

ANDREA ANGIOLINO & PIER GIORGIO PAGLIA

WINGS of GLORY®



FAQ

STARTER SET

RULEBOOK

ERRATA

PAGE 17

In the chapter **Firing at Overdiving Targets**, the sentence "An overdiving airplane is harder to hit. If the airplane has been shot after the dive or the straight of an overdiver (see page 16), the owner may choose to ignore a single damage counter per turn." has been changed to clarify the timing of the rule.

The correct sentence is: "An overdiving airplane is harder to hit. If the airplane has been shot after the dive or the straight of an overdiver (see page 16), the owner may choose to ignore a single damage counter per turn, immediately after drawing and seeing it."

PAGE 20

In the chapter **Airplanes on the Ground**, the correct first sentence of the paragraph is "The owner of an airplane on the ground can move the landed airplane starting any turn after the landing, and after that, every third turn."

The part "starting three turns after it landed" is not valid anymore.

PAGE 24

In the Example of the chapter **Reloading**, the game term "artillery token" is not correct. The right game term is "artillery counter".

COUNTER BOARDS

CLARIFICATION

In the counter boards present into the **WW2 Starter Set**, please note that the damage counters have a value of "6" and not "9". "9" is a value not present for the damage counters in the game.

RULES AND ACCESSORIES PACK

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PAGE 16

In the **Climb Rates & Maximum Altitude Table** the Messerschmitt Bf.110 C is missing.

Its Climb Rate is 4 and its Maximum Altitude is 11.

PAGE 20

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PAGE 42

In the chapter **Automatic Airplane Movement**, these following paragraphs are wrongly repeated and must not be considered. These are the paragraphs that shouldn't be considered:

"If there is a third sideslip or if there are turns in the discard pile, leave them in the discard pile.

Any time the discard pile contains one turn to the right and one to the left, shuffle them back into the maneuver deck together with any straights or stalls, leaving the sideslips in the discard pile. If there is a third turn in the discard pile, leave it in the discard pile.

Any time the discard pile contains one sideslip to the right and one to the left, shuffle them back into the maneuver deck together with any straights or stalls. If there is another sideslip or if there are turns in the discard pile, leave them in the discard pile."

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