

Wings of Glory WII

Battle of Britain Rules

Movement

- **Steep Cards** (<>): You cannot play 2 **Steep Cards** in a row (except for a **Dive**).
- **Collisions**: Same *Altitude* with both without *Climb Counter* or same *Altitude* with both with *Climb Counters*. Each airplanes takes a **C Damage** (damage and *Explosion* only).

Illegal Maneuvers

- **Illegal Maneuvers (p7)**: Take an **A Damage** counter and replace the illegal maneuver with a straight. If you play with the optional rule, the airplane is **Eliminated**.
- Planing a maneuver card without the airplane speed that matches the arrowhead is considered an **Illegal Maneuver**.
- At **Maximum Altitude** (4 or by airplane), any maneuver that would bring the airplane to a higher altitude is considered an **Illegal Maneuver**.
- If an airplane descends below *Altitude 1* because of a **Dive**, it crashes into the ground and is **Eliminated**.

Speed and Altitude

- **Accelerate**: Play a **High Speed marker** (2 fuel).
- **Decelerate**: Play a **Low Speed marker** (1 fuel).
- **Climb**: Add 1 *Climb Counter*. If the number of climb counter equal to the airplane *Climb Rate*, add 1 level of *Altitude* and remove all climb counter. Next maneuver is at **Low Speed** no matter which speed marker has been planned. (2 fuel)
- **Dive**: Lose 1 level of *Altitude*. Remove all *Climb Counter*. Next maneuver is at **High Speed** no matter which speed marker has been planned. (1 fuel)

Special Maneuvers

- **Immelmann Turn**:
 - Play a **Straight** at **High Speed**
 - Play the **Immelmann Card**, Add 1 **Climb Counter**
 - Play a **Straight** at **Low Speed**. Next maneuver is at **Low Speed** no matter which speed marker has been planned.
- **Split-S**:
 - Play a **Stall**
 - Play the **Immelmann Card**, Lose 1 *Climb Counter* (if none, lose 1 *Altitude* and add your *Climb Rate* minus 1 *Climb Counter*).
 - Play a **Straight** at **High Speed**. Next maneuver is at **Low Speed** no matter which speed marker has been planned.
- **Overdive**:
 - Play a **Stall**
 - Play a **Dive**, Lose 1 *Altitude*
 - Play a **Straight** (0 fuel), Lose 1 *Altitude*.

Firing

- **Aim**: Firing at the same enemy airplane with the same weapon for two or more consecutive turns add one additional **A Damage**. The **Aim** is disrupted if you suffer a damage value of 1 or more.
- **Firing from Above**: Firing at a target that is in the front arc on a lower *Altitude* receives the **Aim** bonus. It also applies after a **Dive** or the **Straight** maneuver of an **Overdive**.
- **Targets at different Altitude**: 1 *Altitude* higher or lower at *Short-Range*. Use *Long-Range* firepower value.
- **Firing at Overdiving Targets**: The target ignores a single **Damage Counter** per round after is **Dive** and **Straight**. This

damage is shuffled back into its group and another counter is taken.

- **Line of Sight**: Only airplanes that are at that same *Altitude* level block line of sight.

Special Damages

- **Multiple Special Damages**: If an airplane takes two **Fire Damages**, two **Left Jams**, or two **Right Jams** at the same time, only one of them has a special damage effect.

Optional Rules

- **Fly by Instinct (p18)**: You may not look at your cards and markers on your airplane console.
- **Tailing (p18)**: The tailed player must secretly show the first planned facedown card (not the speed) to the tailing player. You can't tail if you have smoke or fire damage counter. The **tailing** is disrupted if you suffer a damage value of 1 or more.
 - Enemy at the same *Altitude* or one level lower.
 - The ruler reaches both centers.
 - The ruler passes through the front edge of the tailing airplane base and the rear edge of the tailed airplane base
 - The ruler does not cross any other airplane
- **Fuel (p19)**: If an airplane reaches 0 fuel point it is eliminated and considered shot down.
- **Landing (p19)**: Start at altitude 1.
 - Play a **Dive**. Remove the stand. If the center of the base is out of the landing field, the airplane is **Eliminated**.
 - Play a **Straight**.
 - Play a **Stall**.
- **Takeoff (p19)**: Start with the center of its base inside the landing field. You cannot take off if you have at least a flame counter.
 - Play a **Stall**. If you play anything else, you won't or turn. **3 A Damages** if you go off the landing field.
 - Play a **Straight**. **3 C Damages** if you go off the landing field.
 - Play a **Climb**. Add stand under the model. Set *Altitude* to level 1 without *Climb Counter*.
- **Airplanes on the ground (p20)**: Move every third turn. Place a finger on any point of the base of your airplane. Move your airplane so your finger still touches the base. If attacked your airplane is considered at *Altitude 1*.
- **Fire on the ground (p20)**: To extinguish the fire, take an **A Damage Counter** and discard as many *Flame Counter* as indicated by the value. It does not inflict damage, put it back with the other **A Counter**. Overlapping airplanes on the ground catches fire. Take 6 *Flame Counters*.
- **Flying Higher (p20)**: The normal altitude limit of 4 does not apply and use numbered counters. See table page 16.
- **Cloud Cover (p20)**: Stop moving your airplane when it reaches the **Cloud Cover**. You cannot climb higher. Your airplane cannot fire, be fired on, or collide with other airplanes. Between a **Low Speed** and a **High Speed** (and vice versa) one there must be at least one **Blank**. Place the maneuver cards aside, face down, on top of any previous maneuver cards and write the speed on a sheet of paper. When you exit the **Cloud Cover**, play all your maneuvers and speed.
- **Explosion Tournament Rules (p21)**: Take the counters with **Explosion** out of each group of **Damage Counters**.

Default Scoring

- **Enemy leave the play area**: +1
- **Enemy down**: +2
- **Ally down**: -1