Tactical Rules

for Wings Of Glory

2018-06-24

SETUP

Before starting, each player chooses a manoeuvre card for each of his planes and places it facedown on the first space on the console for that plane. Steep manoeuvres may not be chosen during setup.

ALTITUDE

Each game starts with a specific "floor" that is the altitude of a plane with no pegs. If not specified by the scenario, the "floor" is zero (ground level).

Each plane starts the game at a certain altitude, as specified by the scenario. Put one peg between the plane base and the model for each altitude level above the floor. Each plane model has a maximum altitude that it can reach.

Before performing a move, any player can change the floor, increasing or decreasing the number of pegs on all planes as appropriate.

GAME TURN

Each basic game turn is composed of four phases: **plan**, **move**, **fire** and **bomb**. Players perform each of these phases simultaneously with each other. Conclude each phase before proceeding to the next one.

1.   Pilots **plan** their next manoeuvre
2.   Pilots perform their **move**
3.   **Fire**
     a.   Aces with Itchy Trigger Finger **fire**.
     b.   "Normal" aircrew **fire**.
     c.   Novice or Wounded aircrew **fire**.
4.   **Bomb** or other action.

If an aircraft received damage earlier in the firing phase that caused it to be shot down, it may not fire in a later part of the firing phase.

PLANNING

Choose an unused card from the manoeuvre deck. This card will be the manoeuvre 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.

Steep Manoeuvres

A steep manoeuvre is one with a diamond on the card. You cannot plan two steep cards in a row; at least one non-steep card must be played before another steep manoeuvre can be used.

SPECIAL MANOEUVRES
Stall

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

Immelmann turn

To perform an Immelmann, you must play a straight move just before planning the Immelmann and another straight just after the Immelmann. The straight after an Immelmann may not also be used as the straight before a second Immelmann; two Immelmann turns must be separated by at least two straights. The plane receives a climb counter as soon as the Immelmann is executed. This may not be used by Novice or Wounded pilots.

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. When 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. This may not be used by Novice or Wounded pilots.

Dive

When a plane performs a dive manoeuvre, it descends one level of altitude. Take away one peg from under the model. If the plane has any climb counters, remove all or none.

If a plane dives below level 1, it crashes into the ground and is eliminated.

The dive card looks like a straight except that the line is red. It is however not considered a straight as far as other rules are concerned. E.g. a plane cannot follow a dive by an Immelmann turn, 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, the plane gains one level of altitude. Remove all of the climb counters, and the model gets a new peg to be put between it and the base. No plane can climb above its maximum altitude (ceiling).

The climb card looks like a stall except that the line is red. It is however not a stall as far as other rules are concerned.

FULL LOAD

A plane that still has to drop its bombs or carries drop tanks is considered loaded. It cannot use the Immelmann card, it must put an additional non-steep manoeuvre between steep ones, it cannot tail and its Climb Rate is increased by one. As soon as all the bombs or fuel tanks are dropped, these restrictions no longer apply.

ILLEGAL MANOEUVRES

When the illegal manoeuvre is revealed, replace it with a straight card and take an "A" token of damage for the stress on the structure of the airplane. In addition the pilot may not fire.

MOVEMENT

Each player puts his manoeuvre 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 manoeuvre card, so that the blue arrowhead on the rear of the plane matches the arrowhead of the card. The manoeuvre card is placed back among the available ones. The facedown manoeuvre card in the second space of the console is moved to the first space.

LEAVING THE PLAYING AREA

An airplane that leaves the playing area at the end of a manoeuvre is out of the game. It is possible that a manoeuvre will take an airplane briefly outside the playing area, but return it to the playing area at the end of the manoeuvre. This is allowed as long as the plane ends the manoeuvre inside the playing area.

OVERLAPPING DURING MOVEMENT

It is possible that at the end of a manoeuvre, two or more planes may end up occupying the same position on the gaming field. Plane bases can partially overlap. If this is not possible, replace one of the models with its plane card.

Collisions

Two overlapping planes may collide if

1. One plane model was replaced by its card.
2. They are both at the same altitude.
3. They either both have climb counters (no matter how many) or they both have no climb counters.

Draw a "B" damage token for each plane. If either is a 0, both are discarded. Otherwise take into account damage points but ignore other types of special damage.

FIRING

Place one end of the ruler against the altitude peg at the centre of the firing plane's base. If the ruler can reach any point of an enemy plane's base while staying within the firing cone of the firing plane's base, then the plane can fire at the enemy plane.

Planes can fire once each round for each arc. The firing plane may choose any eligible target. Firing is not mandatory.

TARGETING

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

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

FIRING WHILE CLIMBING AND DIVING

Fixed forward firing guns in climbing planes (including Immelmann) may not shoot at targets with an altitude below them and in diving planes (including split-s) may not shoot at targets with an altitude above them.

BLIND SPOTS FOR REAR GUNS

The rear machine gun has a blind spot just at the rear of the tail. Use the ruler to connect the centre of the firing plane with the centre of the target in the rear arc. If the ruler passes over the rear edge of firer, and if the first half of the ruler touches any point of the target card, firing is not possible. The blind spot does not apply if the target is at a higher altitude.

RANGE

Use the ruler to measure the range from the centre of the firing plane's base to anywhere on the target's base. Range is measured in quarters of a ruler. Add one quarter to the range for each altitude difference between firer and target.

Short Range

If the target airplane base is within two quarters, the shot is at short range. The target airplane takes as many tokens of each specific letter as are indicated for short range.

Long Range

If the target airplane base is within four quarters, the shot is at long range. Take the tokens of each specific letter as are indicated for long range.

OVERLAPPING WHEN FIRING

If, at the end of a manoeuvre, two airplane cards overlap, the following applies if they want to fire at the other.

1. They may fire at each other counting the range as long.
2. Planes with multiple guns may choose only one to fire at an overlapping target.
3. If at different altitudes, the lower plane may only fire using a gun that can fire higher and the higher plane can only fire using a gun that can fire lower.

Overlapping planes can fire at other planes and other planes can fire at the overlapping planes using the normal rules. Overlapping planes don't block each other's aim or the aim of the planes firing at them.

TAILING

To see if a plane is tailing, use the ruler to connect the altitude peg of the airplane with the altitude peg of any plane in front of it. Tailing is possible if the following conditions are met:

1. The ruler reaches both altitude pegs.
2. The ruler passes through the front side of the tailing airplane base and the rear side of the tailed airplane base.
3. The ruler does not cross any other airplane base in between when all three are at the same altitude.
4. The tailing plane is at the same altitude level or one level higher.
5. The tailing plane is not loaded.

IMPROVED AIM

Improved aim applies to the forward firing fixed guns of fighter aircraft. This may not be used by Novice or Wounded aircrew. This may not be used if the firer is on fire or smoking.

Improved aim applies when firing:

- at the same enemy target for the second or subsequent consecutive turn.
- at a target that is on a lower altitude level or on the same altitude level after the firer executes a dive.
- at a target from a tailing position.
- by an Ace with the Perfect Aim skill.

The accuracy is improved and the target must take an additional "A" token of damage. The firer may never get move than one additional token because of improved aim.
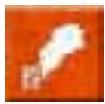
DAMAGE

When an airplane takes damage the tokens are kept together, facedown on the target plane's console.

When the total damage sustained by the plane reaches or exceeds the plane's damage points it is eliminated.

All damage is resolved simultaneously within the same part of the firing phase, 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.

SPECIAL DAMAGE

Some damage tokens have special damage symbols beside the number of damage points.

Smoke: This special damage is announced. The airplane leaves a smoke trail. Place six smoke counters on the airplane's base. Discard one counter at the end of each of the next six turns.

If a smoking plane takes a second smoke damage token, discard all smoke counters and treat it as fire special damage.

Fire: This special damage is announced. The airplane has caught fire. Places six flame counters on the airplane's base. Discard one counter and take an "A" damage token at the end of each of the next six turns. Only damage points are taken into account; all special damage results are ignored.

If the plane takes a second fire damage token, the number of remaining flame tokens are increased to six.

Rudder jammed: This special damage is announced although the direction is kept secret. The next two cards that the airplane plans cannot be manoeuvres in the direction of the jammed rudder. Any manoeuvres already selected are carried out as placed.

Crew Hit: This special damage is announced. A member of the crew is hit. Roll a D6 for each living member of the crew. The crewman with the highest score is wounded. If multiple crewmen have the highest score then this special damage can result in multiple wounds.

The following restrictions apply:

Wounds	Pilot
1	See Novice or Wounded Pilot.
2	Incapacitated. Aircraft crashes.
Wounds	Other aircrew
1	May not fire. Subtract 2 when performing missions.
2	Incapacitated

Engine Damage: This special damage is announced. The following restrictions apply:

Engines	Damage	
2	1	Climb Rate is increased by one.
3	1	
4	2	
3	2	Climb Rate is increased by two.
4	3	
1	1	May not plan a climb or an Immelmann.
2	2	
3	3	
4	4	
1	2	Shot down.
2	3	
3	4	
4	5	

NOVICE OR WOUNDED PILOT

Novice or Wounded pilot may not tail, may not use the Immelmann turn card, must put an additional non-steep manoeuvre between steep ones and may not claim additional damage for aimed fire.

If a Novice pilot receives a first Crew Hit Special Damage, he does not suffer additional penalties.

Wounded Aces may not use any Ace Skill.

LUCKY

A "lucky" pilot may use the "Luck of the Devil" ace skill once after which his luck is used up.

ACES

The scenario or campaign may determine that one or more of the aircrew have Ace Skills.

ACE SKILLS

Acrobatic Pilot: This ace pilot may perform any non-steep manoeuvre after an Immelmann or a Split-S. Place recovery counters when the non-straight manoeuvre is carried out. The pilot can plan such a manoeuvre while he still has Recovery counters, but he has to execute it when all counters are discarded, or it is considered an illegal manoeuvre.

Good at Escaping: This ace pilot may choose to negate the effect of Improved Aim caused by tailing or consecutive fire unless the firer is also an ace with the Good at Escaping skill. Requires Recovery.

Luck of the Devil: This ace may choose to ignore a single damage token during the game, after drawing and seeing it.

Perfect Aim: When firing, this ace may choose to have his opponent take an additional "A" token of damage as per the Improved Aim rule. Requires Recovery.

Sniper: When this ace fires, he tends to hit a bull's-eye. 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. Requires Recovery.

Itchy Trigger Finger: Aces with this ability 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).

RECOVERY

When an ace uses Acrobatic Pilot, Perfect Aim, Sniper or Good at Escaping put four Recovery counters on the console. One counter is discarded after each manoeuvre executed. These skills may not be used until after the end of the turn in which the last counter is discarded.

SCENARIO RULES

CLOUDS

Clouds are represented by irregular white shapes placed on the playing area. The scenario determines their location and altitude.

Line Of Sight is blocked firing into, out of or through a cloud. All firing must have a LOS to the target. Clouds do not move during the game, their speed relative to that of the aircraft being negligible.

STRAFING

Planes can strafe ground or naval targets, inflicting the same damage they would on an enemy plane. Ground targets are considered to be at floor 0 altitude 1 when targeted. Damage tokens are kept face up beside the ground target. When ground troops have suffered 5 points of damage or an anti-aircraft gun has suffered 10 points it is silenced and counts as eliminated for scenario purposes and can no longer fire at enemy planes. Targets ignore special damage.

GROUND TROOPS

Ground troops can fire as if they were a 1-altitude plane. They can even fire normally when they are overlapped by the target. The target plane takes a single "A" damage token, regardless of the distance. Each troop card can make a single shot each round. If there are several possible targets, the target priority is the nearest airplane strafing the target and then the nearest airplane.

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. They start the game with an "artillery counter" on them, showing that they are ready to fire.

Anti-aircraft guns have a 360° arc of fire and a range of two rulers distance. They can fire at any target that is not within a half-ruler of distance of a friendly plane. If there are multiple targets, planes strafing the guns will be the first priority, bombers will be targeted in preference to fighters, otherwise determine randomly. Artillery fire is simultaneous with all other types of fire.

In the fire phase put the "artillery counter" on the target plane. In the following fire phase, resolve the firing. The target takes one "C" damage token. Return the "artillery counter" to the AA-gun. From the next turn, the artillery can fire and the counter can be again put on a target plane.

Planes 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 face up beside the AA gun card. When a gun has suffered 10 points of damage, it is silenced and counts as eliminated for scenario purposes.

LEVEL BOMBING

In order to perform level bombing the bomber must fly over the target using a straight manoeuvre. After fire is resolved, roll a die. Subtract 1 from the die roll if the target is moving (e.g. ships) or subtract 2 if the bombardier is wounded. If the result is 4 or more then the result is a direct hit (the target takes full damage or the player scores full victory points). If the result is 2 or more then the result is a near miss (the damage or victory points is halved).

Bombers may not fire forward fixed guns in the turn they drop bombs.

DIVE BOMBING

Dive bombers have two special dive cards with the "bomb" symbol on them. The next card planned after one of these dive cards must be either the other special dive card, a non-steep manoeuvre, or a climb.

In order to perform dive bombing the bomber must fly over the target using a special dive manoeuvre ending at an altitude of 1 or 2. After resolving any firing, roll a die. Subtract 1 from the die roll if the target is moving (e.g. ships) or subtract 2 if the bombardier is wounded. If the result is 4 or more then the result is a direct hit (the target takes full damage or the player scores full victory points). If the result is 2 or more then the result is a near miss (the damage or victory points is halved).

Bombers may not fire forward fixed guns in the turn they drop bombs.

PHOTO RECONNAISSANCE

To take pictures of a target, a camera-equipped airplane must pass over the target using a straight manoeuvre and at some point the airplane base must overlap the centre of the target card.

After fire is resolved, roll a die. Subtract 2 if the bombardier is wounded. If the result is 3 or more then the result is a good photograph. The plane must then return to base to complete the mission.

TORPEDOS

To launch a torpedo the attacking aircraft must have selected a straight manoeuvre and be at altitude one. It may not fire any forward fixed guns. The torpedo is dropped during the airplane's movement, at the end which it is placed directly behind the launching aircraft.

Torpedo cards are moved after the ship movement. They move straight ahead one card length. If it touches any target in the water it must stop. At the start of the sixth turn it is removed from play.

If the torpedo is moved into contact with a target, roll a D6. Subtract 2 if the bombardier was wounded.

Front or Rear	5+ is a hit
Side	2+ is a hit

When a torpedo makes a hit, roll a D6:

1-2	1 "bomb" damage
3	2 "bomb" damage
4-5	3 "bomb" damage
6	Ship explodes

SHIPS
Ships are represented in the game by target cards. Some ships need the length of the target card to be increased. Ships move at a distance of 1" or 2½ cm per turn. They always move straight ahead unless the scenario specifies otherwise (they are considered to be zigzagging within the limits of the target card).

Cargo ships are equipped with anti-aircraft machine guns and fire as if they were ground troops. They take 2 points of bomb damage before sinking.
Escorts fire as anti-aircraft guns. They take 2 points of bomb damage before sinking.
Destroyers have 2 anti-aircraft guns, one fore and one aft. The fore gun can fire at any target in the front 180° and the aft in the rear 180°. They take 3 points of bomb damage.
Larger ships have 2 anti-aircraft guns and two anti-aircraft machine guns, one of each to starboard and one of each to port. The starboard guns can fire at any target in the right 180° and the port in the left 180°. They take 4 points of bomb damage.

Bombs inflict 2 points of damage for a direct hit and 1 for a near miss. Ships that sink are removed from the board. Strafing will not sink a ship but can be used to silence anti-aircraft fire in the normal way.

MOTOR TORPEDO BOATS (MTB)
MTBs move like ships, but at 2" or 5 cm per turn. They can only be sunk by strafing. They are sunk when they have suffered 20 points of damage. They are equipped with anti-aircraft machine guns and fire as if they were ground troops.

BARRAGE BALLOONS
Any airplane crossing a barrage balloon card at altitude 1 or 2 takes four "C" damage tokens. Airplanes at a higher altitude can fly over the balloon without damage.

Once placed on the playing area, barrage balloons do not normally move. Barrage balloons placed directly behind a ship counter are towed by it and move with it.

PARACHUTE AND CABLE (PAC)
The PAC is represented by a "target" card. It can be launched during any fire phase. It remains in place for the following six movement phases (use a D6 to count these). Any airplane then crossing a PAC card at altitude 1 or 2 takes four "C" damage tokens. The PAC can only be launched once.

FUEL
At the start of a scenario, a plane can be allotted a limited number of fuel points.

You record fuel usage by placing numbered counters in the fuel section of the console. Each time you execute a manoeuvre, take away one fuel point. The exception to this is altitude manoeuvres: dives use no fuel and a climb or Immelmann uses two points of fuel.

Any plane that is still on the table when it reaches zero fuel points or which leaves the playing area other than by its own edge is eliminated and scored for victory points purposes as shot down.