

Wings of Glory Campaign



Tyneside Wargames Club

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Wings of Glory campaign

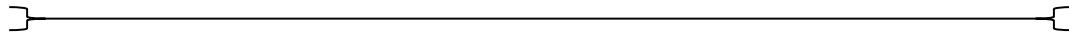
All players start on the same side, and are to use planes which historically flew together (IE no DH-2 flying with a Sopwith Snipe!)

Players may use any aircraft 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 a squadron.

Players may choose to be Allied or Central Powers, and if your model collection is big enough, every few games, set the games 3 or 6 months further on and possibly find different planes to fly, or oppose!



Play system:

Each game turn, the most senior ranked player dices on the mission chart to see what they are ordered to do. Alternatively he may ask another player to dice instead, this represents different flights of planes meeting over the battlefield.

NB: Players do not need to use their player character's plane if flying in someone else's mission, 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;

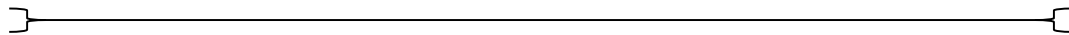
- 1) Successful
- 2) Unsuccessful
- 3) Killed

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)	P (3)
2	P (1)	P (1)	P (2)	P (3)	E (1)	E (3)	R (2)	R (3)
3	P (1)	P (2)	E (1)	R (1)	E (3)	R (3)	R (3)	E (3)
4	P (1)	P (2)	E (2)	R (2)	I (1)	I (2)	I (3)	I (3)
5	P (1)	E (1)	R (1)	I (1)	I (2)	I (3)	G (1)	G (2)
6	P (2)	R (1)	I (1)	I (2)	I (3)	E (3)	G (2)	G (3)
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 (NB = -/+? Is the extra number of enemy planes more or less than the number of players planes)

- A) Equal number of enemy scouts arrive at opposite table end to players.
 - B) Equal number of Appropriate period enemy scouts (APES) (randomise types on a D6) are engaged. Randomise direction of arrival.
 - C) 1 2-seater and APES are engaged. (Start in middle of table)
Total number of enemy planes equals number of players'
 - D) Up to 2 2-seaters and APES are engaged (Start in middle of table)
Total number of enemy planes equals number of players'
 - E) Equal number of APES are engaged – these should be of the fewest different types as possible. Players start within 6” of table centre, APES start on a random table edge.
 - F) +1 APES are engaged – these should be of the fewest different types as possible. Players start within 6” of table centre APES on table edge to their rear.
 - G) A single 2-seater is engaged, when the first player aircraft shoots at it an equal number of APES appear in the middle of a random table edge.
- }—————{
- H) Player is escorting a damaged scout (with 8 damage pts left), the damaged aircraft starts in the middle of the table. The plane is run by the solo system. When over 12” from the nearest enemy, it will turn and head off the nearest table edge.
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.
Players must all start within 12” of the damaged aircraft.
 - I) Players are escorting a solo run 2-seater which must survive.
An equal number of APES appears on a random table edge.
Players start within 6” of table centre.

J) Players are escorting 2 solo run 2-seaters, one of which must survive. Players start within 6" of table centre. A player may choose to fly one of the 2-seaters.

An equal number of APES appears on a random table edge.

K) Player is escorting 2 2-seaters – 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 an equal number of APES which start within 12" of the middle of the table.

Up to 1 other player may fly an enemy scout.

L) Player is escorting a 2-seater on a photographic mission. The 2 seater must survive.

+1 APES are engaged – these should be of the fewest different types as possible.

Up to 1 other player may fly an enemy scout.

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.

An equal number of APES are engaged, they begin within 12" of the centre of the table.

N) Player must survive an ambush – the player starts within 12" of the table centre -+2 APES appear split in 2 bodies half in front, and half behind the players. At least 1 enemy scout must be destroyed before player can escape off table.

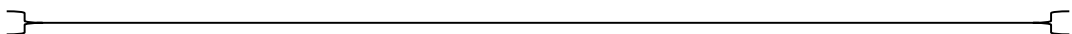
O) Player is flying a 2-seater and must get from 1 short table edge to the centre (Within 12") and spend 1 whole turn flying straight forward, including 1 slow manoeuvre in order to get a photograph of a battery.

+1 APES from those available are engaged from the far table edge – these should be of the fewest different types as possible.

P) Player is asked to evaluate a new scout (May be up to 6 months ahead of other player types) - in combat – at least 1 enemy scout must be downed. +1 APES appear at far table end.

Q) An equal number of 2-seaters are engaged (They are attempting a recon of your artillery positions) These start within 6" of table centre. Player(s) have to down one of these planes.

- R) A 2-seater must be destroyed-it has taken vital pictures of a build up at the front.
It has an escort of an equal number of APES, start within 6" of table centre.
- S) A damaged (6pts + engine trouble) enemy scout is trying to escape a battle. This scout must be shot down.
An APES is placed at the centre of the table.
An equal number of APES appear on the players start edge within 6" of their start point 2 turns after game start.
- T) An equal number of APES 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 more than the players lose themselves.
- U) An equal number of enemy bombers are attacking your airfield (2-seaters if possible) – they start at 1 short table edge in a diamond formation heading for the opposite edge. If any enemy bomber gets within 12" of the players start edge it bombs and they lose. Players start on the opposite table edge to the bombers.
- V) Players have to spend 12 turns in battle with a 'circus' – they start within 12" of the table centre. At the start of each turn throw a D6;
- (1) Nothing happens.
 - (2) 1 random APES appears with D6-3 points of damage enter at a random table edge. 1 random APES within 12" of any table edge leaves and is removed
 - (3) 1 random friendly scout appears with D6-3 points of damage at a random table edge.
 - (4) 2 enemy and 1 friendly scout 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.
 - (5) 2 friendly 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
 - (6) (D6: 1-3) A random enemy scout appears at the centre of the table. Randomise his heading.
(D6: 4-6) A random friendly scout appears at the centre of the table. Randomise his heading.
- NB: 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!



- 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 Archie (C deck damage) (*which fire at up to 2 targets if possible*). They are hidden at the game start, only becoming visible when in range.

The players 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 Archie (C deck damage) (*which fire at up to 2 targets if possible*). They are hidden at the game start, only becoming visible when in range.

Whenever a target is spotted, D3-1 APES enter the table on the enemy base edge.

The players 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 Archie (Deck C), 1 has 12pts and 2 Archie (Deck C) - (*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, -1 APES arrive from a random point on the defenders table edge at the next turn start.

The players aim is to eliminate the large target.

- Z) A 2-seater is on the ground damaged (6pts) with the pilot disabled (the gunner is ok though!), and an equal number of APES are trying to prevent you from destroying it (it has valuable pictures)
Your aim of course is to destroy it.

- Z1) You are ordered to destroy a bridge. You have bomb loaded fighters. There is Archie (Deck C) 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’ MG 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

