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Game: **WINGS OF WAR**

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For best results, print on card, laminate and trim to size.

Wings of War

Setup

Choose a plane with its matching (blue letter) game board and deck of **maneuver cards**.

Shuffle a deck of **damage cards** that match the red letter on the planes. Different planes may use different decks.

Game Turn

Planning Phase

Players place 3 maneuver cards face down on their boards.

Movement/Fire Phases 1

Simultaneously, players reveal their first maneuver card, move their planes, then shoot if in range.

Movement/Fire Phases 2-3

Two more phases as above using 2nd and 3rd cards.

Planning



Straight Maneuver



Steep Maneuver

Cannot use two **steep** cards in a row.



Immelmann Turn

Must play a **straight** maneuver directly before and directly after.

Use memo counters on the last phase to remind players of their options for the first phase of the next turn. If a player plans an illegal move, replace it with a **straight** card when discovered.

Movement

Put the maneuver card in front of the plane so the blue lines are touching, then put the plane card on top of the maneuver card so the arrowheads match.

If a plane's central dot leaves the playing area it is eliminated.

Firing

Put one end of the range ruler on the firing plane's central red dot. The ruler edge must be within the fire arc and must reach the target plane's card.

Short: **First ruler half. Target draws 2 damage cards.**

Long: **Second ruler half. Target draws 1 damage card.**

Planes can only fire at a single target per round (unless they are two-seaters) and may not fire through other planes. If two plane cards overlap neither can fire at each other.

Rear guns cannot fire if the first ruler half touches the target card when connecting the two centre dots.

Damage

Use the damage deck indicated on the firing plane's card (red letter). When the total damage equals or exceeds the green number on the plane card, the plane is eliminated.

All damage is resolved simultaneously. Damage points are kept concealed from the other player. When a plane takes multiple special damage results of the same type simultaneously, only count the last one; if multiple results otherwise, ignore the older result and begin tracking from the new one.

The following Special Damage results are announced:



Explosion

Target plane explodes and is eliminated.



Jammed Guns

Firing plane's gun cannot fire after each of the next 3 maneuvers. Take 3 jammed counters and discard one after the next 3 maneuvers.



If firing with a **bullet-checker** pilot, ignore jammed gun results with a green cross.



Smoke

Plane cannot perform tailing for the rest of the turn and the next 2 turns. Take 3 smoke counters; discard one at the end of each of the turns.



Fire

Take 3 flame counters; remove one and take an A damage card at the start of the next 3 turns. Only damage points and explosions count. The plane also smokes.

The following Special Damage results are kept secret:



Rudder Jammed: No Left Maneuvers

Cannot plan left maneuvers at the beginning of next turn. Lasts one turn (3 maneuvers). Those already selected this turn are unaffected.



Rudder Jammed: No Right Maneuvers

Cannot plan right maneuvers at the beginning of next turn. Lasts one turn (3 maneuvers). Those already selected this turn are unaffected.



Engine Damaged

Must plan at least one stall maneuver each turn for the rest of the game. A plane taking a second engine damage result is eliminated.



Observer Wounded

Plane can no longer fire rear machine guns if so equipped.

Aim: A plane firing at the same plane from the same gun gets +1 to all non-zero damage cards for the second consecutive phase onwards (place on second card space).

A plane that takes at least 1 point of damage in a round loses any tailing and aim advantages for the next round.

Tailing

Check at the start of the turn. Connect the red dot of a plane with the red dot of a plane in front. Tailing occurs when the ruler reaches both dots and passes through the front and rear sides of the plane cards (and no other plane).

Plan the turn as normal, but the tailed player must reveal his first maneuver card first. The tailing player may then rearrange his 3 maneuver cards. This takes place again before revealing the second maneuver if the plane is still being tailed.

Altitude

Add the **Climb** and **Dive** cards to the maneuver decks. Decide on a starting altitude level for the planes.

Note plane **maximum altitudes** and **climbing rates**.

Climbing rate indicates the number of **climb counters** that must be accumulated before gaining another level of altitude.

Minimum altitude is 0 with one climb counter. 0 level without counters is grounded.

Maneuvers

Dive: Descend one level of altitude.

Remove any climb counters. If diving to level 0, retain one climb counter.

Overdive: Descend one level of altitude. After the following straight, descend another level. Lose all climb counters unless at level 0 (then keep one).

This is a steep maneuver. When planned, must be preceded by a **stall** and followed by a **straight** maneuver. Planes without an **Immelmann card** cannot overdrive.

Climb: Add one climb counter.

When climb counters equal the plane's climbing rate, gain one level of altitude and remove all climb counters.

Immelmann Turns: Add one climb counter.

Cannot be executed in the same turn as a climb.

Split-S (Downward IT): Lose one climb counter.

If plane has none, lose a level of altitude and take climb counters equal to climb rate minus one.

When planned, must be preceded by a **stall** and followed by a **straight** maneuver.

Firing

If firing at one level of altitude higher or lower, short range is long range and long range is out of range.

Planes cannot fire at targets 2 or more altitude levels away. Aim is only blocked by planes or balloons at the same altitude level (climb counters do not count).

Landings, Takeoffs and Crashes

At the start of the game, set the limits of the landing field (at least 9 x 27cm).

Landings

Plane must be at 0 level altitude and execute these maneuvers in order: **dive, straight, stall**. Any remaining maneuvers are bluffs.

Takeoff

Plane must have its red dot inside the landing field and execute these maneuvers in order: **stall, straight, climb**. Maneuvers played before the stall are bluffs.

Crashes

If a plane loses its last climb marker at 0 level and its red dot is out of the landing field it crashes: take **4 A damage cards**.

If a grounded plane ends a maneuver with its red dot out of the landing field while it is taking off or landing it crashes: take **2 A damage cards** if it happens with the **stall** or **3 A damage cards** if it happens with the **straight**. Only damage points, explosions and fire count. The plane must stay grounded and still for the rest of the turn and all of the next.

On the Ground

Before revealing maneuvers on the second phase of a turn, a grounded plane may move and turn freely as long as the red dot stays within the area of the plane card at the start of the turn. Grounded planes cannot fire but can be fired at.

A plane with **fire counters** cannot take off. Before resolving fire damage take an **A damage card**: if the card is 0 take away a flame counter (otherwise ignore the card). At the end of a turn a burning grounded plane overlapping a grounded plane not on fire sets it on fire (2 flame counters).

Collisions

Two overlapping planes/balloons collide if they are both at the same altitude and either both have any number of climb counters or no climb counters.

Each takes a **C damage card** (only damage points and explosions) for each plane/balloon it collides with.

Cloud Cover

Players can agree there is cloud cover at a certain altitude above the starting altitude. When a plane reaches this altitude, it stops moving on the table and cannot fire, be fired upon, or collide. Continue planning maneuvers in a pile of cards.

When the plane dives or executes a Split-S all of the maneuvers in the pile are executed immediately in the order planned.

Ground Fire

Trenches

If a plane's red dot is overlapping or within 1 ruler distance of a trench card, it can be shot at by **infantry fire**. Each trench can make a single shot each round.

Infantry fire causes a single **A damage card**. Count only special damage results. Infantry fire never jams.

Anti-Aircraft Guns

AA guns may never move or turn and have no arc of fire. They start the game 'loaded' with an **artillery counter** on them. If an AA gun is loaded at the start of a turn it may fire at the start of any round that turn. When firing, place the shell counter anywhere on the table with its edge no more than 2 rulers away from the card's red dot but not above the card (*unless using altitude*).

Declare the altitude (minimum level 1, maximum 5); only planes and balloons at that level are affected. Subtract a half-ruler of range for each level after level 1 (ie. 2 rulers at level 1, 1 1/2 at level 2 etc). At level 5 it must overlap the gun card.

If agreed, at the start of a phase the counter may be moved up to one ruler (staying within range) cancelled, or delayed; it then explodes 2 rounds later as normal.

2 maneuvers after setting the shell counter location (and before any movement), if one or more planes overlap the counter they take a **C damage card**.

The gun begins to reload on the next phase; place the counter at the card's corner. Next phase place it on the side, and the next back in the centre (ready to fire).

Anti-Aircraft Machine Guns

AA machine guns may never move or turn. They are marked A or B and shoot and jam just like A- or B-firing planes (*including altitude rules; they are at level 0*). They may also make one shot of **infantry fire** per round.

Strafing

Ground Fire cards may be **strafed** by planes for usual damage depending on range.

When **trenches** take 5 damage points or an explosion card (other special damage is ignored) they are silenced.

When **AA guns** take 5 damage points or any special damage (except jammed guns) they are silenced.

When **AA machine guns** take any special damage (except jammed guns) the machine gun is silenced but not the infantry fire. When they take 5 damage points or an explosion card they are completely silenced.

Trenches and AA batteries are at 0 altitude, and can be strafed, and can shoot at, 0-level planes at one ruler's distance and 1-level planes at half-ruler's distance.

Balloons

Movement

Balloons are never moved and must be at least one ruler's distance from each other. At the start of the game agree on the number of turns they are in the air; at the end of that last turn they are pulled to the ground and cannot be attacked.

Start balloons with 2 climb counters and at an appropriate altitude (level 3 unless otherwise agreed). After the planning phase (before the card reveal) of any turn in which an enemy plane is on the table, the owning player may order the balloon taken to the ground; it then loses one climb counter at the end of each turn—if it has none it loses one level of altitude at gains 2 climb counters. At 0 and no climb counters it is out of the game (not eliminated). He may also order it to stop or resume descent at the start of any turn.

Damage

Balloons ignore all special damage except fire and explosions.

Fire: put one flame counter on the balloon; they are never removed. For each flame counter it takes an **A damage card** (only damage points and explosions) at the start of each turn until it is on the ground or destroyed.

Explosions: a balloon explodes if it takes an explosion result or reaches its maximum damage while on fire. It is removed from the game and all planes overlapping the balloon (*or planes within a half-ruler at the same altitude level and all those overlapping at the level just above or below it*) take a **C damage card** (only damage points, explosions and fire).

Maximum Damage: balloon is eliminated but does not explode.

Balloons and Artillery

Balloons must be placed at least 3 rulers from enemy AA guns, and artillery counters can never be placed on friendly balloons or on a spot where a straight line from the gun's red spot to the counter crosses a balloon.

When executing AA fire, if a counter is within a half-ruler from a balloon (*and at the same altitude level*), the balloon takes a **C damage card**.

Rockets

Place two **rocket counters** on the plane's control board.

Planes must fire either machine guns or rockets. One or both of the rockets may be fired in a phase.

To fire, the plane must do a **straight, stall** or a **dive** maneuver and have the target in arc of fire at one ruler distance or less.

The target is hit after the next maneuver if that maneuver is again a **straight, stall** or a **dive**, the same target is still in the fire arc (or the plane overlaps the target) *and is at the same altitude level or one level above*, and the firing plane does not draw any special damage card because of enemy fire in these two rounds of maneuvers.

If hit the target takes a **D damage card** for each rocket.

Incendiary Bullets

Place an **incendiary bullets counter** on the plane's control board (it is never discarded).

Plane Damage: **smoke** special damage results are treated as **fire**, and on an **engine** result the target also takes **smoke** special damage.

Balloon Damage: **smoke, rudder jammed** or **engine** results are treated as **fire**.

Bailing Out

Put two observer counters on each balloon. At the end of a round, if the balloon is not at altitude 0 or 1, the owner can decide whether the observers bail out and are safe.

If a balloon takes a 3-point observer incapacitated damage card, both observers are eliminated; if the card has a different number of points, only one is eliminated.

Barrages

Place a line of balloons with one ruler of distance or less between each of them. If any part of a plane is between two balloons, or between a balloon and the side of the play field, at the same altitude or lower as the lowest of them, it is eliminated.