WINGS FOR THE BARON

INNOVATION AND PROFITEERING AMONG THE GERMAN AIRCRAFT INDUSTRIES DURING WORLD WAR I
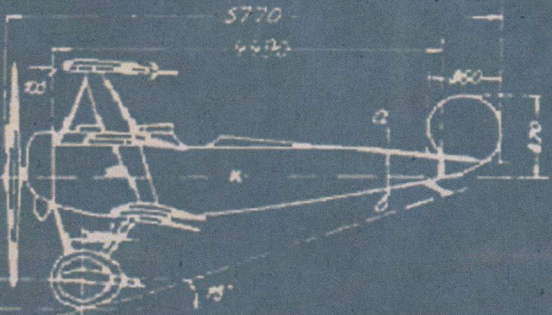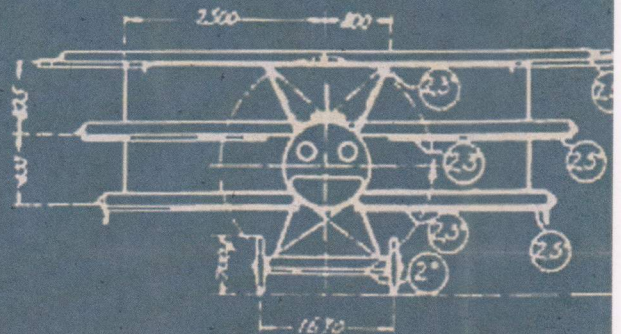
Credits

Design:
Dave Townsend

Development & Additional Design:
Tobias Loc, Alan Emrich

Solitaire Variant:
Ken Keller

Graphic Design:
Chris Magoun and Barry Pike

Art:
"Wingman" Tim Allen

Playtesters:
Tito Autrey, Ed Beach, Frank Chadwick, Dave Ells,
Jonathan Fellows, Kevin Fortuna, Jon Gautier,
Ananda Gupta, Nathan Hansen, Allen Hill,
Tom Johnston, Ken Keller, Klaus Knechtskern,
Jeremy Lennert, Chuck McAllister, Lance McMillan,
Chris Milne, Scott Muldoon, Ruth Roberts, Mike Siggins,
Don Stone, Jeffrey Townsend, Jim Townsend,
Michelle Townsend, Ian Wedge, Lori Westbrook

Proofreaders:
Hans Korting, Noelle Le Bienvenu, Tobias Loc,
Rick Partin, Geert van der Burgt,
Ian Wakeham, Karen Wolterman

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The Aero Conservancy

Components

- One 24-page, full-color Rulebook
- One 12-page Historical Reference book
- 96 cards
- Five double-sided playmats
- One game display
- One solo player aid
- 193 thick, laser-cut, multi-shaped counter pieces
- Four six-sided dice

Table of Contents

Introduction

War is an accelerator of technological development, and aviation in the First World War is an excellent example of this principle. Between 1914 and 1918, aeroplanes roughly doubled in speed and ceiling, and went from being completely unarmed to having two (or more) machine guns synchronized to fire through the propeller.

It is 1916, and the First World War continues with no end in sight. With the war a bloody stalemate on the ground, the combatants have turned to their developing air forces to achieve victory. *Wings for the Baron* allows 3-5 players *(you can also play with two players, but we recommend at least three, and note that we have included a great 1-player variant that is very challenging)* to take the role of German aeroplane manufacturers, supplying the machines needed to drive the Allied air forces from the skies and ensure German victory.

But the competition for superior aeroplanes was not only between the Central Powers and the Allies. The manufacturers within each country also competed against one another to make the most sales to the government. Given the high stakes, this competition was fierce and the best designs did not necessarily garner the most contracts. A solution adopted by the Germans to better reward the better aeroplanes was to hold national competitions as a means of sifting the wheat from the chaff.

These quarterly competitions were open to all manufacturers... and were the genesis of the idea for this game.

- *Dave Townsend, designer, Wings for the Baron*

Object of the Game

You are trying to amass the most money in Gold and Papiermarks *(if they retain any value)* by developing the best aeroplane designs in the greatest numbers.
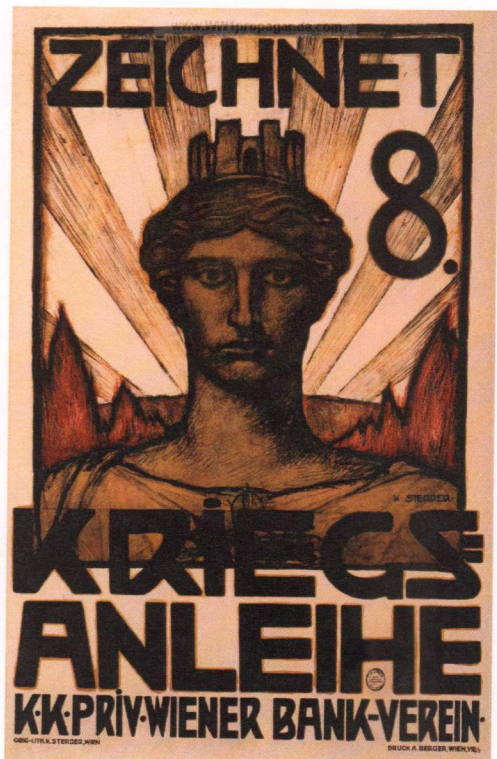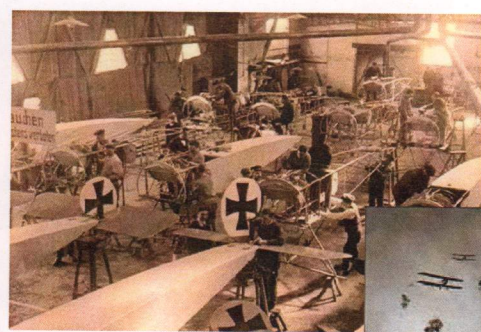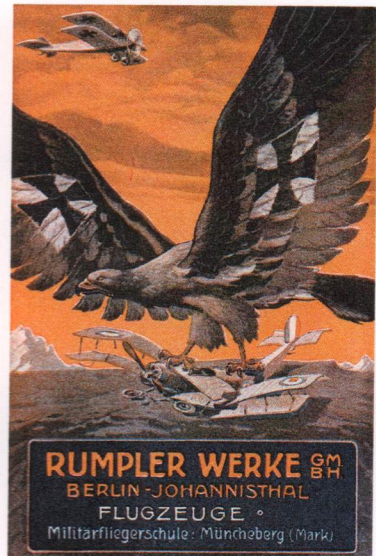
Setting Up the Standard Game

Each player takes a player mat, showing its Standard Game side, and its matching set of markers for that manufacturer (each with its own special ability): **Albatros, Fokker, Halberstadt, Roland,** or **Pfalz.** Set up the player markers as follows:

1. Place your **Factories** marker on your mat's **1** space — you begin with one factory. *The Albatros player starts with four factories.*

2. Place your **Papiermark** and **Gold** markers on your mat's **0** space — you begin with no money.

3. Set your **Technology** markers to the side for future use.

4. Place your **Wings Technology** (arrow) marker on the **Biplane** area of your player mat, with its arrow pointing to the 0 engines technology row (it has a **0** value Bonus).

5. If your company's special ability includes a **Talented Engineer** (Fokker), **Bonus Action** (Pfalz), or **Licensed Production** (Roland) marker, those are placed in the Information markers box near the lower-left corner of your player mat.

6. Retain your six **Action** cards.

Fokker begins with a talented engineer.

Turn Sequence:

1. **Choose Actions** (simultaneous)
2. **Resolve Actions** (in # order; most markers, then money, then 🎲, if tied)
3. **Award Contracts** (in Preference order; most markers, then 🎲, if tied)
4. **Inflation** (advance marker one box if 25%, or two boxes if 50%)
5. **War Status** (Morale adjustments; Contracts adjustment; then Allied Aircraft Effectiveness adjustments)

Standard Game

Fokker
FOKKER AVIATIK GMBH
Starts with a **Talented Engineer** who cannot be taken away by another player.

Information Markers
Preference Rating ties are resolved in favor of
1) the most markers in this box; then
2) most money; then
3) a random die roll.

*+1 M per turn during Contracts

**Fighter**

Place the game display in a convenient location between all players, and set it up as follows:

1. Place the **German Morale** *(the Iron Cross medal)* and **Allied Morale** *(the Victory medal)* markers on the 24 space.

2. Place the **Fighter Contracts Available** and **Fighter Contracts Remaining** markers on the space number equal to the number of players in the game.

3. Place the **Allied Fighter Effectiveness** marker *(the small round one)* on the 5 space. Set aside the **Allied Recon** and **Bomber Effectiveness** markers; they are used in the Campaign Game.

4. Each player places their **Fighter Effectiveness** marker *(the small square one)* on the 4 space. Set aside your **Recon** and **Bomber Effectiveness** markers; they are used in the Campaign Game.

5. Place the **Papiermark Inflation** marker on the leftmost *(start)* box of the Inflation track.

6. Set aside the **Talented Engineer** and **Ace** markers so that everyone can see their availability.
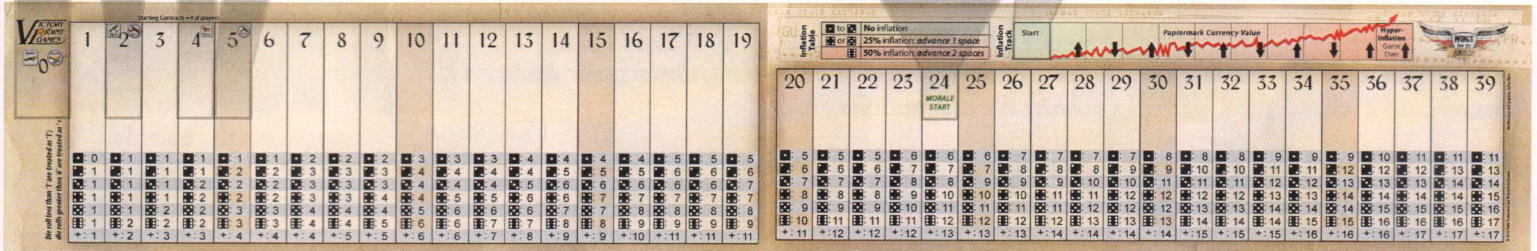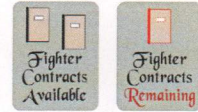
Next, assemble the War Status deck in the following manner to ensure the war's events happen in three Acts:

1. Divide the War Status cards into three piles by year: 1916, 1917, and 1918.

2. Shuffle the 1916 pile face down. Remove four 1916 cards and add them to the face down 1917 pile.

3. Shuffle the 1917 pile face down. Remove six 1917 cards and add them to the face down 1918 pile. *Note that some of those four 1916 cards could have now matriculated forward into the 1918 pile!*

4. Shuffle the 1918 pile.

5. Place the 1917 pile on top of the 1918 pile. Then place the 1916 pile on top. *In this manner, the cards occur in a random, yet reasonably chronological order.*
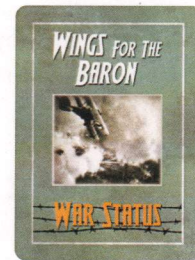
Finally, shuffle the Technology/Event cards into a deck and deal out two to each player *(the player representing Pfalz receives three)*. Place the remainder aside, face down, to form a draw pile.

Glossary

d6, d3, d2: These are die roll results. A **d6** is a normal die roll with six different outcomes – what you roll is what you get.

A **d3** is a three-sided die *(i.e., a die roll ÷ 2, rounded up)* where ⚀ or ⚁ = a result of **1**; a ⚂ or ⚃ = a result of **2**; and a ⚄ or ⚅ = a result of **3**.

A **d2** is a two-sided die *(i.e., a die roll ÷ 3, rounded up)* where ⚀, ⚁, or ⚂ = a result of **1**; and a ⚃, ⚄, or ⚅ = a result of **2**.

*Example: "1d6" means roll a single 6-sided die; "2d3" means rolling two 3-sided dice.*

Effectiveness Rating: For the players, this is the sum of that aeroplane type's design features plus a die roll *(and shown by that aircraft marker's position on the game display).*

Gold: This is a player's score that is **not** subject to the ravages of inflation. On the reverse side is a **+48 Gold** marker in case you have collected so much gold that you have "lapped" the track on the player mat *(lucky you!).*

M (Papiermarks): This is a player's score that is subject to being decreased by inflation. On the reverse side is a reminder to collect **+1M** when you are awarded Contracts for having the *Welded Steel* technology.
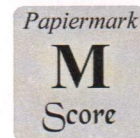
Morale Rating: How each side is doing in the war. In *Wings for the Baron*, you would prefer if Germany won.

Preference Rating: That company's current **Fighter Effectiveness** Rating. Ties are resolved in favor of the player with the most markers *(Talented Engineers, Aces, Licensed Production, etc.)* in their Information Markers box on the lower-left corner of their player mat, or a random die roll if these are tied.

Political Influence has two different effects, each equal to its value *(X)*: **1)** When Fighter contracts are awarded, that player rolls one column higher *(+X)* than the Contracts Available marker; and **2)** that die roll receives a positive die roll modifier *(+X)*.

You still reduce the **Fighter Contracts Available** marker by the amount of Fighter contracts you have received down a minimum of 0; *you cannot be awarded more Fighter contracts than there are remaining.*

For example, if you had a sum of 3 Political Influence that turn that you were applying during the Award Contracts phase, and the Fighter Contracts Remaining marker was on the 9 column, you would roll on the 12 column with a +3 die roll modifier that turn.

Tie Breaking is resolved by the player going first who: **1)** has the most markers *(Talented Engineers, Aces, License Agreements, etc.)* in their Information Markers box on the lower-left corner of their player mat; if that is tied, then **2)** by the player with the most wealth *(Papiermarks + Gold)*; if that is also tied, then **3)** by a random die roll.

Technology/Event Cards

The **Technology/Event** cards have two distinct sections:

The upper section has an aeroplane technology, used to create aeroplane designs. *The blue camera and red bomb symbol are used only in the Campaign Game to improve Recon and Bomber designs, respectively.*

The lower section has an event, with its effects, restrictions, and play timing shown on the card. **You can play a maximum of one per phase,** and the events that phase take effect in the order that players reveal them. *So there is some strategy in the exact timing of when you play your one **Event** card that phase.*

You play each card as either a Technology *(as described in the "#3 Design" section)* or as an Event, but not both.

Once played, discard it face up in a discard pile next to the draw pile. If the draw pile is exhausted, reshuffle the discards together to form a new draw pile.

Sequence of Play

Each turn, perform the following phases in order:

1. *Choose Actions:* All players secretly and simultaneously choose **two** actions from among their **Action** cards and place those cards, face down, along the bottom of their respective player mats; one beneath the number 2 *(meaning you will perform that Action twice that turn)* and the other beneath the number 1 *(which is performed once that turn).*

2. *Resolve Actions:* Simultaneously reveal all **Action** cards and perform them in order number *(found at the top of the **Action** cards; e.g., Build first, Espionage second, etc.).*

3. *Award Contracts:* Players claim Contracts in Preference Rating order to increase their Papiermarks score.

4. *Inflation:* Roll a die to determine how much Inflation *(if any)* occurs; each player reduces their Papiermarks accordingly.

5. *War Status:* Reveal the next **War Status** card and implement its actions in order:

   a. Morale adjustments

   b. Fighter Contracts adjustment

   c. Allied Aircraft Effectiveness adjustments

Turns continue until either the Allied or German morale reaches 0 or the Inflation marker reaches the last box of its track, at which point the winner is determined.

Choosing Actions

2	1

At the beginning of each turn, all players secretly and simultaneously choose two of their **Action** cards to perform. Place your **Action** cards face down, one each below the slots numbered 2 and 1 along the bottom of your player mat. The **Action** card under the 2 slot allows you to perform *two* of that type of Action this turn, while the **Action** card under the 1 slot allows you to perform that particular Action only once this turn.

Note that the **Focused Effort Action** card cannot be played in the 2 slot. If it is played in the 1 slot, it will give you another *(i.e., a third)* Action of the card to its left. *If you wish to concentrate your energy that turn on one type of Action, the Focused Effort card is for you!*
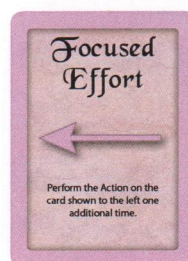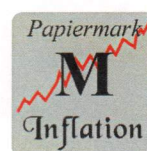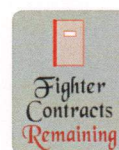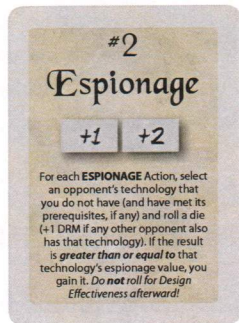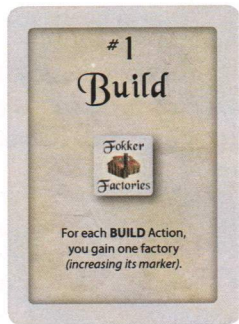
Espionage Value

Resolving Actions

After all players have finished choosing their **Action** cards, simultaneously reveal all of the chosen cards. Before players commence performing their Actions, play **Event** cards for this phase. After those Actions are performed, turn their cards face down as a reminder of their completion that turn.

Sequencing

Actions are resolved in order by type. Thus, all players who have selected any (#1) **Build** Actions complete them before any player conducts a (#2) **Espionage** Action.

For some Actions, the order that players perform them matters (e.g., Espionage, possibly Design); other Actions players can freely perform concurrently (*e.g., Build, Research, and Bank*). When it matters, the order is handled by Tie Breaking.

#1 Build

For each **Build** Action, you gain one factory (increasing its marker). *Factories limit how much money you can receive from government contracts!*

#2 Espionage

For each **Espionage** Action, select an opponent's technology that you do not have (and that you have met the prerequisites for, if any) and roll a die (+1 DRM if any other opponent also has that technology since it is more generally known).

If the result is less than that technology's espionage value, there is no effect (i.e., that **Espionage** Action is wasted).

If the result is greater than or equal to that technology's espionage value, you gain it and mark that technology as developed (as if you had played its corresponding **Technology/Event** card).

- Do *not* roll for Design Effectiveness afterward – you must perform a **Design** Action to take advantage of your newly-stolen technology. If you choose both **Espionage** and **Design** Actions in the same turn, a stolen technology can improve your subsequent **Design** Action that turn, since spying occurs first.

- If you do multiple **Espionage** Actions, you can see the results of each one before choosing the next technology you wish to spy upon.

#3 Design

For each **Design** Action, you may add one new design feature by playing **Technology/Event** cards; afterward, you may check the Effectiveness for one of your aeroplane types *(Fighter, Recon, or Bomber)* per **Design** Action.

Design First: First, you may *(but do not have to)* add technologies to your player mat that correspond to **Technology/Event** cards in your hand. Mark acquired technologies by covering the numbered part of their space with a **Technology** marker of the same value, and then discard the matching card.

Limitations: Certain cards have limitations noted on the cards themselves and shown by arrows on your player mat. You must have the prerequisite technology before you acquire a technology with arrows pointing to its box.

> For example, acquiring *Cantilevered Wings* requires that you already possess *Thick Wings* technology. Therefore, you cannot play a **Cantilevered Wings** card unless you already have *Thick Wings*. You are allowed to play a technology and its prerequisite(s) during the same Design phase.

Major Breakthrough: The **Better Engines III** technology requires discarding **two** Better Engine cards to obtain. Doing so still counts as only a single **Design** Action.

One Per Tech: Duplicate technologies are not allowed *(except Better Engines, see below)*.

> For example, you cannot play a **Streamlining** card as such if you already have that technology.

Better Engines: The *Better Engine* technology has an additive effect; it is the sole exception to the above "One Per Tech" rule. However, you can only add one Better Engine technology **per turn** by design, and no player can ever have more than four total.

How Many Wings?: You begin the game with a *Biplane* design. The *Monoplane* and *Triplane* technologies have variable values depending on the current number of *Better Engine* technologies you possess *(Biplanes are always worth 0)*. These values are listed on the Design Display and the cards.

> For example, if you have *Better Engines II* technology, your *Biplane* design is worth **0**, your *Monoplane* design is worth **0**, and your *Triplane* design is worth **+1**.

Note also that each of these wing designs are mutually exclusive – you cannot have more than one wing design at a time. You may voluntarily switch to a *Biplane* design *(for free, no discard required)* any time you perform a **Design** Action.

Reshuffling the Cards: When a **Metal Construction Technology** card is played for its Technology half (instead of its Event half), reshuffle the **Technology/Event** deck and discards together to refresh the draw pile.
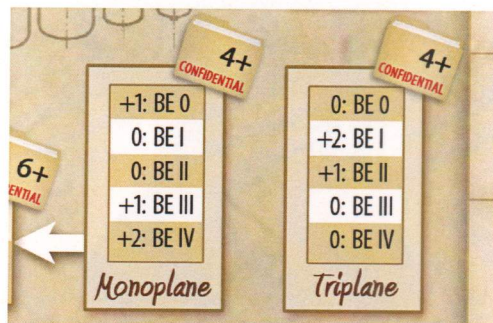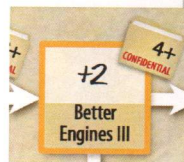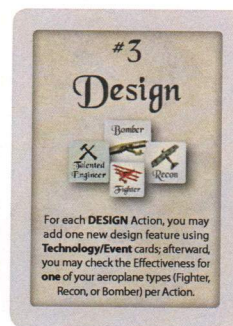
Effectiveness Second: After adding any new design features *(or not)*, you may check the Effectiveness for one of your aeroplane types (Fighter, Recon, or Bomber; *note that Recon and Bomber aeroplanes are only used in the Campaign Game*) per **Design** Action.

Procedure: Roll one die for each attempt (unless you have a **Talented Engineer** marker in your Information Markers box, in which case roll *two* dice for each attempt and use the higher result), one Effectiveness improvement attempt at a time. You may choose the same aeroplane type (e.g., Fighter) multiple times in this manner after seeing the result of each roll.

Add the value of the die roll to the sum of all of the technology bonuses you have for that aeroplane type to determine its new Effectiveness rating.

If its new Effectiveness rating is **greater than** its current Effectiveness, increase its **Effectiveness** marker up to the new (higher) value. If it is **less than or equal** to its current Effectiveness, your marker simply remains where it is and that Effectiveness roll is wasted.

> **Effectiveness Roll Example**
>
> **Pfalz** has chosen to do *two* **Design** Actions this turn. During that step, after playing **Technology/Event** cards which add both the *Ailerons* and *Agile* technologies to his player mat, he chooses to roll for his Fighter Effectiveness with his first Effectiveness roll (to make sure it is sufficiently high before allocating his second Effectiveness roll that he is entitled to by virtue of doing two **Design** Actions that turn).
>
> Since he has the required *Rear Seat* advance (see the Campaign Game rules), he plans to use his second Effectiveness roll to improve his Recon design (as it was just improved), but could also use this second roll for his Bomber design (even though it was not improved during his **Design** Action step).
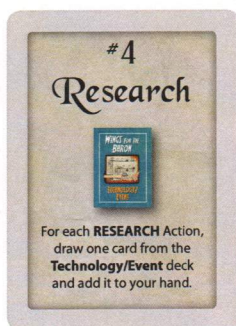
#4 Research

For each **Research** Action, draw one card from the **Technology/Event** deck and add it to your hand. If the draw pile is exhausted, reshuffle the discards together to form a new draw pile.

#5 Bank

Roll the die once for each **Bank** Action. You may convert up to that many **Papiermarks** (reducing its marker) into **Gold** (increasing its marker) on a one-for-one basis.

Special Abilities

Each *Konzern* (i.e., each business represented by a player) has a special ability as indicated on their player mat below the company's logo. For ease of reference each player mat has the Special Action of that factory printed on its lower left side. A more detailed explanation of the Special Actions follows:

Albatros

Starts play with 4 factories and cannot be reduced below that number. The die roll for each **Banking** Action gains a **+1** die roll modifier.

Albatros was by far the largest manufacturer of warplanes in Germany.

Fokker

Starts with a **Talented Engineer** who cannot be taken away by another player's Event.

Anthony Fokker and his staff were continually experimenting with new designs and were unusually open to unorthodox (for the time) ideas such as thick wings being better than thin wings.

Halberstadt

When you perform **Research** Actions, draw **one additional (+1)** card (total; not one per **Research** Action performed!); then discard one of those just-drawn cards before placing the remainder in your hand. *Thus, you don't receive more cards, but do have more options.*

Halberstadt was the first German manufacturer to get a plane into production – the D.2 – which outclassed the E types in front-line use in the first quarter of 1916.

Pfalz Flugzeugwerke

Start with three **Technology/Event** cards *(instead of two)* and three **Bonus Action** markers. These markers are spent, once each and one per card (except for Focused Effort) maximum, as you perform Actions to gain **one additional (+1) Action** of that type.

*Pfalz was the largest manufacturer in the semi-autonomous state of Bavaria, and had several political advantages from this position. Although they missed several opportunities to excel during the war (in game terms, hording their **Bonus Action** markers instead of spending them), they certainly had those opportunities.*
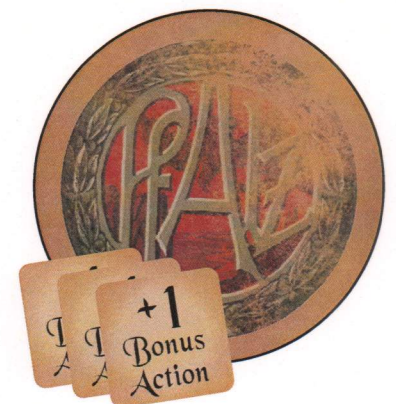
Roland

(Recommended for a 4- or 5-player game only.)

Start with two **Licensed Production** markers. Spend these markers to go *second* during the Award Contracts phase and, when doing so, rolling on the table where the **Contracts Available** marker is located (*not* where the **Contracts Remaining** marker happens to be), but with a **-1 DRM**.

*Most of **Roland's** production was licensed work of other firm's designs. While this was steady work, license fees had to be paid to the original designer, hence the -1 DRM penalty, representing the effect of less valuable contracts.*

Award Contracts

Before awarding contracts, play **Event** cards for this phase. Then, in descending order of **Preference Rating** (with ties handled by the Tie Breaking as explained in the Glossary on page 6), players take turns rolling a die and looking up the result on the table where the **Fighter Contracts Remaining** marker is currently located to see how many contract orders they receive.

Preference Rating is that company's current **Fighter Effectiveness** Rating.

You will often need tie-breaking on the first turn or two, but as new designs are developed and political fortunes change, this will become less common.

You also receive column shifts and die roll modifiers to your Fighter contracts awarded roll from your Political Influence *(see definition and example in the Glossary)*, Events, etc., and these are cumulative; any net roll result lower than **"1"** is treated as **"1"**, and any roll higher than **"6"** is treated as **"+"** on the table.

Quality Requirement: Skip your opportunity to collect Fighter contract awards if your Fighter Efficiency is **more than 10** *below* that of the Allied Fighter Efficiency. *The Army does not want training aeroplanes; it wants competitive, quality Fighters!*

Factory Limitation: You cannot receive more contracts in a turn than the number of factories you have. When awarded more contracts than the number of factories you have, proceed as if you received contracts *equal* to your factories.

Procedure

Once you have determined the number of Fighter contracts that you receive (and can fulfill based upon the number of factories that you have), you gain that number of **Papiermarks** (advancing that marker) *and* the **Fighter Contracts Remaining** marker is adjusted down the track by that amount.

Bonus Score: If you have the *Welded Steel* technology, you receive one bonus **Papiermark** after being awarded your contracts for that turn (whether or not you actually received any). Flip over your **Papiermark** marker as a reminder, if you like. *Bonus Marks have no effect on the* **Fighter Contracts Remaining** *marker.*

The End: The Award Contracts phase ends when every player has had an opportunity to receive contracts that turn (even if they receive **0**).

Leave the Fighter Contracts Remaining marker wherever it ends up for the time being since the number of Fighter contracts remaining counts against the upcoming Fighter Contracts Available increase (during the **War Status** phase).
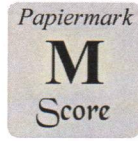
Inflation

After awarding contracts, one player (typically the one with the *fewest* **Papiermarks**) rolls one die and compares its result to the **Inflation** table printed on the game display.

Each time inflation occurs (either during this phase or by a **Technology/Event** card), advance the **Inflation** marker *one* (for 25% inflation) or *two* (for 50% inflation) boxes along its track. When it reaches the **Hyperinflation/Game Over** space (shown below), conduct *that* round of inflation and then determine the winner.

Procedure: All players must reduce their **Papiermarks** by either 25% or 50% (as indicated), rounded up if there is an **up arrow** in the new Currency Value box, or rounded down if there is a **down arrow** in that box.

> For example, you have **9 Papiermarks**. If inflation hits at **25%**, you would lose 3 Marks (rounded up) or 2 Marks (rounded down). If inflation hits at **50%**, you would lose **5** Marks (rounded up) or **4** Marks (rounded down).

Gold: Inflation does not ravage the **Papiermarks** you have converted via **Bank** Actions into **Gold**. *To protect your paper money from inflation, convert it to gold!*

Events: After determining that turn's inflation, play **Event** cards for this phase.
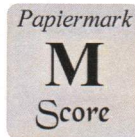
Rounding 25%:

When you round 25% **up**, subtract 1 M for every *4 or fraction thereof* Marks on your track only.

When you round 25% **down**, subtract 1 M for every *full 4* Marks on your track only.

Inflation Table	
▣ to ▣	No inflation
▣ or ▣	25% inflation; *advance 1 space*
▣	50% inflation; *advance 2 spaces*

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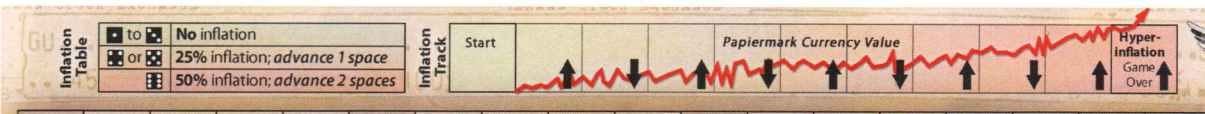
War Status

After tending to inflation *(if any)*, the War Status is checked. Reveal the next War Status card and implement its adjustments in order:

1. Morale adjustments *(card adjustment first; highest Fighter Effectiveness second)*

2. Contracts adjustment

3. Allied Aircraft Effectiveness adjustments

1. Morale Adjustments

Each card has an (always negative) concurrent adjustment to German and Allied morale. Adjust each side's **Morale** marker down the track accordingly.

If either or both sides' morale is at or below **0**, the game is over.

Fighter Effectiveness: If the game is not over, and either side is the leader in **Fighter Effectiveness**, that side's morale is increased by **one (+1)**.

> **Track Maximum**
>
> Markers cannot advance beyond the highest value on the Game Display (39). Any marker advanced beyond that remains in that box instead.

2. Contracts Adjustment

Each **War Status** card includes an (always positive) adjustment to the Fighter contracts available.

Procedure: Subtract the unassigned Fighter contracts for this turn (i.e., the numbered column where the **Fighter Contracts Remaining** marker is currently located) from the card's Fighter Contracts increase; if the result is positive, increase the **Fighter Contracts Available** by that amount. Otherwise, the **Fighter Contracts Available** marker is not increased.

Finally, end this step by placing the **Fighter Contracts Remaining** marker on top of the **Fighter Contracts Available** marker to ready it for next turn.
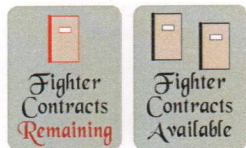
3. Allied Aircraft Effectiveness Adjustments

Most **War Status** cards conclude with instructions to increase Allied Effectiveness of different aeroplane types either by a fixed amount (e.g., "**+1**") or by a variable amount (e.g., the outcome of a "**1d3**" die roll; *see the Glossary*).

- Some instructions begin with "**If behind…**"; this means that the increase is applied **only** if there is currently a German aeroplane *of the same type* with a higher Effectiveness Rating. If there is not, no Effectiveness increase occurs.

- A few instructions have you "**Reset**" that Allied aeroplane type to the current Effectiveness Level of the most Effective German aeroplane *of that type*, plus a small fixed or variable amount *(yes, this can actually cause the Allied Effectiveness to decrease!)*.

In the Standard Game, you are only concerned with **Allied Fighter Effectiveness** and can ignore instructions concerning **Allied Recon** and **Bomber** aircraft.

After implementing these **War Status** card effects, place that card into a face up discard pile next to its draw pile.

Events: After determining that turn's war status, play **Event** cards for this phase.

Information Markers

You can only have a maximum of *one* **Talented Engineer** marker in your Information Markers box on your player mat. You can have as many other types of markers there as you can acquire.

An **Ace** that belongs to another player can be "stolen" by an opponent who later plays its entry **Event** card *(how fickle!)*.

If an **Ace** is killed by an Event, he is removed from play permanently and his entry Event is treated as "No Event" for the remainder of the game.

Game End and Victory

When either side's **Morale** marker reaches **0** or less, or the **Inflation** marker reaches its **Game Over** space, the game ends immediately.

Which Side Won the War? Who won the war determines how the game ends:

- If **Allied morale** loss causes the game to end, Germany wins the war and the value of the **Papiermark** remains stable.

- If **both German** *and* **Allied morale** plummet to **0** or less during the same step, *Germany* loses the war but is assured a seat at the peace table; apply an immediate end game round of **25% inflation** to **Papiermarks***.

- If **German morale** loss causes the game to end, Germany loses the war *(this is the historical outcome)*; apply an immediate end game round of **50% inflation** to **Papiermarks***.

- If **German Hyper Inflation** causes the game to end, Germany loses the war in abject defeat and the collapsed economy makes the paper Mark worthless; every player immediately adjusts their **Papiermarks** markers to **0**.

* If this end game round of inflation moves the **Inflation** marker to the Hyperinflation box, *that* becomes the war's outcome instead. Reduce the value of the **Papiermarks** players have to **0**.

Who Won the Game? All players then sum the value of their **Papiermarks** + **Gold** + **1** for each marker of any type (e.g., *Talented Engineer, Ace,* etc.) in their Information Markers box on their player mat. The player with the highest total wins!

Ties are resolved in favor of the tied player with the most Factories.

This is the end of the Standard Game Rules. Now go make some Wings for the Baron!

Campaign Game Rules

The Campaign Game rules allow you to explore the air war further by introducing two new aeroplane models: the Recon Plane and the Heavy Bomber.
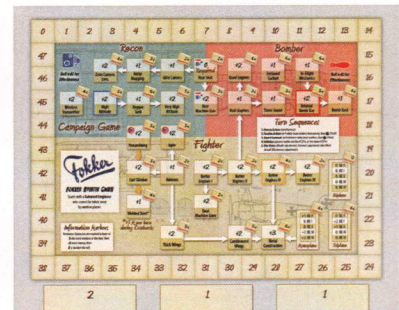
Set Up Changes

- Use the **Campaign Game** side of the player mats.
- **German** Effectiveness for each player starts at:
  - » Bomber: 0
  - » Recon: 2
  - » Fighter: 4
- **Allied** Effectiveness starts at:
  - » Bomber: 0
  - » Recon: 2
  - » Fighter: 5

Choosing Action Changes

At the beginning of each turn, all players secretly and simultaneously choose **three** (not two) of their **Action** cards to perform. Place your **Action** cards face down, one each below the slots numbered **2, 1, and 1** along the bottom of your player mat.

Design Action for Recon and Bombers

There are no changes to how *Fighter* technologies are improved (*Streamlining* and *Agile* remain *Fighter* technologies, although obtaining them also improves your *Recon* Effectiveness). *Recon* and *Bomber* designs are handled differently.

Most of the **Technology/Event** cards have a blue Recon and/or a red Bomber icon in their upper-left corner.

As a **Design** Action, you can discard a card with the **Recon** icon to gain any *Recon* Technology (excluding *Streamlining* and *Agile*; but including *Rear Seat* and *Rear Machine Gun*) as long as you have met its prerequisites. Similarly, you can play a card with the **Bomber** icon to gain *any Bomber* Technology (including *Rear Seat* and *Rear Machine Gun*) as long as you have met its prerequisites.

Major Breakthroughs: The *High Altitude* and *Internal Bomb Bay* technologies require *two* Technology cards with the appropriate icon to obtain. Doing so still counts as only a single **Design** Action.
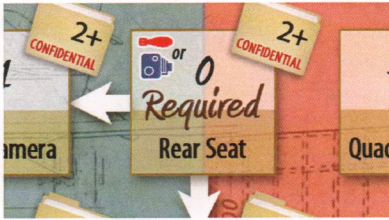
Effectiveness for Recon and Bombers

The *Rear Seat* technology is the *sine qua non* for **Recon** and **Bomber** Effectiveness. That is, you **cannot** make an Effectiveness roll for **Recon** *or* **Bomber** aeroplanes until you have the **required** *Rear Seat* technology in place (after which you can start rolling to increase their Effectiveness Ratings with that very improvement). Once achieved, it cannot be lost to a *Design Dead End* Event (it is, in effect, locked in).

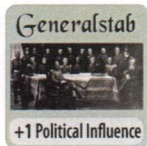*Without a second person in the plane, it was nearly impossible for the pilot to effectively take pictures or bomb a target (remembering that early bombing consisted of holding the bomb itself over the side of the aircraft and dropping it by hand).*

Award Contracts Procedure Changes

Begin each Award Contracts phase by looking to see who has the highest Recon and Bomber Effectiveness and award those **Political Influence** markers as follows:

The *Generalstab* Marker: Award this **+1 Political Influence** marker to a player if they have the *highest* Recon Effectiveness. It is lost at the beginning of any future Award Contracts phase when its owner no longer qualifies for it.

The *Kaiserhilfe* Marker: Award this **+1 Political Influence** marker to a player if they have the *highest* Bomber Effectiveness. It is lost at the beginning of any future Award Contracts phase when its owner no longer qualifies for it.

These markers take effect immediately.

In the Campaign Game, *after* you receive your **Fighter** contracts in the normal manner (if any) and *before* the next player rolls, you can employ your unused Factories' capacity to gain Recon and Bomber contracts (awarding **1 Papiermark** each), if you are entitled to any, as follows:

Recon **Effectiveness:** You can automatically claim up to one contract per other **Recon** aeroplane design (including the Allies') that has a *lower* Effectiveness than your Recon design.

Bomber **Effectiveness:** You can also automatically claim up to **one** contract for *every point* of Effectiveness your **Bomber** is *greater* than the **Allied Bomber Effectiveness**.

Do *not* reduce the **Fighter Contracts Remaining** marker when receiving **Recon** and/or **Bomber** contracts. **Recon** and **Bomber** contracts are *always* available as described above.

Note that the *total* number of contracts you can receive that turn (**Fighters + Recon + Bombers**) **cannot** exceed your Factories!

This is the end of the Campaign Game Rules. Now go make some Wings for the Baron and his comrades in the sky!

Recon Effectiveness: When rolling for the new effectiveness of a **Recon** design, roll **1d3** instead of 1d6.

Bomber Effectiveness: When rolling for the new effectiveness of a **Bomber** design, roll **1d2** instead of 1d6.

Solitaire Variant Rules

The Solitaire Variant Rules allow you to enjoy a competitive solo game. *Wings for the Baron* is still best played multi-player with 3-5 players, but this variant allows you to confront some interesting puzzles on your quest for riches.

Pitted against you are *two* (and you can increase the challenge by competing against *three* or even *four*) **Non-Player Companies** (NPCs) playing the Campaign Game *(so you must be familiar with the Campaign Game Rules before playing this solitaire variant)*. NPCs do not use player mats, do not track money fluctuations, nor draw or play cards. Instead, their behavior is as explained in these Rules.

Solitaire Set Up

Select any company to play and set it up normally. Then randomly select *two* (or, for a greater challenge, more) other companies to compete against.

- Place their **Aeroplane Efficiency** markers normally.

- Place the two **Contracts** markers on the game display normally (i.e., in the "3" column when there are three competing companies in play).

- Place their **Factory** markers on the Player Mat in the "1" column *(except for Albatros, which begins with their Factory marker in the "4" column)*.

- Place their **Gold** markers on your player mat for final scoring.

- If *Fokker* is an NPC, place its **Talented Engineer** marker under its **Fighter Effectiveness** marker on the game display.

- Place the **Bonus Action** and **Licensed Production** markers near the game display. *These are used as reminder when resolving ties.*

- The remaining NPC pieces, markers, and cards, are not used.

Action Changes

NPCs do not draw or play **Technology/Event** cards, but instead perform the following during the **Resolve Actions** phase.

#1 Build

During each turn's **Build** Action step, find the **Fighter Contracts Available** marker and note the "+" value at the bottom of that column. Compare each NPC's factory count to that value; if that NPC has fewer factories than that value, it **gains one (+1)** factory. *See the example in the sidebar.*

Build Example

At the beginning of the game, the **Fighter Contracts Available** marker is in the 3 column. The "+" value at the bottom of that column is 2.

NPC Roland's **Factory** marker is in the 1 space, and an *NPC Albatros'* **Factory** marker is in the 4 space.

Because *Roland* has fewer than 2 factories, *Roland* increases its Factories by +1 (to 2). *Albatros* has 4 factories, and so does not increase its factory count this turn.

#2 Espionage

NPCs do not conduct Espionage.

You are limited to a maximum of **one** Espionage Action per turn.

You can select and roll for any eligible technology in an aeroplane type (i.e., **Fighter**, **Recon**, or **Bomber**) where your Effectiveness of that type is less than an **NPC's Effectiveness** marker of that same type. If your Effectiveness of that type is below *both* NPCs', you receive the **+1 DRM** for that technology being more generally known. *See the example in the sidebar.*

#3 Design

Important change: In descending order of Preference Rating (as with Contract Awards), each company take its turn performing Design Actions.

NPC companies roll on the NPC Design Tables every turn (reprinted on the Solitaire Game Player Aid for your convenience). The first table indicates which of that company's aeroplane types will have its Effectiveness increased, and another roll on the second table indicates by how much.

During the Design Phase, an NPC with a Talented Engineer (*Fokker* and possibly *Pfalz*) rolls *two* dice for their *second* die roll result and uses the higher of the two.

Aeroplane Type Improved

Die	Type
⚀	Recon
⚁	Recon
⚂	Bomber
⚃	Fighter
⚄	Fighter
⚅	Fighter

+1 DRM if they currently have the *lowest* Fighter Effectiveness

-1 DRM if they currently have the *highest* Fighter Effectiveness

---

Amount of Effectiveness Increase

TYPE	⚀†	⚁	⚂	⚃	⚄	⚅
Recon	0	+1	+2	+2	+3	+4
Bomber	0	+1	+1	+2	+2	+3
Fighter	0	+1	+2	+3	+4	+5

+1 DRM if they currently have the *lowest* Effectiveness of that aeroplane type
-1 DRM if they currently have the *highest* Effectiveness of that aeroplane type

† = On a natural roll of 1 *(i.e., regardless of modifiers)*, certain companies trigger their Special Event as follows:

- *Halberstadt*: Change the result to **Bomber +1** and **Recon +2**.
- *Pfalz*: In addition to the table's result (if any), if *Pfalz* does not have a Talented Engineer, they receive one; it is placed under their **Fighter Effectiveness** marker.
- *Roland*: In addition to the table's result (if any), if *Roland* does not have an Ace Pilot, they receive one drawn at random from among those still available; it is placed under their **Fighter Effectiveness** marker.

#4 Research and #5 Bank

NPCs conduct neither **Research** nor **Bank** Actions.

Award Contracts Procedure Changes

If an NPC has the *highest* Recon and/or Bomber Effectiveness, place the *Generalstab* and/or *Kaiserhilfe* marker, respectively, under its **Fighter Effectiveness** marker as a reminder. Remove them, as usual, at this time if they no longer qualify.

NPCs roll for contracts normally and are subject to modifiers from Events and Political Influence. However, the *only* effect of their receiving contracts is reducing the **Fighter Contracts Remaining** marker.
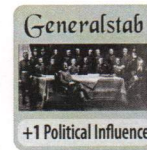
Inflation and War Status Changes

NPCs are not directly subject to inflation. Conduct War Status normally.

NPC Money/Score

You need not track the NPCs' score. At any given moment, an NPC's score equals the sum of the numbers in the "+" rows in all of the game display columns containing one of its markers there (**Factory, Bomber, Recon**, plus **Fighter**).

Note that this means that NPC scores will be much higher than normal early in the game, but this will even out as the war progresses. Thus, they are likely to win ties that come down to money!

> **NPC Scoring Example**
>
> NPC *Albatros* has:
>
> 2 **Bomber** Effectiveness,
> 2 **Recon** Effectiveness,
> 13 **Factories**, and
> 29 **Fighter** Effectiveness.
>
> When you sum the "+" row values in each of these columns (2, 2, 13, and 29), you find:
>
> 2 (Bomber) + 2 (Recon) + 8 (Factories) + 14 (Fighter Effectiveness) = 26
>
> If you like, you can place the *Albatros* **Gold** marker on the **26** space on your player mat as a reminder. This is the value used for money when resolving ties.

NPC Special Abilities

NPCs *Konzerns* have special abilities as listed below. These do not apply to your company, which uses its special abilities normally.

Albatros

Starting Factories: 4 *(cannot be reduced below that number)*
Starting Markers: 0 *(used for tie-breaking)*
Special Ability: None

Fokker

Starting Factories: 1
Starting Markers: 1 *(used for tie-breaking)*
Special Ability: Starts with a **Talented Engineer** marker *(cannot be taken)*
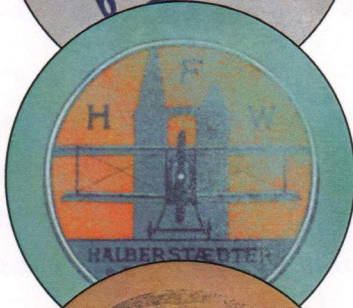
Halberstadt

Starting Factories: 1
Starting Markers: 0
Special Ability: Possible added **Bomber** and **Recon** Efficiency

Pfalz Flugzeugwerke

Starting Factories: 1
Starting Markers: 3 *(used for tie-breaking)*
Special Ability: Possible **Talented Engineer** marker

Roland

Starting Factories: 1
Starting Markers: 2 *(used for tie-breaking)*
Special Ability: Possible **Ace** marker

NPC End Game Scoring

At the end of the game, convert each NPC's score into Gold and adjust it as follows:

1. Count the number of **War Status** cards in the discard pile to determine the number of turns. If the game ends in the **Inflation** phase, add one (+1) to the card total.

2. Cross-reference each NPC to the appropriate column in the table to obtain the adjustment to their Gold value plus the number of **Papiermarks** that NPC has at the game's end; each NPC's **Papiermarks** are subject to the end game round of inflation!

3. Finally, subtract **one** (-1) from each NPC's score for each box the **Inflation** marker has moved from its Start box (e.g., if the **Inflation** marker ended up in the **Hyperinflation** box, you would subtract *ten*).

NPC Papiermarks & Gold Adjustment at Game End							
	War Status Cards ▸	**1-7**	**8**	**9**	**10**	**11**	**12+**
Albatros	**Papiermarks**	6	8	8	8	9	10
	Gold Adjustments	-11	-7	1	9	17	26
Fokker	**Papiermarks**	6	8	9	10	12	15
	Gold Adjustments	-15	-12	-4	3	10	17
Halberstadt	**Papiermarks**	6	8	9	10	12	15
	Gold Adjustments	-12	-9	-2	5	12	19
Pfalz	**Papiermarks**	7	9	10	11	13	16
	Gold Adjustments	-13	-10	-3	4	11	18
Roland	**Papiermarks**	8	10	11	12	14	17
	Gold Adjustments	-14	-11	-4	5	12	19

Event Card Modifications

You can play cards for their Events with these modifications for the Solitaire Game:

No Effect: The following Events have no effect: *#21 Internal Security*, and *#56 Careful Preparations*.

#23 and #37 Prototype Crashes: The affected NPC skips its **Design** Action that turn.

#27 Business Arrangements: Select a type (**Fighter**, **Bomber**, or **Recon**) where that NPC has a *higher* Effectiveness than you and gain **one** eligible technology in that type. Then you must select a type where the NPC has a *lower* Effectiveness than you and increase that NPC's Effectiveness of that type by **one**. You can only play this event if you fulfill *both* sides of this agreement!

#39 Labor Shortages Affect Quality Standards: This only applies to the NPC's second roll (i.e., the one that actually increases the Effectiveness Rating).

 # 43 and #49 Design Dead End: Lower by **two** the Effectiveness Rating of one NPC's aeroplane type. *It cannot go below its starting Effectiveness Rating.*

This is the end of the Solitaire Game Rules.
You should be ready for anything at this point!

Sequence of Play and Rules Summary

I. Choose Actions phase

II. Resolve Actions phase

A. Reveal all player's Action cards

B. Events for this phase are played at this time

    i. **Build** Actions (gain 1 Factory)

    ii. **Espionage** Actions (for each player in tie-breaking order)

- Select a technology another player has;
- Must roll ≥ its Espionage Value to steal; +1 DRM if two or more players have that technology

    iii. **Design** Actions (for each player in tie-breaking order)

      a. Design first:

- Play a **Technology** card listing the Fighter Technology to gain it
- If a Campaign Game, play a card with a blue camera icon to gain a **Recon** technology
- If a Campaign Game, play a card with a red bomb icon to gain a **Bomber** technology
- If a Breakthrough technology, you must play *two* such cards

      b. Effectiveness second:

- If a Campaign Game, choose any aeroplane type
- Roll one die (or two dice with a Talented Engineer); **Fighter** = d6; **Recon** = d3; **Bomber** = d2

C. Research Actions (draw 1 card)

- If *Halberstadt*, draw one additional card (total, not per Research Action), inspect, then discard one drawn card

D. Bank Actions (roll 1d6 and convert up to that many **Papiermarks** to Gold)

III. Award Contracts phase

A. Events for this phase are played at this time

B. Campaign Game: Award/remove *Generalstab* and *Kaiserhilfe* markers for highest **Recon** or **Bomber**, respectively

C. In Preference Rating order, each player rolls one die for Contracts on the current Fighter Contracts Remaining column. Adjust column and modify die roll for your Political Influence. Receive up to that many **Papiermarks**, subject to your present Factory capacity, which you cannot exceed.

- Adjust the Fighter Contracts Available marker down a number of columns equal to the amount of contracts you were able to fill
- If a Campaign Game: Gain 1 Bonus Contract per **Recon Effectiveness** marker that yours is ahead of*
- If a Campaign Game: Gain 1 Bonus Contract per **Bomber Effectiveness** you are ahead of the Allied Bomber*

  Subject to your remaining Factory capacity; does not reduce the Fighter Contracts Remaining maker

- Gain 1 **Papiermark** if you have *Welded Steel*; does not reduce the Fighter Contracts Available marker

IV. Inflation phase

A. Poorest player rolls on the Inflation table and applies the result; whenever hyperinflation results, the game ends

B. Events for this phase are played at this time

V. War Status phase

A. Reveal the next **War Status** card

    i. Morale Adjustments

- Reduce per **War Status** card; whenever either of both sides' morale goes to **0**, the game ends
- If either side has the highest **Fighter** Effectiveness, that side gains **one (+1)** morale

    ii. Contracts Adjustment

      a. Increase an amount per **War Status** card; reduce specified gain by current position of the **Fighter Contracts Available** marker *(minimum of 0 gain)*

      b. Reset **Fighter Contracts Remaining** marker to the same column as the **Fighter Contracts Available** marker

    iii. Allied Aircraft Efficiency Adjustment(s)

B. Events for this phase are played at this time