



# WINGS OF GLORY WWI - TOURNAMENT RULES

## Registration and preparation

The tournament is individual. The players must register and bring an Entente fighter, a Central Empire fighter and a Central Empire two-seater from 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.

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.

For each match the organization draws or decides based upon the score, using a "seeded" system, the allocation for 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 allocation for tables and teams is the same but played in reverse - the Central Powers team that bombs is made up by the players who in the first match had the Entente team defending.

## Individual score

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

The winner is the individual who, at the end of the tournament, has accumulated the most points.

## Organizational rules

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

Ludus In Tabula APS

CF: 92056460469

Via Pesciatina 402 Lunata – Capannori (Lucca) 55012

mail: [info@ludusintabula.org](mailto:info@ludusintabula.org) tel: 371 3578457 - 340 5137613 sito web: [www.ludusintabula.org](http://www.ludusintabula.org)



## **DOGFIIGHT 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 using only the basic rules of the game Wings of Glory, World War I version. Pages 1-10 of the rules in the Rules & Accessories Pack or pages 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**

A scorecard will be created for each match where each player will indicate the aircraft used, the individual tournament score achieved, whether it is part of the winning or losing team, the number of planes shot down, and whether it was shot down or left the field.

For each player there will also be a space to indicate damage suffered, it is necessary to indicate alongside each point of damage, in the corresponding box, which player inflicted that point of damage.

### **Match score**

The tournament score is individual and awarded 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; the last shot counts, and if a plane goes down because it is hit by more than one plane in the same phase, consider it as being 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 exigencies, the match can be limited to a predetermined amount of time (not less than 45 minutes) of effective play. When the limit is reached, complete the current turn.

If at the end of the match there are planes belonging to both sides still on the table, the victory goes to the team with the higher sum of individual scores at that moment (excluding of course the 10 points for the winning team).

In the event of a tie, the victory will go to the team with fewer planes shot down or that have left the field. In the event of an ulterior tie, the team whose planes have suffered less total damage will win; count shot down and exited planes as 16 points, regardless of actual damage suffered. If it is still a draw, randomly choose the team that is promoted to the next turn.

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## **BOMBING SCENARIO**

### **Match rules**

The organization determines the composition of the deployments. The Entente has fighters and is the defender, the Central Empires have two or more two-seater and fighters. The same rules are used as in the Dogfight scenario, but the two-seaters shoot 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 enemy's front. Targets must be placed one ruler from the edge of the map and no closer than one ruler between them.

To claim points, photos must be taken of targets damaged or destroyed in the final state of the match. Photos of destroyed or damaged objectives that remain in that state at the end of the scenario are valid. If you photograph a damaged target and that is later destroyed the photos are not worth points.

At least three steps (maneuver cards) must be taken after the target has been hit and the two-seater that takes it must exit from its side of the table. The 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**

Each player will fill out their own individual score card. These score cards will be collected by the judge who will calculate the team's score. The team's score is then attributed to each member that made up the team and functions as their 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).
- +5 points for each damaged or destroyed target whose photos you bring to the base.
- -2 points for each target not destroyed or damaged at the end of the match.
- -10 for each load of bombs hitting the Hospital card.
- +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.

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## List of eligible aircraft

### Central Empires fighter

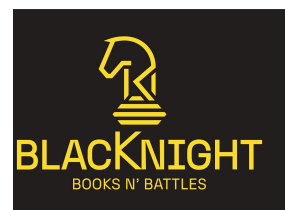
- Albatros D.Va
- Aviatik D.I
- Fokker Dr.I
- Pfalz D.III/D.IIIa
- Fokker E.V
- Phönix D.I
- Sopwith Camel (captured)
- Macchi M.5 (captured)

### Triple 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 Empires two-seater

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



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