

DOGFIGHT RULEBOOK

for the board game by Red Boar Studios

*'Until one has given everything,
one has given nothing'*

- Georges Guynemer



Overview

Dogfight simulates aerial combat in World War I. It supports variations from a two-player game, one-on-one dogfight up to four players at a time. You may also use two airplanes for each player in a two-player game if desired.

The game favors playability over strict realism. Therefore, you will find that all aircraft have the same operating characteristics – speed, turning, climb, dive – which was not the case during the Great War. The equality makes the battle more like chess and avoids the need to constantly reference volumes of tables.

To mitigate the advantage of first move in a typical turn-based game, actions are taken within **initiative phases**. A phase is an arbitrary but fixed amount of time delimited by movement points. Once all aircraft have expended their allotted movement points in the phase, initiative switches to the other side and all movement points are replenished for the new phase.

This rulebook may be downloaded in PDF format from

RedBoarStudios.com/dogfight

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Components

Airplane token (9) 	Airplane card (9) 	Initiative token (1) 	Move token (1) 	Six-sided die (1) 	Control tokens (12) 
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Boards

Dogfight uses two boards. The **airspace** board consists of hexagons with a sky/clouds image and represents the airspace available for the battle. The **control strips** board has four major columns with three sub-columns each to track the various airplanes' altitude, damage status, and movement points.

Player sides/columns are identified as either Germany (Iron Cross) or Allies (three Roundels) on both the airspace board and the columns on the control strips board.

The control strips aid players in tracking the key factors for each airplane. Each airplane in the engagement has its corresponding playing card placed at the top of a major control strip column devoted to its native country/coalition. Each major column has three sub-columns: movement (clear token), altitude (frosted token), and remaining damage it can take (red token). These represent the status of the corresponding airplane on the airspace board. The control strips board also indicates turn sequence within an initiative phase.

Setup

The play starts with all airplane statuses on the control strips board at altitude 6 (frosted token), damage capacity at 6 (red token), and movement at 10 (clear token). Adjust the tokens during play to track changes to movement points, altitude, and remaining damage capacity.

Roll a die to determine the starting hex on the airspace board for your airplane(s). The starting hexes are numbered 1-5 sequentially from left to right on your side of the airspace board. If you roll a 6, assign it to hex 3 (the center one). Repeat the process for the opposing player on their side of the airspace board. Orient the airplanes to face each other across the board.

If you are using multiple airplanes per player, place the additional ones in the same manner as the first two, but if the hex rolled is already occupied, place the additional airplane adjacent to the first in a legal hex (1-5). No more than two airplanes per side may be used in a game.

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Each card corresponds to a matching airplane on the airspace board.

When the German side has the initiative, play moves in a right to left direction starting with the first German airplane still active. Each airplane afterward takes their turn in sequence, looping back to the right side to continue/repeat.

When the Allied side has the initiative, play moves in the opposite direction (left to right) starting with the first Allied airplane still active. Each airplane afterward takes their turn in sequence before looping back to the left side to continue/repeat.

Airplane tokens move on the airspace board using the allocated movement points available within the current initiative phase. Airplanes must always remain oriented to a hex side. It costs movement points to rotate to a different hex side.

Airplanes may change their altitude by climbing or diving, and the level is tracked / displayed on the control strips board.

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Initiative Phase

An initiative phase is made up of multiple turns. Each airplane has 10 movement points during each phase they may expend to pilot their aircraft through the allotted airspace.

Roll the die to determine who has first initiative, and indicate this with the initiative token (yin yang) placed behind starting hex 3 (just off the grid) on that player's side of the board.

Align the red move token with the control strip of the aircraft being moved to indicate and keep track of which strip/airplane has the active turn within the initiative phase.

Turn sequence on the control strips board travels from right to left when the Germans have the initiative, and from left to right when the Allies have the initiative. Due to an airplane being shot down during the game, or if you are simply playing with fewer than four airplanes, a major control strip may be empty or inactive.

On the first turn of a *new* initiative phase, the player having the initiative will skip over any inactive or enemy columns to their first active airplane. This ensures that on their first turn in an initiative phase, the initiative player actually has the *first* move. Each airplane then takes their turn in sequence until you reach the side of the control strips board farthest from the initiative player side. Bypass a turn for any major column that has either zero movement points or has become inactive.

The sequence then loops back to the column nearest to the initiative player to start again. Travel the same direction as before, but do not skip any enemy aircraft this time if the closest control strip is inactive.

Players continue taking turns as indicated, moving until one or both run out of movement points. If one side uses up their movement points for an airplane, the other side may continue making moves until all of their movement points are also expended. This ends that initiative phase.

If using less than four airplanes, the above rules will work equally well. Just skip any empty control strip columns and follow the normal directions for play within each initiative phase.

At the end of each initiative phase the movement points are reset to ten for all airplanes. Move the initiative token to the other player's side of the board to show that they now have the current initiative. The new current initiative player now moves first in the new phase.

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Orientation and Movement

Airplanes must always remain oriented to face one of the six sides of the hex they occupy. The general rule is that, as a moving object, an airplane must end its turn one hex away on the board from where it started. Airplanes may freely fly into and through hexes occupied by other airplanes.

Movement point costs are as follows: level flight to the next hex in front of them, two points. You may spend up to two points to rotate your airplane orientation, either before, after, or both before and after the required move to a new hex. Each 60-degree rotation takes one movement point. Rotation is optional.

You may also change altitude during the same turn, which affects movement points in addition to level flight and rotation movement costs. It costs three additional to climb, but you *gain* two additional when you dive. Diving is an exception to the one-hex-away rule; you may choose to use the two additional movement points gained in a dive to move one additional hex on the board (and also rotate when moving between the first hex and the second hex travelled to if you wish). You may only change one level of altitude per move regardless. Airplanes may not fly above level 10, and if they fly below level 1 they have crashed.

You must expend all movement points available during the initiative phase. If you have only one point remaining it is lost (use it or lose it). If an airplane flies off of the defined airspace, whether intentional or not, the effect is the same as if it was shot down – the airplane is removed from play and its control strip becomes inactive.

Attacking and Damage

The airplane being moved is allowed to shoot at an opponent at the end of its turn (by rolling one six-sided die) if:

(1) your airplane is oriented through a hex side aligned with the target at the end of its turn, (if at different altitude levels but otherwise aligned, your last move must be a dive if attacking a lower level; your last move must be a climb if attacking a higher level) and

(2) you are in range – one or two hexes away (each level of altitude is equal to one additional hex for purposes of computing distance). Distance from the target may affect your die roll for damage (see following tables). You may not shoot at a target in the same hex (whether at the same altitude or not).

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With multiple airplanes it is possible for more than one airplane to occupy the same hex at the same altitude on the board at the same time. If an airplane is shooting into a hex where there is a friendly airplane at the same altitude as an enemy target, subtract one from the attack die roll to account for exercising more caution in not shooting down their own. You may adjust the order of stacked airplanes to better see their orientation.

Adjustments to attack die roll:

one hex from your target (adjacent)	no adjustment on your die roll
two hexes away from your target	-1 adjustment on your die roll
if you are aligned with your target's direction exactly (on his tail)	+1 adjustment to your die roll
shooting into a hex where there is a friendly airplane at the same altitude as an enemy target	-1 adjustment on your die roll

These adjustments are cumulative. Results for damage after adjustments are:

2 or lower	no damage (miss, gun jam)
3 or 4	1 point of damage
5 or higher	2 points damage

Each airplane starts the battle with the ability to take six points of damage (aka hit points). When they take six points of damage they have been shot down.

Game Conclusion

Players continue to alternate initiative phases until one side's airplanes are either shot down or have fled/been forced from the field. The player remaining is the victor who claims the field that day.

Tomorrow both sides will send up new pilots and airplanes. For until the war ends, there will always be the opportunity for another *Dogfight!*

Extras

Although not required for play, each airplane card has information printed on the back. Here you will find descriptions of these historic aircraft, their impact on the War, and in some cases a mention of the pilots who flew them. Enjoy your flight through history!