**WINGS OF WAR**

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

This set introduces miniatures for the WWII era. The line is completed with *Airplane Packs*, that include additional miniatures with their maneuver decks. **Series 1** features the same airplanes you find in this box, but with different pilots and color schemes and sometime in different sub-versions with changes in sturdiness and armament. **Series 2** (December 2009) includes both new fighters and two-seater dive bombers.

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

Players of *The Dawn of World War II* and *Fire from the Sky* will already be familiar with most of the rules in this booklet. You may look for changes on page 7 (Overlapping during movement), page 11 (Don’t move), page 14 (Altitude), page 26 (Full load), page 27 (Drop tanks), page 28 (Rockets). You will also find a range of scenarios ready to be played with the four miniatures included in the box.

### COLLECTS ALL THE AIRPLANE PACKS OF WINGS OF WAR WWII MINIATURES!

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GAME MATERIALS

- SUPERMARINE SPITFIRE MK.I * (1)
- MESSERSCHMITT BF 109 E-3 * (1)
- GRUMMAN FM-1 WILDCAT * (1)
- MITSUBISHI A6M2 REISEN * (1)
- ALLIED AIRPLANE CARD (1)
- AXIS AIRPLANE CARD (1)
- ALLIED AIRPLANE CARD (1)
- AXIS AIRPLANE CARD (1)
- MANEUVER CARD (4 DECKS: A, B, C, D) (72)
- ANTI-AIRCRAFT/TROOP CARD (6)
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- BOMB CARD (6)
- DAMAGE TOKENS (252)
- MARKERS, TOKENS, AND COUNTERS (171)
- AIRPLANE CONSOLES (4)
- RULERS FOR DETERMINING RANGE (2)

* colors of the miniatures differ from those shown
### Markers, Tokens, and Counters

#### Damage Tokens

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<td>C</td>
<td>“C” Damage (Back)</td>
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<td>D</td>
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<td>✖</td>
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<tr>
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<td>Smoke</td>
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<tr>
<td>🎆</td>
<td>Fire</td>
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#### Speed Markers (Back)

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#### Ace Skill Tokens

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<td>Good at Escaping</td>
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<td>✨</td>
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#### Technical Eye

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#### Other Counters

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<td>🔺</td>
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<tr>
<td>🔺</td>
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<tr>
<td>🔺</td>
<td>Numeric Counter (Altitude/Fuel)</td>
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<tr>
<td>🔺</td>
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<td>🔺</td>
<td>Flame Counter</td>
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<tr>
<td>🔺</td>
<td>Drop Tank Counter</td>
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<td>🔺</td>
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OBJECT OF THE GAME

The basic object of Wings of War is to take to the skies in a fighter plane and defeat your opponents in aerial combat — although certain scenarios will have other, more specific objectives to accomplish. While you are learning the game, you should play a simple dogfight, in which one group of planes is trying to shoot down an opposing group of planes. The winner is the player or team of players that destroys their opponents’ planes, before being shot down themselves. When you are comfortable with the game mechanics, you can either play one of the scenarios presented at the end of this booklet or invent one of your own.

NUMBER OF PLAYERS AND PLANES

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

If you are playing with more than two players, divide the players as evenly as possible into two teams. Each player uses one plane in a four- or six-player game. For three-player games, two players can take one plane each and form a team against a third player, who controls two planes.

SETUP

Choose a flat surface to play on 90 x 90 cm. (≈36 x 36 in.) in area. A table, a carpet, or a floor section will work, as long as the boundaries are well defined. Divide the four groups of damage tokens according to the letter on the back and place them into four different cups or in four groups facedown on the table.

Each player chooses two airplane models and places them in front of himself, with the planes facing his opponent. Each plane must be put on a stand, and the stand must be fixed at the center of a base: Each model matches a specific base (see Game Materials, page 3).

Keep the airplane card at hand as an easy summary of its game characteristics. Use planes with a green card back (Allied) against planes with a black card back (Axis). The cards also have a green or black frame on their front, above the plane data, so that players can tell which side they belong to during the game.

Each player, for each of his planes, also takes a console and a set of maneuver cards that match the blue letter on his base. Don’t take the altitude cards (the ones with the red arrows, numbered 17 and 18). Just take maneuver cards 1–16 of each deck.

Each player also takes four speed markers for each plane: two High-Speed markers and two Low-Speed markers.

Before starting, each player chooses a maneuver card for each of his planes and places it facedown on the first space on the console for that plane. Neither steep maneuvers (the ones with the ◆ symbol) nor Immelmann turns (the ones with the ▼ symbol) can be chosen during the preparation of the game. Each player also places a speed marker (either a High-Speed or a Low-Speed marker) facedown on top of the facedown maneuver card.

GAME TURN

Each turn is composed of three phases: planning, moving, and firing. Players perform each of these phases simultaneously with each other. Conclude each phase before proceeding to the next one. After all firing is resolved, start a new turn with a new planning phase.
PLANNING
At the start of the turn, players choose an unused card from their planes’ maneuver decks. This card will be the maneuver that each plane will perform in the next turn, after the one already planned.

Place the card facedown in the second space of the console, with a speed marker facedown on top of it.

The maneuver indicated by the card in the first space will be performed this turn; the card in the second space will be performed next turn.

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

A steep maneuver with a short arrow is called a stall.

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

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

MOVEMENT
When all the players have planned their moves, they simultaneously reveal their first maneuver cards and the speed markers on them. Each player puts his maneuver card in front of his airplane base so that the line at the base of the arrow matches the little blue line in front of the plane. Then he takes the airplane base and puts it on top of the maneuver card, so that the blue arrowhead on the rear of the plane matches the arrowhead of one of the two arrows on the card: the arrow with a white arrowhead if a Low-Speed marker was on the card, the arrow with a blue arrowhead if a High-Speed marker was on the card. The maneuver card and the speed marker are placed back among the available ones. The facedown maneuver card in the second space of the console is moved to the first space together with the speed marker on it.

An airplane that leaves the playing area (with the center of its base where stands are inserted) at the end of a maneuver is out of the game.

It is possible that a maneuver will take an airplane briefly outside the playing area, but return it to the playing area at the end of the maneuver. This is allowed as long as the plane ends the maneuver inside the playing area.
OVERLAPPING DURING MOVEMENT

It is possible that, at the end of a maneuver, 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 impossible for everybody to execute their maneuver 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 token for each of them and show it: on a tie, draw again replacing the equivalent tokens. The airplane drawing the token with the smaller damage number moves first, executing the maneuver 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 tokens drawn must be put back into their cup and reshuffled: the damage shown on these tokens is not taken into account.
FIRING

After all planes have moved using their maneuver cards, the players check to see if anyone can shoot. Take the ruler and place one end of it against the plane stand at the center of the airplane base. If an edge of the ruler can reach any point of an enemy airplane base while staying within the front firing cone of the firing airplane base (the arc between the two black lines), the airplane can fire at the enemy plane. Planes can fire at a single target each round, choosing one if there are several possible targets. It is possible that two planes can fire at each other. Firing is not mandatory.

If the target airplane base is reached by the first half of the ruler, the shot is at short range. The target airplane takes as many tokens of each specific letter as are indicated beside the short range symbol on the shooting plane’s base. If the target is reached by the second half of the ruler, the shot is at long range. Take the tokens indicated beside the long-range symbol.

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

If, at the end of a maneuver, two airplane cards overlap, neither of the two airplanes can fire at the 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 nor the aim of the planes firing at them.

GAME EXAMPLE

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

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

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

When the total damage (indicated by adding up the numbers on the tokens) sustained by the plane reaches or exceeds the green number on the airplane card, the airplane is eliminated.

Reshuffle all its damage tokens into their token groups of origin.

The targeted player must also note any special damage indicated by symbols at the center of the damage tokens. For the basic game, only explosions, indicated by the ⚡ symbol, count. They mean that the target plane has exploded, and it is eliminated from play. Other types of special damage are discussed in the optional rules on pages 12–13.

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

**VICTORY**

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

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

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**GAME EXAMPLE**

*When the Messerschmitt Bf 109 E-3 fires, a target at short range takes one “A” token and two “C” tokens. A target at long range takes a single “C” token.*
OPTIONAL RULES

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

AIM

When a plane is firing at the same enemy plane from the same weapon (within the same firing cone) for consecutive turns, it can fire with more accuracy. From the second consecutive turn of fire onward, the target must take an additional “A” token of damage from fire from that shooter. (Only one additional token is taken each turn—i.e., if there is fire for a third or fourth consecutive time, the target still takes only one additional “A” token each time it is shot.)

ACCELERATION

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

During each planning phase, the player must place a facedown speed marker on the maneuver card he is placing on the console, as per the normal rules. He can never place the faceup marker which is already on the console—only one of the unused two. He can place the unused High-Speed or Low-Speed marker, if he wants the plane to change speed, or he can place a blank marker if he just wants to pretend to change speed.
When all the players have planned their moves, they simultaneously reveal any speed marker that is on the first maneuver card planned. A player who reveals a blank marker places it facedown among the available ones. A player who reveals a Low-Speed or a High-Speed marker replaces the current faceup speed marker with it and returns the former speed marker facedown among the available ones. When everybody is done with markers, they reveal their first maneuver cards. At this point, movement continues as normal, that is, each player takes his airplane base and puts it on top of the maneuver card, so that the blue arrowhead on the rear of the plane matches the arrowhead of one of the two arrows on the card: the white arrowhead if the Low-Speed marker is faceup on the console, the blue arrowhead if the High-Speed marker is faceup on the console.

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

If you use both Acceleration and Special Damage optional rules (on pages 12–13), the effect of engine damage changes. In that case, a plane with engine damage cannot plan with the High-Speed marker, except with a dive card if the optional Altitude rules (on pages 16–17) are in use. If the plane is at High Speed when it is hit, or it goes to High Speed as a consequence of a dive or a Split-S, it must plan with a Low-Speed marker in one of the next two planning phases.

**FUEL**

Decide how many points of fuel each plane has at the start of the scenario: for example, 40 points of fuel. Each plane can have a different amount of fuel available for the dogfight. In real life, a plane’s fuel level depended on many factors, including the plane model, the distance from the home airfield, the use of additional fuel tanks, and so on. You can account for fuel use by placing altitude counters in the Fuel section of the console. Each time you execute a Low-Speed maneuver, take away one fuel point. Each time you execute a High-Speed maneuver, take away two points. Any plane that is still on the table when it reaches zero fuel points is eliminated and scored as shot down.

**DISRUPTION**

If an airplane takes at least 1 point of damage in a turn, it loses any Aim and Tailing advantages for the next round (if those optional rules on pages 10 and 13, respectively, are in use). Damage tokens doing “0” damage don’t cause disruption.

**DON’T MOVE!**

Instead than using the Overlapping during movement rule at pag. 7, if two planes would move to the same spot of the gaming field you may replace one of them with its airplane card. Put the card instead of the base on top of the maneuver, so that it occupies the same spot of the gaming field that would be occupied by the base. Use the card instead than the base for any measure. If the plane has to fire, put a plastic stand at the center of the card (marked by the red dot) and measure the range from it. At the next turn, when the plane moves, put back the model on the gaming field.

**ILLEGAL MOVES**

When a player plans an illegal move (for example, two steep maneuvers in a row, or a Low Speed–only maneuver at High Speed), at the moment in which that maneuver has to be performed, the plane goes out of control and is eliminated. The plane counts as shot down by the enemy team for victory conditions.
TOURNAMENT RULE
To decrease the amount of luck in the game, take the explosion tokens out of each damage group of tokens.

SPECIAL DAMAGE
Some damage tokens have symbols beside the number of damage points. These symbols indicate special damage to the target airplane. Some special damage results have to be announced to the other players immediately, while some may (and should!) be kept secret. Where appropriate, players announce the special damage and place the proper damage tokens or counters in the Damage section of the airplane console. However, even when the special damage must be announced, do not tell the other players the amount of damage points on the token(s).

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

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

Tokens with the 🌋 symbol indicate that a member of the crew is hit. In scenarios with single-seater planes (all the planes in this box are single-seaters), this special damage means that the pilot is wounded. This special damage is announced, and for the rest of the game, the turn sequence is altered as follows: during the movement phase, all wounded pilots perform their move and then immediately plan their next maneuver. Then, all non-wounded pilots execute their maneuvers. Then, fire is resolved normally. All non-wounded pilots plan their next maneuver during the next turn’s planning phase as normal. In this way, non-wounded pilots are better able to react to the plans of wounded pilots.

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

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

Tokens with the ⚫ symbol indicate that the airplane leaves a smoke trail. The player must announce this special damage. To keep track of it, the targeted player places six smoke counters in the Damage section on the airplane console. He will discard one counter at the end of each of the next six turns. The airplane can’t perform tailing (see below) until all smoke counters are removed. The smoking airplane can be tailed normally. If a smoking plane takes a second smoke damage token, treat it as a fire damage token (see below), discard all smoke counters, and take six flame counters instead.

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

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

TAILING

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

To see if tailing is possible, use the ruler to connect the stand of an airplane with the stand of any plane(s) in front of it. The plane at the rear is attempting to tail, while the plane ahead of it is being tailed. Tailing is possible if the following three conditions are met: 1) The ruler reaches both stands, 2) the ruler passes through the front side of the tailing airplane base and the rear side of the tailed airplane base, and 3) the ruler does not cross any other airplane base in between. If a plane can tail two or more enemies, it must choose only one.

The player of the tailed plane must secretly show the first planned card facedown on his console to the tailing player, and only to him, before the tailing player selects his own maneuver card during the planning phase. The tailed player shows just the first card, not the speed marker that is on it.

If the tailing player controls more than one plane, he must plan the moves for all his non-tailing planes before looking at any maneuver cards of planes he is tailing.

FLY BY INSTINCT

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

RUNNING OUT OF DAMAGE TOKENS

If a group of damage tokens is totally exhausted:

— You can take a “C” token instead of a “B” token.
— You can take a “B” token instead of a “C” token.
— You can take two “A” tokens instead of a “B” token or a “C” token, and you can take two “C” or two “B” tokens instead of a “D” token; ignore any special damage on the first token.
— You can take a “B” token or a “C” token instead of an “A” token, or you can take a “D” token instead than a “B” or a “C” token, halving the damage points of the token (round fractions down). To remember that tokens’ damages are halved, keep them in a separate pile.

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

To introduce altitude into the game, include all the rules in this section.

When you use altitude rules, you will use the four stands included with each airplane model, inserting and removing them to show the current altitude of the model.

You will also use the last two maneuver cards of the maneuver deck of each plane: a climb card and a dive card. Add them to each plane’s maneuver deck. These cards have red arrows. These two cards are used in planning in the same way as all other maneuver cards, but they have special effects.

Each plane starts the game at a certain altitude, agreed upon by the players before the start of the game. 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 airplane at altitude 2 will have 3 stands inserted).

No plane can go higher than altitude 3: At that height, a maneuver card that would bring the plane to 4 is considered an illegal maneuver.

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 stand and just place it on the airplane base.

DIVE

When a plane performs a dive maneuver, it descends one level of altitude. Take away a stand from under the model for 1 level, and remove any climb counters that the plane has on its console.

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

The dive card looks like a straight, but it is not considered a straight as far as other rules are concerned, and so, for example, a plane cannot plan a dive, then an Immelmann turn, and then a straight, since it must do a straight before the Immelmann, and a dive is not considered a straight.

CLIMB

When a plane executes a climb, give it a climb counter. When the number of climb counters is equal to the climb rate indicated on the table on the previous page, the plane gains one level of altitude. Remove all of the climb counters, and the model gets a new stand to be put between it and the base.

EXAMPLE

A Messerschmitt Bf.109 E-3 (climb rate of 3) is at level 1 of altitude. In past turns it accumulated one climb counter. When the plane executes a new climb, it gets a second climb counter. When, later in the game, it executes another climb, it gets a third climb counter. Since its climb rate is 3, the plane goes immediately to altitude level 2, getting a new stand, and removes all climb counters.

The climb card looks like a stall, but it is not a stall as far as other rules are concerned. So, for example, an airplane with rockets cannot fire them after a climb, since it must fire them after a straight or a stall.
A climb cannot be planned if it would bring the plane to an altitude of 4.

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

**SPLIT-S**
The Split-S is a downward Immelmann turn. Use the standard Immelmann card. When it is planned, it must have a stall before it and a straight after it (the preceding stall, rather than preceding straight, is what distinguishes the two maneuvers—which use the same card—from each other). Your plane must be moving at High Speed when you perform the straight after the Split-S (so that the blue arrowhead at the rear of the plane matches the blue arrowhead on the straight). When a Split-S is executed, the plane loses a climb counter. If it has none, it loses one altitude level and takes a number of climb counters equal to the climb rate of the plane minus one.

**EXAMPLE**
*A Messerschmitt Bf.109 E-3 (climb rate of 3) is at altitude level 3 and has no climb counters. It plans a stall and then a Split-S. When the airplane executes the Split-S, it goes immediately to altitude level 2 and takes two (3 - 1) climb counters. A Grumman FM-1 Wildcat (climb of 4) would take three climb counters (4 - 1) instead.*

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

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

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

**OPTIONAL RULES AND ALTITUDE**
If you use other optional rules with the Altitude rules, you must read this section.

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

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

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

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

LANDINGS, TAKEOFFS, AND CRASHES

At the game’s start, if you want to have a landing field in the game, set its limits. It should be at least 9 x 27 cm. (≈4 x 11 in.) in area. Draw it on the gaming surface or use a sheet of paper of the right shape.

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

Landing: To land, a plane must be at 0-level altitude with one or more climb counters. The plane must execute the following three maneuvers in order: first, perform a dive to discard all climb counters (the plane touches the ground - remove any stand from the model but leave it on the base), then a straight, and finally a stall. The plane has then landed.

Takeoff: To take off, the landed plane must start with the center of its base inside the landing field. Then it must execute the following three maneuvers in order: first a stall, then a straight (it is still on the ground at this point), then a climb to gain a climb counter (it is now flying - put a stand under the model). If a player has a landed plane with the center of its base inside the airfield and wants to pretend to take off without doing so, just plan any non-stall maneuver. Such a plane can’t be moved or turned that turn.

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

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

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

COLLISIONS

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

Each colliding plane takes a “C” damage token for each airplane, enemy or friend, that it collides with. Take into account damage points and explosions and ignore other types of special damage.
OVERDIVE
The dive is a steep maneuver, but a plane can plan one just after a stall if it follows the dive with a straight. This sequence—stall, dive, straight—is called an overdive.

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

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

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 to the right. 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 Mitsubishi A6M2 Reisen at an altitude of 5 and a Grumman FM-1 Wildcat 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 Wildcat would be higher than the new ceiling, no higher than 5 or the Reisen would be lower than the new floor.

<table>
<thead>
<tr>
<th>AIRPLANE</th>
<th>TOP ALTITUDE</th>
<th>CLIMBING RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUPERMARINE SPITFIRE MK.II</td>
<td>12</td>
<td>3</td>
</tr>
<tr>
<td>DEWOITINE D.620</td>
<td>11</td>
<td>3</td>
</tr>
<tr>
<td>HAWKER HURRICANE MK.I / MK.IIB</td>
<td>11</td>
<td>3</td>
</tr>
<tr>
<td>MESSERSCHMITT BF.109 E-3 / E-4</td>
<td>11</td>
<td>3</td>
</tr>
<tr>
<td>SUPERMARINE SPITFIRE MK.I</td>
<td>11</td>
<td>3</td>
</tr>
<tr>
<td>GRUMMAN F4F-3 WILDCAT / MARTLET III</td>
<td>11</td>
<td>3</td>
</tr>
<tr>
<td>GRUMMAN FM-1/F4F-4 WILDCAT</td>
<td>11</td>
<td>4</td>
</tr>
<tr>
<td>MITSUBISHI A6M2 REISEN</td>
<td>10</td>
<td>3</td>
</tr>
<tr>
<td>AICHI D3A1 VAL</td>
<td>10</td>
<td>6</td>
</tr>
<tr>
<td>JUNKERS Ju.87 B/R STUKA</td>
<td>8</td>
<td>6</td>
</tr>
</tbody>
</table>

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 maneuvers as normal, but the airplane 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. To plan manoeuvres for a plane in the cloud cover, take all the speed counters you need or write secretly on paper which counter you use each turn. (If the Acceleration optional rule is in use, two High Speed tokens in a row can not be planned, not two or Low ones in a row).

The plane cannot climb more, neither with a climb card nor with an Immelmann turn. Its maneuvers are kept one on top of the other until a dive or a Split-S is executed. In that phase, the player takes all the pile of the maneuvers 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 maneuver card, the plane is out of the game. If not, as soon as the plane executes the dive or the Split-S, it is back under the cloud level and 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.

**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 D damage tokens. They have no arc of fire. They start the game with an “artillery” counter on them, at the center of the card, showing that they are loaded.

If an anti-aircraft gun is loaded at the beginning of a turn, it can fire during that turn. At the end of the planning phase, just before maneuvers are revealed, the player controlling the gun can place the artillery counter anywhere on the table, so long as the edge of the counter is no more than 2 rulers of distance away from the red dot at the center of the gun card. The artillery counter may not be placed above the AA gun card. In the firing phase of the next turn, if one or more airplane base (friend or foe) overlap at least part of the artillery counter, each of them takes a D damage token. The counter is then removed from the table.

Artillery fire is simultaneous with all other types of fire.

At the end of the first planning phase after the AA fire has exploded, the gun begins to reload. Take the artillery counter and place it on the side of the appropriate gun card. The next turn, at the end of the planning phase, put the counter in the center of the card to show that the gun is reloaded and ready to fire. From the next turn, the artillery can fire and the counter can be again put on the gaming field.

**EXAMPLE**

*At the start of turn 7, an AA gun is loaded and a Supermarine Spitfire Mk.I has a Straight maneuver planned. The Spitfire plans a Right Sideslip, then the gunner places the artillery token on the table. In the moving phase, the Spitfire executes the Straight. In the firing phase, nothing happens and any plane overlapping the artillery counter is not harmed by it.*

*In the planning phase of turn 8, the Spitfire plans a Left Sideslip; in the moving phase it executes the Right Sideslip and overlaps the artillery counter; in the firing phase the artillery counter is removed and the Spitfire takes a D token of damage. If the Spitfire did not overlap the counter, the counter would be removed anyway without giving damages to anything.*

*In the planning phase of turn 9, the artillery counter is put on the side of the gun card. In the planning phase of turn 10 it is moved in the center of it. At the end of the planning phase of turn 11 the counter can be put again on the game field within 2 rulers from the gun.*
Planes in the air can strafe AA guns, inflicting the same damage as they would on an enemy plane, depending on the range of fire. Damage tokens are kept faceup beside the AA gun card. When a gun suffers 8 or more points of damage, or if it takes an explosion token, it is silenced and counts as eliminated for scenario purposes.

**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. 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.

**ANTI AIRCRAFT GUNS OPTIONAL RULES**

This section includes optional rules for AA guns that can be used in specific scenarios.

**ADJUSTING THE AIM**

Normally, when an artillery counter is placed on the table, it will explode in the next turn, after two maneuvers are executed. But if this rule is used, at the beginning of a turn when the counter is already on the table, the aim may be adjusted. At the end of the planning phase, 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, it will not explode in the firing phase of that turn but on the next one.

The owner may also touch the counter, leave it where it is, and declare that it is “delayed.” Treat it as if it had been moved. The counter will explode in the turn after the one in which the player says “delayed.”

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

**TAILING UNDER FRIENDLY ARTILLERY FIRE**

If the optional tailing rule is in use (see page 13), a situation could arise in which the artillery benefits unfairly from the information gained by a tailing airplane. This could happen if the same player controlling an AA gun also controls a plane tailing an enemy airplane in range of his gun. (“In range of the gun” means that the target airplane is in a position where it can somehow move over a spot where an artillery counter can be placed.) If such a situation arises, use the following procedure.

First, the tailed plane plan its move at the same time as all the planes not involved in the tailing. Second, the player controlling the AA gun decides whether or not he will shoot the gun and, if he chooses to shoot, places the artillery counter. If the counter is already there, he decides whether to adjust the aim or delay the explosion. Third, the owner of the tailed aircraft shows its first maneuver to the tailing player. Last, the tailing player selects his own maneuver card.

**SOLITAIRE SCENARIOS AND ANTI-AIRCRAFT GUNS**

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

Do not fire the gun as soon as it is loaded, as per the multiplayer rules. Instead, wait one round, then shoot as soon as any part of an enemy airplane base 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 token to see if the aim of the AA battery is correct. If it is a 2 damages token (with special damages or not) the aim is correct: ignore the result on the A token and draw a D
damage token instead. If the damage number on the A token is not 2, the aim is wrong and the shot is wasted. In both cases, put back the A token with the others and mix again.

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

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

**ANTI-AIRCRAFT GUNS AND ALTITUDE OPTIONAL RULES**

This paragraph includes new rules that must be used if you plan to play with both the AA guns and the Altitude rules (pages 14 and 18).

When placing the artillery counter on the table, the player must declare the altitude at which the shot is aimed (minimum level 1, maximum level 5). Only planes at that level are affected; those overlapping the counter but at different altitudes are not. Subtract a half-ruler of range for each additional level after level 1: The counter can be put at two rulers of distance at altitude 1, one and a half ruler’s distance at level 2, one ruler at level 3, a half-ruler at level 4, and must overlap some part the gun card at level 5. (This rule supersedes the rule on page 18 that the artillery counter may not be placed above the gun card itself.)

If the “Adjusting the Aim” optional rule (page 19) is in use together with the altitude rules, the player may either moving the artillery counter or declare it to be one altitude level higher or lower (if the new height is compatible with the distance of the counter from the gun). The effect is the same as moving the counter, so it explodes in the turn after that.

**ACE RULES**

When you play a scenario, you can decide that an ace flies each plane. The players should decide on the number of special skills that each ace will have—for example, one or two. Each player may then freely choose that number of skills for the pilot or the observer of each of his planes. No ace may have more than one copy of the same skill (except for the Golden Touch skill). Two or more aces may have the same skill. Tokens with ace skill icons are included, to be placed on each plane’s console so players remember the skills of the plane’s crew. Take pilot’s and observer’s skills separated.

When you design a new scenario, you can decide that one or more planes have crew members with a specific ace skill. They don’t need to be fairly distributed. Uneven distribution might allow you to create more varied scenarios or even to compensate for weaker planes.

**RECOVERY**

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

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

**MANEUVER ABILITIES**

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

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

**Exceptional Pilot:** This pilot can use the same maneuver card twice in succession. Take the speed marker with the symbol of this skill and add it to the others. When you plan your move and you want to use a maneuver card twice in a row, you can put any card on the console as a fake and the Exceptional Pilot marker on it. When you reveal the card and the marker, use the maneuver card you used last instead of the one revealed.

The plane’s speed remains the same as in the previous maneuver. The Exceptional Pilot marker is returned among the other speed markers.

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

For all other maneuvers, the restrictions of the reused card are again taken into account. So for example, you cannot plan this skill marker after an Immelmann, since you have to do a straight maneuver before and after an Immelmann.

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

**EVASION ABILITIES**

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

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

**PERSONAL ABILITIES**

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

**Super Ace:** The player discards two Recovery counters from each of the pilot’s skills after each maneuver, rather than just one.

**TECHNICAL ABILITIES**

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

**Perfect Aim:** When firing, this crewman may choose to have his opponent take an additional “A” token of damage (as per the Aim optional rule), even if he did not shoot at the same plane in the previous firing phase. You must decide to use this ability before your opponent draws damage counters. This ability has no effect if you are using the Aim optional rule and the ace did shoot the same plane in the previous phase. When you use this ability, take three Recovery counters.

**Sniper:** When this ace fires at an enemy plane, he tends to hit a bull’s-eye. When he fires, he may partially choose one of the damage tokens that his opponent has to draw. Instead of his opponent drawing the selected token, the player controlling the sniper draws two of the tokens with the selected letter, looks at them, gives the one of his choice to his opponent, and places the other back among the others, reshuffling them.

If the opponent had to draw multiple damage tokens, he draws the other tokens normally. When you use this ability, take four Recovery counters.

**Itchy Trigger Finger:** Aces with this ability may resolve their firing before other crewmen. If they do, all the damage that they cause is resolved before the simultaneous fire of crewmen who do not have the Itchy Trigger Finger skill. If the target plane is shot down, it does not get to fire (unless it is manned by another ace with Itchy Trigger Finger). When you use this ability, take four Recovery counters. Aces with this ability may choose to fire normally (to avoid taking Recovery counters) and may fire normally when their Itchy Trigger Finger skill has Recovery counters on it.

CAMPAIGN RULES: AWARDING VICTORIES

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

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

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

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

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

Some two-seater planes will be released in future Aircraft Packs for more varied scenarios such as recon, bombing and such. All the planes having both a fire cone in front and one at the rear are two seaters. The second person in the crew is the observer, sitting at the back of the pilot.

This section provides rules for them.

SECOND ARC OF FIRE

All the two-seater planes in this box have two different sets of firing data on their base, with an arrow that shows which arc of fire they refer to: arrow up for the front machine gun (left column), arrow down for the rear machine gun (right column).

The observer follows the same rules of firing, but uses the arc on the rear of the airplane. Two-seaters can fire at two different targets after each move. One target must be in the front arc of fire, as for fighters; the other target must be in the rear arc.

OBSERVER WOUNDED - SPECIAL DAMAGES

If the optional “Special Damages” rules are being used, a may effect either the pilot or the observer of a two-seater. If a is drawn, draw an A damage token to determine who is effected. If it is a 2 damages token or higher (with or without special damages) the special damage concerns the pilot; apply the normal rule for pilot being wounded. If it is a 0 or a 1 damage token, the observer of the two-seater plane is wounded instead. 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 should decide beforehand if the mission can be performed by a plane with an incapacitated observer or not (for example, some cameras could be used by the pilot). Dive bombing is possible even without an observer since bombs are released by the pilot. If the A damage token is an explosion, both the pilot and the observer are wounded. Apply both the pilot wounded and the observer wounded rules.

In all cases, ignore the damages on the A token; put it back with the others and mix again.

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

AIM

If you use the Aim optional rule, the bonus is given to a two-seaters 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 the plane’s other firing arc.

EXAMPLE

For example, if an Aichi D3A1 Val shoots a Grumman F4F-3 Wildcat in its front arc of fire, and then shoots it again at short distance in the next turn in the same front arc, in this new turn the Wildcat takes two tokens of damage: the regular A one for damage plus an A one for the aim bonus. If after the next maneuver the Wildcat is in the rear arc of the Val, 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 gun, 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 center of the two-seater plane with the center of the would-be target in the rear arc. If the ruler passes over the rear edge of the two-seater airplane card, and if the first half of the ruler touches any point of the target card, firing is not possible.
If you use 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.

**TWO-SEATERS AND OPTIONAL ACE RULES**

When you use the Ace rules at page 20, you can decide that in a two-seater the ace is the pilot, the observer or both.

Maneuver and Evasion abilities can only be given to pilots. Personal, Technical and Combat abilities can be given to an observer as well as a pilot. Combat abilities of the pilot apply only to the front arc of fire, while the ones of the observer apply only to the rear arc of fire.

If an airplane shotting down another is a two-seater, a victory is awarded both to the pilot and to the observer no matter who fired the shot destroying the target.

If you use the “Campaign Rules: Awarding Victories” at page 22, account separately for victories of the pilot and of the observer since the crew could partially change in different games. Check also separately for the number of turns they have to stay out the game if they are both wounded.

**SCENARIO RULES**

These rules can be added to play specific scenarios.

**LEVEL BOMBING**

If you want to play a bombing scenario with a non-dive bomber, 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 into several groups of bombs. Each group is worth a certain amount of damage points to the target (or victory points for the scenario).

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

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

A soon as the bombs are placed on the table, they 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 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 cannot take measurements to evaluate if your bombs will strike the target or not.

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

**LEVEL BOMBING AND ALTITUDE**

If you are playing with altitude, also use the following rules.
A bombing can be made at any altitude above level 0.

If the plane is at altitude 1 when it drops the bombs, they hit the ground immediately. Use the same rules provided above. If the plane is above altitude 1 when bombs are dropped, place one or more counters on the bomb card when it is placed on the table. Place one counter if the altitude is 2 or 3, two counters if it is 4–6, three counters if it is 7–10, and four counters if it is above altitude 10. The bombs don't hit the ground when they are placed on the table. Instead, in each subsequent movement phase, they are again moved with the same maneuver card with which they are placed (stall, short straight, or long straight), and a counter is taken away each time. The bombs have no effect on any other card (target, airplane, or whatever) while the bombs are in the sky. When you move the bombs and take away the last counter, the bombs hit the ground with the effects explained in the section above.

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

**EXAMPLE**

*A Messerschmitt Bf.109 E-3 has a 250 Kg. bomb considered as a single load. The player will earn 4 victory points in the scenario if he can bomb a specific building with them. The plane gets in front of the target card and, after a right turn of 60° at altitude 4 and High Speed, it drops the bombs. In the same phase, the player places a straight in front of the Bf.109 and a bomb card matching the point of the long arrow on it. Since the altitude is 4, two counters are placed on top of the bomb card, along the front side. In the next two movement phases, the player places a straight in front of the bombs and then moves the bombs matching the point of the long arrow, taking away a counter. At the end of the second movement phase, the bombs land. Since the bomb card overlaps part of the target card, but not the red dot, the player receives only 2 victory points.*

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**DIVE BOMBING**

All the two-seaters planes in Series 2 Airplane Packs (Junkers Ju 87 Stuka and Aichi D3A1 Val) are also dive bombers, as the symbol on the card shows. Dive bombers cannot execute level bombing; they can execute standard dive bombing instead. The Junkers Ju 87 Stuka can choose between standard dive bombing and vertical dive bombing.

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

**STANDARD DIVE BOMBING**

Dive bombers have two special dive cards with the symbol on them. They are added to the maneuver deck even if Altitude rules are not in use. The next card planned after one of them must be either the other one or a high speed non-steep maneuver.

Before revealing any maneuver, if both its last executed maneuver and its next planned maneuver are special dives the bomber can decide to drop one or more groups of bombs, or even all the load. The planned maneuver is executed and then, before resolving any firing, a bomb card is placed in front of the plane card, with its rear side matching the front side of the airplane. As soon as the bombs are placed on the table, they 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.

**STANDARD DIVE BOMBING WITH ALTITUDE**

When the altitude is used, replace the above “Standard dive bombing” rule with the following:

The two special dive cards with the symbol on them are used as dives. The next card after one of these dive cards must be either the other dive, or a high speed non-steep maneuver, or a climb. If the climb is used just after at least two consecutive special dive cards, the player can decide to gain one level of altitude instead than of the one climb counter you would usually get for a climb card.

Before revealing any maneuver, if the bomber’s planned maneuver is one of the special dives and the plane’s altitude is 1 or 2, the bomber can decide to drop one or more groups of bombs, up to the entire load. The maneuver is executed, the altitude is adjusted to 1 or 0 and then, before resolving any firing, a bomb card is placed in front of the plane card, with its rear side matching the front side of the airplane. A soon as the bombs are placed on the table, they 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 small 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.

Apart for the fact that the airplane card is not moved and that the effects of bombing are determined by the target being covered by the airplane card, not bomb cards, the vertical dive bombing works exactly as the standard dive bombing in every aspect.

**FULL LOAD - OPTIONAL RULE**

A plane that still has to drop its bombs or brings drop tanks (see below) is considered at full load. It cannot do Immelmann turns, it must put at least two non-steep maneuvers instead than one between steep ones and its Climb rate is increased by one.

As soon as all the bombs are dropped, all these restrictions don’t apply any more. But if at that moment the plane has enough Climb counters to gain an altitude level, leave it at the actual altitude level and discard one counter.
Example

A Messerschmitt Bf.109 E-3 (Climb rate of 3) has a 250 Kg. bomb and flies at an altitude of 1 with 2 Climb counters from previous turns. It plays a Climb: since it has still to drop the bomb, its Climb ability is considered 4 instead of the normal 3 so it gets a third Climb counter instead than gaining an Altitude level. In the next turn, the BF.109 drops the bomb. Its climb rate goes back to 3, but it does not gain a level because of the three counters already owned: it instead discards one of them, going down to 2 counters.

Single-seater aircrafts with bombs or fuel tanks have an additional restriction: they can not plan with a High-Speed marker.

If the Acceleration rule at page 10 is in use, they start the game with the Low-Speed marker on the console and if they go to High Speed as a consequence of a dive they must plan with a Low-Speed marker in one of the next two planning phases.

Drop Tanks

If you use the Fuel optional rule (see page 11) and the Full load - Optional rule above you can decide that one or more of the airplanes in a scenario have drop tanks. They are disposable external tanks used to increase fuel availability, to be dropped when empty or when a combat situation requiring agility arises.

A plane with drop tanks can have more fuel, but it must be split in two: part of it in drop tanks, part in the main tank. Put the numeric counters for the part in the drop tanks under a drop tank counter - use a single stack under a single counter even when the historical airplane portrayed used more than one tank. Consume the fuel in the drop tanks first: When it ends, the drop tanks are empty.

Example

A Mitsubishi A6M2 Reisen has 50 points of fuel: 20 in a drop tank and 30 in the main tank. At the start of the game, divide fuel in two stacks: one of 20 points under the drop tanks counter, and one of 30 besides it with no counter on top.

In the first 15 turns, the Reisen uses 19 points of fuel. They are all taken from the drop tank stack. So there is now one point left under it and still 30 in the main tank.

The Reisen then executes a climb consuming two points of fuel. It takes one point from the drop tank and the other from the main one. The drop tank is now empty, while the main tank has 29 points left.

A plane can drop his drop tanks at the end of any turn, no matter if they are full or empty. Discard the counter and all the fuel in it. Until the tank is dropped, the plane is considered at full load with all the restrictions listed by the Full load - Optional rule above. If a plane has both drop tanks and bombs, the restrictions apply until it drops both the tanks and the bombs.

Photo Recon

During a photo recon mission scenario, a plane can be equipped with a camera. Place one or more target cards in the gaming field.

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

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

In some scenarios, targets can be defined as ground troops. Planes in the air can strafe such targets, inflicting the same damage as they would on an enemy plane, depending on the range of fire. Damage tokens are kept faceup beside the troop card. When a troop card suffers 5 or more points of damage, or if it takes an explosion token, it is silenced and counts as eliminated for scenario purposes. In addition, it no longer fires at enemy airplanes. Troop cards ignore other types of special damage besides explosions.

If an airplane’s red dot is within one ruler of distance from a troop card (even overlapping the card), the plane can be shot at by infantry fire. The plane takes a single damage token with the letter marked on the Infantry card, regardless of the distance.

Take into account both the damage points and the special damage results, as if it were fire from another airplane. Each troop card can make a single shot each round. If there are several possible targets, the player controlling the card chooses among them.

If altitude rules are in use, the troop card can fire as if it were a 0-altitude plane. It fires at a range of one ruler if the target plane is at 0 altitude and half a ruler if it is at altitude 1. Firing is impossible if the plane is at an altitude of 2 or more. The altitude difference affects the range of the aircraft in the same way. A 1-altitude plane fires at the troop troop at long range if it is within half a ruler, and a 2-altitude plane may not fire at a troop card.

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

ROCKETS

Some airplanes were equipped with air-to-ground rockets. When creating a scenario, you can decide that one or more planes have rockets. If so, put a rocket counter on the planes’ control board.

To fire rockets, the airplane must do either a straight or a stall maneuver and have the target in its front arc of fire at one ruler of distance or less. The ruler must be put with one end on the red dot at the center of the firing airplane and touch any part of the target without crossing any other card on air (other ground targets and planes on the ground don’t block rockets).

A plane may fire its normal weapons and rockets at the same time: but all at the same ground target. It is up to the scenario to state if the weapons on board affect the target or if it is affected by rockets and bombs only.

When firing rockets, discard the counter to remember that they have been used and they can not be used again in the same scenario. The target takes a C damage token if hit at long range, a D one at short range.

ROCKETS AND OPTIONAL RULES

When the Altitude optional rules are in use, rockets can be fired only by planes flying at an altitude of 0. Besides than after a straight or a stall maneuver, they can also be fired after a dive card.

The restrictions listed by the “Full load - Optional rule” don’t apply to planes with rockets even when that rule is in use.
The scenarios on the pages that follow are divided into “Basic Scenarios” and “Advanced Scenarios.”

Basic Scenarios (pages 30) may be played with the contents of this set, while Advanced Scenarios (pages 35) may require additional Airplane Packs from the first or second series of Wings of War WWII Airplane Packs. Those are also needed for most of the variants of the Basic Scenarios.

The playing area lengths and widths listed below are suggested minimums. Length is given as the distance from the Axis to the Allied side of the table. The Axis and Allied sides are always opposite each other. In the first scenario, featuring a dogfight with no special mission, it is advisable to vary the starting positions, putting the teams on adjacent sides or even mixing the planes of different teams on the same side of the table.

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

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

The mix of planes in this box is varied and interesting from gaming purposes, but unhistorical. Players may want to use other miniatures from Airplane Packs to give a more historical feel to their scenarios, featuring for example two Wildcats against two Reisens or two Bf.109s against two Spitfires instead.
INVENTING NEW SCENARIOS

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

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

BASIC SCENARIOS

DAWN OF WAR PATROL

TWO PATROLS ATTACK EACH OTHER ON THE FRONT.

Players: 2–4, divided evenly into two teams. In 3 players, one player takes both planes of one side and the opponents one plane each of the other side.

Gaming Surface: Length: 90 cm. (=36 in.) Width: 90 cm. (=36 in.)

Axis Player(s): A Messerschmitt Bf.109 E-3 and a Mitsubishi A6M2 Reisen, at half-ruler distance from the Axis side.

Allied Player(s): A Supermarine Spitfire Mk.I and a Grumman FM-1 Wildcat, at half-ruler distance from the Allied side.

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

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

Variants: If you own additional Airplane Packs, you can take double planes from the scenario, featuring as an example two Spitfire Mk.I against two Messerschmitt Bf.109 E-3. You can also add the same number of planes to each side, to have more than 4 planes in total; in this way, you can play with more than 4 people. Feature any number of Supermarine Spitfire Mk.I, Grumman F4F-3/FM-1 Wildcat/Martlet III, Hawker Hurricane Mk.I and Dewoitine D.520 to the Allied side, and the same number of Messerschmitt Bf.109 E-3, Mitsubishi A6M2 Reisen and Dewoitine D.520 to the Axis side.

FACE TO FACE

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

Players: 2

Gaming Surface: Length: 80 cm. (=32 in.) Width: 80 cm. (=32 in.)

Axis Player: A Mitsubishi A6M2 Reisen at half-ruler distance from the Axis side.
**Allied Player:** A Grumman FM-1 Wildcat at half at half-ruler distance from the Allied side.

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

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

**Variants:** The Axis player can take a Messerschmitt Bf.109 E-3 instead of the Reisen and/or the Allied player can take a Supermarine Spitfire Mk.I. If you own additional Airplane Packs, the Axis player takes a Mitsubishi A6M2 Reisen, a Messerschmitt Bf.109 E-3, or a Dewoitine D.520. The Allied player takes a Hawker Hurricane Mk.I, a Grumman FM-1 / F4F-3 Wildcat/Martlet III, a Supermarine Spitfire, or a Dewoitine D.520.

Alternatively, the Axis player takes a Mitsubishi A6M2 Reisen with an ace pilot with two skills. The Allied player flies a Grumman F4F-4 Wildcat.

As another alternative, the Axis player takes a Messerschmitt Bf.109 E-4 with an ace pilot with two skills. The Allied player flies either a Hawker Hurricane Mk.IIb or a Grumman F4F-4 Wildcat.

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

**HELL FROM ABOVE**

**A PATROLS IS SENT TO ATTACK SOME GROUND TROOPS ON A BEACH.**

**Players:** 2-4

**Gaming Surface:** Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.)

**Axis Player(s):** A Messerschmitt Bf.109 E-3 and a Mitsubishi A6M2 Reisen, at half-ruler distance from the Axis side.

**Allied Player(s):** A Supermarine Spitfire Mk.I and a Grumman FM-1 Wildcat, at half-ruler distance from the Allied side.

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

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

**Variants:** If you own additional airplane packs you can choose any of the suggested plane combinations from the Dawn of War Patrol scenario instead, even with more than two planes per side.

**HAVE A LOOK**

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

**Players:** 2–4 (variant for 6+)

**Gaming Surface:** Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.)

**Axis Player(s):** A Messerschmitt Bf.109 E-3 and a Mitsubishi A6M2 Reisen, at half-ruler distance from the Axis side.

**Allied Player(s):** A Supermarine Spitfire Mk.I and a Grumman FM-1 Wildcat, at half-ruler distance from the Allied side.

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

**Winning Conditions:** Place three target cards at one ruler distance from and evenly distributed along the Allied side. Make sure the targets are not too close to the neutral sides of the gaming surface. The game ends when all the planes of one side have been shot down or have exited the gaming surface. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field. If the Messerschmitt takes pictures of at least two of the targets, Axis planes can exit from their side with no penalty. If the Messerschmitt takes pictures and is not shot down, the Axis
side receives 5 points for each target successfully photographed (no matter what side of the gaming surface the Messerschmitt exits from).

**Variants:** The Spitfire is the plane equipped with cameras and has to make pictures of the three targets. Those are put at one ruler distance from and evenly distributed along the Axis side. It’s the Allied planes that can exit from their side if two targets are photographed and it’s the Allied player to get the 5 points bonus for each target successfully photographed.

If you own additional Airplane Packs you can choose any of the suggested plane combinations from the Dawn of War Patrol scenario instead, even with more than two planes per side. Decide which planes, Axis or Allied, are equipped with cameras and can take pictures.

### A HEAVY LOAD
AXIS PLANES ATTEMPT TO BOMB ENEMY POSITIONS.

**Players:** 2–4 (variant for 6)

**Gaming Surface:** Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.)

**Axis Player(s):** A Messerschmitt Bf.109 E-3 and a Mitsubishi A6M2 Reisen, at half-ruler distance from the Axis side.

**Allied Player(s):** A Supermarine Spitfire Mk.I and a Grumman FM-1 Wildcat, at half-ruler distance from the Allied side.

**Rules Needed:** Basic rules. Bombing. If altitude is in use, planes start at an altitude of 4.

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

**Variants:** If you own additional Airplane Packs you can choose any of the suggested plane combinations from the Dawn of War Patrol scenario instead, even with more than two planes per side.

Decide which planes, Axis or Allied, is equipped with bombs and can bomb the target; victory conditions and position of the target are mirrored if it is an Allied plane.

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

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

**Gaming Surface:** Length: 120 cm. (≈48 in.) Width: 120 cm. (≈48 in.)

**Axis Player(s):** A Messerschmitt Bf.109 E-3 and a Mitsubishi A6M2 Reisen, at half-ruler distance from the Axis side.

**Allied Player(s):** A Supermarine Spitfire Mk.I and a Grumman FM-1 Wildcat, at half-ruler distance from the Allied side.

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

**Winning Conditions:** For the first round, place three target cards at one ruler distance from and equally distributed along the Allied side. Make sure the targets are not too close to the neutral sides of the gaming surface. The Allied player secretly writes down on a piece of paper which two of the target cards are real deposits and which one is a dummy. Axis planes can strafe target cards. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field, but if the Messerschmitt takes pictures of at least one target, Axis planes can exit from their side with no penalty. The Messerschmitt Bf.109 E-3 can take pictures of target cards, and if it is not shot down, it gets 1 point for each target photographed (even if it exits from a side of the gaming field that is not its own).
The first round ends when all the planes of one side have been shot down or have exited the gaming surface. Write down the victory points for each player according to the instructions above. Damage inflicted on target cards is not removed, but if the Messerschmitt Bf.109 E-3 has not been shot down, the Allied player must reveal if each target card successfully photographed is real or dummy, removing it if it is a dummy. Remove silenced targets (5 points of damage or explosion). Leave real deposits that have not been silenced and unphotographed targets where they are.

Now play the second round. No matter what the results of the first round, the second is played with four undamaged planes, placed on the table in the same way. The Messerschmitt Bf.109 E-3 has now a single load of bombs that can silence a target if it covers its red dot or produce 4 points of damage if it covers just part of the card.

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

The Allied player receives 4 points for each target card that has no damage at all. Dummy cards don’t give any points to either side. Add the second-round score to the first-round score. The winner is the side that scores the most points overall.

**OVER THE BATTLE**

**PLANES FROM BOTH SIDES ARE INVOLVED IN A CLASH BETWEEN GROUND TROOPS.**

**Players:** 2-4

**Gaming Surface:** Length: 120 cm. (=48 in.) Width: 90 cm. (=36 in.)

**Axis Player(s):** A B-firing Troop card and an Anti-Aircraft Gun at one ruler distance from the Axis side and at least one ruler of distance from the neutral sides; a Messerschmitt Bf.109 E-3 and a Mitsubishi A6M2 Reisen at half-ruler distance from the Axis side at an altitude of 3-5.

**Allied Player(s):** A B-firing Troop card and an Anti-Aircraft Gun at one ruler distance from the Allied side and at least one ruler of distance from the neutral sides; a Supermarine Spitfire Mk.I and a Grumman FM-1 Wildcat, at half-ruler distance from the Allied side at an altitude of 3-5.


**Winning Conditions:** Axis player places one of his own ground cards, then Allied player places one of his, then Axis places his other one, then Allied places his last one. Starting altitude for each plane is between 3 and 5: Allied player chooses first for each of his planes, then Axis player chooses.

The Reisen and the Wildcat both have rockets, inflicting a D token of damage at short range and a C token at long range.

The game ends when all the planes of one side have been shot down or have exited the gaming surface. Every damage point inflicted to a troop card is a victory point, up to a maximum of 5 per card. Every damage point inflicted to a non-silenced Anti-Aircraft Gun card is a victory point, while a silenced card (8 or more damage points) it is worth a total of 10 victory points. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field, but a player can leave from his side without any penalty if both the enemy ground cards are silenced. The side scoring more points wins.

**Variants:** The Axis player can use an Aichi D3A1 Val and two Mitsubishi A6M2 Reisen instead; the Allied player uses a Douglas SBD-3 Dauntless / A-24A Banshee and two Grumman FM-1 / F4F-3 Wildcat/Martlet III. None of the planes has rockets.

Dive bombers have a single load of bombs inflicting 10 points of damage if the bombs hit the center of the target card, and 5 if it just hits part of the card but not the center.
BLAST THOSE TROOPS!
TWO AXIS PLANES ATTACK SOME GROUND DEFENCES WITHOUT ANY AIR DEFENCE.

Players: 1

Gaming Surface: Length: 90 cm. (≈36 in.) Width: 90 cm. (≈36 in.)

Axis (human) Player: A Mitsubishi A6M2 Reisen and a Messerschmitt Bf.109 E-3, at half-ruler distance from the Axis side at an altitude of 5.

Allied (virtual) Player: 1 B-firing troop card at one ruler distance from the Allied side and at one ruler from the left side of the table; 1 B-firing troop card at one ruler distance from the Allied side and at one ruler from the right side of the table; one Anti-Aircraft Gun card at one ruler and a half distance from the Allied side and at one ruler and a half from the left side of the table; one Anti-Aircraft Gun card at one ruler and a half distance from the Allied side and at one ruler and a half from the left side of the table.


Winning Conditions: The Reisen has rockets inflicting a D token of damage at short range and a C token at long range. The Messerschmitt has a bomb that can be dropped with level bombing as a single load, inflicting 6 damage points if the bombs hit the center of the target card, and 3 if it just hits part of the card but not the center. The Messerschmitt cannot bomb from a height above 4.

The game ends when all the ground cards are silenced or when all planes have been shot down or have exited the gaming surface. Every damage point inflicted to a troop card is a victory point, up to a maximum of 5 per card.

Every damage point inflicted to a non-silenced Anti-Aircraft Gun card is a victory point, while if it is silenced (8 or more damage points) it is worth a total of 10 victory points. The player loses 12 points for each of his planes that is destroyed or leaves the gaming field from a different side than his own and 3 points for each plane that is damaged but undestroyed at the end of the game. He also loses 2 points for each ground card that is undamaged at the end of the game. He wins if his final score is positive.

Variant: Use a Junkers Ju 87 Stuka and a Messerschmitt Bf.109 E-3, at half-ruler distance from the Axis side at an altitude of 5. The Stuka has a single load of bombs inflicting 10 points of damage if the bombs hit the center of the target card, and 5 if it just hits part of the card but not the center. The Messerschmitt has a bomb and works as in basic scenario.

In another variant, the Axis is a virtual player and the Allied is human, with an Allied Hawker Hurricane IIb with rockets and a fighter at choice among Grumman FM-1 / F4F-3 Wildcat/Martlet III and Dewoitine D.520 with no bombs nor rockets.

In another variant, the Axis is again a virtual player and the Allied is human, with an Allied Grumman FM-1 / F4F-3 Wildcat/Martlet III with rockets and Grumman F4F-4 Wildcat with no bombs nor rockets.
ADVANCED SCENARIOS

AN UNEVEN MATCH
TWO FINGERS ARE SURPRISED BY SUPERIOR NUMBER OF WEAKER ENEMIES.

Players: 5

Gaming Surface: Length: 100 cm. (≈40 in.) Width: 100 cm.
(≈40 in.)

Axis Players: A Messerschmitt Bf.109 E-3 and two Mitsubishi A6M2 Reisen at half-ruler distance from the Axis side.

Allied Player: A Spitfire Mk.I and a Grumman F4F-4 Wildcat at half-ruler distance from the Allied side.

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

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

Variants: Alternatively, the Allied player can take a Hurricane Mk.I or a Dewoitine D.520 instead of the Spitfire and/or a Hurricane Mk.IIb instead of the Grumman F4F-4 Wildcat. The Axis player can replace any of his three fighters with a Messerschmitt Bf.109 E-3, a Mitsubishi A6M2 Reisen or a Dewoitine D.520.

DIVE ON TARGET
A DIVE BOMBER WITH ESCORT ATTACKS AN ENEMY TARGET.

Players: 2-4

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.)

Axis Player(s): A Junkers Ju 87 Stuka and a Messerschmitt Bf.109 E-4, at half-ruler distance from the Axis side at an altitude of 5. The Axis player give an Ace skill to one airman (pilot or observer) at his choice.

Allied Player(s): 1 target card at one ruler distance from the center of the Allied side; two at choice between Supermarine Spitfire Mk.I, Hawker Hurricane Mk.I, Grumman FM-1 / F4F-3 Wildcat/Martlet III and Dewoitine D.520, at half-ruler distance from the Allied side at an altitude of 5.


Winning Conditions: The dive bomber has a single load of bombs inflicting 10 points of damage if the bombs hit the center of the target card, and 5 if it just hits part of the card but not the center.

The game ends when all the planes of one side have been shot down or have exited the gaming surface. The target card can be bombed but not strafed. Every damage point inflicted to the target card is a victory point. Each player loses 12 points for each of his planes that is destroyed or leaves the gaming field, but Axis planes can leave from their side without any penalty if the target card suffers any points of damage.

Each player loses 4 points for each of his planes that is damaged but not destroyed at the end of the game (no matter if it exits the table or not). The side scoring more points wins.

Variants: The Axis player can use an Aichi D3A1 Val and a Mitsubishi A6M2 Reisen instead, with a total of 2 Ace skills. As an alternative, have the Allied attack with a Douglas SBD-3 Dauntless / A-24A Banshee and a fighter at choice among Grumman FM-1 / F4F-3 Wildcat/Martlet III and Dewoitine D.520, with one ace skill to a single airman. The ground target is placed by the Axis player who defends it with two at choice among Messerschmitt Bf.109 E-3, Mitsubishi A6M2 Reisen and Dewoitine D.520.
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