still in the game are at an altitude included between the floor and the ceiling.

#### Example

*A Sopwith Camel at an altitude of 5 and a Fokker Dr.I at an altitude of 6 are playing a scenario whose floor is 4. If both players agree before planning the next turn, the floor can be instantly changed to 3 or 5: no lower than 3 or the Fokker would be higher than the new ceiling, no higher than 5 or the Camel would be lower than the new floor.*

## Cloud Cover

Players can agree that there is a cloud cover above the starting ceiling of the scenario: For example, at an altitude of 4 if the agreed starting ceiling is 3. It is then allowed to climb above the ceiling reaching the cloud cover. When a plane reaches the altitude of the cloud cover, it stops moving on the table. The player keeps on planning manoeuvres as normal, but the aircraft base stays in the same position that the model would have reached after the climb. It is just a reminder: It cannot fire, be fired on, or collide with other planes.

The plane cannot climb more, neither with a climb card nor with an Immelmann turn. Its manoeuvres are kept one on top of the other (or written down) until a dive or a Split-S is executed. In that phase, the player takes all the pile of the manoeuvres planned since the climb and he executes all of them immediately, in the order he planned them, putting the model back on the gaming field. If the plane exits the gaming surface at the end of any manoeuvre 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 it can fire, be fired at, collide, and climb again normally.

Even if the ceiling of the scenario is moved, the cloud cover stays at the same level.

## 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 (or two A damage if you don't have a C- damage deck) for each aircraft or balloon, enemy or friend, that it collides with. Take into account damage points and explosions but ignore other types of special damage.

**Example:** A Nieuport 17 at an altitude of 2 and with 2 climb counters overlaps with both an altitude 2 Austrian balloon with 1 climb counter and an altitude 2 Pfalz D.III with 3 climb counters. The balloon and the Pfalz don't overlap each other, but the balloon also overlaps with a altitude 2 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.

AIRCRAFT TYPE	CEILING	CLIMB RATE
<b>Fokker E.III/A.III/E.IV</b>	<b>9</b>	<b>6</b>
<b>Morane Saulnier Type N</b>	<b>9</b>	<b>6</b>
<b>AIRCO D.H. 2</b>	<b>10</b>	<b>5</b>
<b>Halberstadt D.III</b>	<b>10</b>	<b>5</b>
<b>L.F.G. Roland C.II</b>	<b>10</b>	<b>5</b>
<b>Nieuport 11/16</b>	<b>10</b>	<b>5</b>
<b>RAF R.E. 8</b>	<b>10</b>	<b>5</b>
<b>Pfalz D.III</b>	<b>11</b>	<b>5</b>
<b>Pomilio PC</b>	<b>11</b>	<b>5</b>
<b>Albatros D.III</b>	<b>11</b>	<b>4</b>
<b>De Havilland/AIRCO D.H. 4</b>	<b>11</b>	<b>4</b>
<b>Pfalz D.IIIa</b>	<b>11</b>	<b>4</b>
<b>UFAG C.1</b>	<b>11</b>	<b>4</b>
<b>Breguet BR.14 A2/B2</b>	<b>12</b>	<b>4</b>
<b>Nieuport 17/21/23</b>	<b>12</b>	<b>3</b>
<b>Siemens-Schuckert D.1</b>	<b>12</b>	<b>3</b>
<b>Albatros D.Va</b>	<b>13</b>	<b>3</b>
<b>Sopwith Triplane</b>	<b>13</b>	<b>3</b>
<b>Fokker Dr.1</b>	<b>13</b>	<b>2</b>
<b>Sopwith Camel</b>	<b>13</b>	<b>2</b>
<b>Hanriot HD1</b>	<b>14</b>	<b>3</b>
<b>SPAD XIII</b>	<b>14</b>	<b>3</b>
<b>Fokker D.VII</b>	<b>14</b>	<b>2</b>
<b>RAF S.E. 5a</b>	<b>14</b>	<b>2</b>
<b>Sopwith Snipe</b>	<b>14</b>	<b>2</b>
<b>Siemens-Schuckert D.III</b>	<b>15</b>	<b>2</b>
<b>Siemens-Schuckert D.IV</b>	<b>16</b>	<b>1</b>

<b>Parsvel-Sigsfeld</b>	<b>3</b>	<b>X</b>
<b>Achthundert English Ae 800</b>	<b>4</b>	<b>X</b>
<b>Avorio-Prassone AP</b>	<b>4</b>	<b>X</b>
<b>Caquot M</b>	<b>4</b>	<b>X</b>

# Balloon Busting



**This section includes rules for balloons and the special equipment that was used to attack them. It also includes rules for ground defences and ground attack.**

## 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 *fires* and *explosions*. (Exception: If using the Incendiary Bullets rules (see page 13), balloons should treat all *smoke*, *rudder jammed*, and *engine damage* results as if they were *fires*.) 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 aircraft 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 aircraft 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 *fires*, 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.

### *Using Balloons with the Altitude Rules*

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 aircraft is on the table, after the planning phase but before any manoeuvres 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 aircraft within a half-ruler of distance and at the same altitude level, and by all aircraft overlapping the balloon that are at the level just above or below it. Anti-aircraft batteries and ground targets are unaffected by exploding balloons.

## Burning Drachens

When playing a scenario with balloons but without the altitude rules, if no balloons are destroyed after 12 turns, they are considered to be on the ground and taken out of the game. However, if the game ends before turn 12 and a balloon is burning, before determining scores, 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 before the 12th, the balloon immediately takes  $3 \times 2 = 6$  cards of fire damage.*

## Le Prieur Rockets

Some aircraft 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 aircraft must do either a "straight" or a "stall" manoeuvre 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 manoeuvre if all three of the following happen:

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

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 aircraft blocks the view, then the blocking aircraft (friend or foe) is hit instead and takes a D- Damage card.)

## *Using Rockets with the Altitude Rules*

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 manoeuvre must be a stall, a straight, or a dive. After both the manoeuvres, the aircraft 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.

## **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 aircraft are so equipped, put an "incendiary bullets" counter on their control boards. The incendiary bullets counter is never discarded; the aircraft keeps it for the entire game. When a shot from an aircraft carrying incendiary bullets inflicts *smoke* special damage on an enemy plane, the damage should be treated as *fire* instead. When incendiary bullets cause *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 damage* special damage result from an aircraft with incendiary bullets treats it as *fire* instead.

## **Ground Fire**

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

### **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.

### **Trenches**

If an aircraft's stand (not the base) 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- Damage 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. 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**

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 centre 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 manoeuvres 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 centre of the gun card. The artillery counter may not be placed above the AA gun card. After placing the artillery counter, two aircraft manoeuvres are shown and executed. After that second manoeuvre, if one or more aircraft 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 manoeuvre 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 manoeuvre phase, put the counter at the side of the card, and after the third manoeuvre phase, place it in the centre 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.

### *Using AA Guns with Altitude Rules*

When placing the artillery counter on the table, the player must declare the altitude at which the shell is aimed (from height 1-5). Only objects at that altitude are affected. The counter can be placed at two rulers distance at height 1, one and a half rulers at height 2, one ruler at height 3, a half ruler at height 4 and overlapping the gun card at height 5 (with altitude rules in use, ignore the rule about not placing the counter over the card)

### **Balloons and Anti-Aircraft Guns**

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- Damage card. Artillery counters cannot be placed on a spot where it is not possible to trace a straight line from the red dot at the centre of the gun to any part of the artillery counter without passing through a balloon card or base, regardless of height when using altitude.

## 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 aircraft, depending on the red 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 gun card. Since it fires like an aircraft, the machine gun cannot fire on the SPAD. But since AA machine guns can do infantry fire, the aircraft 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 for *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 also apply to AA machine guns.

### *Using AAMGs with Altitude Rules*

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

## Strafing

Trenches and anti-aircraft batteries are at 0-level altitude, and can be strafed by aircraft 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).

## 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 manoeuvres of the aircraft, 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 centre 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.

### *Adjusting the Aim and Altitude Rules*

If the "Adjusting the Aim" optional rule 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 manoeuvres must again pass before the counter explodes.

### Tailing and friendly Anti-Aircraft 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 aircraft. This could happen if the same player controlling an AA gun also controls a plane that is tailing an enemy aircraft in range of the gun. ("In range of the gun" means that the target aircraft 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 aircraft 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 manoeuvre to the tailing player, who can then rearrange the order of the tailing plane's manoeuvres.

### Solo Rules For 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 aircraft 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 aircraft card is within a half-ruler of distance from a friendly balloon or aircraft. 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 aircraft are more important. (For example, two-seaters may be seen as more important for artillery to shoot at than fighters.)

## Bailing Out (Balloons)

Balloon 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 so the observers could 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, such as in the scenario **A Pair of Sentinels** (see *Scenarios*), 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. If altitude rules are not in use, the observers cannot bail out during the last 6 turns in which a balloon is brought to the ground. If altitude rules are used, they 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 a *crew wounded* special damage card causing 3 damage points, both observers are eliminated. If the *crew wounded* card causes a different number of damage points, only one observer is eliminated.

## 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 aircraft 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 aircraft card is between two adjacent balloons, at the same altitude or lower than 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 as the balloon or lower. If it overlaps a balloon, the plane is destroyed if it is at the same altitude as the balloon or lower (but if you use the optional Collisions rule and 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.

## Bombing Rules

**If you want to create 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 manoeuvre, 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 manoeuvre and, before weapon fire is resolved, put the bombs in play. If the last manoeuvre of the bomber was a stall, put a stall in front of the aircraft, then put the bomb card so that the arrow on its rear matches the one at the rear of the card. If the last manoeuvre was not a stall, put a straight in front of the plane and do the same.

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 cannot be dropped just after an Immelmann or Split-S.

### Bombing using Altitude Rules

If you are playing with altitude, also use the following rules. A bombing run 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 markers on the bomb card when it is placed on the table. Place 1 marker if the altitude is 2 or 3, two markers if it is 4-6, three markers if it is 7-10, and four markers 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 manoeuvre card with which they are placed (stall, short straight, or long straight), and a marker is taken away each time. The bomb card does not affect any other card while the bombs are in the sky. When you move it and take away the last marker, the bombs hit the ground with the effects explained in the section above. To help remember the speed of the bombs, put the markers along the front side of the bomb card if a straight has to be used, along the rear side if it is a stall.

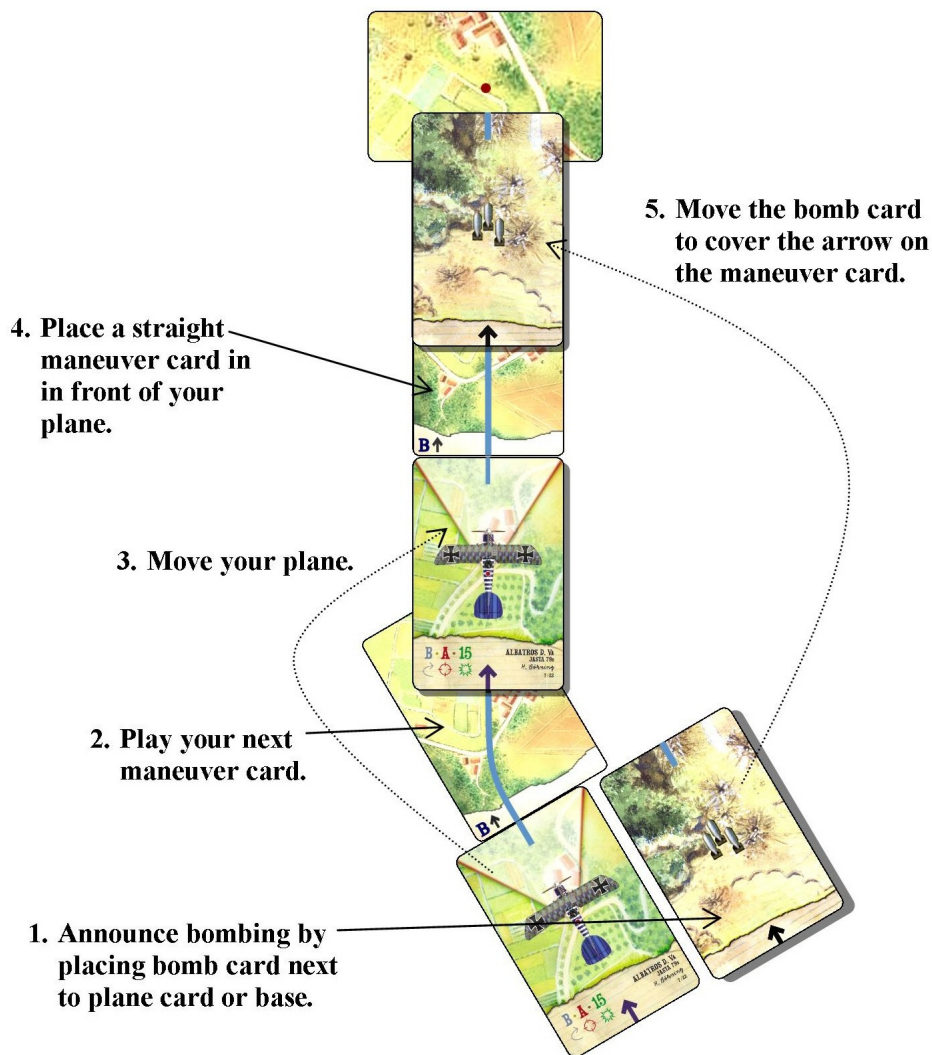


*EXAMPLE: A Sopwith Camel has four 9 kg bombs considered as a single load. The player will get 4 victory points in the scenario if he can bomb a building with them. The plane gets in front of the target card and, after a right turn of 60° at altitude 4, it drops the bombs. In the same phase the player puts a straight in front of the Camel and a bomb card matching the point of the arrow on it. Since altitude is 4, two markers are placed on top of the bomb card, along the front side. In the next two phases, put a straight in front of the bombs and then move the bombs matching the point of the arrow, taking away a marker. At the end of the second phase, the bombs are landed: Since the bombs cards overlap part of the target card but not the red dot, the player gets only two victory points.*

**In order to bomb a ground target:** See Bombing diagram below

- Place a bomb card next to the plane.
- Execute the maneuver.
- If the last maneuver was a stall, place a stall maneuver card in front of the plane.
- For all other maneuvers, place a straight maneuver card in front of the plane.
- Place the bomb card so that the arrow on its rear matches the arrow on the maneuver card.

**If you've timed it right and the bomb card covers the red dot, BOOM. In this example it is a near miss and the target takes half damage.**



# ACES



# Wings of War - Optional Ace Rules

by Andrea Angiolino and Pier Giorgio Paglia

## Scenario Rules

When you play a dogfight scenario where each player has a single plane, you can decide that each one of them is flown by an ace. Set a number of special abilities: for example one or two. Each player can freely choose that number of abilities for the pilot of his plane. The same ability can be chosen by two or more pilots, if they want it. Beware that planes choosing "Chivalrous aptitude" (see list) can choose another two abilities and all the three of them count as just one.

When you design a different kind of scenario, you can decide that one or more planes can have pilots with a specific ace ability: they don't need to be fairly distributed. This can be done to have more varied scenarios or even to compensate for weaker planes: the scenario "**On the way to become aces**" on page 22, for example, gives an ability to the Nieuport pilot because his plane can take far less damage than his opponent's Halberstadt.

Getting to fly a plane with non-standard equipment is often a peculiarity of aces, but it is not considered an ace ability for the purposes of this game. For example, the A- firing Hanriots in the "Wings of War – Watch Your Back!" set are a consequence of Scaroni's experiments, but deciding to use them instead of a standard Hanriot is just part of the scenario design.

## Campaign rules: awarding victories

When you play several games with the same players, give a name to each pilot and observer and keep track of the number of victories of each of them. An airman gets a victory for each aircraft he shoots down. If the aircraft destroying the enemy is a two-seater, a victory is awarded both to the pilot and to the observer. If more planes damage the same plane in the phase that it is eliminated, the victory is given to each one of them.

Planes that exited the gaming surface do not count as victories unless they are on fire. If they are on fire, draw the damage cards that should have been taken in the future turns: if the damage drawn is enough to eliminate the plane, a victory is awarded to the last aircraft that shot at it (or the last planes if several fired at it in the same game phase). If a plane is shot down, the airmen in it are out of the campaign and in the next game the plane will have a new crew with zero victories. The shot down airmen are supposed to be permanently injured, prisoners or else casualties.

If an observer is incapacitated, at the end of the game shuffle the B- Damage deck and draw a damage card. If the card is a 0 or an *explosion*, the observer is permanently incapacitated and in the next match the aircraft will start again with one with 0 victories. If the card has a different number of damage points, the observer will be able to fly again after that number of matches (1 - next game, 2 - in the second game, 3 - in the third game). In the meantime, use another observer with zero victories.

An airman (pilot or observer) with five or more victories is considered an ace. Aces can freely choose a special ability for each five victories they get. The special ability is effective from the next game after the earning enough victories to buy an ability.

Players are warmly invited to design more sophisticated rules for the use of different crews in their campaigns if they feel so inclined.

## Special abilities

The list of abilities is divided in three sets. The first list can be chosen only by pilots, the second and the third one by pilots and observers. In the same plane there can be an ace pilot with a non-ace observer or vice-versa. "When the ace fires" mean that the ability is applied only if that specific airman (pilot or observer) is firing. If the observer is incapacitated, his individual abilities cannot be applied any more for the rest of that game. His aircraft abilities are instead applied to all the weapons of the plane and are kept in use for the rest of the game even if the observer is incapacitated.

## Pilots only abilities:

**Daredevil:** Can do two steep manoeuvres in a row. Once this ability is used, it can not be re-used for the rest of the turn and for the whole of the next one. Use a blank counter to remember that you used the ability and discard it after a turn.

**Acrobatic pilot:** Can do an Immelman turn without having to do a straight after it. The straight before has to be done anyway. Once this ability is used, it can not be re-used for the rest of the turn and for the whole of the next one.

**Good at evading:** Can ignore a single damage card once in a game, after drawing and seeing it. The ignored card is put at the bottom of the damage deck.

**Good at escaping:** Can prevent being tailed during the game. The opponent cannot tail him unless he is an ace with a pilot-only skill.

**Exceptional pilot:** Can use the same manoeuvre twice in the same turn. Take two blank manoeuvre cards and write a "1" on one and a "2" on the other. Add them to your manoeuvre deck. When you plan your move, you can use the "1" as the second or third manoeuvre, the "2" as third: when you show the "1" use the first manoeuvre of the turn again, when you show the "2" use the second again.

*Example: a SPAD XIII plans an Immelman, a straight and a "1". The plane executes an Immelman in the first phase, a straight in the second and another Immelman in the third one.*

The restrictions of the "1" and "2" are the same as the card they replace. So if you use a "1" and the first manoeuvre of the turn was a Immelman, you have to do a straight manoeuvre before it and another after it.

## Pilots or observer individual abilities:

**Technical eye:** In any moment of the turn the player can look at the damage cards of an aircraft, friend or foe, of his choice. The plane has to be at a ruler distance from the 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. Once this ability is used, it can not be re-used for the rest of the turn and for the whole of the next one.

**Perfect aim:** Once per turn, the pilot can decide to use the +1 Aim bonus even if he did not shoot at the target plane in the previous phase. Once this ability is used, it can not be re-used for the rest of the turn.

**Sniper:** When the ace fires at an enemy plane, he can try to score a bull's-eye. This means that when his opponent has to draw a damage card, the ace takes two damage cards instead: he looks at them, gives the one of his choice to the opponent and put the other under the damage deck. If the enemy has to take two damage cards, the ace takes three cards and chooses two of them. Once this ability is used, it can not be reused for the rest of the turn and for the whole of the next one.

**Itchy Trigger Finger:** Aces with this ability go first whenever firing is resolved. All the damage they cause is resolved simultaneously, so if any of them are shot down they can still fire in that phase. Then remove all the eliminated planes: Now any surviving aircraft without this skill may fire, using normal rules.

## Pilots or observer aircraft abilities:

**Bullet checker:** During the First World War, bullets were often produced by unskilled workers aiming more for quantity than quality. This caused machine guns to jam frequently, but some pilots – such as the Italian ace Silvio Scaroni - checked every single bullet before taking off and discarded up to half of them. When any of the weapons of that aircraft fire, ignore the *jammed guns* cards with a green cross; the ace jams only when a card with the red cross is picked up.

**Incendiary bullets:** Some aces, like the balloon-buster Willy Coppens, used special incendiary bullets that were especially effective against balloons. A plane that takes a *smoke* special damage from an ace with this ability consider it as *fire* instead. Additionally, an aircraft that takes *engine damage* also *smokes* for the rest of the turn and the next two turns.

This ability cannot be taken by an ace who has "Chivalrous attitude".

**Chivalrous attitude:** Some aces, like Francesco Baracca, thought that catching fire was a horrible end. This is why they removed all the tracer bullets from their machine-gun feed. A plane that is fired at by a plane whose pilot or observer chose this ability ignores any *fire* special damage.

In addition, if a plane takes an *explosion* card due to an ace with this ability, it shows it to everybody and openly draws another damage card: if the second one is a "0" the aircraft is eliminated, if it is a "1" or more ignore the explosion and this new card is taken instead. Ignore jamming with this new card.

The ace that chooses that ability can take two more abilities for free (excluding "Incendiary Bullets", that can't be chosen even later on in the Campaign).

*Example: a pilot reaches 5 victories and can choose one ability. He chooses "Chivalrous aptitude", together with "Bullet checker" and "Exceptional pilot". All the three abilities count as the single one he has the right to buy at his fifth victory.*

# SCENARIOS



## DUEL OVER THE TRENCHES (FA)

**Two isolated fighters patrolling the front meet each other in a duel.**

**Players:** 2

**Gaming Surface:** Allied and German side opposite each other, at least 70cm apart

**German Player:** A Fokker Dr.1 at half ruler distance from it's side of the table.

**Allied Player:** A Sopwith Camel at half ruler distance from it's side of the table.

**Victory Conditions:** The player who is shot down or leaves the table loses the game.

**Variants:** German player takes an Albatros D.Va and the Allied Player takes a SPAD XIII, or the Germans take Kissenberth's Camel and the Allies take Collishaw's Sopwith Triplane.

## DAWN PATROLS (FA)

**In the sky over the front, two patrols attack each other in a ferocious fight.**

**Players:** 2-4

**Gaming Surface:** German side opposite the Allied one, and at least 90 cm apart.

**German Team:** a Fokker Dr.I and an Albatros D.Va at half ruler distance from their side of the gaming field

**Allied Team:** a Sopwith Camel and a SPAD XIII at half ruler distance from their side of the gaming field.

**Winning Conditions:** Each team scores 1 point for each enemy aircraft gone out of the gaming field, 2 points for every enemy aircraft shot down and -1 for each of its own aircraft shot down.

**Variant:** German takes Kissenberth's Camel and an Albatros D.Va, Allied takes Collishaw's Sopwith Triplane and a SPAD XIII.

## ON THE WAY TO BECOME ACES (WYB)

**A fragile but agile Nieuport meets a stouter Halberstadt D.III.**

**Players:** 2

**Gaming Surface:** German/Austrian side opposite the Allied one, and at least 70 cm apart.

**German/Austrian Player:** a Halberstadt D.III at half ruler distance from its side of the gaming field

**Allied Player:** a Nieuport 11 at half ruler distance from its side of the gaming field.

**Special Rules:** During the First World War, bullets were often produced by unskilled workers aiming more for quantity than quality. This caused machine guns to jam frequently, but some pilots checked every single bullet before taking off and discarded up to half of them. The Nieuport pilot of this scenario is one of them: when the Allied player fires, ignore the jamming cards with a green cross; the Nieuport jams only when a card with the red cross is picked up.

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

## RAID OVER ISTRIANA (WYB)

**An Austrian Ufag has to take pictures of an Italian target that is well-defended by a patrol of two fighters.**

**Players:** 2-4

**Gaming Surface:** Austrian side opposite the Italian one, and at least 140 cm apart. Put a target card (one of those with the buildings or the trenches on it) in front of the centre of the Italian side, at 25 cm of distance from it.

**Austrian Team:** an Ufag C.I and a Halbertsadt D.III at half ruler distance from their side of the gaming field.

**Italian Team:** a Nieuport 11 and Bogliolo's Hanriot Hd.1 at half ruler distance from their side of the gaming field.

**Special Rules:** To photograph the target, the Ufag must perform a stall manoeuvre (one with a short arrow and the symbol) starting it when its centre is at half ruler distance from any point of the target card. The photo cannot be taken any more if the observer is incapacitated.

**Winning Conditions:** each team scores 1 point for each enemy aircraft gone out of the gaming field, 2 points for every enemy aircraft shot down and -1 for each of its own aircraft shot down. But if the Ufag photographs the target, the Austrian planes don't give any points to the Italian if they go out of the gaming surface from their own side, and if the Ufag exits from there the Austrian scores 2 points.

## NOTHING QUIET ON THE WESTERN FRONT (FA+WYB)

**A fierce fight breaks out between a few German fighters and Allied planes from different nationalities.**

**Players:** 2-6

**Gaming Surface:** German side opposite the Allied one, and at least 90 cm apart.

**German Team:** a Fokker Dr.I, an Albatros D.Va and a Halbertsadt D.III at half ruler distance from their side of the gaming field.

**Allied Team:** a Sopwith Camel, a Nieuport 11 and a SPAD XIII at half ruler distance from their side of the playing area.

**Winning Conditions:** each team scores 1 point for each enemy aircraft gone out of the gaming field, 2 points for every enemy aircraft shot down and -1 for each of its own aircraft shot down.

## WINGS OVER THE FLANDERS (FA+WYB)

**A British D.H.4 is going on a bombing mission: a Belgian Hanriot is joining its escort just while German fighters come out of the sun.**

**Players:** 2-6

**Gaming Surface:** German side opposite the Allied one, and at least 160 cm apart. Put a target card in front of the centre of the German side, at 35 cm of distance from it.

**German Team:** a Fokker Dr.I, an Albatros D.Va and a Halbertsadt D.III at half ruler distance from their side of the gaming field.

**Allied Team:** a Sopwith Camel and Clayburn Atkey's DeHavilland D.H. 4 at half ruler distance from the left corner of their side of the playing area. A Belgian Hanriot Hd.1 (Coppens or Olieslagers) at half ruler distance from the right corner of their side of the playing area.

**Special Rules:** to bomb the target, the D.H. 4 must pass over it: at any moment, the aircraft card or the manoeuvre card must overlap the centre of the target card to drop bombs. The bomb run cannot be made if the observer is incapacitated.

**Winning Conditions:** each team scores 1 point for each enemy aircraft gone out of the gaming field, 2 points for every enemy aircraft shot down and -1 for each of its own aircraft shot down. As soon as the Allied player bombs the target, he gets 2 points: from this moment, Allied planes don't give points to the German if they go out of the playing area from their own side.

**Variant:** German takes Kissenberth's Camel a Fokker Dr.I, an Albatros D.Va and a Halbertsadt D.III. Allied takes a SPAD XIII and the American Expeditionary Force AIRCO D.H. 4 at the left corner, a Belgian Hanriot Hd.1 and a Nieuport 11 at the right one.

## FACE TO FACE (BD)

**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 on page 20). 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* manoeuvres 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 (BD)

**A German aircraft is sent on a trench-strafting 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 centre 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 aircraft 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 manoeuvre card facedown on top of the manoeuvre 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 manoeuvre 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! (BD)

**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 left or right side of the playing area. An A-firing anti-aircraft machine gun at two-ruler distance from the centre 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 aircraft 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 ace skills, page 20). Ground fire always shoots at the nearest aircraft (measure to any part of the aircraft card). Scores are kept separately: The winner is the one scoring more points. There is no penalty for aircraft 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 (BD)

**A solitary aircraft 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, 15cm 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 aircraft leaves the playing area or is destroyed: Check the "Burning Drachens" scenario rule, page 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" rule, page 13 before working out scores. 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 "bullet checker" pilot (see ace skills) and incendiary bullets.



## A LONELY SENTINEL (BD)

**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 manoeuvre card facedown on top of the manoeuvre 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 manoeuvre 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 aircraft, 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 (page 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 ace skills) and incendiary bullets.

## OUTNUMBERED! (BD+FA or WYB)

**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 centre 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 manoeuvre, starting it when its centre 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 aircraft shot down, and -1 for each of its own aircraft 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 manoeuvre 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 (BD+FA or WYB)

**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 centre 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 aircraft. 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 10cm 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 aircraft 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 aircraft card or the manoeuvre card must overlap the centre 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 aircraft 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.

## ALONE AGAINST THE DRACHEN (BB)

**A single Nieuport against its target.**

**Players:** 1

**Gaming Surface:** Length: 98 cm. Width: 68 cm.

**German side (no player):** One A-firing machine gun at the centre of the German side facing the balloon. One balloon at one half-ruler distance from that card, nose pointing to the Allied side. Two B-firing machine guns at half ruler from it, one on each side of the balloon. Each should be one and a half rulers from the German side and facing the Allied side.

**Allied Player:** One Nieuport 16 with Le Prieur rockets on the Allied side.

**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 Allied plane leaves the table. Check the **Burning Drachens** scenario rule (see page 9) before scoring. The player wins if he destroys the balloon and leaves the table from his side. The player loses if the plane is destroyed. If the plane and balloon are both eliminated, the game counts as a draw.

**Rules needed:** Basic rules. Special damage optional rule, Balloons and Ground fire section. Don't use Altitude.

**Variant:** Introduce Altitude rules. The balloon starts at an altitude of 3 with 2 climb counters. Start the Nieuport at the altitude you prefer. Instead of removing the balloon after 12 turns, use the rules for winching balloons down (see page 13): the balloon is out of the game once it reaches the ground.

## A PAIR OF SENTINELS (BB)

**A Nieuport with Le Prieur rockets attacks an enemy balloon, aided by a friendly escort. However, a couple of German fighters come to rescue their target.**

**Players:** 2/4

**Gaming Surface:** Length: 98 cm. Width: 68 cm.

**German Player:** One balloon at half-ruler distance from the half of the German side, nose pointing to the Allied one. One Albatros D.Va and one Fokker Dr.I are kept off the table: The German player puts either a left or a right manoeuvre card facedown on top of each of their manoeuvre decks. At the end of the second turn, he shows the card and puts the two planes on the German side of the table, within half ruler of either the left or the right corner depending on the manoeuvre chosen. They will move and fire normally from the third turn onward.

**Allied Player:** When the German player is ready, the Allied player places Nieuport 16 with Le Prieur rockets and a SPAD XIII on the Allied side within a half ruler distance of the edge, in a corner of his choice.

**Winning Conditions:** If the balloon has not been destroyed after 12 turns, it is considered to have made it to the ground and taken out of the game. The game ends when both the Allied planes leave the table or are destroyed: check the **Burning Drachens** scenario rule (see page 13) 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 8 points for each of his planes destroyed, 6 points for each of his plane that exits from a side other than his own, and 4 points if it leaves from his own side. The allied player suffers no penalty for his planes leaving from the Allied side once the balloon is on the ground or destroyed. The player scoring more points wins.

**Rules needed:** Basic rules. Special damage optional rules. Balloons and Ground Fire rules.

**Variants:** If there are three players, one Allied player controls both the Nieuport and the escort. The two German players control one plane each and form a team. You can replace the SPAD XIII with a Camel, the Albatros with a Fokker Dr.I and/or the Fokker Dr.I with an Albatros. You can also replace both the SPAD XIII with a Sopwith Snipe and one of the two German fighters with a Fokker D.VII: in this case, you can consider giving an ace skill to each other pilot besides the Snipe and the D.VII. If Altitude rules are in use, the balloon is not on the ground after 12 turns – use the Altitude rules instead. If a balloon is on fire when the Allied planes leave the field or are destroyed, the game is not finished until the balloon reaches the ground or is destroyed. You can also add the **Bailing Out** rule (see page 16) to the basic scenario or the variants. Place two observers on each balloon. In addition to any other score, if the balloon 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.

## A RACE AGAINST TIME (BB)

**A Nieuport tries to bring down an enemy balloon that is directing artillery fire against Allied trenches.**

**Players:** 2–3

**Gaming Surface:** Length: 98 cm. Width: 68 cm.

**German Player:** A balloon at half-ruler distance from the the German side, nose pointing toward the Allied side, with two observers. Two A- firing machine guns at half ruler distance from it, one on each side, at a half ruler from the German side and facing the Allied side. Two trenches at a half ruler distance from them on the opposite side of the balloon, and at half ruler from the German side. Either an Albatros D.Va or a Fokker Dr.I in a corner of the table of its choice.

**Allied Player:** When the German player is set up, the Allied player places one Nieuport 16 with Le Prieur rockets and one Sopwith Camel on the Allied side.

**Winning Conditions:** At the end of any turn, the German player can order the balloon to be taken to the ground. If the balloon has not been destroyed 12 turns after the order is given, it is considered on the ground and taken out of the game. The game ends when both the Allied planes leave the table or are destroyed: check the **Burning Drachens** (page 13) scenario rule before calculating scores. The German player scores 1 point for every turn he waits before bringing the balloon to the ground, provided at least one observer was on the balloon at the end of each turn. 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 8 points for each of his planes destroyed, 6 points for each of his plane that exits from a side other than his own, and 4 points if it leaves from his own side. For each observer that is eliminated, the German player loses 2 points. The Allied player suffers no penalty for his planes leaving the game if they leave from the Allied side when the balloon is on the ground or destroyed.

**Rules needed:** Basic rules. Special damage optional rules. Balloons and Ground Fire rules. Bailing Out rules.

**Variants:** If Altitude rules are in use, German planes and the balloon start at an altitude of 3 (the balloon starts with two climb counters on it). The Allied player may choose any altitude he wants for each of his planes. The balloon is not lowered to the ground after a set number of turns – use the Altitude rules instead. If a balloon is on fire when the Allied planes leave the field or are destroyed, the game is not finished until the balloon reaches the ground or is destroyed.

## TWIN TARGETS (BB)

**A pair of Allied balloons rise over the front and a patrol of German fighters come to destroy them.**

**Players:** 2–6

**Gaming Surface:** Length: 100 cm. Width: 90 cm.

**German Player:** One Albatros D.Va, one Fokker D.VII, and one Fokker Dr.I along the German side of the table. The D.Va and the D.VII have incendiary bullets.

**Allied Player:** Place two balloons at half-ruler distance from the Allied side, nose pointing to the German one, each one 30 cm from the left side or right side of the playing area. Place one Sopwith Snipe, one Sopwith Camel and one SPAD XIII on the Allied side. The Allied player places first.

**Winning Conditions:** If the balloons are not destroyed after 12 turns, they are considered on the ground and taken out of the game. The game ends when all German planes leave the table or are destroyed: check the **Burning Drachens** scenario rule (see page 13) before scoring. The German player scores 10 points for each balloon 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 8 points for each of his planes destroyed, 6 points for each of his planes that exits from a side other than his own, and 4 points if it leaves from his own side. There is no penalty for the German player if his planes leave from the German 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 rules.

**Variants:** If Altitude rules are in use, Allied planes and balloons start at an altitude of 3 (the balloon with two climb counters on it). The German player may choose any altitude he wants for each of his planes. The balloon is not automatically lowered to the ground after 12 turns – use the Altitude rules instead. If a balloon is on fire when the German planes leave the field or are eliminated, the game is not finished until the balloons reach the ground or are destroyed. If Altitude rules are in use, you can also decide to add the **Bailing Out** rule (see page. 16) to the basic scenario or the variants. Place two observers on each balloon. In addition to any other point, 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 Allied player scores 2 points. For any observer that is eliminated, the Allied player loses 2 points. All of these variants can be used with the sides reversed. Give the balloons to the German player. Select three Albatros D.Va and Fokker Dr.I planes, and do not equip them with incendiary bullets. Choose planes for the Allied side from among the following possibilities:

- 1) Two SPAD XIII planes with incendiary bullets and one Sopwith Camel.
- 2) Two A- firing Nieuport 17s with Le Prieur rockets and one Sopwith Camel.
- 3) Two Nieuport 16s with Le Prieur rockets, with each pilot choosing two ace skills, and one Sopwith Camel.