

Paxton Aerodrome – Save the Empire

KING KONG Rules for Wings of War/Glory

Background

King Kong has found the lovely actress Ann Darrow and taken her to the top of Empire State Building. Fearing more death and destruction of his city, the mayor of New York City has offered two rival factions a million-dollar reward for whatever group can rid his city of the beast. Filmmaker Carl Denham has also promised a starring role with the beautiful miss Darrow for the pilot who delivers the final blow and frees her.

With fame, rewards, and stardom on the line the two teams of pilots take to the air and target not only on the beast, but also their competition.

The confrontation will last for ten rounds after the first shot is fired. Victory is achieved by the player(s) if Kong is killed within the ten rounds, otherwise Kong wins the game.

King Kong's MOVEMENT

King Kong is capable of moving around 'his' building-top. On each movement phase roll one six-sided die to determine Kong's movement. If the die comes up either 5 or 6, Kong stays where he is. If a 1 through 4 is rolled on the die then Kong moves clockwise or counter-clockwise based on the number rolled – an even number means Kong moves one space clockwise, an odd number moves the ape one space counter-clockwise.

King Kong's ATTACK

The Great Ape may attack any ONE plane within ruler distance. Throwing pieces of the building he does damage using the 'A' Deck if within long range, or using the 'C' Deck in the RED zone or in close range, dealing only one damage card each time he attacks. If multiple planes are within his range of attack, he chooses one plane to attack; he may **not** attack all planes within range in a single phase. Kong cannot attack or be attacked in the BLACK 'Blocked by building' zone.

If a plane happens to overlap the building-top where King Kong is standing, or the building-top section to his left or right, Kong may choose to attack this plane instead of one 'at range' – he **grabs** the plane and does one 'C' card's damage **in addition to** throwing it in a random direction. Roll as for Kong's movement above – on a roll of 5 or 6, the plane is thrown into the building by the ape, taking 3 'A' damage cards and moving one 'straight' movement card away from the building from its overlapping location. On a roll of a 1 through 4, the plane is flung outward from the base of the appropriate building-top section, moving one straight movement card away. Determine the building-top section per the Kong movement rules above. If the 'flung' plane happens to collide with another plane in the process, it takes damage according to the collision rules in the rulebook. The 'flung' plane moves on its subsequent plotted movement phases of the turn in accordance with the cards it has already plotted – being 'flung' by the 8th Wonder of the World does **not** change movement options for the tossed plane. Following the previously plotted cards counts as the pilot's attempts to regain control of his plane.

King Kong's DAMAGE

The Great Ape begins the game with 36 damage points. When the behemoth is fired upon by attacking planes, he takes damage in the following manner:

Points accumulate per normal conventions.

Special Damage modifiers – **Engine hit**, **Explosion**, and **Pilot hit** cards cause Kong to be stunned until the end of turn (for however many phases of the remaining turn exist). He does not move during any remaining phases, nor does he attack.

Subsequent engine, explosion, and pilot hit cards in the same turn are not cumulative.

Special Damage modifiers – **Gun jam** cards cause Kong not to be able to inflict damage/'hit' until the next turn (i.e., for however many phases of the remaining turn exist). The gun jam card does not stop him from moving during the movement phases, however. Subsequent gun jam cards in the same turn are not cumulative.

Special Damage modifiers – **Rudder jam** cards cause Kong to be unable to attack a plane in the direction of the jam until the next turn (i.e., for however many phases of the remaining turn exist). The rudder jam card does not stop him from moving

during the movement phases, however. Subsequent rudder jam cards in the same turn are not cumulative.

Special Damage modifiers – **Smoke** and **Fire** damage cards have no effect beyond whatever point damage they cause.

Kong's Chest Pound – Once per turn, the Great Ape may choose to defy his attackers and furiously pound his chest, displaying his utter contempt for the obvious weakness of his foes. He does this instead of attacking a plane; in fact, in a phase where no plane is within his attack range, he may Chest Pound. If a plane is within any range, Kong may opt to Chest Pound instead of attack. This serves as a rally move for the beast, allowing him to recover 1 to 3 damage points (roll one six-sided die and halve it).

Plane on plane MOVEMENT, ATTACKS, and DAMAGE

All plane movement and attacks use the normal WoG rules, with points of damage all come from the 'A' Deck.

Ann Darrow's Fate

Ann Darrow has been left on the top floors of the Empire State building, her rescuer determines her fate by rolling one 6-sided die.

6 or 5 – She has safely made her way into the building and anxiously awaits to meet her hero and greet him with a great big hug and kiss.

4 or 3 – She has made it into the building but due to all of the activity and fighting she has received some minor cuts along with bumps and bruises. She is open to meeting the pilot who saved her and shake his hand and will probably allow them to have a small part in her next movie.

2 – She was found unconscious on the ledge of the building by a NYC police officer who tended to her wounds and carried her down some 90 floors of the Empire State Building. He is the hero she chooses for her next movie.

1 – Ann Darrow will be making no more moving pictures as she was knocked off of the Empire State Building and fell to her demise.

Game Options

Extended Play: For a longer game, the 10 round limitation is removed. The game ends when King Kong is killed.

Leader: Teams may elect a squadron leader to suggest movement and tactics with other players of the team.

GM Option: The Game Moderator will track all damage and only announce when a plane has been destroyed.