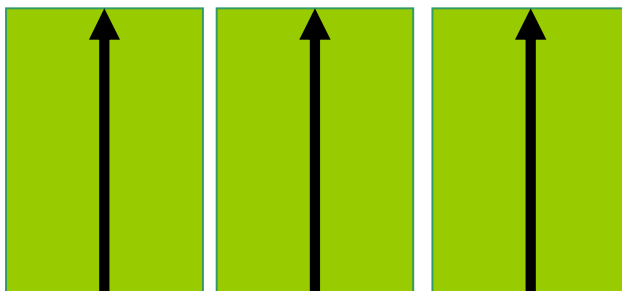


Wings of Glory Solo rules

The following rules are used for solo run aircraft;

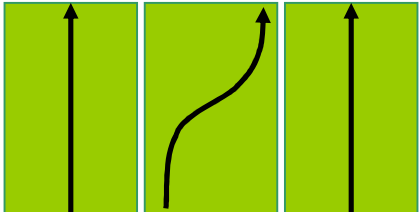
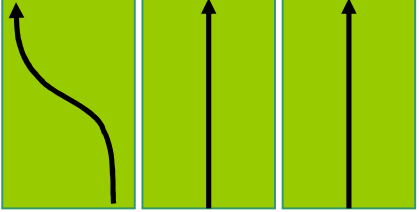
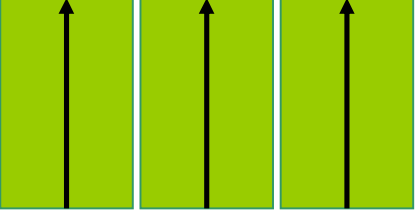
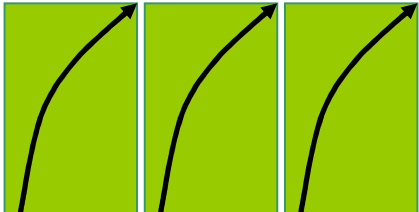
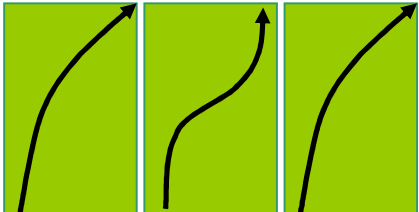
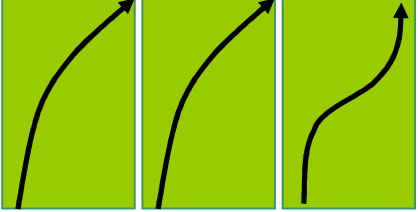
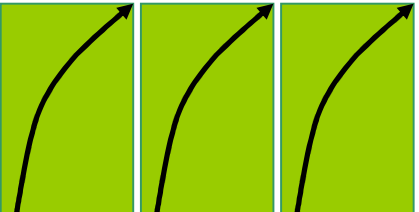
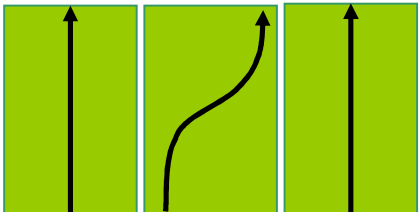
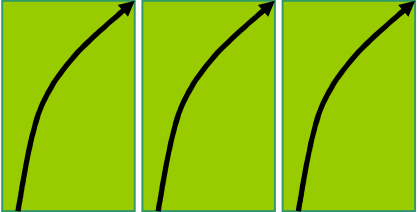
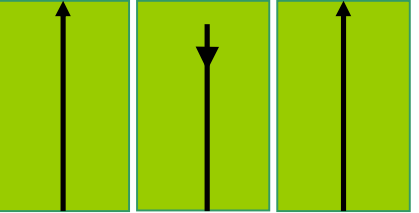
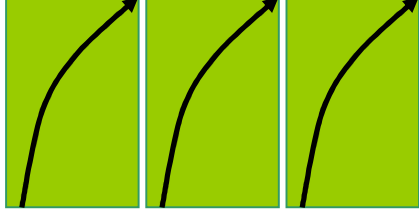
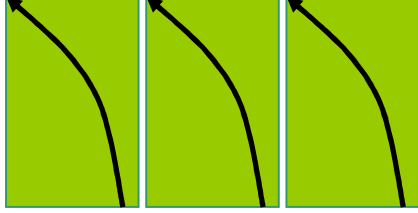
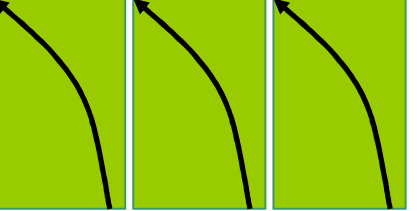
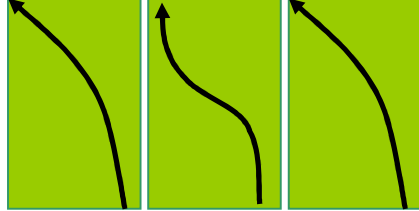
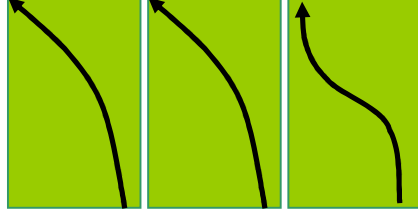
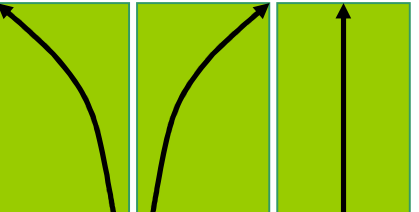
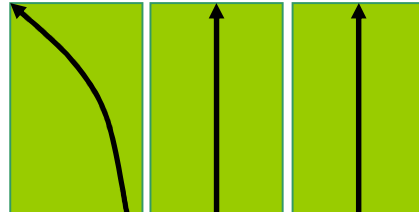
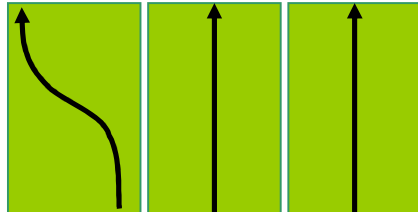
- (1) Solo run aircraft do not count special damage, except the Explosion result, which they count as Pilot killed.
- (2) Players place their Manoeuvre cards before solo run aircraft do.
- (3) For solo aircraft, calculate which sector the nearest enemy aircraft is in;
 - (a) Use the nearest enemy plane 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 group of Manoeuvre cards are used for the solo run aircraft. NB: (After the Game Start rule below) – If a solo plane is over 12" from the nearest enemy plane, just choose the combination that best turns the plane towards it.
- (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 24" 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)



If a solo run plane is within 6" of the nearest (see above) enemy plane, and both planes have their enemy in the 1/12 zone, use the 6/7 zone to determine the manoeuvre for the solo run plane.

Manoeuvre deck A

Sector number	1-2 (D6)	3-4 (D6)	5-6 (D6)
12			
2			
4			
6			
8			
10			

Manoeuvre deck A