TRIPODS & TRIPLANES

WW1

March 18th, 1918, the nearest approach of planet Mars to Earth. The First World War suddenly changes into a War of the Worlds when what appears as a rain of meteors falls on a wood in Alsace. A few hours later, just after dawn, an army of giant alien fighting machines appear out of the trees and starts burning villages and houses with their lethal heat-rays, leaving pestilential trails of black smoke behind them. A truce is hurriedly signed between the warring nations and, against the advancing Martian tripods, the quickest war machines of Earth are dispatched: the airplanes, manned by the most gallant and skilled warriors of the invaded planet!

BASIC RULES

OBJECT OF THE GAME

In **Wings of Glory - Tripods & Triplanes** players control one or more miniatures, to engage their opponents in battles putting the knights of the air against the gigantic fighting machines sent by the Martians to invade Earth! The aim of both players is to wipe out the enemy from the battlefield, or at least to stop their advance.

We recommend starting play using a simple battle, as in the introductory scenarios provided. When you are comfortable with the game mechanics, you can either play one of the other scenarios that you can find at the end of this booklet, with the aid of further tripods and airplanes, or start inventing scenarios of your own.

Players already familiar with the **WW1 Wings of Glory** system will find that the general framework of the rules is the same. Planes fly and fire as described in WoG, while Martian tripods move in a similar way - but since they are ground units, they can stand still and change orientation on the spot.

Expert players are invited to use the rules provided in the **Wings of Glory WW1 - Rules and Accessories Pack** to add Advanced and Optional rules, including the ones to introduce two-seaters and multi-engine planes.

NUMBER OF PLAYERS AND VEHICLES

Wings of Glory - Tripods & Triplanes requires at least two players, each controlling one tripod or plane (from now one called collectively "vehicles"). For a faster, more action-packed game, add more planes and tripods: They can be bought separately.

The setup instructions below assume that you will be playing a two-player game, with each player controlling one or more vehicles. Each player plots maneuvers, fires, and takes damage separately for each airplane or tripod he controls.

If you are playing with more than two players, divide them as evenly as possible into two teams - The Earthlings with airplanes and the Martians with tripods. Then divide available vehicles as evenly as possible among them. There is almost no limit to the number of players and vehicles that can play, except the number of miniatures you own!

SETUP

Choose a flat surface at least 90 x 90 cm (≈36 in. x 36 in.) to play on (unless the scenario you play gives different instructions). A table, carpet, or floor section will all work as long as the boundaries are well defined.

Each player chooses one or more models. If you do not own any other plane, we recommend you start playing with the first scenario (A Spark of Hope): a simple confrontation in which a couple of single rocket-armed airplanes, coming one after the other, are trying to stop the advance of a Martian tripod. If you have another airplane besides the one included in this pack, you can instead start with the second scenario (First Contact) where the same task is assigned to two different airplanes at the same time.

Each airplane must be placed on a stand and the stand must be fixed at the center of the specific base of that airplane. Then, the Earthling player places his airplanes on one side of the gaming area and the Tripod player on the opposite one, all facing toward their opponent. If the scenario does not state differently, Objective tokens and other ground features (if any) are placed first, by the Earthling player. Then tripods are placed by the Tripod player. Finally, planes are placed by the Earthling player.

For each vehicle he controls, a player also takes its airplane/ tripod card and an airplane/tripod console. Place the card next to the console to use as an easy summary of the vehicle's game characteristics.

For each vehicle, take the maneuver deck matching the blue letter on the base. For planes, do not take the climb and dive cards (the ones with the red arrows, with the two highest numbers in a maneuver deck), unless you want to play with Advanced Rules included in the Rules & Accessories Pack.

For each tripod, take a number of Martian Energy tokens equal to the tripod's Energy rating and the appropriate set of Action tokens; leave out the Black Smoke action token, unless you want to play with the Standard Rules

Set aside the decks of damage cards that match the firepower (indicated by a red letter on the base) of all vehicles in the game. The damage decks will be shared.

Take one Earth ruler and the Martian Heat-ray rulers appropriate to the Martian tripods in play, and keep them close at hand.

 Now you are ready to start playing.

THE GAME TURN

Each turn is composed of four phases:

▶ a planning phase, followed by

▶ three action phases. Each action phase is further divided into:
  - ▶ movement step
  - ▶ and a firing step

PLANNING

In this phase, players choose three cards from their maneuver decks. These cards are the three maneuvers that each vehicle will perform during this turn.

Place these cards facedown into the three maneuver spaces on the console. The card in space 1 will be the used first, the card in space 2 will be used second, and the card in space 3, third.

AIRPLANE MANEUVERS

All airplane maneuvers are movement cards, with an arrow showing the direction of the movement.

▶ Cards with a [STEEP] symbol represent a steep maneuver. It is not allowed to play two steep cards in a row. At least one non-steep card must be played before another steep maneuver can be used.

▶ If the last card of the previous turn was a steep maneuver, you cannot use a steep maneuver as the first card of the new turn.

▶ A steep maneuver with a short arrow is called a stall.

▶ The card with a [IMMELMANN] symbol is an Immelmann turn. To play the Immelmann card, a player must plan a straight move (a card with the [STRAIGHT] symbol) immediately before performing the Immelmann, and another straight move immediately after the Immelmann.

ILLEGAL MANEUVERS

If an illegal maneuver is revealed because an Earthling player fails to follow the restrictions described above, he must replace the illegal card with a straight card and take an [A] damage card, representing the stress on the structure of the airplane.

TRIPOD MANEUVERS

There are two types of maneuver cards:

▶ Maneuver cards with an arrow are movement maneuvers.
  - ▶ If the arrow is blue, the card is a normal movement
  - ▶ If the arrow is red, the card is a running movement
▶ Maneuver cards depicting a large octagon are stationary maneuvers.
  - ▶ The green octagon indicates the tripod is standing still: the tripod does not advance.
  - ▶ The blue octagon with an arrow on the rear is a reverse: choosing a reverse means that the tripod stands still where it is, with the same facing, but if the next card is a movement maneuver, the tripod uses it moving backward. The reverse affects only the next maneuver; further maneuvers following the next are executed forward, until a new reverse is planned.

Note: *If the last card of a turn is a reverse, place a reverse reminder token on the Tripod console; if the first card of the next turn is a movement, the tripod will move backwards.*

A maneuver card may show additional icons:

▶ If there is a [Stop] icon on the card, the Tripod player cannot use an Action token (see Action tokens)

▶ If there is an [Energy] icon on the card, the Tripod player must immediately spend 1 Energy.

In a turn, a Tripod player must always plan at least one stationary maneuver OR a running maneuver.

Normal Maneuver

Running Maneuver

Stationary (Standing Still)
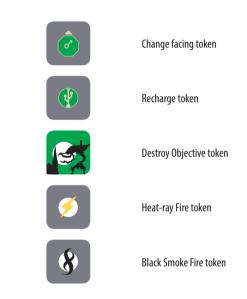

Stationary (Reverse)

ILLEGAL MANEUVERS

If an illegal maneuver is revealed, because it is the third movement card of the turn and none of them is a stationary or running maneuver - or if a maneuver card requiring energy is played without having Energy to spend - the tripod topples (see Toppled Tripods).

FIRST ACTION PHASE — MOVEMENT STEP

1-TRIPOD ACTIONS

At the start of each Movement step, all Tripod players may choose an Action token and place it face up in the space of the tripod's console corresponding to the first planned maneuver. The Tripod players are free to discuss and coordinate their choices as they see fit.

There are five Action tokens:

     Change facing token

     Recharge token

     Destroy Objective token

     Heat-ray Fire token

     Black Smoke Fire token

▶ A Tripod player is not allowed to place an Action token if the planned card has the [STOP] icon.

▶ A Tripod player can place a green Action token (Change Facing, Recharge, Destroy Objective) only when the planned card is a standing still card.

Note: *The Black Smoke Fire token is used only with the Standard Rules – set it aside if you want to play with the basic rules.*

Should the Tripod player fail to follow these restrictions, the chosen token effect is not applied and the Tripod player must discard 1 Energy.

Used Action tokens are recovered at the end of the current phase.

CHANGE FACING

A tripod that selected this action changes facing, turning sideways up to a maximum of sides, as shown on its Change facing action token, or on the tripod reference card.

Immediately after selecting this action, the player controlling the tripod must place the Change facing token next to the side that will become the new tripod facing at the end of the Movement step.

To change a tripod's facing, put a maneuver card in front of the tripod, then take the base and turn it by a number of sides in the appropriate direction. Then, place the base back it into the same position with the new facing.

HEAT-RAY FIRE

Immediately after selecting this action, the Tripod player controlling the vehicle must put 1 Energy next to the side of the tripod corresponding to the tripod's heat-ray projector that will fire during the firing step.

RECHARGE

Tripods that selected this action receive 1 Energy at the end of the phase, after combat is resolved and damage allocated. If the tripod base overlaps an Objective token, the Tripod player may choose to gain a number of Energy tokens equal to the [Recharge Level] of the tripod instead. In this case, a Charge exhausted token is placed on the objective – based on a scenario, objectives may allow for multiple charges.

A tripod can never have more tokens than its Energy rating: if a recharge would bring its total tokens above the Energy rating, do not take the tokens in excess.

DESTROY OBJECTIVE

If the tripod base overlaps an Objective token, the Tripod player must now remove it (the building or structure represented by the Objective token has been destroyed by the tripod). Scenarios often require objectives to be destroyed for the Tripod player to claim victory.

> **Example:** *A Tripod player planned a heat-ray fire action token, using a MK.I tripod, capable of firing with three frontal heat-ray projectors. The player chooses to fire using the left side projector and thus places 1 Energy on the front-left side of the tripod's base.*

If the tripod that planned the firing card has no Energy, it does not fire - but if it has at least 1 Energy, it must be spent to fire.

2-RESOLVING MOVEMENT

After tripod actions are decided, all vehicles move.

All players simultaneously reveal the first of their planned maneuver cards. They show it to other players and then put it back on the console, face up.

Each player who planned movement maneuvers places his card in front of his vehicle base, so that the start of the arrow matches the little blue line in front of the base.

Next, he takes the vehicle base and places it on top of the maneuver card, so that the blue arrowhead at the rear of the vehicle base matches the maneuver arrowhead on the card.

After the vehicle has executed the maneuver, the player removes the maneuver card and puts it back in the maneuver deck.

If a tripod planned a reverse in the previous phase, the maneuver card is applied to the rear of the tripod instead than to the front. The front of the tripod base must be then put on the line at the base of the arrowhead on the card.

Tripods that planned a standing or a reverse card stand still.

LEAVING THE PLAYING AREA

A vehicle is considered to have left the playing area when the center of ts base is even partly outside of the playing area. A vehicle that is outside of the playing area at the end of a movement step is out of the game.

OVERLAPPING DURING MOVEMENT

It is possible, at the end of a maneuver, for two or more vehicles to end up occupying the same position on the gaming field.

OVERLAPPING AIRPLANES

Airplane bases can partially overlap each other or tripod's bases, as long as they can balance without the bases shifting or sliding. If this is not possible, one of the models may be replaced with its card, making sure it occupies the same position as the model base.

Use the card for any measurements. If the vehicle has to fire, measure ranges from the red dot at the center of the card.

Replace the card with the model as soon as the overlap ends.

OVERLAPPING TRIPODS

If two tripods overlap each other even partially, they are put back where they were before moving and stand still with the facing they had. Draw an A damage card for each of them: if it is a 0 nothing happens, if it bears a number or an explosion icon the damage is ignored but the tripod topples (see below).

If putting the tripods back makes them overlap other tripods, these are moved back to their starting positions too and they draw too an A damage card to see if they topple. Each used A damage card is shuffled back into its deck.

TOPPLED TRIPODS

A tripod may topple due to an illegal move, by drawing a non-0 card after overlapping another tripod, or again drawing a card with the [TOPPLED] special damage icon.

A toppling tripod falls to the ground: put the tripod card under the tripod base to mark its exact position and facing, then lie down the model over the card so that it lies across at least two opposite sides of the card.

When a tripod topples, discard all cards planned for it and take two reminder tokens. Put them on the tripod console, in the "toppled" box. At the start of each movement phase, the tripod discards one of the reminder tokens. When it discards the last token, it is put standing again with the base exactly matching the card in position and facing.

A toppled tripod is considered to be at zero Energy for the purpose of damaging it (see Tripods' Protection).

If a moving tripod overlaps a toppled tripod, the latter draws an [A] card. If the card is not a 0, the toppled tripod restores the number of its reminder tokens in the "toppled" box to two and discards any planned card.

If, during a planning phase, a tripod is laying down, the player may only plan three cards minus the reminder tokens on the "toppled" box, for the last phases of the turn.

> **Example:** *If a tripod starts the turn with one reminder token in the "toppled" box of the console, the player plans 3 - 1 = 2 cards, for the second and third phase of the turn.*

FIRST ACTION PHASE
FIRING STEP

After all vehicles have moved, all airplanes can fire. All tripods that chose a firing Action token and then spent Energy tokens on it must also fire with their chosen weapon.

FIRING AIRPLANES

After all vehicles have moved, players check if each airplane can shoot by taking the ruler and placing one end of it against the stand at the center of the airplane base.

If an edge of the ruler can reach any point of the base of an enemy tripod while staying within the firing arc of the attacking airplane (the arc between the two black lines), the attacking airplane can fire at its opponent.

Each airplane can fire at a single target each round, choosing one if there are several possible targets. Firing is not mandatory.

If the target airplane base is reached by the first half of the ruler, the shot is at short range. The owner of the target tripod draws two damage cards from the deck that matches the firepower letter of the firing airplane.

If the target is reached by the second half of the ruler, the shot is at long range. The owner of the target tripod draws one damage card from the appropriate deck.

AIM

When an airplane is firing at the same target with the same weapon (within the same firing arc) for two or more consecutive phases, it can fire with more accuracy.

From the second consecutive phase of fire onward, even from one turn to the next, all the damage cards causing damage score one additional damage point. Zeroes, however, are still considered zeroes. Even if an airplane is firing at the target for three or more phases, the target only takes one additional damage point.

To remember which cards cause extra damage, they must be placed on the "+1 damage" space on the target airplane console.

FIRING TRIPODS

The Martian Heat-ray projector is a deadly weapon with no counterpart in the history of Man. It emits an almost invisible ray of heat, capable of melting the hardest steel. Luckily for the human pilots, the heat-ray is very concentrated and it is difficult to hit a moving target. Unfortunately, airplanes may be damaged simply by flying too close to the heat projection.

When the Action token corresponding to the Heat-ray weaponry of a tripod is selected, after all vehicles have moved the Tripod player checks if the firing vehicle can hit a target. The Tripod player takes an appropriate Heat-ray ruler, based on the type of the Tripod's Heat-ray projector that is being fired (medium or heavy, as indicated on the tripod's base).

Then, the ruler is placed against the side of the tripod's base where the player previously placed 1 Energy, making sure that the black line on the ruler's base coincides with the black line on the tripod's base. (Firing is mandatory. Discard the Energy token used to fire after checking for targets.)

All heat-ray rulers are two-sided. If the tripod is firing with a side projector, or with a central projector but aiming left or right, flip the ruler to the appropriate side (left/right) first. Then, place the ruler either at a right angle against the appropriate side of the tripod's base, or tilted using the clipped corner of the ruler. (The player may choose freely how to position the ruler, checking its most favorable orientation).

If an edge of the ruler can reach any point of the base of an enemy airplane, the attacking tripod hits its opponent. Each tripod can fire at a single target each round, choosing one if there are several possible targets.

If the chosen target is reached by the first half of the ruler, the shot is at **short range**. The owner of the target airplane draws and reveals 1 damage card from the deck that matches the firepower letter of the firing tripod: if it is a 0, the player draws a second card (this time, without revealing it to the opponent).

If the target is reached the second half of the ruler, the shot is at **long range**. The owner of the target airplane draws 1 damage card from the deck that matches the firepower letter of the firing tripod.

If a target is beyond a tripod's range it cannot be hit.

COOLING

If a tripod fires using any one of its heat-ray projectors, its generator must cool down before any projector can fire again. After a projector has fired, place on the tripod's console 1 recovery token, in the Heat-ray box. Remove one token at the beginning of each following phase. When a tripod's console has no recovery tokens at the beginning of a phase, then the tripod is ready to use its heat-ray projectors once again.

LINE OF SIGHT

A weapon using a ruler (airplane weaponry, and heat-ray) may not fire through other vehicles, enemy or friendly. If it is not possible to reach any point of a target base without the edge of the ruler crossing another base, then the line of sight of the firing vehicle is blocked (although it may be able to shoot at a different target).

Two overlapping airplanes don't block each other's line of sight or the line of sight of the airplanes firing at them. An airplane overlapping a tripod cannot fire at it nor be fired at by it.

DAMAGE

When a vehicle is fired upon, the owner of that vehicle draws damage cards from the deck corresponding to the firepower of its attacker.

The player looks secretly at the damage cards drawn and keeps them all together, facedown, in the proper area of the target's console, adding up the damage points on them.

If a player is instructed to draw more than one card but to keep only one of them, he inspects the cards secretly, then he chooses one and shuffles the others back into the appropriate deck, without revealing them.

When the total damage (indicated by adding the number on the cards) sustained by the vehicle equals or exceeds the resistance of the vehicle (indicated by the green number on its base), the vehicle is eliminated. The vehicle is removed from the game and all its damage cards are shuffled back into the appropriate decks.

xAll damage inflicted in the same firing step, regardless of its source, is resolved simultaneously, after all vehicles that wish to fire have done so. (Therefore, a vehicle that is destroyed may still fire during the phase in which it is eliminated.)

TRIPODS PROTECTION

The Martian tripod are protected by an armoured hood, further empowered by a polarizing electric field. Each tripod model features a number of sides that are protected by such electric field, identified on the tripod's reference card as a serrated orange line.

When a plane is firing at a tripod, the earthling player checks with the ruler if he can reach its base without crossing the orange line. If he can, then the tripod is hit on an unprotected side; otherwise, the electric field is in effect.

▶ If a tripod is hit across an unprotected side, while laying down, or at 0 Energy, it takes damage normally.

▶ When a tripod is hit across a side protected by its electrified armour, and the tripod has at least 1 Energy in its reserve, all damage cards drawn by the Tripod player are immediately revealed and the following is applied:

  ▶ The red damage value is ignored;
  ▶ If the card shows an Energy icon, the Tripod must discard 1 Energy;
  ▶ If the card is an explosion, the tripod must discard an amount of Energy equal to its original Energy rating.
  ▶ A toppled tripod is considered at 0 Energy, and thus unprotected from shots fired from any side.

Jammed guns icon cards are resolved normally. All revealed cards are shuffled back into their deck after all their effects have been applied.

EXPLOSION

If a damage card with the explosion (EXPLOSION SYMBOL) is drawn, the target vehicle receives half of its original damage allowance (rounding up).

> **Example:** *a Nieuport 16 (10 damage) has suffered two Z damage tokens for a total of 4 points. It then gets another damage token and there is an Explosion symbol on it. The explosion inflicts 10/2 = 5 points of damage. The total damage suffered by the Nieuport 16 is now 4 + 5 = 9.*

Other types of special damage symbols, present on the damage cards, are ignored in the Basic Rules and become active in the Standard Rules, as explained on pages xx.

RUNNING OUT OF DAMAGE CARDS

If a deck of damage cards is exhausted, each player must secretly write on a piece of paper the total damage suffered by each vehicle, taking note of any special damage still affecting each vehicle. Then, all the damage cards are shuffled back into their deck.

SECOND ACTION PHASE

After all vehicles have resolved their maneuver and firing steps, the first action phase ends. During the second action phase, all Tripod players may choose to play an Action token on the second planned maneuver card. Then, all players reveal the second card they planned for their vehicles, then move them and resolve firing, just as they did in the first action phase.

THIRD ACTION PHASE

The third action phase is played through as the two previous Action phases. This completes the game turn.

REMINDERS

If the third maneuver card of the turn for an airplane was a steep maneuver (INSERT STEEP MANEUVER SYMBOL), the player takes a steep maneuver counter and places it on the airplane console, to remember he can't perform another steep maneuver at the beginning of the next turn.

If the third maneuver card for an airplane was an Immelmann turn (INSERT IMMELMANN TURN SYMBOL), the player takes an Immelmann counter to remember that he must begin his next turn with a straight maneuver.

If the third maneuver card for an airplane was a straight maneuver (INSERT STRAIGHT MANEUVER SYMBOL), the player takes a straight maneuver counter to remember that he can begin his next turn with an Immelmann turn.

If the third maneuver card for a tripod was a reverse (INSERT REVERSE MANEUVER SYMBOL), the player takes a reverse counter to remember that if the first card of his next turn is a movement it must be applied backward.

END OF TURN

After placing any necessary reminders, players pick up the three cards they used in this turn and return them to their maneuver decks.

A new turn now starts, beginning with a new planning phase.

VICTORY

When playing a simple battle, the winner is the player (or team) with vehicles still in the playing area when all the enemy vehicles exit it or are eliminated. Scenarios set different goals and scores for each gaming situation.

STANDARD RULES

After players are familiar with the Basic Rules, the rules in this chapter may be added to make the game more detailed and challenging. The rules in this chapter are a set and are meant to be used all together.

The Standard Rules introduce special damage and special weapons, increasing the realism of the game. Any previous rule that is not explicitly changed remains valid when playing with the Standard Rules.

SPECIAL DAMAGE

A number of damage cards feature symbols in addition to the number of damage points. These symbols indicate special damage inflicted to the target vehicle (exception: the "jammed" special damage affects the firing airplane).

Special damage is ignored when the tripod is attacked through a functioning electrified armored side.

SPECIAL DAMAGE ETIQUETTE

Some special damage results must be announced to the other players immediately when drawn, while some others may (and should!) be kept secret. When appropriate, the owner of the target vehicle announces the special damage and places the damage cards in the proper Damage section of the vehicle console. However, even when the special damage must be announced, the player should keep secret the amount of damage points on the card(s).

MULTIPLE SPECIAL DAMAGE CARDS

An airplane can take more than one type of special damage, at the same time or over the course of several turns. Multiple vehicle on fire damage cards, left jams, right jams, or gyroscopes out of order drawn at the same time, apply their effects only once. Multiple Pilot Wounded, Engine and smoke damage cards have cumulative effects, as detailed in their respective sections.

SEE SPECIAL DAMAGE TABLE AT THE END OF THE RULEBOOK

SPECIAL WEAPONS OF THE EARTHLINGS

After the invasion, all the nations of Earth scrambled to find weapons that could slow the advance of the Martian fighting machines, if not stop them altogether. Here follow some of the special types of weaponry that daring airplane pilots used to good effect against the Martian tripods.

ROCKETS

A number of airplanes were equipped with incendiary rockets (Le Prieur rockets). Le Prieur rockets were rarely useful against aircraft and never attained any success against dirigibles, but they were quite effective against balloons. Le Prieur rockets were fired electrically and launched after a short delay. When tripods appeared, they were immediately adapted on the field to be used against the new targets: a heavier powder charge enhanced the strength of the impact, while bottles of petrol were added so that they broke on the target, spreading incendiary liquid on it. Ignition was also improved, making it quicker and more efficient.

When a scenario indicates that one or more airplanes have rockets, place two rocket counters on the consoles of those airplanes. An airplane carrying rockets may fire its machine guns or its rockets, but not both in the same phase.

To fire rockets, the airplane must have the target in its front firing arc at one ruler of distance or less, and spend one or two Rocket counters. The target is hit after the following maneuver, if both the following conditions occur:

1) The following maneuver is either a stall or a straight.

2) At the end of this following maneuver, the original target is still in the airplane's front firing arc, or the airplane overlaps the target.

If both conditions are met, the target takes one D damage card for each Rocket token spent. If any of the conditions are not met, the rockets miss the target and the counters are wasted.

Exception: For condition (2), if the original target is still in the firing arc, but an airplane completely blocks the line of sight of the airplane launching the rockets, then the blocking airplane (friend or foe) is hit instead, taking one D damage card for each rocket fired.

SPECIAL WEAPONS OF THE MARTIANS

The invading Martians has deployed a deadly arsenal, in the attempt to eradicate all traces of resistance.

THE BLACK SMOKE

The volatile substance known as the Black Smoke is a highly corrosive acid in gaseous form. Devised by the cold, inhuman minds of the Martians using unknown chemicals, it is capable of corroding almost any material used by the earthlings, while it seems almost innocuous against the metal alloy used to build the tripods.

The Black Smoke was initially dispersed using canisters, shot by tripod-mounted launchers, and was used exclusively against civilians, infantry and ground installations. When the invaders realized that the biggest threat posed by the earthlings came from their flying machines, they introduced launchers capable of shooting projectiles capable of exploding in mid-air, and generating dense clouds of eerily wind-resistant, corrosive smoke. Flying through such clouds is sure to inflict serious damage on a plane, not to mention the horrific effects it provokes on its pilot.

FIRING

Immediately after selecting the corresponding Action token, the Tripod player controlling the vehicle must put 1 Energy on a spot on the tripod reference card corresponding to one of its black-smoke projectors, to indicate in which direction the tripod will fire during the firing step.

After all vehicles have moved, the player places the special Black Smoke ruler (arc-shaped), at a right angle against the side of the tripod's base where the player placed the Energy, making sure that the black line on the ruler's base coincides with the black line on the tripod's base.

Then, the Tripod player places a Black smoke cloud template at the far end of the ruler. The template can be placed as the Tripod player sees fit, as long as the plastic stand at the end of the ruler remains inside the circle of the Black smoke template.

Black-smoke clouds remain on the board until dispersed, or until the Tripod player removes them (for example, to place a new cloud when out of cloud tokens).

BLACK SMOKE DAMAGE

Should a vehicle maneuver card or a vehicle itself be positioned overlapping a Black smoke cloud token, the cloud is dissipated and removed, and the vehicle must draw 1 damage card drawn from the Z deck.

Airplanes take full damage from the Black Smoke, while tripods are completely unaffected (but the cloud is removed anyway).

RECHARGING

If a tripod fires using any one of its black smoke launchers, its generator must recharge before any launcher can fire again. After a launcher has fired, place on the tripod's console two recovery tokens in the Black Smoke generator box. Remove one token at the beginning of each following phase. If a tripod's console has no recovery tokens at the beginning of a phase, then the generator is recharged and the tripod is ready to use its black smoke launchers again.

TRIPODS & TRIPLANES SCENARIOS

INTRODUCTORY SCENARIO – FIRST CONTACT

March 18th, 1918. 6:35 am. After giant metal tripods starts burning villages and houses in Alsace with their lethal energy rays, pilots are hurriedly scrambled off and sent to face the invasion.

To play this scenario, you need at least two **Wings of Glory** airplanes (preferably A-firing) and our **Tripods & Triplanes** Print-and-play kit. If you do not have A-firing airplanes, we recommend using at least three B-firing airplanes, or two rocket-armed B-firing airplanes.

Players: 2-3

Gaming Surface: Length: 90 cm. Width: 90 cm.

Martian player: A Martian Mk I "Locust" tripod at any point along the Martian side of the table.

Earth Player: Three Objective tokens tokens (round tokens about 50 mm in diameter, or hexagons with a 25 mm side) are set at no more than one airplane ruler from the center of the playing area and at no less than one ruler from each other. Two airplanes of your choice, are placed anywhere on the Earth side of the table. One pilot has the Itchy Trigger Finger skill (once every 5 phases, the pilot shoots first); another pilot has the Sniper skill (once every 5 phases, the pilot draws two damage cards, chooses one to give to the opponent, reshuffles the other one).

Victory Conditions: The Earth player wins if he destroys the tripod. The Martian player wins if he destroys all three Objectives and exit the table from the Earth side, or if he destroys both planes.

Variant: You can play with two tripods against four airplanes, increasing the gaming surface to at least 120 x 90 cm and the number of objectives to six.

ONE ON ONE SCENARIO – A SPARK OF HOPE

After a few days from the tripods' landing, the French Lieutenant Yves Le Prieur proposed a new version of his famed rockets to be used against the invaders. A sealed glass capsule full of petrol was added to the rockets: it smashed on impact, rapidly causing a fireball to envelope the target. Handled with care, these weapons were then dispatched to the front and immediately put to use.

To play this scenario, you need at least one **Wings of Glory** airplane (preferably a Nieuport 11 or 17) and our **Tripods & Triplanes** Print-and-play kit. If you do not have a Nieuport, you can use another B-firing airplane. The airplane is assumed to be rocket-armed.

Players: 2

Gaming Surface: Length: 90 cm. Width: 90 cm.

Martian player: A Martian Mk I "Locust" tripod at any point along the Martian side of the table.

Earth Player: Four Objective tokens (round tokens about 50 mm in diameter, or hexagons with a 25 mm side) are placed at no more than one airplane ruler from the center of the playing area and at no less than one ruler from each other. A rocket-armed Nieuport anywhere on the Earth side of the table. The pilot has the Itchy Trigger Finger skill (once every 5 phases, the pilot shoots first). If the plane is eliminated or exits the table, a second rocket-armed Nieuport appears at any point on the Earth side of the table at more than one airplane ruler from the tripod; the pilot has the Sniper skill (once every 5 phases, the pilot draws two damage cards, chooses one to give to the opponent, reshuffles the other one).

Victory Conditions: The Earth player wins if he destroys the tripod. The Marian player wins if he drains energy from at least three Objective tokens and exits the table from the Earth side; or if he destroys both planes.

SPECIAL DAMAGE ICONS AND EFFECTS

The following paragraphs detail the gameplay effects of each special damage icon.

(CIRCUITS HIT) – Tripod Only
Important circuitry in the tripod's maneuvering systems have been compromised.
This special damage is announced. In addition to numerical damage, the tripod must also discard an equal amount of energy tokens.

(GYROSCOPE OUT OF ORDER) – Tripod Only
The tripod gyroscopes are out of order. This special damage is kept secret. The following turn, the tripod cannot choose the Change facing Action token.

(REVERSE MECHANISM DESTROYED) – Tripod Only
The tripod's reverse mechanism has been destroyed. This special damage is kept secret. The tripod cannot plan the reverse maneuver until the end of the game. If it has been already planned before, it is carried out as placed. If this damage is taken a second time, there is no additional effect.

(BLACK SMOKE GENERATOR DISABLED) – Tripod Only
The tripod's Black Smoke generator has been disabled. This special damage is kept secret. The tripod cannot use its Black Smoke projectors until the end of the game. A Black Smoke template already in play is resolved normally. If this damage is taken a second time, there is no additional effect.

(WOUNDED PILOT) – Tripod Only
The pilot of the vehicle has been wounded. The player must announce this special damage. Its effects are applied until the end of the game. A wounded tripod pilot cannot choose a firing Action token (Heat-ray or Black Smoke) in combination with a movement maneuver. If a wounded pilot is wounded a second time, the pilot is incapacitated and the vehicle is immediately eliminated.

(TOPPLED) – Tripod Only
The balance of the tripod have been compromised and the vehicle has toppled.

(BATTERIES DAMAGED) – Tripod Only
The energy-accumulation devices of the tripod have been damaged. This special damage is announced. The Energy rating of the tripod is lowered by one and the tripod discards an Energy.

(WOUNDED PILOT) – Airplane Only
The pilot of the vehicle has been wounded. The player must announce this special damage. Its effects are applied until the end of the game. A wounded airplane pilot cannot fire any of its weapons in the same phase he executes a steep maneuver or an Immelmann turn. Moreover, a wounded airplane pilot takes longer unjamming his machine guns: If the guns become jammed, they cannot fire after the next four maneuvers, instead of the next three.

If a wounded pilot is wounded a second time, the pilot is incapacitated and the vehicle is immediately eliminated.

(JAMMED) – Airplane Only
The firing airplane has jammed one of its guns. The player drawing the card must immediately show it to the firing player. The firing airplane cannot fire after each of the next three maneuvers. To remember this, take three jammed counters and put them on the console board of the firing airplane: This airplane discards one jammed counter after performing each of the next three maneuvers. It may fire normally thereafter. If two jammed cards are drawn at the same time, jamming still lasts for only three maneuvers.

(LEFT/RIGHT RUDDER JAMMED) – Airplane Only
The rudder of the airplane is jammed. This special damage is kept secret. The following turn, the airplane cannot choose maneuvers to the left or right, based on the symbol drawn (maneuvers that have an arrow pointing in the appropriate direction in the lower right corner of the card). Maneuvers already selected are carried out as planned.

(ENGINE DAMAGED) – All Vehicles
The engine of the vehicle has been hit. This special damage is kept secret. Its effects are applied until the end of the game.

If the target is an airplane, it must plan at least one stall maneuver every turn (one with a short arrow and the symbol). If the airplane takes a second engine damage, it is immediately eliminated.

If the target is a tripod, it can never plan three movement maneuvers in the same turn (neither choosing the running card, nor applying the xxx skill). If the tripod takes a second engine damage, it can plan only stationary maneuvers until the end of the game. Maneuvers already planned are carried out as placed.

(SMOKE TRAIL) – Airplane Only
The airplane starts to leave a smoke trail. The player must announce this special damage. To keep track of it, the targeted player places three smoke counters in the Damage section on the vehicle console. One counter will be discarded at the end of each turn, including the current one.

A smoking airplane fighting tripods does not suffer any hindrance, but if the airplane is hit for a second smoke damage, while the first is still in effect and there are still smoke counters on its console, treat it as a Vehicle on Fire damage instead (see below). In this case, the owner of the airplane discards all remaining smoke counters, and takes three flame counters.

(VEHICLE ON FIRE) – All Vehicles
The vehicle has caught fire. The player must announce this special damage. The targeted player takes three flame counters and places them in the Damage section on the vehicle console.

Each turn, before revealing the first maneuver of the turn, the player removes a flame counter and takes a damage card from the A deck: only damage points and explosions are taken into account - all other special icons are ignored.

An airplane on fire cannot plan any straight maneuver until all the flame counters are removed.

If a vehicle draws a vehicle on fire damage card while it already suffers from fire damage, the player must start again tracking the fire damage with three counters in the Damage section on the console, regardless of how many flame counters were previously on the console.

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A WINGS OF GLORY GAME

TRIPODS & TRIPLANES

WW1

0
DEMO
1/35 ◎ A

0
DEMO
2/35 ◎ A

0
DEMO
3/35 ◎ A

0
DEMO
4/35 ◎ A

0
DEMO
5/35 ◎ A

0
DEMO
6/35 ◎ A

0
DEMO
7/35 ◎ A

0
DEMO
8/35 ◎ A

0
DEMO
9/35 ◎ A

0
DEMO
10/35 ◎ A

0
DEMO
11/35 ◎ A

1
DEMO
12/35 ◎ A

A WINGS OF GLORY GAME

TRIPODS & TRIPLANES

WW1

1 DEMO 15/35 ⊙ A

1 DEMO 16/35 ⊙ A

1 DEMO 17/35 ⊙ A

1 DEMO 18/35 ⊙ A

1 DEMO 13/35 ⊙ A

1 DEMO 14/35 ⊙ A

2 DEMO 19/35 ⊙ A

2 DEMO 20/35 ⊙ A

2 DEMO 24/35 ⊙ A

2 DEMO 21/35 ⊙ A

2 DEMO 22/35 ⊙ A

2 DEMO 23/35 ⊙ A

TRIPODS & TRIPLANES

A WINGS OF GLORY GAME

WW1

3 — 28/35 ◎ A

3 — 27/35 ◎ A

3 — 29/35 ◎ A

3 — 25/35 ◎ A

3 — 26/35 ◎ A

4 — 30/35 ◎ A

4 — 31/35 ◎ A

4 — 32/35 ◎ A

5 — 33/35 ◎ A

5 — 34/35 ◎ A

-1/2 — 35/35 ◎ A

A WINGS OF GLORY GAME
TRIPODS & TRIPLANES

WW1

0

DEMO

1/8 ◎ D

0

DEMO

2/8 ◎ D

0

DEMO

3/8 ◎ D

⚡

3

DEMO

🔥 ⚡

4/8 ◎ D

⚡

6

DEMO

🔥 ⚡

5/8 ◎ D

⚡

9

DEMO

🔥

6/8 ◎ D

⚡ -1/2

💥

DEMO

7/8 ◎ D

⚡ -1/2

💥

DEMO

8/8 ◎ D

TRIPODS & TRIPLANES

A WINGS OF GLORY GAME

WW1

TRIPODS & TRIPLANES

A WINGS OF GLORY GAME

WW1

A WINGS OF GLORY GAME

TRIPODS & TRIPLANES

WW1

6

DEMO

25/32 ◎ Y

6

DEMO

26/32 ◎ Y

6

DEMO

27/32 ◎ Y

6

DEMO

28/32 ◎ Y

6

DEMO

27/32 ◎ Y

7

DEMO

29/32 ◎ Y

8

DEMO

30/32 ◎ Y

DEMO

31/32 ◎ Y

DEMO

32/32 ◎ Y

A WINGS OF GLORY GAME

TRIPODS & TRIPLANES

WW1

TRIPODS & TRIPLANES

A WINGS OF GLORY GAME

WW1

A WINGS OF GLORY GAME
TRIPODS & TRIPLANES
WW1

2	2	2	2
21/36	26/36	27/36	28/36
2	3	3	3
29/36	30/36	31/36	32/36
3	3	4	5
33/36	34/36	35/36	36/36

A WINGS OF GLORY GAME

TRIPODS & TRIPLANES

WW1

A WINGS OF GLORY GAME

TRIPODS & TRIPLANES

WW1

MEDIUM MK. I TRIPOD

TA 18

Y 8/3

A WINGS OF GLORY GAME

TRIPODS & TRIPLANES

WW1

R L