

ANDREA ANGIOLINO & PIER GIORGIO PAGLIA

WINGS of GLORY®



POINT SYSTEM

The point system can be used by experienced players to create balanced dogfight scenarios, to replace equivalent airplanes in other scenarios, and to organize tournaments. This method is suggested when players already know the airplanes, rules, and ace skills, or when players have time to study them. To help evaluate each airplane, this guide provides a summary of airplane characteristics in the game, including an outline of possible maneuvers.

To design a two-player dogfight scenario, determine the number of points available for each side: for example, 300 or 500. One player is designated as the Axis player, his opponent as the Allied player. Then, each player secretly chooses as many airplanes as he wants, with a total point value not exceeding the selected amount. A player may choose more than one airplane of the same type, if there are available game materials for each airplane.

Each player may only choose airplanes from his side, Axis or Allied, referring to the airplane card as needed (black back for Axis, green back for Allied). Players can agree on different limits in the choice of airplanes such as nationality, front, and year of service, if they have the available data at hand.

Each airplane has a basic value, as listed in the table. Optional rules that may change the plane's value if use are listed just under the airplane model. Notice, points are meant for total elimination scenarios with Basic or Standard rules. Altitude statistics and Optional rules are ignored, as well as any Scenario rules not used in dogfights.

The basic value of the airplane may also be changed by adding skills and disadvantages to the pilots. The value of the airplane is increased for each added skill. Likewise, the value of the airplane is decreased by 20, if you choose to have a rookie crew.

In addition, the value of an airplane can be decreased by 3 for each damage point the airplane receives prior to the start of the game (by 2 each, if the airplane has 25/34 damage resistance; by 1 each, if the airplane has 35 or more). The maximum allowed damage is 3 damage points, if the airplane has up to 24 damage resistance, and 5 damage points, if the total is 25 or more.

EXAMPLE

There is a challenge between two players and they decide to fix the number of points at 300 each. The Allied player decides to use an Hawker Hurricane Mk.I with the Acrobatic Pilot and Golden Touch skills ($144 + 10 + 9 = 163$ points) and a Grumman F4F-3 Martlet III (137 points). The Axis player chooses three Fiat Cr.42 ($3 \times 102 = 306$ points of damage), one of which starts with two points of damage ($-3 \times 2 = -6$).

If there are more than two players, divide them into teams. Choose the point value for each side. Then, each team agrees how to divide the points among their members. During the airplanes choice, points can be freely passed from one member of the team to another. A player does not need to spend all of the points received; he can spend less, if he prefers.

WINGS OF GLORY

POINT SYSTEM

AIRPLANE	PV
AICHI D3A1 VAL	80
AVRO LANCASTER MK.I / MK.III	157
AVRO LANCASTER MK.III DAMBUSTERS	152
BELL P-39D AIRACOBRA	261
BELL P-400 AIRACOBRA	201
BELL P-400 AIRACOBRA MK.I	198
BOEING B-17F FLYING FORTRESS	366
BOEING B-17G FLYING FORTRESS	390
BRISTOL BEAUFIGHTER MK.IF	298
BRISTOL BEAUFIGHTER MK.VIF	317
CURTISS KITTYHAWK MK.I	150
CURTISS P-40B / C / TOMAHAWK MK.IIB	144
CURTISS P-40E / F WARHAWK	210
DEWOITINE D.520	134
DORNIER DO.17 Z-2	170
DORNIER DO.17 Z-10	242
DOUGLAS SBD-5 DAUNTLESS / A-24B BANSHEE	112
FIAT CR.42	102
— LIGHTER ARMAMENT	+4
FOCKE WULF FW.190 D-9 / D-13	215
GLOSTER GLADIATOR MK.I	96
GLOSTER GLADIATOR MK.II	99
GLOSTER SEA GLADIATOR MK.I	99
GRUMMAN F4F-3/FM1 WILDCAT / MARTLET III	137
GRUMMAN F4F-3A WILDCAT	200
GRUMMAN F4F-4 WILDCAT	200
HAWKER HURRICANE MK.I	144
HAWKER HURRICANE MK.IIB	207
HEINKEL HE.111H	208
JUNKERS JU.87B / R STUKA	81
JUNKERS JU.88 A-1	94
JUNKERS JU.88 A-4	106
KAWASAKI KI-61-IB HIEN	144
KAWASAKI KI-61-II-KAIB HIEN	271
KAWASAKI KI-61-I-KAIC HIEN	207
KAWASAKI KI-61-I-KAID HIEN	297
KAWASAKI KI-100-IB GOSHIKISEN	211

AIRPLANE	PV
MESSERSCHMITT BF.109E1	89
MESSERSCHMITT BF.109E-3	167
— LIMITED AMMO	-40
MESSERSCHMITT BF.109E-4	170
— LIMITED AMMO	-40
MESSERSCHMITT BF.109EG	98
MESSERSCHMITT BF.109K	280
— OPTIONAL ARMAMENT	+90
— JAMMING	-60
MESSERSCHMITT BF.110C	235
MITSUBISHI A6M2 REISEN	156
NAKAJIMA KI-43-IIB HAYABUSA	84
NAKAJIMA KI-84 HAYATE	216
NORTH AMERICAN B-25B / B-25C MITCHELL	160
NORTH AMERICAN P-51D MUSTANG	209
POLIKARPOV I-16 TYP 5 / 6 / 16	50
POLIKARPOV I-16 TYP 10	75
POLIKARPOV I-16 TYP 17	150
POLIKARPOV I-16 TYP 18/24	78
POLIKARPOV I-16 TYP 29	56
REGGIANE RE.2001 FALCO II / GV FALCO II	125
REGGIANE RE.2001 CN FALCO II	207
REGGIANE RE.2002 ARIETE	112
REPUBLIC P-47D THUNDERBOLT	274
SUPERMARINE SPITFIRE MK.I	163
* SUPERMARINE SPITFIRE MK.I	158
* SUPERMARINE SPITFIRE MK.IB	218
SUPERMARINE SPITFIRE MK.II	168
* SUPERMARINE SPITFIRE MK.II	161
* SUPERMARINE SPITFIRE MK.IIB	221
SUPERMARINE SPITFIRE MK.IX	229
YAKOVLEV YAK-1	125
YOKOSUKA D4 Y1 SUISEI	97
YOKOSUKA D4 Y3 SUISEI	103

* This model was part of the **Wings of War Miniatures** range, compatible with **Wings of Glory**.

WINGS OF GLORY

POINT SYSTEM

SKILLS	PV
ACROBATIC PILOT	10
DAREDEVIL	6
EXCEPTIONAL PILOT	8
FIRE EXPERT	3
GOLDEN TOUCH	9
GOOD AT ESCAPING	7
INTUITIVE	6
ITCHY TRIGGER FINGER	8
LUCKY PILOT	13
PERFECT AIM	15
PERFECT CONTROL	4
SNIPER	18
STRONG CONSTITUTION	10
SUPER ACE	12
TECHNICAL EYE	7

	PV
ALL THE CREW IS ROOKIE (NO ACE SKILLS ALLOWED)	-20
INITIAL DAMAGES (UP TO 3) AIRPLANE HAS UP TO 24 DAMAGE RESISTANCE	-3 EACH
INITIAL DAMAGES (UP TO 5) AIRPLANE HAS FROM 25 TO 34 DAMAGE RESISTANCE	-2 EACH
INITIAL DAMAGES (UP TO 5) AIRPLANE HAS 35 DAMAGE RESISTANCE OR MORE	-1 EACH

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