

Wings of Glory World War II – NEVER IN THE FIELD

A fierce dogfight between two patrols of fighters in the skies over England.

Registration and preparation

The registration is individual. The players register and are invited to bring a German Fighter or a British Fighter belonging to the list of allowed aircraft - the organizers will provide one to players lacking one. Only official Wings of Glory or Wings of War miniatures produced by the respective publishers, with original cards and accessories are allowed. Repainted miniatures are accepted.

Team formation

The Scenario Game takes place over 2 matches: two dogfights where the player will have the opportunity to play on both sides, playing in one side in the first match and in the opposite one in the second.

Individual score

For each match an individual report is produced, and scores are awarded to each player. The score is individual in dogfighter scenarios.

The winner, at the end of the two matches, will have accumulated more points.

Organizational rules

The Organization reserves the right to adjust these rules by giving timely notice.

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.

DOG FIGHTER SCENARIO

Match rules

Starting position is with teams lined up along the opposite sides of the table, with the planes roughly equidistant from each other and from the sides of the table, the airplane cards with the back side touching the edge of the table along which they deploy.

The match takes place with only the basic and standard rules of the match Wings of Glory World War II version, as from page 5-13 of the rules in the Rules & Accessories Pack or the Battle of Britain

Starter Set. No optional or advanced rules of any kind are used. The winner of the match is the team that remains the master of the table when all opponents have been eliminated or have left the table. In case the player is shutdown he can enter in the map as reinforce, from the appropriate side, with the total available hits reduced by the half (round up).

Match report

For each match will be filled a card where each player will mark the aircraft used, the individual score achieved, whether it is part of the winning team or defeat, the number of planes shot down, whether it was shot down or left the field.

For each player there will also be a space to score as the damage suffered, entering in each box corresponding to a point of damage the identification number of the player who inflicted it.

Match score

The game score is individual and given as follows at the end of each match:

10 points for each match in which the player belongs to the winning team.

1 point for each damage point inflicted to an enemy plane.

5 points for each plane shot down; consider the last shot, and if a plane goes down because it is hit by more than one plane in the same phase, consider it as shot down by each of them.

-10 if shot down.

-20 if exiting the table with the central dot of the plane, abandoning the match.

Time limit

The match is limited to a specific amount of time, that will depend on the number of the players and in any case to no less than 45 minutes of effective play. When the limit is reached, complete the turn planned. If at the end of the match there are planes of both sides still on the table, the victory goes to the team with the better sum of individual scores at the moment (excluding of course the 10 points for the winning team). In the event of a tie the victory will then go to the team with fewer planes shot down or left the field. In the event of an ulterior tie, the team will win whose planes will have suffered in total less damage (consider shot down and exited planes for 16 points, no matter the real damage suffered). If it is still a draw, choose randomly the team that is promoted to the next turn.

List of eligible aircraft

Royal Air Force

Spitfire MK.I

Hurricane MK.I

Luftwaffe

Bf.109E