



Wings of Glory

Artillery Spotting Rules

Published August 2014
Version 1.0
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Concept:

Recreate the process by which aerial observation aircraft helped artillery batteries get zeroed in on their targets via one-way wireless radio transmission. This was one of the most important jobs that aircraft performed in WWI.

Setup:

Spotter aircraft at one edge of the play area, in position to observe the identified artillery target

Escort aircraft at center of play area

Interceptor aircraft at far opposite edge of play area from spotter aircraft

Gameplay:

A barrage target is identified with a target card and assigned a points value (e.g. **10** points) to represent the process of getting an artillery battery "zeroed in" on it.

The artillery spotting plane flies within a specified distance (e.g. **1** firing ruler) or less of the target and enters a holding pattern to maintain that distance.

At the end of each turn (three movements), if the spotting plane:

- 1) Has been within the specified distance to the target,
- 2) Has not performed an Immelman, and
- 3) Has not been under attack by enemy aircraft,

then an **A** deck damage card is drawn and placed face up next to the barrage target to simulate the spotting aircraft observing the firing and impact of an artillery salvo, and radioing corrections back to the gun battery.

If these conditions are not met, no cards are drawn, as the artillery would be "firing blind" without the spotter to correct their aim.

When the total of all cards drawn for the barrage target equals the assigned points value for zeroing in the artillery battery barraging the target, the spotting task is complete and the target is considered to be destroyed for scenario purposes.

Special damages are ignored, and drawing the explosion card counts as the gun battery getting perfectly zeroed in, even if the points total has otherwise not been met.

If the observer is incapacitated, the aircraft is incapable of continuing the artillery spotting task.
If it was the only spotter aircraft, then the scenario is considered failed for victory points purposes.

Upon completion of the spotting task (by whatever cause), all cards drawn for the barrage target are returned to the **A** deck and it is reshuffled.