

WINGS FOR THE BARON - SOLITAIRE VARIANT PLAYER AID

#1 Build



Find the **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.

#3.1 Design

Aeroplane Type Improved	
	Recon
	Recon
	Bomber
	Fighter
	Fighter
	Fighter

+1 DRM if that NPC currently has the **lowest** Fighter Effectiveness

-1 DRM if that NPC currently has the **highest** Fighter Effectiveness

#3.2 Design

Amount of Effectiveness Increase						
TYPE	^A					
Recon	0	+1	+2	+2	+3	+4
Bomber	0	+1	+1	+2	+2	+3
Fighter	0	+1	+2	+3	+4	+5

+1 DRM if that NPC is exclusively the **lowest** Effectiveness of that aeroplane type

-1 DRM if that NPC is exclusively the **highest** Effectiveness of that aeroplane type

A = On a natural roll of (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 (place it 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 (place it under their **Fighter Effectiveness** marker).

End Game NPC Score Adjustments

Company	End Score Supplement	# of War Status cards (+1 if Inflation Phase end)					
		7 or fewer	8	9	10	11	12 or more
Albatros	Papiermarks*	+6	+8	+8	+8	+9	+10
	Gold adjustment	-11	-7	+1	+9	+17	+26
Fokker	Papiermarks*	+6	+8	+9	+10	+12	+15
	Gold adjustment	-15	-12	-4	+3	+10	+17
Halberstadt	Papiermarks*	+6	+8	+9	+10	+12	+15
	Gold adjustment	-12	-9	-2	+5	+12	+19
Pfalz	Papiermarks*	+7	+9	+10	+11	+13	+16
	Gold adjustment	-13	-10	-3	+4	+11	+18
Roland	Papiermarks*	+8	+10	+11	+12	+14	+17
	Gold adjustment	-14	-11	-4	+5	+12	+19

*Subject to the End Game round of Inflation (if any)