Wings of War Solo rules

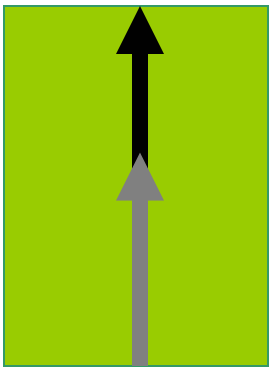
The following rules are used for solo run aircraft;

(1) Solo run aircraft do not count special damage, except the Explosion result, which they count as Pilot killed.
(2) Players place their next Manoeuvre card before solo run aircraft do.
(3) For solo aircraft, calculate which sector the nearest enemy aircraft is in;
    (a) Use the nearest enemy plane within able to shoot you, or
    (b) The nearest other enemy aircraft.

(4) Place the zone marker on the solo run aircraft, and measuring between the 2 models stands, see which sector the line runs through.
(5) Look on the solo Manoeuvre chart, then dice to see which Manoeuvre card is used for the solo run aircraft. Note that the speed of the manoeuvre is the arrow in black, not the greyed out one

(6) Calculate for any other solo run aircraft, then play the turn.

At game start, all solo run aircraft use the following Manoeuvre cards until they come within 30" of an enemy aircraft, or 12" of a table edge they are about to leave (unless they are in the first 2 turns of the game)



Altitude and Immelmann turns -Optional *(Courtesy of Joaquim aka Blackronin)*

Altitude: If the solo run plane moves a straight manoeuvre – check to see if the nearest enemy plane is at a different altitude, and replace the straight manoeuvre with the relevant climb/dive toward that enemies altitude.

Immelmanns: If a solo run plane has its nearest enemy in its 6/7 arc, and last move did a straight manoeuvre, throw a D6, on a 5,6:
It will next play an Immelmann card- , followed by a fast straight the next card.

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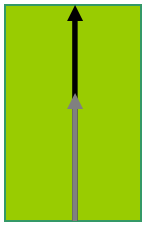
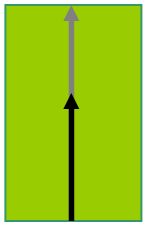
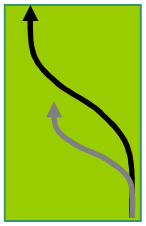
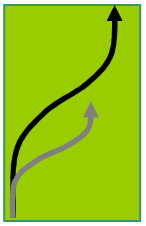
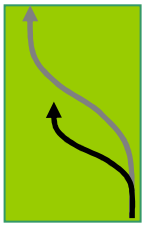
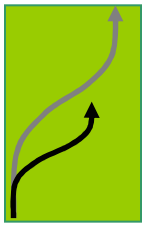
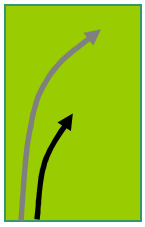
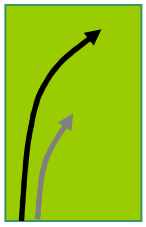
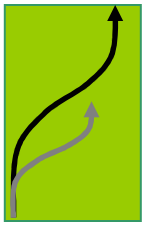
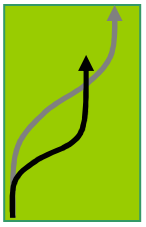
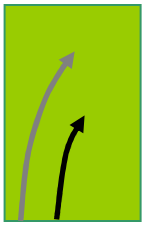
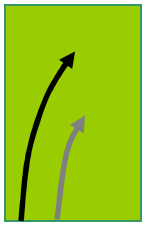
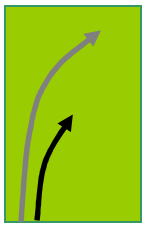
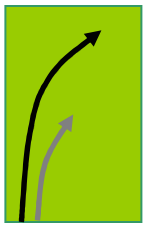
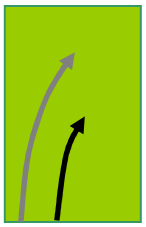
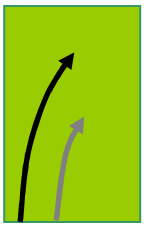
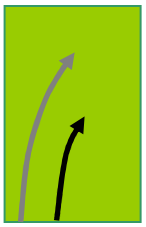
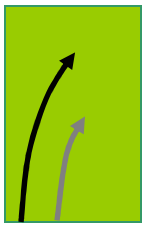
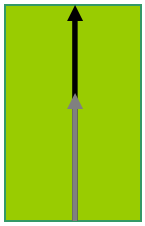
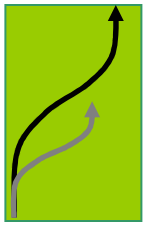
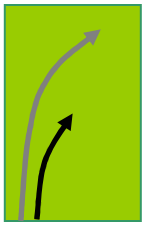
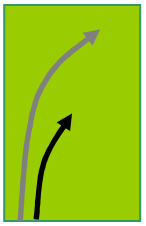
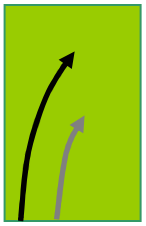
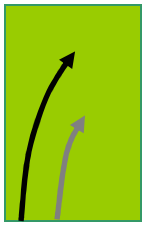
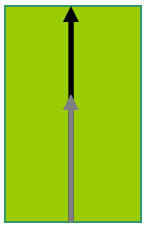
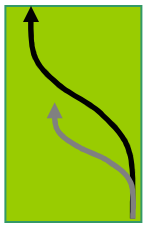
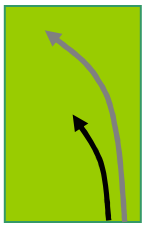
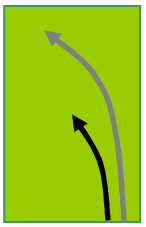
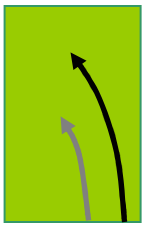
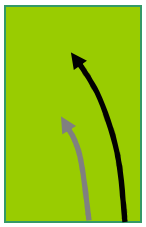
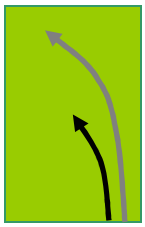
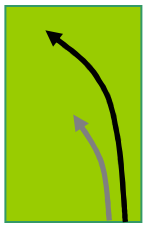
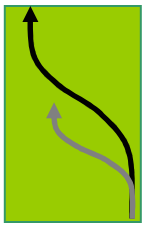
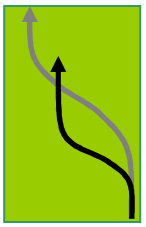
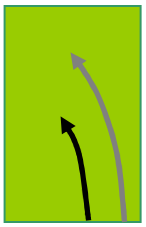
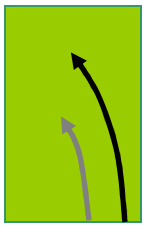
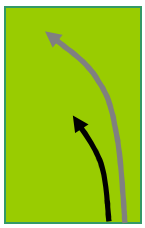
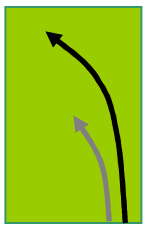
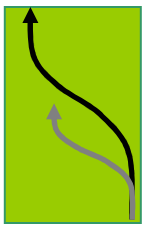
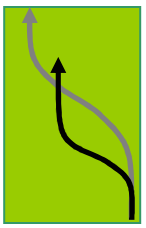
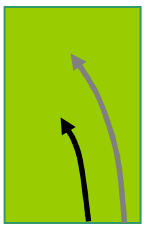
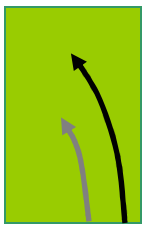
Sector number	1 (D6)	2 (D6)	3 (D6)	4 (D6)	5 (D6)	6 (D6)
1/12						
2						
3/4						
5/6						
7/8						
9/10						
11						

Manoeuvre deck E