Wings of War is a card game for 2 or more players, divided in two teams, taking on the roles of airplane pilots during the First World War. Additional card sets can be bought to play with more than four players and with different airplanes.

**GAME MATERIALS**

Each game set contains:
- a deck of airplane cards;
- four decks of Maneuver cards;
- a deck of Damage cards;
- a 36 counters set;
- five gameboards, one for each airplane model;
- two rulers with a red sign at the half.
**PREPARATION**

Choose a flat surface to play on: a table, a carpet, or a floor section whose boundaries are well defined.

Each player chooses an equal number of airplane cards and puts them in front of him, pointing at his opponent. Then he takes a gameboard for each plane and puts on it, in the proper place, a set of “Maneuver” cards, matching the blue letter on the airplane card.

Prepare a deck of “Damage” cards with the letter that the airplane cards have in red. If the planes used have different red letters, prepare a deck for each letter. Notice that some plane cards have letters different from the “Damage” deck included in the box: those are additional cards to be used if you own the other boxes in this collection.

Two seater planes have two different red letters: the first one is for the front machine gun, the second one is for the rear machine gun.

This game can be played with more than one plane per player: maneuver planning, firing and damage account are made separately for each airplane. You can also play with more than two players, divided into teams.

**GAME TURN**

Each turn has a planning phase and three movement & fire phases.

**PLANNING**

At the start of the turn, each player chooses three cards from each of his planes’ maneuver decks. These cards are the three maneuvers that each plane will perform during that turn. These cards are put face down in the three spaces of the game-board. The one on top, in space 1, will be the first to be performed, the central one in space 2 will be the second, the one on the bottom, in space 3, the third.

The cards with a ◆ are steep: at least one non-steep card must be played before another steep maneuver can be used. In other words, you can not use two of them in a row. Even if the last card of the previous turn was a steep maneuver, you cannot use one as the first card of the new turn.

The card with a ◄ is an Immelmann turn. You have to play a straight move (one with the ▲ symbol) just before the Immelmann turn and another just after. If the last card of the previous turn was a straight, you can use a Immelmann as the first card of the new turn.

**MOVEMENT**

When all the players have planned their moves, they reveal the first of their Maneuver cards for the turn. Each player puts his Maneuver card in front of his plane card so that the beginning of the arrow matches the little blue line in front of the plane. Then he takes the plane card and puts it on top of the maneuver card, so that the blue arrow head on the rear of the plane matches the arrow head of the maneuver. Then he removes the Maneuver card, so that it can be used again in the following turns, putting it back into the space for the unused Maneuver cards.
After all planes have moved using their maneuver cards (see above), the players have to check if an airplane can fire at an opponent’s airplane. Take the ruler and put an end on the red spot at the center of the airplane. If the ruler stays inside the front cone of the airplane card (the pale area between the two red lines) and it can reach any point of an enemy plane card, the airplane can fire at the opponent. It is possible that two planes can fire at each other.

If the target airplane is reached by the first half of the ruler, it takes two cards of damage. If it is more distant and it is reached by the second half of the ruler, it takes only one card of damage. Be sure to take the cards from a deck whose letter matches the red one on the firing airplane card.

Fighter airplanes can fire at a single target each phase. It is forbidden to fire through another plane, enemy or friendly: if it is not possible to reach any point of the target card from the center of the firing plane passing on the front side of the firing card without crossing another card, then the aim is blocked and the firing plane has to choose another target if there is one available. Only two seater planes can fire at two different targets after each move. One target must be in the front arc of fire, as for fighters; another target must be in the rear arc.

In the example you can see a duel between a SPAD XIII and a Fokker Dr.I. In the movement phase, the SPAD turns to left while the Fokker executes a sideslip to the right with a steep maneuver. After moving, the SPAD can fire at his enemy at close range: the player controlling the Fokker must pick two cards from the A Damage Deck. The Fokker can not fire since the SPAD is out of his firing cone.

When an airplane is fired at, the owner of that plane takes the damage cards and secretly looks at them. Then he keeps them all together in the proper place of the target plane on the gameboard, adding up the numbers on the cards. When the total reaches or exceeds the green number on the airplane card, the airplane is shot down and eliminated. Only if the player draws a card with this symbol ⚦, must he reveal it. The airplane that fired at him has jammed his guns and cannot fire after each of the next three maneuvers. To remember it, you have to take three jammed counters and put them on the proper place on the gameboard, that is the firing cone (the two seater planes have two separate firing cones for the front machine guns and for rear machine guns); discard one jammed counter after performing each maneuver and don’t fire during the phases you’ve discarded one. If an airplane with two arcs of fire jams its machineguns, it can not fire within the arc of fire that was firing when it jammed but can still fire with the other. If a card with this symbol ⚦ instead of the number is drawn, it means that the airplane is immediately shot down and eliminated. All damage is resolved simultaneously after all airplanes that can fire have fired. Therefore, a plane that is shot down may still fire the same phase in which it is shot down.
REST OF THE TURN
Each turn is composed of three game phases. After all airplanes that can fire have resolved their firing, the first game phase is ended. Everybody reveals the second maneuver card for the turn. Move and resolve firing, Then reveal the third card, move and resolve firing. Then the turn is finished and the planning of the next one can begin. Before taking used cards back into their hand so they may be used again, if the last maneuver of the turn was a steep (/dir), the player takes the corresponding counter and puts it in the proper place of the gameboard, to remember that at the beginning of the next turn he can’t perform another steep. Even if the last maneuver was an Immelmann turn (↑) or a "straight" maneuver (↑), the player takes the corresponding counter to remember respectively that he must begin his turn with a “straight” maneuver or that he can begin it with an Immelmann turn.

OVERLAPPING
If two airplane cards overlap, neither of the two airplanes can fire at each other until they move and don’t overlap any more. They can, however, still fire at other planes. Other planes can shoot at the overlapping planes using the normal rules.

EXIT FROM THE GAMING SURFACE
An airplane that goes out of the playing area with its central dot is out of the game.

VICTORY
The last player having one or more planes on the playing area after all the enemy ones have been eliminated or exited wins the match.
If you are playing several matches, score 1 point for each enemy aircraft gone out of the gaming field, 2 points for every enemy airplane shot down and -1 for each of your own airplanes shot down. This is the score for the winning player or team, to be used to compare different matches.
If you use more planes of the same model, put here a second copy of the Airplane card to see which one the gamenoard refers to.
In this section we present a list of scenarios that you can play with one of the two basic sets of the game. After you are familiar with the game, feel free to invent your own scenarios: if you own both sets, and/or several copies of the same set, you can design far richer gaming situations. Feel free to mix the nationality of your planes as you wish: a couple of captured airplanes that German pilots used at the front are included to allow more varied scenarios.

Some plane cards with weapon variants (as Sopwith Triplanes with single machineguns and Hanriots and D.H. 4 with twin guns) are provided to enrich the game when you get boxes with different Fire decks.

Length of the playing area is given in the scenario descriptions. Width should be at least 70 cm, but should be wider in recon/bombing missions or when more than 4 planes are involved.

**Set #1**

**FAMOUS ACES**

**Duel over the Trenches**

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

**Players:** 2

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

**German Player:** a Fokker Dr.I at half ruler distance from its side of the gaming field

**Allied Player:** a Sopwith Camel at half ruler distance from its side of the gaming field

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

**Variants:** German takes an Albatros D.Va and Allied takes a SPAD XIII; German takes Kissenberth’s Camel and Allied takes Collishaw’s Sopwith Triplane.
**Dawn Patrols**
In the sky over the front, two patrols attack each other in a ferocious fight.

*Players*: 2-4

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

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

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

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

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

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

*Players*: 2-4

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

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

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

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

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

**Set #2: Watch Your Back!**

**On the Way to Become Aces**
A fragile but agile Nieuport meets a stouter Halberstadt D.III.

*Players*: 2

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

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

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

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

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

**Set #1 + Set #2: Famous Aces + Watch Your Back!**

**Nothing Quiet on the Western Front**
A fierce fight breaks out between a few German fighters and Allied planes from different nationalities.

*Players*: 2-6

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

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

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

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

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

Players: 2-6

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

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

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

Special Rules: to bomb the target, the D.H. 4 must pass over it: in any moment, the airplane card or the maneuver card must overlap the center of the target card. The bombing can not be made anymore if the observer is incapacitated.

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

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

Designing New Scenarios

Dogfight Scenarios

Basic scenarios are dogfights: use one or more fighters on each side. To have balanced teams, it is better if you use the same amount of planes on each team with the same damage capabilities: for example, two planes with a red A and a plane with a red B for each side. To have a rough idea of how good a plane it is, besides firing capability, look at the number of damage points it can sustain and check its maneuverability: the latter can be judged by the quantity (and, if you are experienced, by the quality) of its maneuver deck. A lower maneuverability can be balanced by a higher amount of damage sustained. Dogfight scenarios use the victory conditions in the basic rules.

You can also make scenarios using more planes of the same kind: for example, matching a patrol of three Fokker Dr.I against three Sopwith Camels. Several airplane cards for each model, with different color schemes, are provided for that purpose.

In this case, you need more boxes of the game to get enough Maneuver decks.

Expert players can be chivalrous to beginners by using worse plane models than them.

Be sure to prepare a deck of “Damage” cards with all the letters that the airplane cards bring in red. Each deck is enough for 4 firing planes: if there are more, use at least one deck for every four planes or less. For example, if you are preparing a fierce battle involving five planes with an A and three with a B, mix together two A decks and put them on one side, then take a B deck and put it besides. If you have more, that’s better.

Never mix the discarded damage cards to form a new deck. When a deck is finished, if possible get another Damage deck with the right letter from another copy of the game. If it is not possible, mix together all the cards of that kind from eliminated planes and use them again. If this is not enough, write secretly the damage sustained by each plane on a piece of paper, then remix all the cards to form a new deck: but this should be a very rare case indeed.
OTHER SCENARIOS

Two-seaters as the Ufag and the D.H.4 are very good to design other kind of scenarios where one or more planes have a specific mission, as in “Raid over Istriana” and “Wings over the Flanders”.

Feel free to invent your own scenarios making your own special rules. You can decide how the planes with the mission can direct artillery fire (staying for a certain amount of turns at one ruler distance of a target or of the enemy side of the surface), trench strafing and so on. You should also decide if the points for those missions can be scored immediately, as in bombing, strafing or directing artillery; or if the plane performing the mission needs to exit from the gaming surface, as in photographic missions where pictures must be brought back home. Experienced players can invent very sophisticated situations: you can, for example, decide rules for landing to pick up a spy or a downed pilot behind enemy lines, and the two-seater will not use the rear machineguns until it picks up the new passenger.

If you feel that a scenario you invented is not balanced, play it twice exchanging sides between the players. If each player wins a match and loses the other, the winner is the one who scored the most points. If they score exactly the same amount of points, the winner is the one who sustained the fewest damage points on its survived planes (still in the gaming surface or exited from it).

NOTES ON THE GAME COMPONENTS

If you are using multiple copies of the same airplane, you will have duplicate gameboards. To distinguish which airplane each gameboard refers to, put a copy of the airplane card in the space high on the right: if, for example, you use both Voss Fokker Dr.1 and the Rahn one, take the Voss airplane card and Rahn airplane card to move on the table, and another copy of each one to put on the proper gameboard to distinguish them.

Some counters have cockades and crosses: use them to keep the count of enemy airplanes shot down, giving a cockade to every player or team that shoots down an allied airplane and a cross to the player or team who shoots down a Central Empires airplane. Counters with bombs, cameras and targets are given to a player when he completes a scenario objective (a photographic mission, a bombing mission or other missions). The counters without a design on them have to be used for missions you will create, or for replacing the loss counters.
After a couple of matches, players are invited to use the following rules for more fun and realism. You can use some or all of these rules as you see fit, but all the players must agree to them before the start of the match. We suggest you use all of them as soon as you feel that you can handle them.

**Special Damages**

Some cards have symbols besides the number of damages: these are special damages to the target airplane (exception: jammed guns affect the firing airplane, see page #3 - firing). Some of these damages have to be told to the other players: just tell the special damage and put the relative Damage counters in the Damage section of the gameboard; do not tell the amount of damage points.

- The symbol ⚫ means that the rudder of the plane is jammed. This special Damage is kept secret. The airplane can not choose Maneuvers to the left (with arrows pointing left on the card) for the next turn.

- The symbol ➩ means that the rudder of the plane is jammed. This special Damage is kept secret. The airplane can not choose Maneuvers to the right (with arrows pointing right on the card) for the next turn.

- The symbol ⚦ means that the observer of the two seater plane is incapacitated. This special Damage is kept secret. The plane cannot fire any more the machineguns in the rear arc of fire. If a two-seater plane has a mission, when you plan the scenario you have to decide if it can be performed by a plane with an incapacitated observer or not (for example, some cameras could be used by the pilot). One-seater planes ignore this special damage.

- The symbol ⚪ means that the engine is damaged. This special Damage is kept secret. The plane has to play at least one stall Maneuver each turn (see besides - one with a short arrow and the ⚪ symbol) up to the end of the game. If an airplane takes a second damage to the engine, it explodes and it is eliminated.
• The symbol 🇧 means that the airplane leaves a smoke track. The airplane can not make tailing (see below) for the rest of the turn and for the next two turns, but it can be tailed. The player has to tell the other players that his plane smokes and he has to put three “smoke” counters in the “damage” space on the gameboard to remember it; he will discard one counter at the end of each turn. The airplane can’t perform “tailing” (see below) for the rest of the turn and during the next two rounds, until he has no “smoke” counters.

• The symbol ⚠️ means that the airplane has caught fire. Take three “flame” counters and put them in the “damage” space on the gameboard. Each turn, before revealing the first Maneuver of the turn, the player discards a “flame” counter and he takes a Damage card from A deck: only damage points and explosions are taken into account, all other special damages are ignored. In addition, the plane smokes: it cannot perform “tailing” (see below) for the rest of the turn and for the next two turns, until he has no “flame” counters. The player has to tell the other players that his plane is on fire. If you do not have A cards, take two B cards for each discarded “damage” counter.

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

AIM
When a plane fires at the same enemy plane in the same firing arc for multiple playing phases in a row, it can fire with more accuracy. From the second phase of consecutive fire onward, even from one turn to the next, all the damage cards causing damage score one additional damage point. 0s are still considered 0s.

For example, if a DH.4 fires to a Fokker Dr.I in its rear arc of fire at the end of a turn, and then it fires it at short distance in the first phase of the next turn, the Fokker Dr.I takes two cards of damage: if one is a 0 and the other is a 3, the total damage is 4 (0 and 3+1). To avoid confusion, keep the +1 damage cards taken separately, putting them in the proper space on the airplane gameboard.

GOING OUT OF CONTROL
When a player plans an illegal move (for example, two steep maneuvers in a row), at the moment in which that maneuver has to performed the plane goes out of control and it is eliminated. The plane counts as shot down for victory conditions.

TAILING
Sometime a pilot can be in an advantage position where he can guess more easily the maneuvers that his opponent will do. This is called “tailing”: check for it at the start of each turn. To see if tailing is possible, use the ruler to connect the center of an airplane with the center of the tailed airplane. If the ruler is long enough to pass through the front side of an airplane card and through the rear side of the other one, and if the ruler does not cross any other plane card in between, tailing is possible. The airplane ahead is tailed, the one at his back is obviously tailing. The two airplanes plan their turn as normal. But before revealing the first maneuver, the tailed player has to show his first card to the tailing player: the latter can rearrange the three cards he has chosen for that turn for the tailing plane in the order he wants. Then the maneuvers are revealed and planes are moved. After firing is resolved and before revealing the second maneuver, check the position of the two planes: if tailing is still possible, the tailed player has to show his second card to the tailing player and the latter can rearrange the two remaining maneuver cards if he wants. Tailig is possible only between two aircraft that were in tailing position at the beginning of the turn.

BLIND SPOTS FOR REAR GUNS
The rear machine gun of two-seaters planes has a blind spot just on 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 arch. If the ruler passes in the rear side of the two-seater airplane card and if the ruler touches any point of the target card with its first half, firing is not possible.

TOURNAMENT RULE
If you want to have less luck in the game, take all the “explosion cards” ⚡ out of the damage decks.
A game by Andrea Angiolino and Pier Giorgio Paglia

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