



# WINGS OF GLORY WORLD WAR I – TOURNAMENT RULES

## Registration and preparation

The tournament is individual. The players register and have to bring an Entente fighter, a Central Empire fighter and a Central Empire two-seater belonging to the list of allowed aircraft, marking the model on the Registration Form. Only official Wings of Glory or Wings of War miniatures produced by the respective publishers, with original cards and accessories are allowed. Repainted miniatures are accepted, stats must be the same.

The organization will evaluate whether to facilitate the on-site purchase or substitution of missing miniatures as needed.

## Team formation

The tournament takes place over four matches: two dogfighter and two bombing. Each player will have to play all four proposed scenarios.

At each match the organization draws or decides based on the score with a system of "seeded" the subdivision into tables and for each table into two teams made up of an equivalent number of planes per faction.

Teams from different tables can have a different number of players depending on the total number of tournament players.

The second bombing scenario is an exception, in which the division into tables and teams is the same but played in reverse - the Central Powers team that bombs is held by the players who in the first match had the Entente team defending.

It is recommended to start and finish tournament with Dog Fighter Scenarios, but it is not mandatory.

## Individual score

For each match an individual report is produced, and scores are awarded to each player. The score is individual in dogfighter scenarios, while it is team and assigned to all its components in the case of bombing scenarios.

The winner, at the end of the tournament, will have accumulated more points.

## Organizational rules

The Organization reserves the right to adjust these rules by giving timely notice.



## DOG FIGHTER SCENARIO

### Match rules

Starting position is with teams lined up along the opposite sides of the table, with the planes roughly equidistant from each other and from the sides of the table, the airplane cards with the back side touching the edge of the table along which they deploy.

The match takes place with only the basic rules of the match Wings of Glory World War I version, as from page 1-10 of the rules in the Rules & Accessories Pack or from page 1-16 of the Duel Pack. The only difference is that you don't draw damage cards but you deal 3 damage every time you shoot at short range, 2 at long range. There are no explosions or jams. No optional or advanced rules of any kind are used. The winner of the match is the team that remains the master of the table when all opponents have been eliminated or have left the table.

### Match report

For each match will be filled a card where each player will mark the aircraft used, the individual tournament score achieved, whether it is part of the winning team or defeat, the number of planes shot down, whether it was shot down or left the field.

For each player there will also be a space to score as the damage suffered, entering in each box corresponding to a point of damage the identification number of the player who inflicted it.

### Match score

The tournament score is individual and given as follows at the end of each match:

- 10 points for each match in which the player belongs to the winning team.
- 1 point for each damage point inflicted to an enemy plane.
- 5 points for each plane shot down; consider the last shot, and if a plane goes down because it is hit by more than one plane in the same phase consider it as shot down by each of them.
- -10 if shot down.
- -20 if exiting the table with the central dot of the plane, abandoning the match.

### Time limit

If there are organization needs, the match can be limited to a specific amount of time and in any case to no less than 45 minutes of effective play. When the limit is reached, complete the turn planned. If at the end of the match there are planes of both sides still on the table, the victory goes to the team with the better sum of individual scores at the moment (excluding of course the 10 points for the winning team). In the event of a tie the victory will then go to the team with fewer planes shot down or left the field. In the event of ulterior tie, the team will win whose planes will have suffered in total less damage (consider shot down and exited planes for 16 points, no matter the real damage suffered). If it is still a draw, choose randomly the team that is promoted to the next turn.



# BOMBING SCENARIO

## Match rules

The organization determines the composition of the deployments. The Entente has fighters, the Central Empires two or more two-seater and fighters.

The same rules are used as in the hunting scenario, but the two-seater shoots both in the front and rear shooting cones, dealing 1 point of long-range damage and 2 short-range damage.

Each two-seater has a single payload of bombs and a camera.

There are as many targets as two-seaters. Half of them (rounded down) will have a hospital card adjacent to them, in the direction of the front.

To claim additional points, photos must be taken at targets damaged or destroyed in the final state of the match (if you photograph a damaged target and this is later destroyed the photos are not worth points), at least three steps must be taken after the target has been hit and the two-seater that takes it must exit from its side of the table. A same two-seater can photograph multiple targets.

If all Entente fighters are eliminated and all bomb loads are dropped, the match ends immediately; if there are still two-seaters on the field, the targets are considered to be photographed successfully.

## Match score

The score is team based and awarded to each member who composes it as an individual score.

## Score of the Central Empires

- 8 points for each target destroyed by bombs (a load of bombs covering the central point or two loads hitting without covering the central point).
- 4 points for each target damaged by bombs (a load of bombs that hits without covering the central point).
- -2 points for each target not destroyed or damaged at the end of the match.
- -10 for each load on bombs hitting the Hospital card
- 5 points for each damaged or destroyed target whose photos you bring to the base.
- 4 points for each enemy fighter shot down.
- 2 points for each surviving fighter.
- 3 points for each surviving two-seater.

## Score of the Entente

- 5 points for each target not destroyed or damaged at the end of the match.
- 4 points for each enemy fighter shot down.
- 5 points for each enemy two-seater shot down.
- 2 points for each surviving fighter.



## List of eligible aircraft

### Central Empire fighter

- Albatros D.Va
- Aviatik D.I
- Fokker Dr.I
- Pfalz D.III/D.IIIa
- Fokker E.V
- Phoenix D.I
- Sopwith Camel (captured)
- Macchi M.5 (captured)

### Entente fighter

- Hanriot Hd.1 (Fire A)
- Sopwith Camel
- Sopwith Triplane (Fire A)
- SPAD XIII
- Macchi M.5
- Nieuport 28
- Raf Se.5 (not Se.5a)

### Central Empire two-seater

- Rumpler C.IV
- Albatros C.III
- Ufag C.I