INVASION

This **Invasion** booklet includes the rules for all the add–ons and stretch goals of the **Tripods & Triplanes** Kickstarter Campaign.

You now have the possibility of fighting fire with fire using the **Tripods vs. Tripods** rules (see page **2**) to pilot a captured tripod against the Martian forces, using their own weapons to defeat them.

You can also find rules for **Bombing Tripods** (see page **3**), playing solo with **Automated Tripod Rules** (page **5**), and, last but not least, playing with **Tripods in WW2** (see page **11**), using **WW2 Wings of Glory** rules to play with WW2 airplanes against the tripods!

Each new rule also indicates the additional components required to use it, also included in your Kickstarter edition of **Tripods & Triplanes**.

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*A*fter many months of fighting the Great War Against Tripods, finally we see the light of the dawn after the long dark.

You surely remember that a couple of weeks after the tripods appeared, Russian ace Aleksandr Aleksandrovic Kazakov volunteered to form an Imperial Expeditionary Force of Russian airmen to join the Entente aviators facing the invaders. As an effect of the truce, the Germans let them cross their country by train. Pilots, technicians, and a selection of Nieuport fighters with Russian insignia where thus deployed against the Martians.

Having heard of the bullet–proof shields of the tripods, Kazakov equipped his airplane with a boat anchor tied to a steel cable. At the opposite end of the cable, an iron ball was secured.

On a chilly morning he let the cable dangle from his airplane, approached a tripod, threw the anchor to grab a leg of the enemy machine, and then flew around it to trip its legs, finally throwing the iron ball around another leg to bind both of them with the cable. The huge tripod fell to the ground and struggled hard to get free, while the rest of the patrol hit it twice with their rockets. When the tripod was able to stand again it was in flames and fell again, destroyed, after a few paces. From then, the anchor was widely used by many other pilots as an anti–tripod device.

Now, using this daring attack technique, we have finally been able to capture a tripod. Our most brilliant engineers and scientists have been studying the internal commands, the countless levers and switches, and the weird machine–pilot interface. Every day of study has brought a new advance and finally yesterday, we were able to activate the machine and get it to take its first steps.

We are sure it will not take much longer before our bravest aces will be able to pilot the tripod effectively into the battle — and then, the tide of the war is going to turn…

TRIPODS VS. TRIPODS RULES

The rules presented here allow you to use tripods in two opposite factions.

Additional components required:

▶ Blank action card (1 for each tripod)

ACTION CARDS

When two opposite factions have at least one tripod each, the action cards are **secretly placed face down** in the spaces of the tripods' consoles corresponding to the planned maneuvers.

A tripod player can place a blank card to pretend he is executing an action when he is not. The players are free to discuss and coordinate their choices with their teammates as they see fit.

After all action cards are placed, tripod players show them one at a time, according to the initiative values indicated in the table below, starting with the highest initiative value and then proceeding in descending order.

If two tripods with the same initiative belong to the same team, they act at the same time. If they belong to different teams, determine randomly who goes first.

When it's time to act, the player controlling a tripod shows its action card and, if required, places the action token to specify its facing change or fire direction.

When all actions are revealed, the turn goes on normally, and actions are completed at the same time.

INITIATIVE	
MK. II SCARAB WITH HUMAN PILOT	7
MK. II SCARAB WITH MARTIAN PILOT	6
MK. IV CUTTLEFISH WITH HUMAN PILOT	5
MK. IV CUTTLEFISH WITH MARTIAN PILOT	4
MK. I LOCUST WITH HUMAN PILOT	3
MK. I LOCUST WITH MARTIAN PILOT	2

INITIATIVE	
MK. III SQUID WITH HUMAN PILOT	1
MK. III SQUID WITH MARTIAN PILOT	0

FIRING TRIPODS

HEAT—RAY

When a heat—ray projector fires against another tripod, the player of the target draws damage cards from the airplane **A** deck if the firing tripod's firepower is **X**, or from the airplane **B** deck if the firing tripod's firepower is **Y**.

If the tripod is hit across a side protected by its electrified armor, and the tripod has at least 1 energy counter in its reserve, all damage cards drawn by the targeted player are immediately revealed:

▶ Any numerical damage means that the same number of energy counters are discarded.

▶ Any special damage and jammed guns icons are ignored.

▶ An explosion icon means that the tripod must discard all of its energy counters.

If the tripod is hit across a side not protected by its electrified armor, or while toppled:

▶ Any numerical damage means that damage points inflicted are twice that number. Rotate the card 90° degrees clockwise as a reminder.

▶ Any special damage is taken into account.

▶ Jammed guns icons are ignored.

▶ An explosion icon means that the tripod loses half of its initial resistance.

All 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, if at the start of the firing step the tripod has at least 1 energy counter in its reserve, all shots across protected sides are considered protected by the armor, even if some of these cards bring the energy of the target to 0 before others are considered (that is, further damage cards across protected sides in the same firing step are ignored).

BOMBING TRIPODS

Tripods are powerful and difficult to destroy with machine guns only... But the Earthling forces also have stronger weapons they can use: bombs!

Additional components required:

▶ Blank action card (1 for each tripod)

▶ Bomb cards

DROPPING BOMBS

Before beginning the game, if you include bombers in a scenario, agree on the **load** of each bomber. An airplane can have one or more loads of bombs: typically, a single–engine airplane has one load, while a multi–engine airplane has two. Each load causes a **C** damage card to the target tripod(s).

When bombers are involved, in each movement phase each tripod's player must choose their action card in secret and place it face down in the space of the tripod's console corresponding to the planned maneuver. A tripod player can place a blank card to pretend he is executing an action when he is not.

After action cards are chosen and before revealing any maneuvers, each bomber's player can decide to drop one or more loads of bombs. For each bomber that drops bombs, take a bomb card that represents all of its bombs dropped in that phase. Bombs cannot be dropped immediately after an Immelmann/Split–S maneuver.

Then the tripods' players reveal their action cards, following the normal rules.

Then, all players execute their maneuver cards. After that, place the bomb cards 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 its 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 its bomb card so its arrow matches the arrow of the straight maneuver card.

If a tripod miniature prevents a bomb card from being placed, replace it with the tripod's cardboard base.

A tripod may choose a falling bomb card as the target of its heat–ray attack, instead of an airplane. Follow normal rules for firing, calculating the range to any part of the bomb card.

If a single heat–ray shot does 4 or more points of damage, or if it is an explosion, the bombs are hit and explode in the air, without damaging the target tripod. In this case, if the damage card has any special damage icon (including an explosion), the bombs explode very close to the bombing airplane and it can be hit by fragments — the player of the airplane draws two **Z** damage cards.

If bombs are not eliminated by heat–rays, they hit the ground.

▶ **If no part of a tripod's base** is covered by the bomb card, the bombs miss, and the damage is zero.

▶ **If part of the bomb card covers part of the tripod's base, but the dot at the center of the bomb** card does not, the tripod's player draws one **C** damage card for each load of bombs dropped.

▶ **If the dot at the center of the bomb card covers part of the tripod's base**, the bomber's player draws two **C** damage cards for each load of bombs dropped, and he assigns his choice of half of them to the tripod and discards the others.

If the bomb card covers more than one tripod's base, it inflicts damage separately to each hit tripod.

If there is any special damage on any **C** damage card inflicted, the tripod also topples.

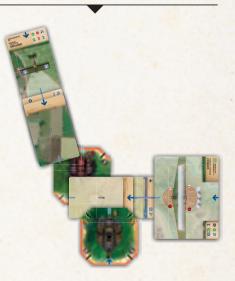After calculating the inflicted damage, remove the bomb card.

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

BOMBING TRIPODS

A Caproni Ca.3 with two loads of bombs and a Camel with one load of bombs approach a Mk. I Locust and a Mk. II Scarab.

On the second action phase of the third turn, after action cards are placed, they both decide to drop bombs. The Caproni's player declares it will drop both of its loads, and the Camel's player declares it will also drop its load. Action cards are then revealed: both tripods will fire with their frontal heat–ray projectors. Movements are executed, then it's time to place the bomb cards.

The Camel's bomb card overlaps part of the Scarab's base but not with its dot. When the Caproni's bomb card is placed, its dot overlaps part of the Scarab's base, and part of the Locust's base is also covered by the card.

The Scarab fires at the Camel's bombs, and the Locust fires at the Caproni's bombs. The Scarab inflicts 4 damage points together with a smoke trail special damage icon, so the Camel's bomb card is eliminated, and, since there is a special damage icon, the Camel takes two **Z** damage cards. The Locust inflicts 2 damage points on the Caproni's bombs, not enough to eliminate the bomb card.

The Locust takes two **C** damage cards (one for each load) from the Caproni's bomb card. Since the dot at the center of the bomb card covers part of the Scarab, the bombing player draws four **C** damage cards, then he chooses and assigns two of them to the Scarab and discards the other two.

AUTOMATED TRIPOD RULES

These rules allow you to play **Wings of Glory — Tripods & Triplanes** solo, using one or more airplanes against an automated tripod.

Players should get acquainted with the rules for the standard game before they tackle the following rules.

Solo victory conditions are indicated by the scenario you choose to play.

Additional components required:

▶ S Automated tripod template

▶ L Automated tripod template

▶ Additional objective templates (2)

PREPARATION

At the start of the game, divide the tripod's maneuver deck into two decks, as follows.

▶ Put all long straight, long sideslip, standing still, and 60° curve maneuver cards in one deck (the current deck)

▶ Put all the remaining cards in the other deck (the reserve deck)

Then, shuffle the current deck and place it face down on the table. Keep the reserve deck at hand, face up.

GAME SEQUENCE

When playing with an automated tripod, apply the following changes to the gameplay:

PLANNING

During the planning phase, the players choose the maneuvers for their airplanes only. No cards are chosen for the tripod. Instead, take all the maneuver cards used by the tripod so far, and shuffle them back into the corresponding deck (either current or reserve, as appropriate).

MOVEMENT

At the start of each movement step, check the energy status of the tripod (see below) and then apply the appropriate action. Cards used to move the tripod are put in a discard pile. Then, gameplay resumes normally (all airplanes move and fire, etc.).

IMPORTANT TERMS

The following terms are used throughout the following rules:

TRIPOD ENERGY STATUS

Based on its energy level, a tripod can be:

▶ **Operative**, when the tripod has 1 or more energy counters.

▶ **Powerless**, if it is at 0 energy.

An operative tripod can be:

▶ **Full**, when it has the maximum amount of energy possible.

▶ **Cruising**, if it has more energy than its recharge level, but not the maximum.

▶ In **Emergency**, if it has at least 1 energy counter, but no more than its recharge level.

FACING THE EARTHLING SIDE

A tripod is **facing the Earthling side** if an imaginary line from the center of the rear side of the tripod's base going across the center of its front side reaches the Earthling side of the playing area, and if there is not another orientation that would make this line shorter. If the line reaches the Earthling side, do not consider other facings that would allow shorter lines if the difference in length is half an airplane ruler or less.

ENEMIES NEARBY

A tripod can act in different ways depending on two different conditions:

▶ **Enemies nearby**, if there are airplanes within a distance of one airplane ruler and a half from the tripod in any direction.

▶ **No enemies nearby**, if there are no airplanes within a distance of one airplane ruler and a half from the tripod in any direction.

OPERATIVE TRIPOD ACTIONS

An operative tripod acts based on several conditions. Check first whether or not there are **enemies nearby**, then select and apply the appropriate action.

NO ENEMIES NEARBY

Apply the following if there are no enemies nearby:

THE TRIPOD IS FULL OR CRUISING

If the tripod is full or cruising, apply the following, in order:

1) A **cruising** tripod that is overlapping an unused objective template and that is at least 2 energy points below its maximum stands still and recharges.

2) A **full** or **cruising** tripod that is not facing the Earthling side of the table, changes facing on the spot to face towards the Earthling side.

3) A **full** or **cruising** tripod facing the Earthling side moves.

To move the tripod, draw and apply the first card from the current deck. If the drawn card would bring the tripod outside the playing area, draw another card from the current deck to replace the first (draw again if the condition persists).

▶ If a **cruising** tripod drew a standing maneuver, the tripod stands still and recharges.

▶ If a **full** tripod drew a standing maneuver, draw another card.

▶ If the moving tripod has drawn three maneuvers in a row, replace the third maneuver with the running card from the reserve.

THE TRIPOD IS IN EMERGENCY

If the tripod is in emergency, apply the following, in order:

1) If the Earthling side of the gaming area is within a distance of one airplane ruler, treat the tripod as if it was **full** or **cruising** (see above), with the exception that if the tripod has drawn three maneuvers in a row the third one is replaced by a standing maneuver and the tripod recharges instead.

2) If there are one or more airplanes within a distance of two and a half airplane rulers, redundant, treat the tripod as if it was **full** or **cruising**, but move or change facing towards the best available objective (see below).

Determine which is the best available objective template applying the following conditions from first to last:

a) The objective template can be reached with one maneuver, or with one maneuver after changing facing or with a reverse (if changing facing or a reverse is needed, the tripod changes facing/plays the reverse this phase, and the eventual maneuver required after the facing change/reverse in the next phase);

b) The objective template within a distance of one airplane ruler and a half from the tripod that is closest to the Earthling side of the playing area;

c) The objective template closest to the tripod among all those that are closer than the tripod to the Earthling side of the playing area;

If none of the above applies, the tripod moves toward the Earthling side of the playing area. In all cases, if the tripod draws three maneuvers, the third one is replaced by a standing card and the tripod recharges.

ENEMIES NEARBY

Apply the following if there are enemies nearby:

▶ First, add any maneuvers in the reserve deck to the current deck, with the exception of the running and reverse cards. Keep them in the current deck as long as there are enemies nearby. If a steep maneuver is used and another one is drawn in the following phase, replace the newly drawn maneuver by drawing another card.

Then, check the following sections and follow the appropriate directions.

THE TRIPOD HEAT–RAY IS READY

If there are no recovery counters in the heat–ray box of the tripod's console, place an **S Automated tripod template** in front of each airplane base. Then the tripod either (a) maneuvers to acquire a target or (b) changes facing to aim at an airplane.

a) **Maneuver to acquire a target:** Take a maneuver card from the current deck (standing maneuvers included) that allows the tripod to acquire its **best target** (see below). (If more than one card allows targeting a vehicle, choose one card randomly).
Acquiring a target means that the tripod ruler touches
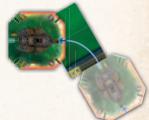
S AUTOMATED TRIPOD TEMPLATE

The tripod has no recovery counters in his heat–ray box, so it's ready to fire after it executes a maneuver to acquire a target.

The player places the S automated tripod template in front of the airplane base. Now the tripod checks all its current deck maneuvers to find which among them allows its ruler to reach the red part of the S automated tripod template from the new position. Only the left turn allows the ruler to touch the target, so the maneuver for this step is chosen.

The airplane has previously chosen to move toward its right, and it executes his maneuver, while the tripod executes its chosen maneuver and turns toward its left.

Now begins the firing step, and the airplane can now be hit by the tripod with its frontal heat–ray, while the airplane cannot fire at the tripod, because the tripod is out of its firing arc.

EXAMPLE
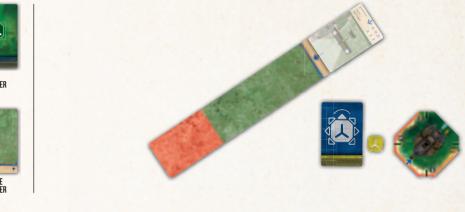# L AUTOMATED TRIPOD TEMPLATE

The tripod has one recovery counter in his heat–ray box, so in this firing step of this action phase, it cannot fire.

*The player places the **L** automated tripod template in front of the airplane base.*
No movement maneuver allows the tripod's ruler to touch the red part of the template.

TRIPOD MANEUVER

AIRPLANE MANEUVER

The tripod chooses a standing still maneuver and a change facing action card. The tripod changes its facing, respecting its change facing limits, until the tripod ruler placed on the frontal heat–ray touches the red part of the template. The airplane moves forward, executing a straight maneuver.

Now the firing step begins, and the recovery counter is removed from the heat–ray box. The airplane cannot fire at the tripod because the tripod is out of its firing arc.

*In the next movement step, the **S** automated tripod template is placed in front of the airplane. The tripod must check again which maneuver could allow it to fire with heat–ray, as explained in the previous example.*

the red part of the automated tripod template, using the more appropriate side of the ruler, placing it on one of the tripod's firing sides. The red part of the template should not overlap the tripod. If more than one target is available, the tripod chooses its **best target** as follows, in order of priority (if more than one target qualifies as the best one, choose a target randomly):

1) The target at closest range;

2) The target that can be hit by the most powerful heat–ray;

3) The target that has already drawn more damage cards.

b) **Change facing to aim:** If no maneuver allows the tripod to acquire a target, the tripod stands still changes facing until the red part of the automated tripod template is touched by the tripod ruler placed on its frontal heat–ray. If several options are available, choose an airplane using the criteria for best target listed above. Among the available options, choose the facing that would allow firing with the ruler in a straight position; if this is not possible, choose randomly.

THE TRIPOD HEAT–RAY IS COOLING

If there are recovery counters in the heat–ray box of the tripod's console, place an **L automated tripod template** in front of each airplane base instead of an **S** template. Then the tripod either (a) stands still and recharges, (b) maneuvers to aim, or (c) changes facing to aim.

a) **Stand still and recharge:** If any red part of the automated tripod template is touched by the tripod ruler placed on one of the tripod's heat–rays and the tripod is 2 or more energy points below its maximum, the tripod stands still and recharges.

b) **Maneuver to aim:** If none of the above applies and there are movement maneuvers that allow the tripod ruler, placed in front of an heat–ray, to touch the red part of the automated tripod template, randomly draw and execute one maneuver from among them.

c) **Change facing to aim:** If no movement maneuver allows the tripod to aim at an airplane, the tripod stands still and changes facing until the red part of an automated tripod template is touched by the tripod ruler placed on its frontal heat–ray. If several options are available, choose an airplane using the criteria for best

target listed above. Among the available options, choose the facing that would allow firing with the ruler in a straight position; if this is not possible, choose randomly.

If none of the above applies, choose the tripod's behavior as if there were no enemies nearby, but keep the maneuvers you added from the reserve deck in the current deck.

POWERLESS TRIPOD ACTIONS

If the tripod is **powerless**, apply the following:

1) If the tripod is overlapping an unused objective template, or if none can be reached with one maneuver card, the tripod stands still and recharges.

2) If there are no enemies nearby and the tripod is not on an unused objective template, but one can be reached with one maneuver card from either the current deck or the reserve deck, move the tripod using the maneuver that brings it onto the objective template (if there are several options, choose one at random).

3) If there are enemies nearby and the tripod is not on an unused objective template, but one can be reached with one maneuver card from either the current deck or the reserve deck, choose a maneuver as above, shuffle its card with a standing card, then draw one of the two at random and apply it.

FIRING THE TRIPOD

After all vehicles have moved, the tripod fires if it has at least 1 energy counter, the heat–ray projector is not cooling, and the tripod has acquired a target.

If more than one target is available, the tripod chooses its **best target** as follows , in order of priority (if more than one target qualifies as the best one, choose a target randomly):

1) The target at closest range;

2) The target that can be hit by the most powerful heat–ray;

3) The target that has already drawn more damage cards.

If the tripod stands still and does not fire for any reason, it recharges.

TRIPODS AND ROCKETS — EVASIVE MANEUVERS

When playing with the *Rockets* optional rule (see *Tripods & Triplanes Rulebook*, page **21**), first check whether rockets have been fired in the previous phase and whether there are one or more maneuvers that would allow the tripod to evade them. In this case, the behavior of the tripod is determined as follows:

▶ Place a stall maneuver in front of the firing airplane and an airplane card on the arrow of the stall. A tripod maneuver is an **evasive** one if it allows the tripod to avoid both being in the firing arc of the airplane card and overlapping it.

1) If it is the first action phase of a turn and the tripod has at least 1 energy counter, draw at random from among the evasive maneuvers that allow firing; if there aren't any, draw at random from among all evasive maneuvers.

2) If it is the first action phase of a turn and the tripod is powerless, draw at random from among the evasive maneuvers that move the tripod over an unused objective template; if there aren't any, draw at random among all evasive maneuvers.

3) If it is not the first action phase of a turn, mix the running card and the reverse card and choose one at random. If the running card is drawn, follow the procedure for case 2 above. If the reverse card is drawn, follow the usual procedure, as if rockets were not shot in the previous phase.

4) If rockets are coming from several airplanes, choose the maneuver that allows evasion of all of them. If this is not possible, draw at random from among those maneuvers that will avoid the highest number of rocket volleys.

Remember to remove the stall maneuver card and the airplane card used for the check of the tripod's maneuver.
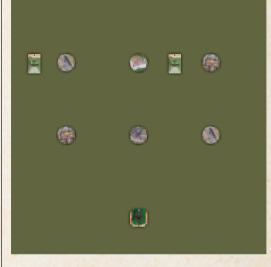
If there aren't any maneuvers that allow the tripod to evade the rockets, the tripod behaves following the previously described movement rules.

SOLO SCENARIOS

All of the references regarding the vehicles' and game elements' placement on the playing area refer to the airplane ruler for the distances.

If you are using official **Wings of Glory** game mats, you can play on a single mat instead of a 90 cm x 90 cm surface (in this case, the Earthling and Martian sides are the shorter sides of the game mat).
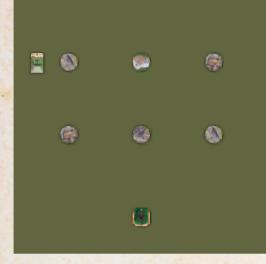
A LONELY INVADER

Players: 1

Playing Area: Length: 90 cm. Width: 90 cm.

Martian player (automated): One Martian Mk I tripod (Locust) at half a ruler from the middle of its side.

Earthling Player: Six objective templates as shown in the setup scheme. Place one objective template at one ruler from the center of the Earthling side, a second objective template at one ruler from the first, and then place an objective template at one ruler to the left and to the right of each of the first two objective templates. An Albatros D.Va, SPAD XIII, Sopwith Camel, Fokker Dr.I, **A**–firing Hanriot Hd.1, or Macchi M.5 armed with a 37mm cannon, at one ruler from its side. The pilot has the Itchy Trigger Finger skill (see ace skill card). If the airplane is destroyed, at the start of the next turn the Earthling player gets

another airplane among the ones available, armed with a 37mm cannon and no skills. He places it on the Earthling side, at least at two rulers from the tripod.

Winning Conditions: The Earthling player wins if the tripod is destroyed. It is a strategic victory if he does that with the first airplane, and a tactical victory if he does that with the second one. He loses if the tripod exits the playing area from the Earthling side or if both airplanes are destroyed and the tripod is not.

DOWN FROM THE ALPS

Players: 1

Playing Area: Length: 90 cm. Width: 90 cm.

Martian player (automated): One Martian Mk I tripod (Locust) at half a ruler from the middle of its side.

Earthling Player: Six objective templates as shown in the setup scheme. Place one objective template at one ruler from the center of the Earthling side, a second objective template at one ruler from the first, and then place an objective template at one ruler to the left and to the right of each of the first two objective templates. Choose two from among Albatros D.Va, SPAD XIII, Sopwith Camel, Fokker Dr.I, **A**−firing Hanriot Hd.1, or Macchi M.5, at one ruler from their side.

Winning Conditions: The Earthling player wins if the tripod is destroyed. It is a strategic victory if he does that without losing any airplanes, a tactical victory if he does that while losing only one airplane, and a marginal victory if he does that while losing both airplanes. He loses if the tripod exits the playing area from the Earthling side or if both airplanes are destroyed and the tripod is not.

TRIPODS IN WW2

These additional rules allow you to play **Wings of Glory — Tripods & Triplanes** using WW2 airplanes rather than WW1 ones, together with the complete WW2 rules and components included in the **WW2 Wings of Glory — Battle of Britain Starter Set**.

▶ Use normal **Tripods & Triplanes** rules and components to handle the tripods and normal **WW2 Wings of Glory** rules and components to handle the airplanes.

▶ When playing against WW2 airplanes, double the **resistance** and the **recharge** level values of the tripods.

▶ To handle the damage inflicted to the tripods by WW2 airplanes, use the damage counters included in the **Invasion** set.

▶ The game turn sequence is slightly modified, as explained below.

Additional components required:

▶ WW2 Tripods & Triplanes damage counter set

THE MARTIAN GAME TURN AND THE EARTHLING GAME TURN

A **Martian game turn** is composed of six phases: a first planning phase, followed by a first action phase, followed by a second planning phase and a second action phase, followed by a third planning phase and a third action phase. Each action phase is further divided into a movement step and a firing step.

TRIPODS & TRIPLANES

An Earthling game turn remains the same as in normal **WW2 Wings of Glory** rules, with one planning phase and one action phase (divided into a movement step and a firing step). Three consecutive Earthling game turns are equivalent to a Martian game turn.

When a **Tripods & Triplanes** rule refers to a "turn", it is considered to refer to a Martian game turn, not to an Earthling game turn. When a **WW2 Wings of Glory** rule refers to a "turn", it is considered to refer to an Earthling game turn.

> *Example*
> *The rule from **Tripods & Triplanes** "Each turn, each Martian player MUST always plan at least one maneuver that is either a stationary maneuver or a running maneuver." refers to a Martian game turn (with three action phases).*
>
> *The rule from **WW2 Wings of Glory** "Each turn, before revealing his maneuver, the player removes a flame counter and takes an **A** damage counter." refers to an Earthling game turn (with one action phase).*

PLANNING

In the first planning phase, Martian players choose and plan three cards from their maneuver decks, while Earthling players choose one maneuver card with a speed marker.

In the second and third planning phases, Martian players only choose their actions, while Earthling players choose one new maneuver card with a speed marker.

SCENARIOS

All of the references regarding the vehicles' and game elements' placement on the playing area refer to the airplane ruler for the distances.

ALSACE AGAIN!

Players: 2–3

Playing Area: Length: 90 cm. Width: 90 cm.

Martian player: A Martian Mk. I tripod (Locust) anywhere along the Martian side of the playing area.

Earthling player: Three objective templates at no more than one ruler from the center of the playing area, and at no less than one ruler from each other. One Messerschmitt Bf.109E and one Junkers Ju–87 Stuka, placed anywhere on the Earthling side of the playing area. The airplanes have no bombs — just machine guns.

Winning Conditions: The Earthling player wins if he destroys the tripod. The Martian player wins if the tripod reaches all three objective templates and exits the playing area from the Earthling side, or if he destroys both airplanes.

Variants: Use two airplanes chosen between Yakovlev Yak–1 and Reggiane Re.2001 (not the "CN" variant).

LONDON'S BURNING

Players: 2–5

Playing Area: Length: 140 cm. Width: 90 cm.

Martian player: One Mk. II (Scarab) and one Mk. IV (Cuttlefish) tripod anywhere along the Martian side of the playing area.

Earthling Player: Five objective templates at no more than one ruler from the center of the playing area, and at no less than one ruler from each other. Three airplanes chosen from among Supermarine Spitfire Mk.I/II, Hawker Hurricane, and Messerschmitt Bf.109E, placed anywhere on the half of the playing area on the Earthling side.

Winning Conditions: The Earthling player wins if he destroys the tripod. The Martian player wins if the tripod reaches all five objective templates and both tripods exit the playing area from the Earthling side, or if he destroys all of the airplanes.