WINGS of GLORY®

WW1

ZEPPELIN STAAKEN R.VI

BASIC RULES FOR MULTI–ENGINE PLANES

All the basic rules of **WW1 Wings of Glory** apply to the multi–engine airplane included in this pack. To use this "giant of the sky," you should also use the rules in this section.

AIRPLANE CENTER

On multi–engine airplane cards and bases, there is no longer a single "center" of the airplane.

The airplane stand (or the blue dot at the center of the airplane, on the airplane card) is used to decide whether the airplane is inside or outside the gaming surface and for any other use apart from firing.

Red dots are used to mark machine gun positions: there is one such dot for each arc of fire. To measure the range when firing with a specific machine gun, use the appropriate red dot.

TAILING MULTI–ENGINE AIRPLANES

The blue dot on the airplane base (or the blue dot at the tail on the airplane card) is used as a reference point for the *Tailing* optional rule.

MULTIPLE ARCS OF FIRE

All multi–engine airplanes have several machine guns. Red dots are used to mark machine gun positions: there is one dot for each firing arc.

To measure the range when firing with a specific machine gun, use the appropriate red dot. The number inside the circle on the firing arc is used to identify the machine gun. The firepower of each machine gun is indicated on the airplane card, beside the appropriate number.

Pay attention to firing arcs that overlap other firing arcs; a target airplane can be fired at by more than one of an airplane's machine guns at the same time, if it is within more than one arc.

Airplanes with several firing arcs can fire at one target for each arc in each turn. If the same gunner handles multiple machine guns (as indicated by the Airplane Management Card, see below), he can fire only one of these guns in the same turn.

If a multi–engine airplane takes **jamming damage** (or), only the machine gun that caused the jamming damage card to be drawn is jammed.

CARDS AND COUNTERS

AIRPLANE CARD (SCHOELLER OR SCHILLING) [1]
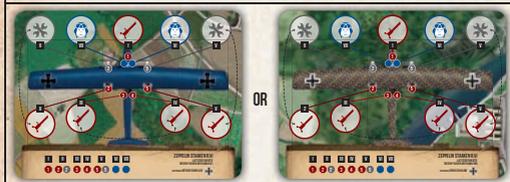
MANAGEMENT CARD (SCHOELLER OR SCHILLING) [1]

MANEUVER CARDS: XA [1 DECK / 13 CARDS]	BOMB CARDS [3]	TARGET CARDS [4]

1–3 CREW DAMAGE COUNTER [3]	4+ CREW DAMAGE COUNTER [6]	CREWMAN HIT COUNTER [8]
PRESENCE MARKER [4]	CASUALTY MARKER [7]	ENGINE DAMAGE COUNTER [10]

Some additional tokens and counters - not required for use with this airplane - are included in the counter punchboard. **Note:** to fully use all the specific rules and counters for the airplane included in this pack, you should use the complete rules included in the **WW1 Wings of Glory Rules and Accessories Pack**.

GAME STATS

ENGINES	FIRE ARCS	DAMAGE RESISTANCE	CLIMB RATE	MAXIMUM ALTITUDE	CREW
4	5	34	8	10	7 (8)

CREW DAMAGE TABLE

(FOR USE WITH CREW DAMAGE OPTIONAL RULE)

CREWMAN	EFFECT
I	GUNNER INCAPACITATED: FRONT MACHINE GUN SILENCED
II	MECHANIC INCAPACITATED: UPPER–LEFT MACHINE GUN SILENCED, NO LEFT ENGINE REPAIR
III	GUNNER INCAPACITATED: REAR–LEFT MACHINE GUN SILENCED (CAN BE REPLACED BY CREWMAN IV, SEE PAGE 3)
IV	GUNNER INCAPACITATED: REAR–RIGHT MACHINE GUN SILENCED (CAN BE REPLACED BY CREWMAN III, SEE PAGE 3)
V	MECHANIC INCAPACITATED: UPPER–RIGHT MACHINE GUN SILENCED, NO RIGHT ENGINE REPAIR
VI	FIRST PILOT
VII	SECOND PILOT

(FOR USE WITH OPTIONAL ARMAMENT RULE)

CREWMAN	EFFECT
I	GUNNER INCAPACITATED: FRONT MACHINE GUN SILENCED
II	MECHANIC INCAPACITATED: UPPER–LEFT MACHINE GUN SILENCED, NO LEFT ENGINE REPAIR
III	GUNNER INCAPACITATED: REAR–LEFT MACHINE GUN SILENCED (CAN BE REPLACED BY CREWMAN IV OR CREWMAN VI, SEE PAGE 4)
IV	GUNNER INCAPACITATED: REAR–RIGHT MACHINE GUN SILENCED (CAN BE REPLACED BY CREWMAN III OR CREWMAN VI, SEE PAGE 4)
V	MECHANIC INCAPACITATED: UPPER–RIGHT MACHINE GUN SILENCED, NO RIGHT ENGINE REPAIR
VI	GUNNER INCAPACITATED: REAR VENTRAL MACHINE GUN SILENCED (CAN BE REPLACED BY EITHER CREWMEN III OR IV, SEE PAGE 4)
VII	FIRST PILOT
VIII	SECOND PILOT

SPECIFIC RULES FOR THE ZEPPELIN STAAKEN R.VI

🎖🎖 ENGINE MECHANICS

The Zeppelin Staaken R.VI has two mechanic/gunners who can try to repair the engines, if the engines are hit.

These mechanic/gunners start each game using the machine guns located on the rear of the upper wing. At the start of the scenario, place a presence marker in the red–colored role circles for the positions identified by the numbers "II" and "V," to represent the crewmen are manning the machine guns.

When the Zeppelin Staaken's engine is damaged, first draw the engine damage counter (see *Engine Damage*, **WW1 Wings of Glory Rules and Accessories Pack**, page **27**) to determine how much damage is taken. Then, randomly determine which engine (left or right) is hit, by taking the crewman hit markers "II" and "V" and picking one at random. Place the damage counter face–down on either the "II" (left engine) or "V" (right engine) role circle of the management card to remember which engine is damaged.

The mechanic/gunner can switch positions (see *Crewmen with Multiple Roles*, **WW1 Wings of Glory Rules and Accessories Pack**, page **27**) to repair the engine. Each mechanic/gunner can try to repair damage only on his own engine (left or right).

When a mechanic/gunner is at the engine (gray role circle) at the start of a phase, he can try to repair that engine, spending the whole phase to do so (as a whole phase is required, he must have moved to the gray circle in the previous turn and he cannot move away until the next phase). Choose one damage counter, if there are more than one.

At the end of the turn, after the Firing step is completed, draw a "B" damage card.

► If the result is "0" or an explosion, the damage is permanent and cannot be repaired: flip the engine damage counter face–up as a reminder.

► If the result is "1" or more, the damage is repaired: remove the engine damage counter from the engine.

A mechanic cannot make more than one attempt to repair damage in the same phase.

REAR FIRING MACHINE GUNS

The Zeppelin Staaken R.VI has two gunners firing two machine guns located in the same emplacement (positions ③ and ④).

When one of the two gunners is eliminated, his machine gun can be used by the other gunner. Place a presence marker on the role circle for the position occupied by the surviving crewman. If the player wants the remaining gunner to fire the machine gun of the eliminated crewman, the player has to move the presence marker to the role circle for the position formerly occupied by this gunner, according to normal rules (see *Crewmen with Multiple Roles*, **WW1 Wings of Glory Rules and Accessories Pack**, page **27**).

🎖🎖🎖 ALTITUDE AND FIRING ARCS

The Zeppelin Staaken R.VI has two machine guns (positions ② and ⑤), positioned on the wings above each engine nacelle.

With Advanced rules, players have to use the firing arcs on the card for targets at the same altitude or lower, but these machine guns can ignore the firing arcs when firing at higher altitude targets, as they can fire at 360°.

The two machine guns on the fuselage (positions ③ and ④) are restricted to their firing arcs when firing at targets at the same or lower altitude. When firing at higher altitude targets, both machine guns can fire in a larger 180° firing arc as shown in the diagram below.
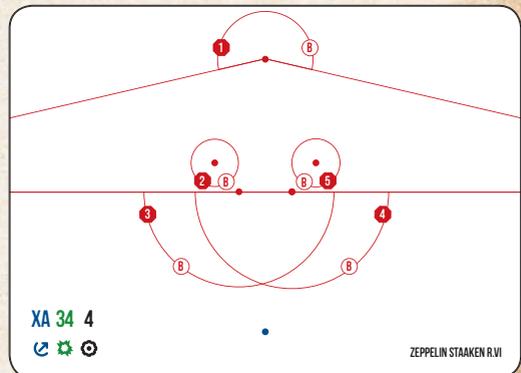
☠☠☠ OPTIONAL ARMAMENT

Some Zeppelin Staaken R.VIs had an additional ventral machine gun firing downward. If Advanced Rules are in use, when preparing your scenario, you can decide your Zeppelin Staaken mounts such a machine gun.

In this case, use the back side of the management card, with eight crewman instead of seven, and the yellow role circle and machine gun ⑥.

The ventral machine gun can shoot at any target at a lower altitude in either the ② or ⑤ firing arc. Measure the range of the machine gun from the central peg of the airplane base.

The location of the ventral machine gun and the two dorsal machine guns (positions ③ and ④) are connected. If any of the three gunners (crewmen III, IV and VIII) is incapacitated, place two presence markers in the positions occupied by the other two. The gunners can now can switch between the three positions according to normal rules (see *Crewmen with Multiple Roles*, **WW1 Wings of Glory Rules and Accessories Pack**, page **27**).

OPTIONAL RULES

NO EXPLOSIONS

If this optional rule is in use, an "Explosion" special damage does not eliminate the airplane, but inflicts damage equal to half of its original damage allowance (rounding up).

EXAMPLE

A Zeppelin Staaken (34 damage) has suffered three A damages for a total of 5 points. It then gets another damage card and there is an Explosion symbol on it. The explosion inflicts 34 / 2 = 17 points. The total damage suffered by the Staaken is now 5 + 17 = 22.

This rule applies to airplanes only – Balloons and ground units do not use this optional rule.

If you do not use this optional rule in a scenario with bombers, consider using the *Explosion Tournament Rule*, **WW1 Wings of Glory Rules and Accessories Pack**, page **20**).

FIRE ON THE GIANTS

This rule applies to airplanes with 20 points of resistance or more. When the airplane takes a "Fire" special damage, take three tokens as usual, but each time you discard one token, take both an A and a B damage cards if the airplane has a resistance between 20 and 29 points, or two A damage cards if the airplane has a resistance of 30 or more points.

This rule applies to airplanes only (Balloons do not use this optional rule; apply their own rules instead).

SCENARIOS

This section introduces several different situations, called scenarios, you can play using the bomber included in this box. Some scenarios suggest using specific fighter airplanes available in the **WWI Wings of Glory** line, which you can find in the best shops worldwide. The choice of airplanes is based on game balance and is wider than a strictly historical setting would allow, to give players more chances to use the planes they already own.

The length and width listed in the description is a suggested minimum for the playing area. The German and the Entente sides are always opposite each other. Length represents the distance from the German to the Entente side of the table.

You can also use the **Wings of Glory Game Mats** or two copies of the poster map included with this model to create the playing area of your scenario.

Every scenario indicates if additional rules are required. Other optional rules can be added, if all players agree to do so before the game begins.

The target cards in every scenario are placed with the short side of the card parallel to the owner's side of the gaming surface. Distances given are calculated from the red dot at the center of the target card.

Players are encouraged to develop their own scenarios using those described here as examples.

SCENARIO RULES

DROPPING BOMBS

Each scenario with bombing indicates the **load** of each bomber. The load can be divided into one bomb or several groups of bombs. Each load causes a certain amount of damage points to the target (measured in victory points), as indicated by the scenario.

Before revealing any maneuver, the bomber can decide to drop one or more groups of bombs, or even the entire load.

BOMB CARD

If he does so, take a bomb card that represents all the bombs dropped in that phase.

Then, the player executes the maneuver card and (before fire is resolved) place the bombs into play.

▶ **If the last maneuver card of the bomber was a stall**, place the stall maneuver card in front of the airplane and then place the bomb card so its arrow matches the arrow of the stall maneuver card.

▶ **If the last maneuver card was not a stall**, place a straight maneuver card in front of the airplane (instead of the stall maneuver card) and then place the bomb card so its arrow matches the arrow of the straight maneuver card.

As soon as the bombs are placed on the table, the bombs hit the ground.

▶ If the red dot on a target card is **totally covered** by the bomb card, the target takes full damage (and the player scores full victory points).

▶ If the red dot is **not totally covered** but **a part of the target card is covered**, the damage (and the score) is halved (round down).

▶ If **no part of the target card** is covered, the bombs miss and the damage (and score) is zero.

After scoring, remove the bomb card.

Players are never allowed to take any kind of measurement during the game apart from those required to check firing, tailing, and such. You cannot take measurements to evaluate if your bombs will strike the target or not.

Bombs cannot be dropped immediately after an Immelmann/Split–S.

AUTOMATIC MOVEMENT

In the "Stop it at the Channel" scenario, the Zeppelin Staaken moves across the table in a random way, while you pilot the fighter or fighters sent to intercept it.

Take the Staaken's maneuver deck and remove the following cards: climb, dive, one stall, one turn to the left, and one turn to the right. Return the removed cards to the box, since they will not be used in the game. Only the remaining eight maneuver cards are used: three straights, one stall, and two turns to each side. Shuffle this smaller deck and put it face down on the table.

Don't plan moves for the randomly flown bomber. Each time it has to execute a maneuver, take the top card from its deck. Used maneuver cards are put in a discard pile, beside the maneuver deck. Each time the discard pile contains one turn to the right and one to the left, shuffle them back into the maneuver deck, together with any straights or stalls. If there is a third turn in the discard pile, leave it in the discard pile.

Each machine gun of the bomber fires every time it has a target in sight. If more than one target can be shot at, choose the closest one. If targets are tied for the closest, choose the one that has received more damage cards. If the targets are still tied, randomly choose one of the tied targets.

BOMB LONDON!
A GERMAN GIANT BOMBER ENGAGES IN A LONG RANGE MISSION TO BOMB THE BRITISH CAPITAL.

Players: 2–4

Gaming Surface: Length: 136 cm. Width: 98 cm.

German Player – first round: A Zeppelin R.VI Staaken on the German side of the gaming surface, at the center. Select two fighters from the following: Fokker Dr.I, Albatros D.Va, Halberstadt Cl.II, Hannover Cl.IIIa, Fokker E.V, or A–firing Aviatik D.I, placed anywhere on the German side.

Entente Players – first round: Select two fighters from the following: Sopwith Camel, A–firing Sopwith Triplane, SPAD XIII, Nieuport Ni.28, B/B firing Bristol F2B Fighter, B/B firing D.H.4 or A–firing Hanriot HD.1, placed anywhere on either one of the long sides of the gaming surface.

German Player – second round: If the Staaken survives the first round, play the second round, placing the bomber on the German side of the gaming surface, at the center. There are no German fighters in this round.

Entente Players – second round: One target card at one and a half rule distance from the left side and one and a half ruler distance from the Entente side. One target card at one and a half rule distance from the right side and one and a half ruler distance from the Entente side. Select two fighters from the following: B–firing Sopwith Triplane, B–firing SPAD VII, or B–firing Hanriot Hd.1, placed anywhere on the Entente side of the gaming surface.

German Player – third round: If the Staaken survives the second round, play the third round, placing the bomber on the Entente side of the gaming surface, at the center. Place any surviving fighter airplanes from the first round anywhere on the German side of the gaming surface.

Entente Players – third round: Place any surviving airplanes from the first round anywhere on either one of the long sides of the gaming surface. Airplanes from the second round are not involved.

Additional Rules Needed: Dropping Bombs.

Winning Conditions: This scenario is played in three rounds. Each round ends when all the airplanes from one side have left the gaming surface or are destroyed. Each airplane in flames when it exits the gaming surface, or in flames and still on the gaming surface at the end of the game, suffers all remaining fire damage to see if it is destroyed.

▶ In the first round, if the Staaken exits on any side other than the Entente side, it is considered destroyed.

▶ On the second and the third rounds, if the Staaken exits on any side other than the German side, is considered destroyed.

▶ Fighters exiting the gaming surface are not considered destroyed, but they cannot return to the game in the same round.

▶ If the Staaken is destroyed, further rounds are not played. If all Entente fighters are destroyed in round 1, round 3 is not played.

▶ Surviving fighters keep damage points suffered from one round to the other, but not special damages.

▶ The Staaken also keeps special damages, but jammed machine guns are considered unjammed.

The German player receives 12 points for each enemy airplane destroyed. The Entente player receives 36 points if they destroy the Staaken and 12 points for each fighter destroyed.

The Staaken has two bomb loads which can be dropped on target cards in the second round. Each inflicts 12 points of damage, if the bombs fully cover the red dot at the center of the target card, and 6 points if the bombs hit part of the card, but do not fully cover the red center dot. The German player receives 1 point for each point of damage inflicted to a target card, up to a maximum of 18 per target card.

The Entente player receives 3 points for each target card that suffers no damage (even if the round is not played, because the Staaken is destroyed in the first round).

The player who receives more points wins.

Variants:

▶ "London 1917" – Replace the Staaken with two Gotha G. Vs. Each of them has two bomb loads that can be dropped together or separately. Each load inflicts 6 points of damage, if the bombs fully cover the red dot at the center of the target card, and 3 points if the bombs hit part of the card, but do not fully cover the red center dot. If shot down, a Gotha G.V is worth 18 points. The scenario continues as long as at least one of the two Gothas survives.

▶ "Bomb Pola!" – Similar to "London 1917," but the two sides are Italians and Austrians. Replace the two Gotha G.Vs with two Caproni Ca.3 airplanes and the two escort fighters in the first and third round with Macchi M.5, SPAD XIII, A–firing Hanriot HD.1, or Sopwith Camels. In the first round, the Austrian fighters can be A–firing Aviatik D.I or Albatros D.Va. In the second round, the Austrian fighters can be B–firing Aviatik D.I, B–firing Albatros D.II, or Halberstadt D.III.

STOP IT AT THE CHANNEL!
A PATROL TRIES TO STOP A GIANT BOMBER HEADED TO LONDON.

Players: 1–2, all on the same side.

Gaming Surface: Length: 136 cm. Width: 98 cm (two game mats).

German Player (automatic): A Zeppelin Staaken R.VI on the German side of the gaming surface, at the center. It moves using automatic movement (see Scenario Rules).

Entente Players: Select two fighters from the following: Sopwith Camel, A–firing Sopwith Triplane, SPAD XIII, Nieuport Ni.28, B/B firing Bristol F2B Fighter, B/B firing D.H.4, and A–firing Hanriot HD.1. Place them anywhere on either one of the long sides of the gaming surface.

Additional Rules Needed: Automatic Movement.

Winning Conditions: The goal of the Staaken is to exit from the opposite side of the table, to reach London. The game ends when all the airplanes from one side have left the table or have been destroyed.

The Entente player (or team of players) receives 30 points if the Staaken is destroyed, and 10 points if it suffers more than half of its sustainable damage. The Entente player loses 1 point for each damage point inflicted to any of his airplanes. If one of his airplanes is destroyed, he loses 20 points instead. The Entente player loses 5 points if the Staaken escapes the gaming surface without being destroyed or if it is still on the gaming surface at the end of the game. If the Staaken is in flames, resolve all the remaining fire damage. If fire damage destroys the bomber, treat it as destroyed. The Entente player wins if his score is greater than zero.

Variants:

▶ Use two Zeppelin Staakens, starting from the German side of the table: one at one and a half ruler from the right side of the table, the other one and a half ruler from the left side. The Entente player selects three fighters from the following: Sopwith Camel, A–firing Sopwith Triplane, SPAD XIII, Nieuport Ni.28, B/B firing Bristol F2B Fighter,

B/B firing D.H.4, and A–firing Hanriot HD.1. The Entente player (or team of players) receives 30 points for each bomber destroyed, and 10 points for any bomber not destroyed, but suffering more than half of its sustainable damage. The Entente player loses 1 point for each damage point inflicted to any of his airplanes. For each of his airplanes destroyed, he loses 20 points instead. The Entente player loses 5 points for each enemy bomber that escapes the gaming surface without being destroyed, or if it is still on the gaming surface at the end of the game. If a bomber is in flames, resolve all the remaining fire damage. If fire damage destroys the bomber, treat it as destroyed.

▶ The automatic player is Entente, with a Handley Page O/400. If it is a B/B firing HP O/400, the German selects either one Siemens–Schuckert D.III with no ace skills or a fighter with one ace skill from the following: Albatros D.Va, Fokker Dr.I, Fokker E.V, or A–firing Aviatik D.I. If it is a B/A firing O/400, take a Fokker D.VII with two ace skills. Alternatively, the Entente has two Handley Page O/400s. The German player has two airplanes selected as above, depending on the armament of each HP O/400.

▶ For a longer game, play the scenario as described above, in either version, but the intercepting player loses 10 points instead of 5 for each bomber leaving the gaming surface and gains no points for damaged, but undestroyed bombers. If there are survivors on both sides at the end of the game, play a second round with the surviving bombers starting at a half ruler distance from the opposing side. (They are on their way back home after having bombed their target.) Keep any damage points (not special damages) suffered by the fighters. Keep any damage, including special damage, to the bombers, but jammed machine guns are considered unjammed. Also, if the Zeppelin Staaken is used and the Engine Mechanic of the Zeppelin Staaken R.VI optional rule is in use, make any attempts to repair engine damage that were not tried before (if the appropriate mechanic is not incapacitated), before starting the second round of the game. In this second round of the game, the player does not lose points for bombers exiting the gaming surface.

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