

ANDREA ANGIOLINO & PIER GIORGIO PAGLIA

WINGS of GLORY®

WW2

Battle of BRITAIN

a Game of World War 2 Air Combat

In the summer and fall of 1940, the German Luftwaffe and British Royal Air Force fought the Battle of Britain in the skies over the United Kingdom, which was the first major military campaign in history to be fought entirely in the air.

This period was one of the most important times of World War II: the German plan aimed to win air superiority over Southern Britain and the English Channel by destroying the British air force and aircraft industry, targeting Britain's air bases, military posts and, ultimately, its civilian population. Hitler saw victory in the battle as a prelude to the invasion of Britain (codenamed Operation Sealion), defeating his greatest enemy, following the surrender of France, which had fallen by the swift and deadly blows of the Blitzkrieg.

The fighter aircraft employed by the two sides were comparable: the R.A.F.'s Spitfire and Hurricane against the Germans Messerschmitt fighters and Junkers dive bombers. There were long months of battles, fights, and dogfights. Many died, but these valorous men rewrote history during the first all-air battle in history, the Battle of Britain!

READY—TO—PLAY SCENARIOS

Here are several historical scenarios set during the Battle of Britain. They can be played using the currently released miniatures for **Wings of Glory**.

Regarding the term "Gaming Surface," length is the distance of the North and South sides of the gaming surface; width is the distance of the East and West sides. If not specified, the Luftwaffe/Regia Aeronautica side of the game surface is south and the Royal Air Force side is north.

Every scenario also states which additional rules are required. Other optional rules can be added, if all the players agree to do so before the game begins.

Basic Scenarios require only the airplanes in this box. To play Advanced Scenarios, miniatures from additional Airplane Packs are required.

INVENTING NEW SCENARIOS

After you are familiar with the game, feel free to invent your own scenarios, using the ones presented here as examples. If you own multiple sets and Airplane Packs, you can design far richer gaming situations.

To create a balanced scenario, first, take into account the firepower of the airplanes involved: **B** and **C** damage counters are equivalent in average damage between them, and on average cause twice the damage of **A** counters; **D** damage counters cause twice the damage of a **B** or a **C** counter. For example, a **B B B** | **A B** firing Curtiss P-40F has the same average firepower as a **B C C** | **A C** firing Reggiane Re.2001 CN Falco II.

Also, take note of the number of damage points each airplane can sustain and each airplane's maneuverability. Maneuverability is determined mostly by the number of

WINGS OF GLORY

different maneuver cards in the maneuver deck and the difference in length between the High Speed and Low Speed arrows on the cards. Greater difference means greater maneuverability. When designing a new scenario, you may decide one or more airplanes have crew members who are rookies or have one or more ace skills. They do not need to be fairly distributed. Uneven distribution might allow you to create more varied scenarios or compensate for weaker airplanes.

LINKING SCENARIOS IN A CAMPAIGN

When you play several games with the same players, give a name to the crewmen of each airplane and keep track of the number of victories for each individual crewman.

Each crewman of an airplane earns a victory for each opponent their airplane shoots down. If more than one attacker damages the same opponent during the firing phase that it is eliminated, the victory is counted for the crews of all the attackers.

Airplanes that exit the gaming surface do not count as victories unless they are on fire. If they are on fire, draw the damage counters that should have been taken in future turns. If the damage is enough to eliminate the airplane, a victory is awarded to the last crewman that shot at it (or the last crewmen, if several fired at it during the same firing phase).

If an airplane is shot down, its crew is permanently removed from the campaign. During the next game, the airplane will have a new crew with zero victories.

If a crewman is wounded at the end of the game, shuffle the **A** damage counters and draw one. If the counter has a value of 0 or is an explosion, the man is permanently incapacitated, and in the next game that airplane will start with a new crewman with zero victories. If the result is a non-zero number, the crewman will recover and able to fly again after that number of games. Once the crewman returns, he is not considered wounded. In the meantime, use another crewman with zero victories for that airplane.

A crewman with five or more victories is considered an ace. Aces can freely choose a new skill for every five victories they earn. The skill is effective starting the next game.

ROOKIES IN A CAMPAIGN

If the players agree, some or all the crewmen can start the campaign as rookies. Each rookie crewman keeps his status until he achieves one of the following:

- ▶ he personally hits targets (airplanes, troops, AA guns...) a total of 5 times;
- ▶ he personally shoots down a plane;
- ▶ his plane successfully completes a mission where it must hit one or more ground targets, or take pictures of it;
- ▶ he survives through his third game.

Starting with the next game, he is not considered to be a rookie any more.

BASIC SCENARIOS

NEVER IN THE FIELD

A FIERCE DOGFIGHT BETWEEN TWO PATROLS OF FIGHTERS IN THE SKIES OVER ENGLAND.

Historical background: On August 29th, 1940, a formation of about 650 German fighters, including Bf.109s and Bf.110s, crossed the Channel and headed toward Kent. 13 fighter squadrons, including the 610 Squadron, scrambled to intercept them. A number of dogfights occurred.

Historical outcome: Several planes were shot down on both sides, but, in the end, the R.A.F. disengaged to avoid being crushed by the numeric superiority of the Luftwaffe.

Players: 2–4 (more in variant)

Gaming Surface: Length: 68 cm. Width: 98 cm. (more in variant)

Luftwaffe Player: Two Bf.109E–3, one half ruler of distance from the Luftwaffe side of the game surface.

Royal Air Force Player: Two Supermarine Spitfire Mk.I, one half ruler of distance from the R.A.F. side of the game surface.

Winning Conditions: The team with at least one plane still on the game surface, when all opponents are either shot down or exited, wins the match.

Variants: Place any number of Bf.109E-3 against the same number of Spitfire Mk.I and/or Hurricane Mk.I. (give each Hurricane pilot one Ace skill). If there are more than 6 planes total, increase the width of the playing area as follows: 196 cm for up to 12 planes, 294 for 18, and so on (plus 98 cm per additional 6 planes). There is no upper limit — Wings of Glory games have been played with up to 100 planes at the same time, with no significant downtime, if no single player handles more than 1 or 2 planes.

THE BATTLE OVER WATERLOO

AN ESCORTED Bf. 109 FIGHTER—BOMBER ATTACKS LONDON IN DAYLIGHT.

Historical background: The Messerschmitt Bf.109 is a fighter, but in May 1940, Ernest Udet asked to equip it with release gears for 250 kg bombs, making it a "Jabo" or Jagdbomber (fighter—bomber). During the Battle of Britain, these Jabos were first used against airports and other installations. But, beginning September 1940, they also attacked London. Reaching their targets less than 20 minutes after radar contact, there was no time for R.A.F. fighters to scramble and intercept them. This scenario, set at 9:00 am on October 15th, occurred when 30 Bf.109 bombers and escorts targeted the Waterloo Underground station. A costly system of permanent patrols set by the British Fighter Command finally allowed the R.A.F. to intercept them.

Historical outcome: The attack seriously damaged Waterloo station, blocking all rail lines except two. Some Bf.109 were lost to enemy fighters, who suffered losses in return.

Players: 2–4 (more in variant)

Gaming Surface: Length: 136 cm. Width: 98 cm.

Royal Air Force Player: 1 target card at one and a half ruler of distance from the center of the Allied side; two Spitfire Mk.I at one half ruler of distance from this target.

Luftwaffe Player: Two Bf.109E-3 within one half ruler of distance from the Axis side of the gaming surface and within one ruler of distance from their left side.

Rules Needed: level bombing, other types of airplane as bomber.

Winning Conditions: One of the Bf.109s has a load of bombs, which inflicts 8 points of damage, if the bombs hit the center of the target card; and 4 points of damage, if it hits part of the card, but not the center. The game ends when all the airplanes of one side have been shot down or have exited the gaming surface. Every damage point inflicted to the target card is a victory point; but, if the target receives no damage, the R.A.F. player scores 4 points. Each player loses 12 points for each plane destroyed or exiting the gaming surface, and 2 points for every plane suffering 10 or more damage points without being shot down. Luftwaffe airplanes can exit from their side without penalty, if the Jabo dropped its bomb and hit the ground no more than one half ruler of distance from the target. The side scoring more points wins.

Variants: Add more planes to each side: two more Bf.109E-3, one with bombs and one without, and two more Spitfires. This allows play with up to 8 people.

For a substantially different variant, replace the Bf.109 Jabo with a Bf.110C-4.

BOMBS OVER DOVER

TWO Bf. 109 JABO FIGHTER—BOMBERS REACH AN ENEMY AIRFIELD AND ATTACK, DEFYING GROUND FIRE FROM AA INSTALLATIONS.

Historical background: August 13th, 1940, is called the Adlertag — the Day of the Eagle, when the Adlerangriff offensive against the R.A.F. was launched. On August 12th, at 8:40 am, the British radar stations of Dover, Rye, Pevensey, and Dunkirk were attacked by Erprobungs Gruppe 210 Bf.109s and Bf.110s, in an attempt to blind R.A.F. fighters to the coming assault. 3 Staffel bombed the radar station at Dover with its eight Bf.109.

Historical outcome: Most of the bombs hit their targets, even if damage was temporary. Overall, Erpr.Gr 210 managed to blind all the targeted radars for some time, except for the Dunkirk station.

Players: 1–2 (if 2, play cooperatively)

Gaming Surface: Length: 98 cm. Width: 68 cm.

WINGS OF GLORY

Luftwaffe Player: Two Bf.109E-3 (grey rectangles) at one half ruler of distance from the Luftwaffe side.

Royal Air Force Player (automatic): One "A" firing troop card (green rectangle) at two rulers of distance from the R.A.F. side and one ruler of distance from the left side of the game surface. One "A" firing troop card (green rectangle) at two rulers of distance from the R.A.F. side and one ruler of distance from the right side of the game surface. One anti-aircraft gun card (yellow rectangle) at a one ruler of distance from the R.A.F. side and one ruler of distance from the left side of the game surface. One anti-aircraft gun card (yellow rectangle) at a one ruler distance from the R.A.F. side and at one ruler of distance from the right side of the game surface. One target at one ruler of distance from the center of the R.A.F. side and one target at two rulers of distance from the center of the R.A.F. side (red rectangles).



Rules needed: full load, strafing, solitaire scenarios, and anti-aircraft guns.

Winning Conditions: Each Bf.109E-3 has a single load of bombs, which inflicts 6 points of damage, if the bombs hit the center of the target card; and 3 points of damage, if it hits part of the card, but not the center. Exception: A bomb hitting the center of an AA gun inflicts 8 points of damage. AA guns and troops can be strafed. The game ends when all planes have been shot down or exit the gaming surface. Target cards can be bombed, but not strafed. Every damage point inflicted on a troop card or AA gun is worth 1/2 victory point to the attacker, up to a maximum of 2 1/2 victory points per troop and 4 victory points per AA gun. Every damage point inflicted on a target card is worth one victory point, up to a maximum of 10 points per target. The player loses 12 points for each

plane destroyed or exiting the gaming surface from a side other than his own and 3 points for each damaged, but not destroyed, plane at the end of the game. He also loses 4 points for each undamaged target at the end of the game. The player wins, if his final score is positive. If there are two players, they win as a team if their total is positive — but individual scores can be kept, to compare performances and see who does better.

Variant: To simulate Alfons Orthofer's II/St G77 August 18th attack on the Ford airport, which was scantily defended by six AA guns, replace the two Bf.109E-3 with two Junkers Ju.87B-2. Each one has a single load of bombs, which inflict 10 points of damage, if the bombs hit the center of the target card; and 5 points of damage if it hits part of the card, but not the center. Historically, Orthofer managed to destroy or damage several hangars, oil tanks, structures, and grounded planes.

ADVANCED SCENARIOS

THE HARDEST DAY

AN ESCORTED STUKA MUST DESTROY A TARGET DEFENDED BY R.A.F. FIGHTERS.

Historical background: "The Hardest Day" began at 1:29 pm on August 18th, 1940, when 109 Ju.87 Stuka of StG 77 headed toward England, escorted by over 150 Bf.109 fighters. Their goal was to destroy four targets: the radar station at Poling and the airfields of Gosport, Ford, and Thorney Island. Rising to meet them were 46 Spitfires and 21 Hurricanes.

Historical outcome: The targets were heavily damaged; however, the three airfields were not R.A.F. fighter bases, as believed by Luftwaffe recon. The cost in planes lost convinced the Luftwaffe to limit the use of Stukas during the Battle of Britain to a few convoy attacks, from this point onward.

Players: 2-4 (more in variant)

Gaming Surface: Length: 136 cm. Width: 98 cm.

Luftwaffe Player: A Junkers Ju 87B–2 Stuka at one half ruler of distance from the Luftwaffe side. Two Bf.109E–3 at two rulers of distance from the Luftwaffe side.

Royal Air Force Player: A target card at one ruler of distance from the center of the R.A.F. side. Two Spitfire Mk.I at one ruler of distance from the R.A.F. side.

Rules needed: two seaters, dive bombing, full load.

Winning Conditions: The Stuka has a single load of bombs, which inflicts 10 points of damage, if the bombs hit the center of the target card; and 5 of damage, if it hits part of the card, but not the center. The target card can be bombed, but not strafed. The game ends when all the planes of one side have been shot down or have exited the gaming surface. Every damage point inflicted to the target card is a victory point. Each player loses 12 points for each plane destroyed or exiting the gaming surface; however, Luftwaffe planes can leave from their side without any penalty, if the target card suffers any points of damage. Each player loses 4 points for each damaged, but not destroyed, plane at the end of the game (whether it exits the game surface or not). The side scoring more points wins.

Variant: To play with more planes, add another series of planes: another Ju.87B–2 Stuka, another Bf.109E–3 and two Hurricane Mk.I. Place two targets, instead of one, both at one ruler of distance from the R.A.F. side, one at two rulers of distance from the left side and the other at one ruler of distance from the right side.

THE BLITZ

LUFTWAFFE BOMBERS WITH A HEAVY ESCORT SENT TO BOMB LONDON ARE CONSTANTLY HARASSED BY THE R.A.F. — FIRST MEETING OVER THE COAST, THEN UPON REACHING THE CITY, AND FINALLY CHASING THEM ON THEIR WAY HOME.

Historical background: Around 5:00 pm on September 7th, 1940, a massive raid by more than 300 heavily escorted bombers started flying up the Thames. R.A.F. pilots were surprised when the huge formations did not split at the

estuary, as usual, to attack R.A.F. aerodromes around the city. Instead, the bombers plowed on toward the docks and the city of London itself.

Historical outcome: 337 tons of bombs were dropped on London during the attack that day. Damage was heavy, and civilians paid a very high price. Raids continued for another 57 consecutive days, until May 1941, but Hitler never managed to break Britain's morale. Diverting the effort previously aimed against R.A.F. bases changed the course of the war, and gave the R.A.F. the chance to strengthen itself and regain air superiority.

Players: 2–7

Gaming Surface: Length: 136 cm. Width: 98 cm.

Luftwaffe Player — first round: Two He.111 H–3 on the Luftwaffe side of the gaming surface, one at one half ruler of distance to the right of the center and one at one half ruler of distance to the left of the center. Two Bf.109E–3 anywhere along the Luftwaffe side.

R.A.F. Players — first round: Three Hurricane Mk.I anywhere along the left side of the gaming surface, at least one ruler of distance from any Luftwaffe plane.

Luftwaffe Player — second round: Surviving Luftwaffe planes of the first round on the Luftwaffe side of the gaming surface, the first at one half ruler of distance to the right of the center, the second at one half ruler of distance to the left of the center. Remaining planes within one ruler of distance from any other Luftwaffe plane.

R.A.F. Players — second round: One target at one and a half ruler of distance from the left side and one and a half ruler of distance from the R.A.F. side. One target at one and a half ruler of distance from the right side and one and a half ruler of distance from the R.A.F. side. Survivors of the first round, plus two Spitfire Mk.I, within one and a half ruler of distance from the R.A.F. side of the gaming surface.

Luftwaffe Player — third round: Surviving Luftwaffe planes of the second round on the R.A.F. side of the gaming surface, one at one half ruler of distance to the right of the center and one at one half ruler of distance from the left of the center. Remaining planes within one ruler of distance from any other Luftwaffe plane. For each

WINGS OF GLORY

Bf.109E-3 eliminated in previous rounds, an additional Bf.109E-3 appears on the Luftwaffe side of the gaming surface.

R.A.F. Players — third round: Surviving planes of the second round, anywhere along the left side of the gaming surface, at least one ruler of distance from any Luftwaffe plane.

Rules needed: multi-engine airplanes, level bombing, full load.

Winning Conditions: Each round ends when all airplanes from one side have exited the game surface or are destroyed. Each plane in flames, either exiting the gaming surface or still on the gaming surface at the end of the game, takes all the remaining fire damage to see if it is destroyed.

In the first round, any He.111 exiting from any side other than the R.A.F. is considered destroyed. In the second and the third rounds, any He.111 exiting from any side other than the Luftwaffe side is considered destroyed. Fighters exiting the gaming surface are not considered destroyed, but cannot return to the game in the same round.

If both He.111 are destroyed, further rounds are not played. If all R.A.F. fighters are destroyed in round 2, round 3 is not played.

Surviving airplanes keep damage points and special damages from one round to the other.

The Luftwaffe player gets 12 points for each enemy airplane destroyed. The R.A.F. player gets 18 points for each He.111 destroyed and 12 points for each Bf.109 destroyed. Each He.111 has a single load of bombs, which inflicts 12 points of damage, if the bombs hit the center of the target card; and 6 points of damage if it hits part of the card, but not the center. Bombs can be dropped on targets on the second round only. The Luftwaffe player gets 1 point for each point of damage inflicted to a target. The R.A.F. player gets 10 points for each undamaged target (even if this happens because the second round not played, since both He.111 are destroyed in the first round).

The player with more points wins.

BURSTS IN THE DARK

DURING A NIGHT PATROL, A BEAUFIGHTER MEETS TWO GERMAN BOMBERS AND ATTACKS THEM.

Historical background: Michael James Herrick from New Zealand is 18 years old when he joins 25 Squadron. The unit flies Bristol Blenheim bombers and, beginning in autumn 1940, night fighting Bristol Beaufighters. On the night of the September 4th, Herrick sights and attacks two German bombers headed toward British targets.

Historical outcome: From The London Gazette, 24th of September 1940: "During an interception patrol on the night of 4th September, 1940, Pilot Officer Herrick sighted two enemy aircraft and destroyed them both. In his attack against the second aircraft he succeeded in closing to within thirty yards and it fell in pieces under his fire." On the 13th of September, Herrick destroyed another bomber. For these actions, he was awarded the Distinguished Flying Cross (DFC).

Players: 1

Gaming Surface: Length: 136 cm. Width: 98 cm.

Luftwaffe Player (automatic): Two Heinkel He.111 H-3 on the Luftwaffe side of the gaming surface, one at one half ruler of distance to the right of the center and one at one half ruler of distance to the left of the center. They move with automatic movement. They are considered at full load.

Royal Air Force Player: A Bristol Beaufighter Mk.IF anywhere along the left side of the gaming surface.

Winning Conditions: The player wins, if he destroys at least one bomber before it exits the game surface, without being shot down. If a bomber leaves the game surface while in flames, it takes all the remaining fire damage and, if this destroys the bomber, treat it as destroyed.

Variant: For a generic daytime scenario for 1 or 2 players, playing cooperatively, replace the Beaufighter with two Supermarine Spitfire Mk.I or two Hawker Hurricane Mk.I. If you choose Hurricanes, each pilot get one ace skill of their choice. The player (or team) gets 20 points for each bomber destroyed and 8 points for any bomber not destroyed, but suffering more than half of its maximum damage. He loses 1 point for each damage point inflicted to his airplane or -15 if the plane is destroyed. The player

gets -5 point for each enemy bomber exiting the gaming surface without being destroyed, or still on the gaming surface at the end of the game; but, if a bomber is in flames, it takes all the remaining fire damage and, if this destroys the bomber, treat it as destroyed, instead. The player (or team) wins, if the score is positive.

BIPLANES OVER FOLKESTONE

A PATROL OF ITALIAN FIAT CR.42 SEEKING ENEMIES IS INTERCEPTED BY A FLIGHT OF SPITFIRES.

Historical background: Corpo Aereo Italiano is sent by Mussolini to Belgium to join the Battle of Britain, even if it arrives too late to meaningfully contribute. The units are not properly equipped nor trained for such a mission. One of the few dogfights between Italian and British fighters takes place on the morning of November 23rd, after what is now officially considered the end of the Battle of Britain. 29 Fiat CR.42 Falco of the 18o Gruppo, Sergente Maggiore Luigi Gorrini's among them, patrol the Channel from Dunquerque to Margate, Eastchurch, and Folkestone, then head to Calais. Over Folkestone they are intercepted by 12 Supermarine Spitfire from 603 Squadron.

Historical outcome: The lightly armed Italian planes have a hard time against the Spitfires, but Squadron Leader George Denholm of 603 Squadron will comment on their bravery: "I must say this about the Eye—ties: they showed fight in a way the Germans have never done with our squadron." 603 Squadron claims 7 Falcos shot down and 2 probable. 18° Gruppo claims 5 Spitfires shot down. Actual figures are lower — two Falcos shot down, several Falcos and one Spitfire damaged.

Players: 2–3 (more in variant)

Gaming Surface: Length: 68 cm. Width: 98 cm. (more in variant)

Regia Aeronautica Player: Two Fiat CR.42 Falco, one half ruler of distance from the center of the East side of the gaming surface.

Royal Air Force Player: A Supermarine Spitfire Mk.I at one half ruler of distance from the North side of the game surface.

Winning Conditions: The game ends when all airplanes from one side have left the game surface or are destroyed. The player (or team of players) with at least one plane still on the game surface wins.

Variants: Add more planes to each side: feature 5 Falco against 2 Spitfire, or even more keeping this proportion up to 29 Falco and 12 Spitfire. If more than 7 planes are involved, enlarge game surface size accordingly, adding 98 cm of width for each additional 7 planes. The game ends when all airplanes from one side have exited the game surface or are destroyed. A plane is considered heavily damaged, if it has damage equal to half (or more) of its damage resistance. The R.A.F. player scores 1 point for every heavily damaged Falco, 2 points for every Falco destroyed. The Regia Aeronautica player scores 2 points for every Spitfire heavily damaged, 5 points for every Spitfire destroyed. Planes may exit their own side (North for British planes, South for Italians) only if they are heavily damaged. If they exit another side, or without being heavily damaged, they count as destroyed. Italian planes can also retreat from their side without counting as destroyed after a Spitfire is shot down, while British planes can retreat from their side without counting as destroyed after two Falco are shot down.

Historically, the Spitfires engaged on November 23rd were Mark II machines. If you want to simulate this, add 1 to each Spitfire's damage resistance, increasing it to 18.

You can also replace the Spitfires with Hurricanes to simulate the events of November 11th, when 42 Cr.42 escorted 10 Fiat Br.20 bombers and clashed against Hurricanes of 17, 46, 249 and 257 Squadrons. Bf.109s and G.50s, which should have been part of the escort, aborted the mission due to bad weather, so the Italian biplanes were left alone to face the R.A.F. fighters.

Optional rule — Lighter armament of Fiat CR.42 Falco:

In Belgium, the Corpo Aereo Italiano Fiat CR.42 Falco had one of the two 12.7mm machine guns replaced by a 7.7mm MG to lessen weight and increase maneuverability. To simulate this, cards 19/22 and 20/22 (broad sideslips) are not considered steep. The caliber change of a single machine gun does not affect firepower, so the plane still fires A at short range and B at long range.

BATTLE OF BRITAIN

This **Wings of Glory Battle of Britain Starter Set** is your gateway to play with a great range of airplane models! You may expand your Battle of Britain games with these additional **Airplane Packs**, featuring airplanes from the early years of the war. Each pack includes a ready-to-play model – painted and assembled – and all you need to play: gaming base, altitude stand, maneuver deck. **Squadron Packs** also include a decal sheet to customize your airplane, and Special Packs include additional rules and components.



WGS401A
SUPERMARINE SPITFIRE MK.I
(G10 SQUADRON)



WGS402A
MESSERSCHMITT BF. 109 E-3
(JAGDGESCHWADER 2)



WGS403A
HAWKER HURRICANE MK.I
(303 POLISH SQUADRON)



WGS404A
JUNKERS JU.87 B-2
(STURZKAMPFGESCHWADER 77)



WGS301A
HEINKEL HE. 111 H-3
(STAB./KG53)



WGS301B
HEINKEL HE. 111 H-5
(1./KG53)



WGS109A
GLOSTER SEA GLADIATOR
(BURGES)



WGS109B
GLOSTER GLADIATOR MK.I
(PATTLE)



WGS109C
GLOSTER GLADIATOR MK.I
(KROHN)



WGS110A
FIAT CR.42 FALCO
(GORRINI)



WGS110B
FIAT CR.42 FALCO
(RINALDI)



WGS110C
FIAT CR.42 CN FALCO
(GRESSLER)

BATTLE OF BRITAIN AND OTHER AIRPLANES



WGS201A
BRISTOL BEAUFIGHTER MK.IF
(BOYD)



WGS201B
BEAUFIGHTER MK.IF
(HERRICK)



WGS201C
BEAUFIGHTER MK.VIF
(DAVOUD)



WGS202A
BF.110 C-4
(SCHUPP)



WGS202B
BF.110 C-7
(CHRISTL)



WGS202C
BF.110 C-4
(RADUSCH)

OTHER AIRPLANES

Many more Airplane Packs and Special Packs are available to expand your WW2 Wings of Glory games. Each of these Airplane Packs and Special Packs features one airplane fighting during WW2, and all of them are 100% compatible with your **Battle of Britain Starter Set** and airplanes. Find out how to customize and balance scenarios when using airplanes with widely different capabilities by downloading our point system from www.aresgames.eu/download.



WGS101A
CURTISS P-40E WARHAWK
(HILL)



WGS101B
CURTISS P-40F WARHAWK
(LOTT)



WGS102A
YAKOVLEV YAK-1
(LITVJAK)



WGS102B
YAKOVLEV YAK-1
(LUGANSKI)



WGS103A
KAWASAKI KI-61-II
(NAKANO)



WGS103B
KAWASAKI KI-61-II
(ICHIKAWA)



WGS104A
REGGIANE RE.2001 FALCO II
(METELLINI)



WGS104B
REGGIANE RE.2001 CN FALCO II
(CERRETANI)

WINGS OF GLORY



WGS105A
FW-190 D-13
(GÖTZ)



WGS105B
FW-190 D-9
(WÜßKE)



WGS105C
FW-190 D-9
(7./JG 26)



WGS106A
SPITFIRE MK.IX
(BEURLING)



WGS106B
SPITFIRE MK.IX
(JOHNSON)



WGS106C
SPITFIRE MK.IX
(CSALSKI)



WGS107A
P-51D MUSTANG
(LANDERS)



WGS107B
P-51D MUSTANG
(SAKS)



WGS107C
P-51D MUSTANG
(ELLINGTON)



WGS108A
NAKAJIMA KI-84 HAYATE
(FUJIMOTO)



WGS108B
NAKAJIMA KI-84 HAYATE
(IMOTO)



WGS108C
NAKAJIMA KI-84 HAYATE
(SZENTAD)



WGS111A
REPUBLIC P-47D THUNDERBOLT
(MOHRLE)



WGS111B
REPUBLIC P-47D THUNDERBOLT
(RAF 135 SQUADRON)



WGS111C
REPUBLIC P-47D THUNDERBOLT
(RAYMOND)

BATTLE OF BRITAIN AND OTHER AIRPLANES



WGS112A
MESSERSCHMITT BF.109 K-4
(9./JG3)



WGS112B
MESSERSCHMITT BF.109 K-4
(1./JG77)



WGS112C
MESSERSCHMITT BF.109 K-4
(HARTMANN)



WGS203A
DOUGLAS SBD-5 DAUNTLESS
(LEE)



WGS203B
DOUGLAS A-24B BANSHEE
(RUET)



WGS203C
DOUGLAS SBD-5 DAUNTLESS
(KIRKENDAHL)



WGS204A
YOKOSUKA D4Y1 SUISEI
(YOKOSUKA KOKUTAI)



WGS204B
YOKOSUKA D4Y1 SUISEI
(KOKUTAI 121)



WGS204C
YOKOSUKA D4Y3 SUISEI
(KOKUTAI 601)



WGS302A
NORTH AMERICAN B-25B MITCHELL
(DOOLITTLE)



WGS302B
NORTH AMERICAN B-25C MITCHELL
(BAUER)



WGS303A
B-17F
"MEMPHIS BELLE"



WGS303B
B-17G
"A BIT OF LACE"



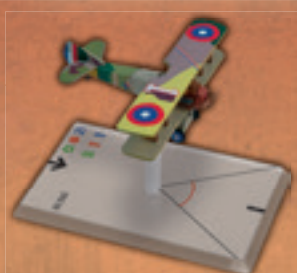
WGS304A
AVRO LANCASTER B MK.III
"GROG'S THE SHOT"



WGS304B
AVRO LANCASTER B MK.III
"DAMBUSTER"



ANDREA ANGIOLINO & PIER GIORGIO PAGLIA
WINGS of GLORY
WW1



WGF101
SPAD XIII



WGF102
SOPWITH CAMEL



WGF103
ALBATROS D.VA



WGF104
FOKKER DR.I

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