

# Wings over Malta



## **Campaign and Scenario Rules for Wings Of Glory**

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## Introduction

These campaign rules cover the air war over and around Malta from June 1940 to November 1942.

## Campaign Sequence

The campaign progresses using the following process:

1. Determine the mission
2. Fight the mission
3. Return to base
4. Determine effect of wounds
5. Calculate pilot experience
6. Repeat steps 1 through 4 until all missions have been flown
7. Determine the campaign winner

## Special Campaign Rules

### Aircrews

To simplify the campaign, the crew of an airplane are treated as an entity and not as individual airmen. It is the fate of the pilot that is tracked. For the purpose of missing missions, it is the pilot's wounds that count. Should a multi-crew airplane gain enough experience to become an Ace, the skill can apply to all crew members. Should an airman become lucky he can use it to the benefit of the whole crew.

### Lucky Pilots

Pilots can become "lucky" in the following ways:

- As a result from one of the Return to Base tables.
- As a result from the Recovery Event table.

Pilots remain "lucky" until they use up their luck. Luck can be used up in the following ways:

- Re-roll once on any of the Return to Base tables, but must then accept the second roll.
- Use the Luck of the Devil ace skill once during a mission.

## Determine the mission

The scenario consists of 24 missions. The first 12 are early period, the second 12 are later period.

Randomly determine the attacker/mission combination. Cross out each once played so it cannot be repeated. Once all 12 have been played, start again for the later war period.

D6	1-3 Axis attacker	4-6 British attacker
1	Strafe the MTBs	Strafe the MAS boats
2	Torpedo the supply ships	Torpedo the supply ships
3	Sink the Aircraft Carrier	Interdict the Regia Marina
4	Attack the airfield	Attack the airfield
5	Bomb the harbour	Bomb the harbour
6	Dogfight	Dogfight

Determine the fighter type for mission – roll once per mission.

D6	Early Axis	Later Axis	Early British	Later British
1	Fiat Cr.42	Macchi C.202	Gladiator	Hurricane IIA
2	Fiat Cr.42	Macchi C.202	Hurricane IA	Hurricane IIA
3	Fiat Cr.42	Macchi C.202	Gladiator	Spitfire IIA
4	Macchi C.200	Bf 109 E-7	Hurricane IA	Hurricane IIA
5	Macchi C.200	Bf 109 E-7	Gladiator	Spitfire IIA
6	Macchi C.200	Bf 109 E-7	Hurricane IA	Spitfire IIA

Determine the “bomber” type for mission.

Mission	Early Axis	Later Axis	Early British	Later British
1	n/a	n/a	n/a	n/a
2	SM.79-II	SM.79-II	Fairey Swordfish	Beaufort I
3	SM.79-II	SM.79-II	Fairey Swordfish	Beaufighter IC
4	n/a	n/a	n/a	n/a
5	Fiat BR.20 M	JU 88 A	Blenheim I	Blenheim IV
6	n/a	n/a	n/a	n/a

## Fight the mission

The mission is found using the Wings of Glory tactical rules. Before starting, the use of optional rules should be agreed upon.

For information on how to set up each mission and its victory conditions see the Scenarios section.

## Return to Base

Airplanes that were not shot down must return to base safely. Roll on the **Get Home table**.

Airplanes that were shot down may elect to bale out. Roll once on **the Bale Out table**. The airplane is destroyed, crashes and burns.

Airplanes that were shot down may attempt to nurse the wreck down. Roll on the **Shot Down table**.

Aircrew that neither get home nor land in friendly territory must roll on the **In the Drink table**.

## Get Home table

Airplanes that were not shot down must return to base safely by rolling on the following table.

The following modifiers apply:

-5 Bf 109

-5 Novice

D100	Result
02 or less	Crash on landing. Crew each receives one wound.
03-10	If Engine or Fire Special Damage or if more than half damage: Crash on landing. Crew each receives one wound. Otherwise: Land Safely.
11-00	Land Safely.

**LUCKY:** Any aircrew whose airplane caught fire or had engine damage without being shot down and then get home and land safely count as “lucky”.

## Bale Out table

Airplanes that were shot down may elect to bale out. The airplane is destroyed, crashes and burns. The crew of planes at low-level (floor plus altitude is less than 3) may not bale out because there is no time to open the parachutes.

The location where the baled out crew will land is determined by the scenario. To attempt a bale out roll on the following table.

The following modifiers apply:

-5 Aircrew with a Serious Arm Injury

D100	Result
01-04	Fails to get out. Killed.
05-08	Parachute fails to open. Killed.
09-20	Receives 2 wounds. Location determined by scenario.
21-40	Receives 1 wound. Location determined by scenario.
41-95	Bale out successfully. Location determined by scenario.
96-00	Lucky escape. The quick release lever is jammed. But the airman gives it a swift punch and it comes loose. Counts as “lucky”.

## Shot Down table

Airplanes that were shot down may attempt to nurse the wreck down instead of baling out. To do this roll on the following table:

D100	Result
01-10	Crashes. Crew killed.
11-30	Crashes. Location determined by scenario. Crew each receives two wounds.
31-50	Crashes. Location determined by scenario. Crew each receives one wound.
51-70	Crashes. Location determined by scenario.
71-76	Crash-lands. Friendly territory. Crew each receives two wounds.
77-84	Crash-lands. Friendly territory. Crew each receives one wound.
85-90	Crash-lands. Friendly territory.
91-95	Nursed back to base. Crash on landing. Crew each receives one wound.
96-00	Nursed back to base. Crash on landing. Counts as "lucky".

## In the Drink table

Aircrew that neither get home nor land in friendly territory must roll on this table.

D100	British
01-15	Fails to blow up Mae West and drowns.
16-30	Not rescued. Drowns!
31-40	If protecting friendly shipping Picked up by a friendly ship and returned to base. Miss one mission. Otherwise Not rescued. Drowns!
41-50	If bomber crew Take to inflatable dinghy and paddle back to shore. Otherwise Not rescued. Drowns!
51-60	Picked up by enemy MTB. POW.
61-00	Picked up by friendly MTB.

## Determine effect of wounds

The number of wounds affects the aircrew as follows:

1. Wounded
2. Incapacitated. Pilots that are incapacitated when flying cause the airplane to crash.
3. Dead

Wounded aircrew must roll on the special injuries table. A -10 modifier is applied to aircrew that have received two wounds.

D100	Special Injury
less than 01	Crippled: The airman is confined to a wheelchair and honourably discharged from the service.
01-50	Roll on the Recovery Event table below. Miss the number of missions equal to the number of wounds unless otherwise specified in the table.
51-00	No serious injury. Miss the number of missions equal to the number of wounds.

A Recovery Event can occur when an airman is in hospital recovering from his wounds. These events should be related to the campaign. When an event is rolled it is suggested that you replace it with a different (new) event.

<b>D100</b>	<b>Recovery Event</b>
01-05	Serious Chest injury: Miss two missions.
06-10	Serious Leg injury: Miss two missions.
11-15	Serious Arm injury: Miss two missions.
16-20	Serious Head injury: Miss two missions.
21-25	Old War Wound: The airman recovers but his old wound sometimes affects his health. Roll a D6 before each mission. On a roll of one the airman's old wound is playing up and will fly with those restrictions that apply to an airman with one wound. Alternatively he can be replaced by another airman if a replacement is available.
26-39	Blinded in one eye: The airman can no longer get a bonus for aimed fire. An Ace with the Perfect Aim skill loses this skill but can still get the bonus for aimed fire.
31-35	Nubile Nurse: The airman meets a beautiful nurse who falls in love with him. He is nursed back to full health. The airman counts as "lucky".
36-40	Beautiful Nurse: The airman meets a beautiful nurse with whom he falls in love. He is nursed back to full health but the nurse is not interested in his advances. Treated as "Nubile Nurse" if the airman is "lucky".
41-45	Horrible scars: The airman recovers and is left with horrible scars as a testament to his bravery. Deduct one when checking for medals.
46-50	Impressive scars: The airman recovers and is left with impressive scars as a testament to his bravery. Add one when checking for medals.
51-55	National hero: Meet a journalist, Ernest Hemmingcurd, in the hospital and gets a positive write-up. Becomes a national hero. May never voluntarily leave a battle until the mission is completed or until his plane has over three-quarters damage.
56-60	Hip-flask: Nursed back to health by a stunning red-headed nurse. She gives him a pewter hip-flask filled with brandy which he keeps in his breast pocket over his heart. He may ignore the next Aircrew Special Damage as the hip-flask takes the bullet.
61-65	Miraculous recovery: The hospital is visited by an esteemed professor who has a new therapy. Recovery is miraculous. Miss no missions.
66-70	Food poisoning: While convalescing, the airman visits a Café/Tea-room in the local town where he meets an attractive waitress. Gets food poisoning. Misses two missions.
71-75	Cigarette case: While convalescing, the airman visits a Café/Tea-room/Cantina in the local town where he meets an attractive waitress. She gives him a silver cigarette case which he keeps in his breast pocket over his heart. He may ignore the next Aircrew Special Damage as the cigarette case takes the bullet.
76-80	Checks out of hospital: The airman wastes no time and immediately checks himself out of hospital. He must fly the next mission starting with one wound.
81-85	Countess: On the way to the hospital the ambulance breaks down. A passing noblewoman in a Rolls Royce/Horsch stops and takes him back to her residence. He is nursed back to health but so enjoys the experience that the convalescent period is increased and he misses two missions.
86-90	Countess: On the way to the hospital the ambulance breaks down. A passing noblewoman in a Rolls Royce/Horsch stops and takes him back to her residence. He is nursed back to health. The noblewoman sends her mechanic back with him to help him service the airplane. His plane will take 3 extra damage during the next mission.
91-95	General's visit: Visited in hospital by a General. Decorated with a medal.
96-00	Bombed: The hospital is bombed by the dastardly enemy/mistake. Recovery delayed. Convalescent period is increased by 1 mission.

## Calculate pilot experience

Pilots are awarded experience points (XPs) according to the table below.

A Novice pilot does not gain experience for surviving or winning a mission, instead he will become Experienced after flying two missions or after a kill or any share thereof.

Action	XPs rewarded
Each kill	8 XP
Each shared kill	4 XP
Surviving a mission (including being shot down)	2 XP
Winning the mission	2 XP
Other mission victory conditions	See mission description

Planes that exit the playing area do not normally count as kills, unless they are on fire, in which case they do.

## Ace Skills

For every 30 XP achieved, the crewman rolls twice on the Ace Skill table and chooses one of them.

Roll a D6. If the result is a duplicate, then re-roll.

Pilot	Ace Skill Result
1	Luck of the Devil
2	Itchy Trigger Finger
3	Perfect Aim
4	Sniper
5	Acrobatic Pilot (bomber crews re-roll)
6	Good at Escaping

## Using Ace Skills in the Campaign

**Acrobatic Pilot:** May re-roll once on the Get Home table or Shot Down table, but must then accept the second roll.

**Good at Escaping:** May re-roll once on any of the Return to Base tables, but must then accept the second roll.

**Luck of the Devil:** May re-roll once on any of the Return to Base tables, but must then accept the second roll.

## Promotions

For each 30 XP achieved, a pilot rolls on the Promotion table.

D6	Promotion
1-3	No Promotion
4-6	Receive a promotion

RAF	Luftwaffe	Regia Aeronautica
Pilot Officer	<i>Leutnant</i>	<i>Tenente</i>
Flying Officer	<i>Oberleutnant</i>	<i>Primo Tenente</i>
Flight Lieutenant	<i>Hauptmann</i>	<i>Capitano</i>
Squadron Leader	<i>Major</i>	<i>Maggiore</i>
Wing Commander	<i>Oberstleutnant</i>	<i>Tenente Colonnello</i>
	<i>Oberst</i>	<i>Colonnello</i>

Should an RAF pilot be promoted to Wing Commander he may no longer fly. Instead he is moved to a cushy job in the Air Ministry. A new Experienced pilot is moved to the squadron to replace him.

For the sake of simplicity, we make all pilots officers, thus conveniently forgetting the many Sergeant Pilots who did sterling service throughout the war.

## Medals

For each 30 XP awarded to pilot, roll for a medal. A roll for a medal may also be made by a pilot that spectacularly completes a mission (e.g. sinks a ship).

Roll 2D6. A roll of 6+ for an Italian, 7+ for German and 8+ for RAF pilots is required to be awarded a medal. Add 1 if the airman has Impressive scars and deduct 1 for Horrible scars.

Pilots that are awarded a medal will miss the next scenario. RAF aircrew visit The Palace and receive the award from The King. Luftwaffe pilots receive theirs from Hermann Göring at his country residence, Karinhall. Regia Aeronautica pilots must travel to Rome to receive theirs from *Il Duce*.

	RAF	Luftwaffe	Regia Aeronautica
<b>1<sup>st</sup> Award</b>	Distinguished Flying Cross (DFC)	Iron Cross, Second Class	Medaglia di bronzo al valore aeronautico
<b>2<sup>nd</sup> Award</b>	Bar	Iron Cross, First Class	Medaglia d'argento al valore aeronautico
<b>3<sup>rd</sup> Award</b>	Bar	Knight's Cross of the Iron Cross	Medaglia d'oro al valore aeronautico
<b>4<sup>th</sup> Award</b>		Knight's Cross of the Iron Cross with Oak Leaves	

## Determine the campaign winner

When all missions have been played, the side that won the most missions has won the campaign.



## Scenarios

### Strafe the MTBs / MAS boats

#### Playing Area

Two 67 x 98 cm (27" x 39") Sails of Glory game mats. Located over the Mediterranean. One short edge is the Attacker's and the opposite the defender's. The floor is 0.

Place three MTB / MAS boat target cards at on ruler distance from the middle of one of the long edges and facing the other long edge in a vee formation with a half ruler distance between boats. The boats move straight ahead across the playing area.

#### Attacking Player

Two fighters in formation at half ruler distance from the Attacker's edge at altitude 3 or 4.

#### Defending Player

Two fighters in formation at half ruler distance from the Defender's edge at altitude 3 or 4.

#### Victory Conditions

The Attacking player gets one victory point for each damage point inflicted on a boat. Each player gains 16 victory points for each enemy plane shot down. The Defending player gains 20 victory points if the Attacker fails to gain more than 20 victory points from the boats.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

## **Torpedo the supply ships**

### **Playing Area**

Two 67 x 98 cm (27" x 39") Sails of Glory game mats. Located over the Mediterranean. One short edge is the Attacker's and the opposite the defender's. The floor is 0.

Place four ship target cards (one escort and 3 cargo ships) at one ruler distance from the middle of one of the long edges and facing the other long edge in a diamond formation with a half ruler distance between ships. One cargo ship is towing a barrage balloon. The ships move straight ahead across the playing area.

### **Attacking Player**

Two fighters and two bombers in separate formations at half ruler distance from the Attacker's edge at altitude 3 or 4.

### **Defending Player**

Two fighters in formation at half ruler distance from the Defender's edge at altitude 3 or 4.

### **Victory Conditions**

The Attacking player inflicts 1 victory point for each "bomb damage" inflicted on a ship. The victory points are doubled if the ship sinks. The Defending player gets 1 victory point if no ship target is hit.

The game ends when all the planes of one side have been shot down or have exited the gaming surface or when all ships have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the Attacker's planes can leave from their edge without any penalty once the ships have been attacked by both bombers (or they have been shot down).

## **Sink the Aircraft Carrier**

### **Playing Area**

Two 67 x 98 cm (27" x 39") Sails of Glory game mats. Located over the Mediterranean. One short edge is the Attacker's and the opposite the defender's. The floor is 0.

Place two ship target cards (one aircraft carrier and 1 destroyer) at one ruler distance from the middle of one of the long edges and facing the other long edge in formation with a half ruler distance between ships. The ships move straight ahead across the playing area.

### **Attacking Player**

Two fighters and two bombers in separate formations at half ruler distance from the Attacker's edge at altitude 3 or 4.

### **Defending Player**

Two fighters in formation at half ruler distance from the Defender's edge at altitude 3 or 4.

### **Victory Conditions**

The Attacking player inflicts 1 victory point for each "bomb damage" inflicted on the aircraft carrier. The victory points are doubled if the ship sinks. The Defending player gets 1 victory point if no hit is scored.

The game ends when all the planes of one side have been shot down or have exited the gaming surface or when all ships have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the Attacker's planes can leave from their edge without any penalty once the ships have been attacked by both bombers (or they have been shot down).

## **Interdict the Regia Marina**

### **Playing Area**

Two 67 x 98 cm (27" x 39") Sails of Glory game mats. Located over the Mediterranean. One short edge is the Attacker's and the opposite the defender's. The floor is 0.

Place two ship target cards (destroyers) at one ruler distance from the middle of one of the long edges and facing the other long edge in formation with a half ruler distance between ships. The ships move straight ahead across the playing area.

### **Attacking Player**

Two fighters and two bombers in separate formations at half ruler distance from the Attacker's edge at altitude 3 or 4.

### **Defending Player**

Two fighters in formation at half ruler distance from the Defender's edge at altitude 3 or 4.

### **Victory Conditions**

The Attacking player inflicts 1 victory point for each "bomb damage" inflicted on a ship. The victory points are doubled if the ship sinks. The Defending player gets 1 victory point if no hit is scored.

The game ends when all the planes of one side have been shot down or have exited the gaming surface or when all ships have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the Attacker's planes can leave from their edge without any penalty once the ships have been attacked by both bombers (or they have been shot down).

## **Attack the airfield**

### **Playing Area**

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the Attacker's and the opposite edge the Defender's. Located over the defender's territory. The floor is 0.

The airfield consists of 6 target cards: 2 hangers, 2 buildings, 1 airplane dispersal and one anti-aircraft machine gun emplacement (counting as ground troops but taking 20 damage). Place any airfield target one ruler distance from the centre of the Defender's edge. Place the remaining targets at least one ruler distance from an edge and within a half ruler distance of another target.

### **Attacking Player**

Two fighters at half ruler distance from the Attacker's edge at altitude 3 or 4.

### **Defending Player**

Two fighters in formation at half ruler distance from the British edge at altitude 3 or 4.

### **Victory Conditions**

The Attacking player gets two victory points for each damage point inflicted on a hanger and one victory point for each damage point inflicted on another airfield target other than the anti-aircraft machine gun emplacement. Each player gains 16 victory points for each enemy plane shot down. The Defending player gains 16 victory points if the Attacker fails to gain more than 16 victory points from ground targets.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

## **Bomb the harbour**

### **Playing Area**

Two 68 x 98 cm (27" x 39") game mats: one coastal and one Sails of Glory. The short land edge is designated defender and the opposite edge attacker. Located over the defender's territory. The floor is 2.

Place two small irregular-shaped clouds randomly on the playing area such that they do not cover the harbour. Clouds cover altitude 3-6.

### **Attacking Player**

Two bombers and two fighters in formation at a half ruler distance from their edge at altitude 3. One bomber has a single climb counter.

### **Defending Player**

Three fighters in formation touching any of the 3 edges of the coastal map at altitude 3 or 4. When defending, the British may pick which edge, the Axis determine randomly.

### **Victory Conditions**

The bombers inflict 2 victory points of damage if the bombs hit the target and 1 if they get a near miss. The defending player gets 1 victory point if the target is missed completely.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the attacker's planes can leave from their edge without any penalty once the target has been bombed by both bombers (or they have been shot down).

The side scoring the most victory points wins.

## Dogfight

### Playing Area

One 68 x 98 cm (27" x 39") game mat. Located over the defender's territory. The floor is 4.

### Attacking Player

Two fighters at altitude 3.

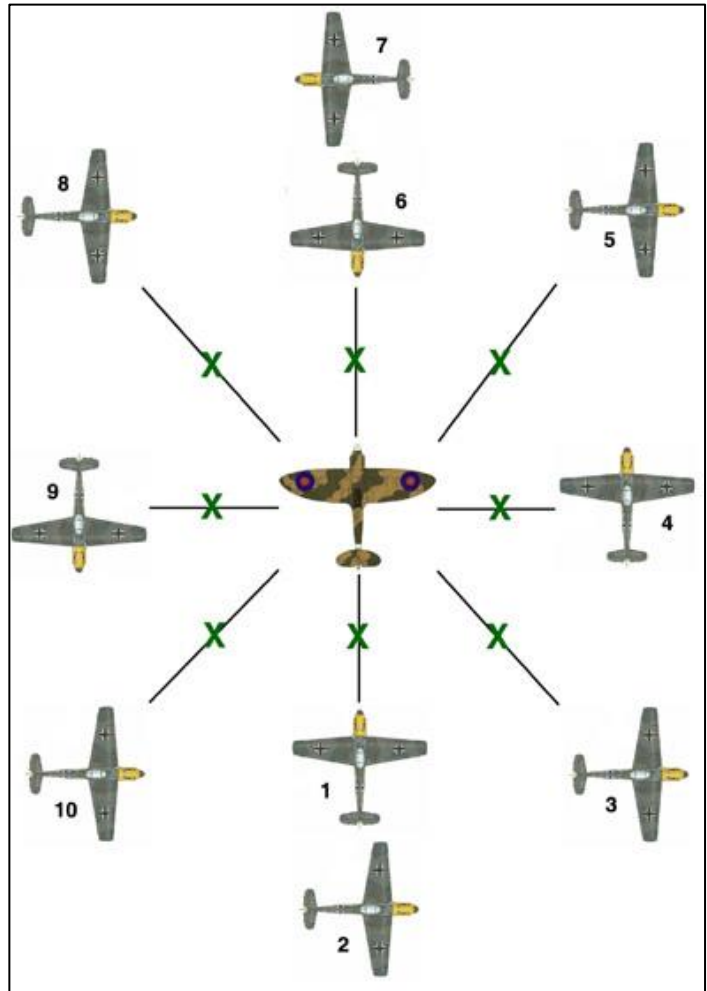
### Defending Player

Two fighters at altitude 3.

### Setup

- Both players note down their formation.
- Determine which side sees the other first. Roll a D10 and add one for each ace in the formation. If the result is equal re-roll. The British add 2 to their die if they are the defender. The higher result is the winner and has spotted the loser first.
- Determine the relative positions of the flights when the patrol is spotted. Roll a D10 and consult the diagram. The X shows the centre of the playing area.
- Determine the distance between the flights when the patrol is spotted. Roll a D10 and consult the following table to give the distance from the centre of the playing area:

1-2	½ ruler length
3-4	¾ ruler length
5-6	1 ruler length
7-8	1 ¼ ruler lengths
9-10	1 ½ ruler lengths



- Place the loser's flight in the Spitfire position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.
- Place the winner's flight in the Messerschmitt position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.
- Place two irregular-shaped clouds randomly on the playing area such that they neither cover nor are directly in front of any aircraft. Clouds cover altitude 3-9.

### Victory Conditions

The winner is the side with airplanes remaining when all enemy airplanes have been shot down or have left the playing area.