

“WINGS: Over Flanders Fields” Western Front navigation maps,
by RAF_Louvert

Greetings Fellow WOFF Flyers,

This zip contains detailed maps of the Flanders, Marne, Verdun, and Alsace regions of the Western Front which I've assembled to be used in conjunction with the magnificent WWI combat flight sim, “WINGS: Over Flanders Fields”. These maps show all the changing situations along the front lines from January 1915 through November 1918. There is also a plain, unmarked version of each region for those who like to do their own recce sorties.

As one who prefers to fly by ‘paper map’, (rather than using the in-sim map), my purpose in this project was to create accurate charts of what is actually seen in the virtual WOFF world. Having had to rely in the past on generic real world maps that were ‘made to fit’ I always found them woefully lacking when it came to navigating terrain in the sim. I approached the task by first doing full photo recons of the target areas after which I assembled the many hundreds of photos into working maps of the WOFF virtual landscape. With the photo maps assembled I next turned to actual WWI era maps from McMaster University's online digital library and overlaid those onto the photo maps, adjusting the WWI maps to fit as closely as possible the WOFF landscape. This allowed me to assign historically correct names to the various cities, towns, forests, woods, rivers and lakes that are actually seen in the sim. When no contemporary information was available for a certain item showing in WOFF I turned to Google Maps to fill in. This is why you will see some place names that don't show up on current maps as they were taken from the period maps, which I trusted as my primary source for information.

When using these maps you will notice there are numerous features that don't jibe with real world charts. These are not mistakes in the maps but rather are representative of the actual discrepancies in the CFS3 global layer which WOFF makes use of. Because the intent of this project was to create workable navigation maps from which to fly WOFF missions and campaigns it must, out of that intent, show all landscape ‘errors’ no matter how glaring they may be. In addition, and as further effort to place the WOFF experience more deeply into historical context, I've added numerous smaller towns, villages, and landmarks to the maps to be used as references when writing after action reports, (AARs). These are simply map points and are not in the sim landscape itself. I've denoted these in purple to avoid confusion.

To use the maps in paper form you can print them out as needed, or print the entire set if you'd like to cover a wall in your flying room. If you have a second computer and monitor, load up the map you need on that using your favorite image editing program and display it as you fly, using it as your ‘in cockpit’ map, making notes on it as you run through your mission, (this is the method I use and it works great). Also, the overlap areas on the maps align precisely so you can clip and paste them together as needed.

Please note that this set of maps contains all the latest corrections and adjustments based on my own continuing work on this project along with feedback from Robert Wiggins who has been kind enough to send along corrections as he has come across them while using the maps in his own campaigns.

If you have any questions concerning these charts, or if you see something you feel should be added or amended, or if you just want to chat about life, the universe, and everything, you can contact me at: raf_louvert@embarqmail.com

Happy navigating!

Lou

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