

Translation (version 1.0 – 17 April 2008) of the Scenarios from the French Rulebook

Wings of War - Miniatures - Deluxe Set - 2007

Most of the rulebook in English can be downloaded from here, labeled as "Wings of War Miniatures":
<http://www.fantasyflightgames.com/wingsofwarsupport.html>
or here... ftp://nexusgames.com/download/WoWMini-Rulebook_EN_web.pdf

That PDF includes an English translation for twelve of the twenty pages: the front cover (page 1) and back cover (page 20) of the rules booklet, and pages 4 (Preparation) through 13 (Altitude Optional Rules) renumbered as pages 2 - 11. What follows is the untranslated pages (2 - 3, 14 - 19).

Page 2 - **GAME MATERIALS** (*has illustrations of box contents*)

*The only things unique to the Deluxe Set are the 2 **bomb cards** and the **bombing rules**.*

Central Empire Airplane Cards (2); Allied Airplane Cards (2); Maneuver Cards (4 Decks : A, B, C, D) (82); Damage Cards (2 Decks : A, B) (114) *note the A deck is a double set of 70 cards*; Ground Cards (*all double-sided* : 4 Target Cards, 6 Trench / Machine Gun (3 A, 3 B) Cards, Bomb Cards (2 *double-sided* : one side has 1 bomb, reverse side has 3 bombs).

Game Boards (4) *These are single-sided generic boards (green, blue, yellow, red).*

Rulers (2); Counters (85) *Note the counters have the same symbols as in Burning Drachens and other boxed sets but are present in a different quantity. There are no new symbols.*

Miniatures (1 each): Fokker Dr.I (Richthofen), SPAD XIII (Baracca), Sopwith Camel (Barker), Albatros D.Va (Udet).

Page 3 - *features the miniatures and other boxed sets.*

Wings of War Miniatures is a group of games which allow you to recreate aerial combat of the 20th century by using painted airplane models and an innovative system of movement.

The box of **Wings of War Miniatures** which you have purchased is a complete game for 2 to 4 players, and it's an excellent starting point for collecting all the miniatures for **Wings of War**!

In this box, you will find 4 painted models, representing planes piloted by aces of the First World War like the Red Baron Manfred Von Richthofen and the chivalrous Francesco Baracca.

You can buy extra miniatures for Wings of War in **Airplane Packs** to play larger games. Each of these boosters contains one miniature, its base, and its pack of maneuver cards so you can immediately add the new model to your games.

The pieces and the rules in this box are constructed so you have everything necessary to play with the miniatures in the first three series of Plane Packs.

Note, Series 1 was released in May 2007, the Deluxe Set in July. Series 2 released in March 2008 and in April for the USA (<http://www.fantasyflightgames.com/wwminis2.html>). Series 3 is expected after June. For the USA see <http://www.fantasyflightgames.com/productsrelease.html>

Visit www.wingsofwar.it for a complete list of Airplane Packs and other Wings of War products.

If you already have a **Wings of War** box without miniatures, like **Famous Aces**, **Watch Your Back!**, or **Burning Drachens**, you already know these rules. Modifications are found on page 6 (overlapping during movement), page 8 (special damage), page 11 (rules for altitude), page 14 (scenario rules), and page 16 (scenarios). These new rules are adaptations of the original for **Wings of War Miniatures**.
Note, the bombing rules given below are new (they do not appear in other sets).

COLLECT ALL THE AIRPLANE PACKS OF WINGS OF WAR MINIATURES!

Each packet contains a painted model, its base, and its deck of maneuver cards.

FIRST SERIES

WOW107A	SPAD XIII	Francesco Baracca*
WOW107B	SPAD XIII	René Paul Fonck
WOW107C	SPAD XIII	Edward Vernon Rickenbacker
WOW108A	Sopwith Camel	William George Barker*
WOW108B	Sopwith Camel	Aubrey Beauclerk Ellwood
WOW108C	Sopwith Camel	Jan Olieslagers
WOW109A	Albatros D.Va	Ernst Udet*
WOW109B	Albatros D.Va	Ludwig Weber
WOW109C	Albatros D.Va	Kurt Jentsch
WOW110A	Fokker Dr.I	Manfred von Richthofen*
WOW110B	Fokker Dr.I	Fritz Kempf
WOW110C	Fokker Dr.I	Arthur Rahn

* Included in Deluxe Set

SECOND SERIES

WOW112A	Fokker D.VII	Hermann Göring
WOW112B	Fokker D.VII	Hugo Schäfer
WOW112C	Fokker D.VII	Ernst Udet
WOW113A	Sopwith Snipe	William George Barker
WOW113B	Sopwith Snipe	Thomas Charles Richmond Baker
WOW113C	Sopwith Snipe	Clement Verner Ryrie
WOW114A	LFG Roland C.II	Manfred von Richthofen
WOW114B	LFG Roland C.II	Richard Seibert & Arthur Pfleger
WOW114C	LFG Roland C.II	Luftstreitkräfte
WOW115A	De Havilland D.H.4	Egbert Cadbury & Robert Leckie
WOW115B	Airco D.H.4	American Expeditionary Force
WOW115C	De Havilland D.H.4	Alfred Clayburn Atkey

THIRD SERIES

Nieuport 17	Charles Nungesser	
Nieuport 17	Gervais Lufbery & Georges Thenault	
Nieuport 23	Kibanov	
Albatros D.III	Godwin Brumowski	
Albatros D.III	Ludwig Hautzmayer	
Albatros D.III	Werner Voss	
Ufag C.I	Flik 23/D	; Kaiserliche und
Ufag C.I		; Koenigliche
Ufag C.I		; Luftfahrtruppen
RAF R.E. 8	John Longton & Thomas Long Carson	;
RAF R.E. 8	Gerald Ferguson & 2nd Class Air Mechanic Fry	
RAF R.E. 8	Aviation Militaire	

Pages 14 – 19 (*these pages did not have explanatory illustrations*):

Wings of War - Scenario Rules

Here are the special rules used in some scenarios.

RECONNAISSANCE PHOTOGRAPHY

For a scenario, an airplane can be equipped with a photographic apparatus to carry out a reconnaissance photography mission. One or more targets are placed on the field of play.

To photograph the target, the plane must perform a stall (maneuver with a short arrow and the symbol ◇) that starts when its center is a half ruler distance in any direction from the target card. The picture cannot be taken if the observer is wounded (unless you play with house rules and all players agree to allow this before the start of the game).

If you play with altitude, the photo must be taken at an altitude of 1 or 2 at the time of the stall.

BOMBING

If you want to play a bombing scenario, you must follow these rules. The first section applies whether or not you play with altitude, while the second section applies only if you do play with altitude.

HOW TO BOMB

At the start of the scenario, decide on the bomb load. There can be one simple load or multiple loads of bombs. Each load equals a certain number of damage points on the target (or victory points for the scenario).

Before revealing a maneuver, the bomber can decide to drop one or more bomb loads, or the entire payload. If he or she bombs, take a bomb card to represent all the bombs dropped on this turn.

Execute the maneuver, and before resolving the fire, put the bombs in play. If the bomber's last maneuver was a stall, put the card in front of the plane next to the bomb card so that its rear arrow corresponds to that of the maneuver. If the last maneuver was not a stall, make a straight line in front of the plane.

After they are placed on the table, the bombs touch the ground. If the red dot on a target card is totally covered by the bomb card, the target receives the full damage (or the player receives all the victory points). If the target card is partially covered by the bomb with the red dot partially (or totally) visible, the damage (and the points) is divided in half. In either case, remove the bomb cards. Taking measurements is categorically prohibited except to verify firing, pursuit, and the like. You cannot measure to evaluate the success of your bombing load.

You cannot drop bombs directly after an Immelmann or Split S.

BOMBING AND ALTITUDE

You can bomb at altitudes other than 1.

If the plane is at altitude 1 when it drops the bombs, they touch the ground immediately : use the preceding rules. If the plane is higher than an altitude of 1 when it drops its bombs, put markers on the bomb card when it is placed on the table. Place one marker if the altitude is 2 or 3, two markers if it is between 4 and 6, three markers if altitude is between 7 and 10, and four markers if higher than 10. The bombs do not hit the ground when they are placed on the table and they are not removed. During each

ensuing turn, they are newly moved according to the same maneuver card with which they were placed (stall, straight line) and one marker is removed. Ignore the effects of a card (target, airplane, or other) which overlaps the bombs while they are in the air. When they are moved and the last marker is removed, the bombs fall to the ground with the effects described above.

To remember the speed of the bombs, place the markers in front of the bomb cards to indicate if they should use a straight line, and to the rear if it is a stall.

EXAMPLE

A Sopwith Camel has four bombs of 9 Kg in a single load. The scenario allocates 4 victory points to the player if he or she succeeds in bombing a building. The plane arrives in front of the target and after a right turn of 60° at an altitude of 4, it releases its bombs. On the same turn, the player plays a straight line in front of the Camel and a bomb matching the point of the arrow above. Since the altitude is 4, two markers are placed in front of the bomb card. On the next two turns, a straight line is placed in front of the bomb card and it is then moved to the point of the arrow. One marker is then removed. At the end of the second turn, the bombs explode on the ground. As they partly cover the target card but not the red dot, the player only gets 2 victory points.

GROUND FIRE

Generally, target cards don't fire except for trenches and AA (anti-aircraft) guns.

TRENCHES

The trenches are placed before the game, and are never moved or rotated. If the center of a plane's base is a ruler distance from a trench card (even overlapping the card), the infantry can fire on the plane which takes an A damage card regardless of distance. Ignore the damage points, only count special damages. Each trench can make a shot each turn : if there are multiple possible targets, the player controlling the trench must choose one. There is never jamming of infantry fire.

A plane in flight can fire on a trench. If the plane fires at short distance (a half ruler), the trench takes two cards (one card for fire at long distance). The damage cards are left visible next to the trench. When a trench card has 5 or more points of damage, or if it receives an explosion card, it is "out of service" and can no longer fire. Ignore other special damages to trenches.

ANTI-AIRCRAFT GUNS

Anti-aircraft guns are placed on the table at the start of the game and cannot be moved or rotated. They are marked A or B. They fire and jam like A or B planes.

Also, the card can make one shot of infantry fire per round, following the rules for trenches.

EXAMPLE

A SPAD XIII overlaps an A-firing anti-aircraft gun. Since it fires like a plane, the gun cannot fire on the SPAD. However, since the anti-aircraft gun can produce infantry fire, the plane takes one A damage card (ignoring the damage points). If the SPAD XIII ends up in front of the gun without overlapping it, it can take one card of damage from the gun and one A damage card (ignoring the damage points) of infantry fire.

You can strafe an AA gun like a trench card. A special damage card (except jamming) puts the gun out of service, but the card can still make one artillery shot per round. When the gun card takes 5 or more points of damage, it is put out of service (including the artillery fire). If you play with optional aim rules, they are applied to AA guns.

GROUND FIRE AND ALTITUDE

If you play with altitude rules, you can apply them here. Trenches and anti-aircraft guns are at altitude 0 and can be strafed by planes at level 0 within one ruler distance. They can also be strafed by planes at level 1 and within half ruler distance. This is considered to be a long-distance shot (one damage card).

Infantry fire can also affect planes at altitude 0 within one ruler distance, and planes at altitude 1 within half ruler distance.

Anti-aircraft guns fire like planes at altitude 0.

Wings of War - Scenarios

The scenarios of the first section below can be played with the planes included in this box. The others can be played if you purchase additional planes.

The given lengths and widths are suggested as minimums. The length corresponds to the distance between the Allied and German sides of the table (they are always opposite). *Note, you can divide centimeters by 2.54 to get inches.*

Each scenario indicates what rules are used. You can play variations on these if all players agree before the start of the game.

Once familiar with the rules, don't hesitate to invent your own scenarios based on the ones included here. We don't recommend artillery except with trench strafing or bombing scenarios or if you are using the rules for altitude.

Come share your scenarios, your variants, and your ideas with the discussion group http://games.groups.yahoo.com/group/wow_nexus/ or on the Ubik forums <http://forum.editions-ubik.com/>.

You can also find more information on the official game site : www.wingsofwar.it.

BASIC SCENARIOS

These scenarios can be played with the airplanes included in this box.

DAWN PATROLS

In the skies above the front lines, two patrols are in fierce combat.

Players : 2 – 4 (5+ with variants). With two players, take two planes each. With 3 players, one has 2 Allied planes and the two others play the German forces with one plane each. With 4 players, each player has one plane, with the two German players joining together against the two Allied players.

Gaming surface : at least 90 cm long. Width : 90 cm.

German players : one Fokker Dr.I and an Albatross D.Va at half-ruler distance from their side of the gaming field.

Allied players : one Sopwith Camel and one SPAD XIII at half-ruler distance from their side of the gaming field..

Rules used : basic rules. If you play with altitude, agree upon starting altitude for the planes.

Winning Conditions : each team gets 1 point for each enemy plane that exits the playing field, 2 points for each enemy plane shot down, and -1 point for each of their own planes shot down.

Variants : if you play with supplemental airplanes, you can use any combination of Fokker Dr.I, Albatross D.Va, Sopwith Camel, and SPAD XIII, even playing with more than 4 planes and more than 4 players.

If you have supplemental planes, you can also use two or more Sopwith Snipes against two or more Fokker D.VII.

If you mix the Snipes and D.VIIs with other planes, don't forget that these planes are more maneuverable. Put as many Snipes in the Allied squadron as D.VIIs in the German camp. If you want, you can give an Ace ability (the one on the pilot's card or one of the player's choice) to each plane which is not a Snipe or a Fokker D.VII.

Note, there is no "pilot's card" in this set, so it is not known what this refers to. Optional Ace Rules can be found here: <http://www.wingsofwar.it/read.asp?id=1273>

FACE TO FACE

Two solo fighters patrol the front and end up in a duel.

Players : 2

Gaming surface : at least 70 cm long. Width : 70 cm.

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.

Rules used : basic rules. If you play with altitude, agree upon starting altitude for the planes.

Winning Conditions : The player who exits the playing field or gets shot down first is the loser.

Variants : the German player uses an Albatross D.Va. and the Allied player uses a SPAD XIII.

You can also use a Fokker Dr.I against a SPAD XIII or an Albatross D.Va against a Sopwith Camel.

If you have supplemental airplanes, you can also use a Sopwith Snipe against a Fokker D.VII.

Experienced players can instead play the "Dawn Patrols" scenario with two planes apiece.

BULLETS IN THE MUD

Two German planes are being sent on a mission to strafe the trenches.

Players : 2 – 4

Gaming surface : at least 90 cm long. Width : 90 cm.

German player : one Fokker Dr.I and one Albatross D.Va on the German side.

Allied players : two B-firing anti-aircraft machine gun cards at two ruler lengths from their side of the gaming field, one 35cm from the left side and one 35 cm from the right. One trench card at two ruler lengths from the center of the Allied side. The Camel and the SPAD XIII are outside the table : for each one, the Allied player puts a left or right maneuver on top of the maneuver deck. At the end of the first turn, he or she reveals them and puts each plane at the midpoint of left or right Allied side of the playing field according to the chosen maneuver. These planes move and fire at the end of the second turn.

Winning Conditions : The German player gets one point for each damage inflicted to trenches and AA guns (not more than 5 points per card), 5 points for each enemy plane destroyed, 4 for each enemy plane that exits the playing field (regardless of which side) as long as at least one German plane is still present. He or she loses 6 points for each German plane shot down, 4 points for each that exits the playing field other than on the German side, 2 points for each plane that leaves on the German side before doing at least one point of damage to each trench and AA gun, 1 point for each target card (trench or AA gun) still intact at the end of the scenario. The game is over when the two German planes exit the playing field or are destroyed. The German player wins if his or her total is more than zero. If negative, the Allied player has won. A zero results in a tie.

Rules used : basic rules, ground fire.

Variants : Change the ground defense by putting two target cards with trenches at 2 ruler lengths from the Allied side, one at 35 cm from the left side and one at 35 from the right, and one A-firing anti-aircraft gun at two ruler lengths from the Allied side.

You can also decide to switch the roles. The Allied players strafe the trenches with a Sopwith Camel and a SPAD XIII. The German players defend the trenches as described above, with two B-firing anti-aircraft guns and one trench (or an A-firing gun and two trenches), an Albatross D.Va and a Fokker Dr.I.

If you have supplementary airplanes, you can also use any combination of Fokker Dr.I, Albatross D.Va, Sopwith Camel, and SPAD XIII, giving the same number of planes to each side.

If you have supplementary airplanes, you can also use two Sopwith Snipes against two Fokker D.VII.

WINGS ABOVE CAMBRAI

A Sopwith Camel is dispatched with its escort on a bombing mission, while two German fighters intercede.

Players : 2 – 4

Gaming surface : Width : 100 cm. The German side is opposite the Allies, at least 140 cm apart. Put one target card 30 cm in front of the German side, and two B-firing trench cards 20 cm from the target, one to the left and one to the right, facing towards the Allied side.

German player : a Fokker Dr.I and an Albatross D.Va at half ruler distance from their side.

Allied player : a SPAD XIII and a Sopwith Camel at half ruler distance from the left-hand corner of their side.

Rules used : basic rules, bombing, ground fire. If you play with altitude, agree upon starting altitude for the planes.

Winning Conditions : Each team gets 2 points for each enemy plane that leaves the field of play, 4 points for each enemy plane shot down, and -2 points for each of their own planes that are shot down. The Camel has a load of bombs. After the Allies drop the bombs, the Allied planes do not give points to the German player if they leave the field of play on their own side. If the bomb card touches the center of the target, the Allied player gets 4 points, or two points if it touches the target but not the center.

Variants : If you have a two-seater, you can use it for this mission. Replace the Camel with the Cadbury's D.H.4. The bombs can be dropped at the same time, with the effects described above, or separately, each one giving 2 points if it touches the center of the target and 1 point if it touches the target but not the center.

With the same variation on the bombing rules, you can also replace the Camel with the Clayburn Atkey's DH.4 and the B-firing trenches with A-firing trenches.

If you want to attack with the Germans, play with a Roland C.II, a Fokker Dr.I, and an Albatross D.Va attacking and three Allied fighters (SPAD XIII and/or Sopwith Camel) in defense. If you use the Roland C.II of Richthofen (*this earlier plane lacks a forward firing machine gun*), the anti-aircraft guns are B-firing. If you use another Roland C.II, the anti-aircraft guns are A-firing. The Roland can divide its bombs into two payloads.

ADVANCED SCENARIOS

To play these scenarios, you need supplementary airplanes, available in booster packs.

AN ARDUOUS TASK

A two-seated plane must take photos of an enemy target, defended by a patrol of two fighters.

Players : 2 – 4

Gaming surface : Width : 100 cm. The German and Allied sides are at least 140 cm apart. Put a target card 25 cm in front of the center of the Allied side.

German player : a Roland C.II (not the Richthofen) and a Fokker Dr.I at half ruler distance from their side.

Allied player : a SPAD XIII and a Sopwith Camel at half ruler distance from their side.

Winning Conditions : each team gets 1 point for each enemy plane that exits the field of play, 2 points for each enemy plane shot down, and -1 point for each of their own planes shot down. However, if the Roland photographs the target, the German planes do not give points to the Allied team if they leave the field of play on their own side. Also, if the Roland leaves by the German side, the German team gets 2 points.

Rules used : basic rules, reconnaissance photography.

Variants : the Allied player uses a D.H.4 and a SPAD XIII. The German player defends the targets with an Albatros D.Va and a Fokker Dr.I.

THREE AGAINST ONE

A two-seater with a strong escort must take photos of a well-defended trench complex.

Players : 2 – 4

Gaming surface : the German side opposite from the Allied side at least 140 cm apart. Width : 100 cm.

Allied player : a trench card at one ruler distance from the center of the Allied side; two B-firing anti-aircraft guns, one at ruler distance to the left and the other to the right. Two A-firing anti-aircraft guns at half ruler distance in front of the trench. One Sopwith Camel at one ruler distance from the Allied side.

German player : when the Allied player is finished setting up, the German player places the Roland C.II of Richthofen, a Fokker Dr.I, and an Albatross D.Va on the German side, noses pointing toward the Allied side.

Winning Conditions : the Roland must take a picture of the trench. Each team gets 1 point for each enemy plane that exits the field of play, 2 points for each enemy plane shot down, and -1 point for each of their own planes shot down. However, if the Roland photographs the target, the German planes do not give points to the Allied team if they leave the field of play on their own side. Also, if the Roland leaves on the German side, the German team gets 2 points. The Allied team gets 3 points if the Roland does not leave with the pictures. The German team gets 1 point

for each trench card or anti-aircraft gun put out of commission by 5 points of damage or by special damage. The team with the most points wins.

Rules used : basic rules, ground fire, reconnaissance photography. If you play with altitude, the Roland can take the photo while performing a stall at an altitude of 1.

Variants : replace the Sopwith Camel with a Sopwith Snipe and the Fokker Dr.I with a Fokker D.VII.

If you want to reverse the roles, the Allied player uses a Cadbury's D.H.4, a SPAD XIII and a Sopwith Snipe. The German player defends the targets with a Fokker D.VII.

ATTACK BEHIND THE LINES

The Allies must verify the supposed locations of German depots behind the front lines in order to prepare an attack against these targets.

Players : 2 – 8

Gaming surface : Length : 120 cm. Width : 120 cm.

German player(s) – first round : four planes, each one an Albatross D.Va or a Fokker Dr.I. One trench card, two B-firing anti-aircraft guns, and an A-firing gun two ruler lengths from the German side, with the guns facing the Allied side. Four target cards at one ruler length from the German side. The German player places the cards where he or she wishes, without overlapping and at least one ruler length from the borders of the playing field.

Allied player(s) – first round : when the German pieces are placed, the Allied player(s) place a Sopwith Camel, a SPAD XIII, the D.H.4 of Cadbury (*B/B firing*) and the D.H.4 of A.E.F (*A/A firing*), at half ruler distance from the Allied side.

German player(s) – second round : use all the planes surviving from the first round plus an Albatros D.Va or a Fokker Dr.I. Ground cards put out of service are replaced.

Allied player(s) – second round : use all the planes surviving from the first round. If one or two D.H.4s have been destroyed, replace them. If both survive, add a Sopwith Camel.

Winning Conditions : The German player secretly writes on a piece of paper which two of the targets are truly the depots; the two others are lures. The Allied planes can strafe the ground cards.

In the first round, each player loses 12 points for each plane shot down or that leaves the field of play. However, if a D.H.4 takes pictures of at least two targets, the Allied planes can leave the battlefield on their side without penalty. If a D.H.4, after having taken photos, is not shot down and leaves by its own side, it gets one point per target photographed (the targets can be photographed by either two-seater plane but only give points once). The Allied player gets one point per trench or anti-aircraft gun put out of commission.

The round is over when there are only airplanes from one team on the playing field. Note the victory points for each player. Remove the damage to targets and remove the airplanes, but if the reconnaissance photography was successful, the German player must reveal if each photographed target is real or a lure. Remove the revealed lures and leave the depots revealed, but don't touch the others.

Then, play the second round. Each D.H.4 has two loads of bombs that it can drop separately or together. One bomb does 3 points of damage to a target touched in the center, or 1.5 points if it touches only part of the target (6 and 3 points respectively if the two bombs are dropped together).

Once again, the round is over when there are only planes from one team on the playing field. At the end of the second round, each team loses 12 points for each plane destroyed or that has left the field of play. However, if all the target cards (real or lures) are put out of service, the Allied

planes can leave by their side without penalty. As the planes that leave or are lost give you penalties, the targets give you points.

At the end of the game, reveal the true nature of the target cards. The Allied player gets 8 points for each real target put out of service, and one point for each point of damage inflicted on a real target that is not put out of commission. The German player gets 4 points for each real intact target. The lures do not give points to anyone. The trenches and guns put out of service give 2 points each to the Allies; the German player gets 3 points if at least 3 guns and/or trenches are intact, and 2 extra points if none have been put out of service. Then, add the points from the previous round. The winner is the player with the largest total over the two rounds.

Rules used : basic rules, reconnaissance photography, bombing, ground fire. If you play with altitude, agree upon starting altitude for the planes. At the beginning of each round, the Allied player chooses first for each Allied plane, then the German player. A player can choose different altitudes for each plane.