

Wings of War Campaign

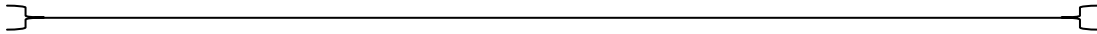


Wings of war campaign

All players start on the same side, and are in the same scout squadron on the Western front in Late August 1917.

Players may use Sopwith Camels, SE5a's, Nieuport 17s or Spad XIII's, or any allied type where models are available for the correct time period.
NB: Players may change aircraft freely during the campaign between these types.

Players start as new pilots in the squadron.



Play system:

Each game turn, each player dices on the mission chart to see what they are ordered to do. A more advanced player may ask another player or players to join in his mission, if they accept, they do not need to dice individually and may gain AP's for Mission Success etc.

NB: Players may just fly another player's wingman's aircraft, but they do not gain AP's (or get killed!) as they are not their player character.

Dependant on what happens, the player may be;

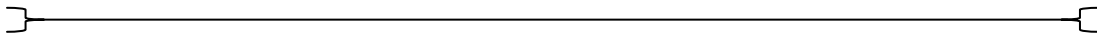
- 1) Successful
- 2) Unsuccessful
- 3) Killed

Success leads to gaining 1 or more Advancement points (A.P.s)

Failure may lead to loss of advancement points.

Death results in becoming a new, randomly generated pilot.

They choose a new aircraft, and have D10 A.P.s



Missions:

These will be either;

- 1) Patrol
- 2) Escort
- 3) Reconnaissance
- 4) Interception
- 5) Ground attack

Missions Chart

D6 roll	Advancement points							
	0	1-5	6-10	11-15	16-20	21-25	26-40	41+
1	P (1)	P (1)	P (1)	P (2)	P (2)	P (3)	P (3)	P2
2	P (1)	P (1)	P (2)	E (2)	R (1)	R (2)	E (3)	P3
3	P (1)	P (2)	E (1)	R (1)	E (2)	R (3)	R (3)	I1
4	P (1)	P (2)	E (2)	R (2)	I (2)	I (3)	I (3)	I2
5	P (1)	E (1)	R (1)	I (1)	I (3)	G (1)	G (2)	E1
6	P (2)	R (1)	I (1)	I (2)	G (1)	G (2)	G (3)	E2
Rank:	2 nd lieutenant		1 st lieutenant			Captain		Major

Mission parameters:

Patrol (1)

D6 roll	1	2	3	4	5	6
	A	A	B	B	C	D

Patrol (2)

D6 roll	1	2	3	4	5	6
	A	B	B	C	D	E

Patrol (3)

D6 roll	1	2	3	4	5	6
	B	C	D	E	F	G

Escort (1)

D6 roll	1	2	3	4	5	6
	A	H	H	I	I	J

Escort (2)

D6 roll	1	2	3	4	5	6
	A	I	I	J	J	K

Escort (3)

D6 roll	1	2	3	4	5	6
	A	I	J	K	L	L

Reconnaissance (1)

D6 roll	1	2	3	4	5	6
	A	M	M	N	N	O

Reconnaissance (2)

D6 roll	1	2	3	4	5	6
	A	M	N	O	P	P

Reconnaissance (3)

D6 roll	1	2	3	4	5	6
	A	M	N	O	P	Q

Interception (1)

D6 roll	1	2	3	4	5	6
	A	R	R	S	S	T

Interception (2)

D6 roll	1	2	3	4	5	6
	A	R	S	S	T	U

Interception (3)

D6 roll	1	2	3	4	5	6
	A	S	T	U	V	W

Ground attack (1)

D6 roll	1	2	3	4	5	6
	A	W	W	X	X	Y

Ground attack (2)

D6 roll	1	2	3	4	5	6
	A	W	X	X	Y	Z

Ground attack (3)

D6 roll	1	2	3	4	5	6
	A	W	X	Y	Z	Z1

Mission descriptions

- A) Mission is uneventful – or is scrubbed due to inclement weather.
 - B) Equal number of enemy Albatrosses/ Fokker triplanes (randomise on a D6) are engaged.
Player has up to 3 other players or randomly run wingmen.
 - C) 1 Roland and 2 Albatrosses are engaged.
Player has up to 3 other players or randomly run wingmen.
 - D) 2 Rolands and a Fokker Triplane are engaged
Player has up to 3 other players or randomly run wingmen.
 - E) 4 random enemy scouts from those available are engaged – these should be of the fewest different types as possible.
Player has up to 3 other players or randomly run wingmen.
 - F) 5 random enemy scouts from those available are engaged – these should be of the fewest different types as possible.
Player has up to 3 other players or randomly run wingmen.
 - G) A single Roland is engaged, when the first Allied aircraft shoots at it 3 Albatrosses appear in the middle of a random table edge.
Player has 3 other players or randomly run wingmen.
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- H) Player is escorting a damaged scout (with 8 damage pts left), the damaged aircraft starts in the middle of the table. The pilot is wounded and can only make slow (stall) manoeuvres.
An equivalent number of enemy scouts (as near as possible of the same type) start within 6" of a random point on the table edge – the damaged aircraft must leave the table by the opposite edge.
Up to 3 other planes can help the player, they must all start within 12" of the damaged aircraft.
 - I) Player is escorting a DH4 which must survive.
Engage 2 Albatrosses and a Fokker Triplane
Player has 2-3 other players or randomly run wingmen.
 - J) Player is escorting 2 DH4 s, one of which must survive.
Engage 3 Albatrosses.
Players have a single scout, or may run the DH4s.

- K) Player is escorting 2 DH4 s – they start at one end of a long table and must reach a point 12” from the other table edge where they drop their bombs. They will only move straight forward at full speed till that point.

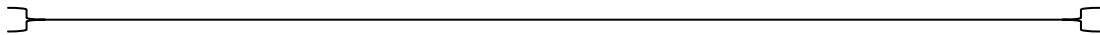
Engage 2 Albatrosses and 2 Fokker triplanes which start within 12” of the middle of the table.

Player has 2-3 wingmen. Up to 1 other player may fly an enemy scout.

- L) Player is escorting a DH4 on a photographic mission. The DH4 must survive.

5 random enemy scouts from those available are engaged – these should be of the fewest different types as possible.

Player has 2-3 wingmen. Other players may fly enemy scouts.



- M) Player must get from 1 short table edge to the centre (Within 12”) and spend 1 whole turn flying straight forward, including 1 slow manoeuvre in order to get a photograph of a battery.

3 Fokker triplanes are engaged, they begin within 12” of the centre of the table.

Player has 2-3 wingmen, either players or randomly run.

- N) Player must survive an ambush – the player starts within 12” of the table centre -2 Fokker triplanes engage from 1 short table edge and 3 Albatrosses from the other end. At least 1 enemy scout must be destroyed before player can escape off table.

Player has 3 wingmen, either players or randomly run.

- O) Player is transferred to a DH4 and must get from 1 short table edge to the centre (Within 12”) and spend 1 whole turn flying straight forward, including 1 slow manoeuvre in order to get a photograph of a battery.

3 random enemy scouts from those available are engaged from the far table edge – these should be of the fewest different types as possible.

Player has 2-3 wingmen, either players or randomly run.

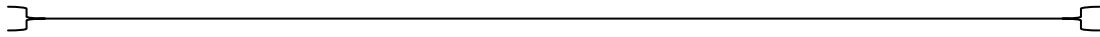
- P) Player is asked to evaluate a Sopwith Snipe in combat – at least 1 enemy scout must be downed.

(D6: 1-3: 3 Fokker triplanes are engaged)

(D6: 4-6: 3 Albatrosses are engaged)

Player has 2-3 wingmen, either players or randomly run.

Q) 2 Rolands are engaged (They are attempting same recce as you)
Player has 2-3 wingmen, either players or randomly run
Player has to down both enemy aircraft.



R) A Roland must be destroyed-it has taken vital pictures of a build up at the front.
A Roland and 2 Fokker Triplanes are placed within 12" of the table centre.

Player has 2-3 wingmen, either players or randomly run.

S) A damaged (6pts + engine trouble) Albatross is trying to escape a battle. This scout must be shot down.

An Albatross is placed at the centre of the table.

2 other Albatrosses appear on the players start edge within 6" of their start point 2 turns after game start.

Player has 2-3 wingmen, either players or randomly run. They have been in action so start with D6-2 pts of damage each

T) 4 random enemy scouts are placed randomly on the table (Dice for position and facing – though not towards the nearest edge of the table) the players side must destroy at least 1 of them.

Player has 3 wingmen, either players or randomly run.

U) 2 Rolands and 2 UFAG / Halberstadt bombers are attacking your airfield – they start at 1 short table edge in a diamond formation heading for the opposite edge. The players must not be forced to leave the table. If any enemy bomber gets within 12" of the players start edge it bombs and they lose. Player starts on the opposite table edge to the bombers.

Player has 3 wingmen, either players or randomly run. Randomly run planes appear D4 turns after game start as they are taking off.

V) Player has to spend 12 turns in battle with a 'circus' – He starts within 12" of the table centre. At the start of each turn throw a D6;

Nothing happens.

1 random enemy scout appears with D6-3 points of damage enter at a random table edge. 1 enemy scout within 12" of any table edge leaves and is removed

1 random allied scout appears with D6-3 points of damage at a random table edge.

2 enemy and 1 allied scouts with D6-3 points of damage at a random table edge. 2 random scouts chosen from those within 12" of any table edge leaves and are removed.

2 allied and 1 enemy scouts with D6-3 points of damage enter at a random table edge. 1 random scout chosen from those within 12" of any table edge leaves and is removed

(D6: 1-3) A random enemy scout appears at the centre of the table. Randomise his heading.

(D6: 4-6) A random allied scout appears at the centre of the table. Randomise his heading.

NB: The maximum number of scouts allowed is the number of Fokker Triplanes and Albatrosses, Camels, Niuports, SE5a or Spad XIII's models available on the day. Types chosen should be randomised from those models available.

Multiple aircraft entering should be within 6" of each other if on the same side – any opposing scouts will appear on the exact opposite side of the table.

Players scouts may never be removed by a result on the table above, do not count them as within 12" of a table edge!

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- W) 4 random targets are placed randomly within 12" of the opposite (short) table edge. 3 have 10pts and a class 'B' gun, 1 has 12pts and 2 class 'B' guns (*which fire at 2 targets if possible*). They are hidden at the game start, only becoming visible when in range. The player has 3 wingmen, either players or randomly run. Their aim is to eliminate the large target.
- X) 3 random targets are placed randomly within 12" of the opposite (short) table edge. 2 have 10pts and a class 'B' gun, 1 has 12pts and 2 class 'B' guns (*which fire at 2 targets if possible*). They are hidden at the game start, only becoming visible when in range. Whenever a target is spotted, D3-1 random scouts enters the table on the enemy base edge. The player has 2-3 wingmen, either players or randomly run. Their aim is to eliminate the large target. Their aircraft are bomb laden, and if flying straight across the target marker may opt to bomb. If flying high, all shooting counts at long range, but each of their 2 bombs hit only on a 6 (D6). If flying low, their bombs hit on a 4-6. Bomb hits cause 3 'A' deck damage cards.
- Y) 4 random targets are placed randomly within 12" of the opposite (short) table edge. 3 have 10pts and a class 'B' gun, 1 has 12pts and 2 class 'B' guns (*which fire at 2 targets if possible*). They are hidden at the game start, only becoming visible when in range. When the players first fire at a target, 3 Albatrosses arrive from a random point on the defenders table edge at the next turn start. The player has 3 wingmen, either players or randomly run. Their aim is to eliminate the large target.

Z) A Roland is on the ground damaged (6pts) with the pilot disabled , and 3 Fokker triplanes are trying to prevent you from destroying it (it has valuable pictures)

Your aim of course is to destroy it.

Player has 2-3 wingmen, either players or randomly run.

Z1) You are ordered to destroy a bridge. You have bomb loaded fighters. There are Class 'B' machine guns at either end, each needing 10pts to destroy. The bridge itself needs 12pts of bomb damage to destroy. In addition, 3 markers are placed randomly around the bridge (12" away) – 2 are dummies, one is a Class 'A' archie battery.

The player has 2-3 wingmen, either players or randomly run. Their aim is to eliminate the large target. Their aircraft are bomb laden, and if flying straight across the target marker may opt to bomb.


If flying high, all shooting counts at long range, but each of their 2 bombs hit only on a 6 (D6).

If flying low, their bombs hit on a 4-6.

Bomb hits cause 3 'A' deck damage cards.

Special rules for games:

As usual, all measurements for firing distances are between the upright spar of the model base, not the base itself.

Pilots getting a  result from firing dice on a D6:

1 : Plane bursts into flame and plummets to earth, Crew killed.

2 : Pilot killed, Aircraft crashes.

3-5 : Pilot wounded, draw 1 'A' damage card per following turn – if the aircraft still has points when the model leaves the table, he survives.

He may not fly for D4 missions.

6 : Pilot stunned – must fly straight and not shoot for 3 manoeuvres.

If aircraft are reduced to 0pts – throw a D6:

1-2: Plane breaks up and crashes. Pilot killed

3-5: Plane crash lands and pilot is captured.

6 : Plane manages to get back to the British lines before crash landing.

Enemy aircraft will break and run to the nearest table edge if half their number are lost.

Advancement points:

Points are accumulated by achieving;

Action result	Points Gained / Lost
Destroy Enemy Aircraft by yourself *	+3
Destroy Enemy Aircraft with help **	+1
Achieve Mission (all players involved)	+2
Fail to achieve mission	-1
Per wingman shot down	-1

In addition, certain missions gain Victory points.

Action result	Points Gained / Lost
Per Reconnaissance mission achieved	+2
Per Ground attack mission achieved	+3
Per Interception mission achieved	+1
Per escort mission failed	-1
When 25 Victory points are accumulated by one of the players – you have won the campaign!	

Notes:

* This is when you alone are firing at a plane when it blows up or runs out of points

* This is when another plane is shooting at the same plane when it blows up or runs out of points

Wings of War Campaign Log Sheet

Name:

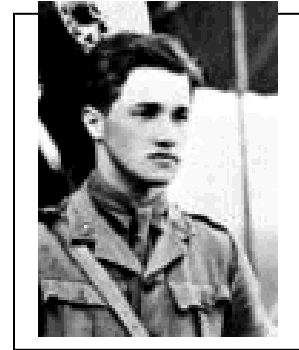
Rank: 2nd Lieutenant / 1st Lieutenant / Captain / Major

Pilots Photo here

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Wings of War Campaign Log Sheet

Name:Albert Ball.....

Rank: 2nd Lieutenant / 1st Lieutenant / Captain / Major[illegible]

Wings of War Campaign Log Sheet

Name:James McCudden.....

Rank: 2nd Lieutenant / 1st Lieutenant / Captain / Major[illegible]

Wings of War Campaign Log Sheet

Name:Rene Fonck.....

Rank: 2nd Lieutenant / 1st Lieutenant / Captain / Major[illegible]

Wings of War Campaign Log Sheet

Name: ...Eddie Rickenbacker.....

Rank: 2nd Lieutenant / 1st Lieutenant / Captain / Major[illegible]

Wings of War Campaign Log Sheet

Name:Mick Mannock.....

Rank: 2nd Lieutenant / 1st Lieutenant / Captain / Major[illegible]