

# **Age of Dogfights Solo Rules**

**By Rick Martin draft 2.2 14 May 2020/19 May 2020**

## **SCENARIO SET UP**

1. Set up clouds, sun, wind (optional) as well as starting positions, attitude and altitude
  - i. Decide on the how many of the map boards you want to use. If you want the game to decide roll 1d6. 1-3 = 2 map boards 4-6 = 3 map boards
  - ii. Roll for the number of clouds on the map (1d6) then take that number of clouds and hold them above the map and drop them. Place clouds in to the positions on the map board roughly where they landed when you dropped them. (optional)
  - iii. Roll for Wind Direction and Sun Position per the game rules (optional)
  - iv. If there are bomber or two-seaters flying in this mission, assign their target by the method explained in the game rules/scenarios or simply hold the target sheet over the game board and drop it – where it lands is the target. Set up the bombers/two-seaters as far away from the target as possible.
  - v. For a 2 map board game roll 1d6 and divide by 2 (1d6/2) for the number of enemy planes. For a 3 map board game roll 1d6 for the number of enemy planes. (Alternatively based on the amount of time you have to play just put the number of enemy planes out on that you want to fight.)
  - vi. Divide the board in to sections 1 to 4 on the edges with 5 and 6 being right in the middle of the board. Roll 1d6. Put each enemy aircraft either on the

appropriate edge (1 to 4) or in the center of the map board (5 to 6). If the planes are in the center of the map board group them in to a formation - space the planes out in to a diamond (1 -3) or a V formation (4-6) with each plane facing the same direction as rolled below. Now do this for your aircrafts in exactly the same manner.

vii. For each individual enemy plane roll 1d6 for height with a 6 counting as a 5 for height purposes. For each formation of airplanes roll 1d6 for height with a 6 counting as a 5 for height purposes. Now do this for your aircrafts in exactly the same manner.

viii. Either as a formation or as individual airplanes roll for direction the plane is facing. Pick a direction which gives the plane(s) most room to maneuver. Then roll 1d6. If a 1-2 the plane faces the point to the left of where the plane(s) is(are). 3 – 4 is straight ahead. 5-6 is to the right point of the plane(s) location. Now do this for your aircrafts in exactly the same manner.

ix. For each individual airplane or formation of airplanes, roll 1d6 for the airplanes attitude with 1 being nose down (diving), 3-5 being level and a 6 for climbing (nose up). Now do this for your aircrafts in exactly the same manner.

2. For each game controlled aircraft roll for crew/pilot quality and aggressiveness (optional)

i. Crew Quality – 1d6 1-2 Rookie, 3-5 Average, 6 Ace

- ii. Aggressiveness 1d6 1-2 Cautious 3-4 Average 5-6 Aggressive (*Editor's Note – Perhaps get counters that designate these*)

3. For each two-seater roll for mission – (1-3) bombing or (4-6) photo recon (or if the multiple two-seaters are in a formation just roll 1 time for the whole group)

## COMBAT

4. Initiative for scouts only (roll 1d6 – add + 1 for any Aces and +1 for any Aggressive pilots conversely subtract -1 for Rookies and -1 for Cautious pilots) . All two-seaters and bombers lose initiative and move before any scouts but they attack after all scouts attack. (*Editor's Note – Develop Initiative Counters or Small Dice?*)
5. Roll initiative for each of your planes or roll 1 die roll for each formation.
6. The highest rolling airplanes move and attack first. For ties in initiative roll a second die with no modifiers – the highest roll moves and attacks first.
7. For each enemy plane perform the following steps to determine how they move. The steps are divided into whether the enemy plane is in an advantaged position, a disadvantaged position or a neutral position. An advantaged position is one in which the enemy plane has one of your planes in its 120 degree gun arcs and not more than 6 spaces away. A disadvantaged position is one in which you have the enemy plane in your 120 degree gun arc and not more than 6 spaces away. A neutral position is one in which the enemy doesn't have you in its gun arc but you don't have him in your gun arc either.

8. First, roll for the enemy airplane's situational awareness. 1d6 1-2 enemy airplane is unaware of your airplane and flies 1 blue die plus its movement in a straight line. 3 – 6 enemy airplane is aware of your airplanes and then go below for advantaged, disadvantaged or neutral maneuvers. Modifiers : -1 if enemy airplane pilot is a rookie, -1 if your plane is coming out of the sun, +1 if enemy airplane pilot is an Ace.

i. For enemy plane in an advantaged position

- a) The enemy plane will move directly towards your plane or group of planes and fire at every opportunity while trying to maneuver in to the most advantageous firing position (usually a 6 o'clock position off your tail). It will try its best to maintain an advantaged position.
- b) For its attacks use the green and ace pilot rules for modifiers. Roll 1d6 for its speed with 1-3 being Blue Dice and 4-6 Green Dice (if possible). If the enemy is below you, he will climb to meet you, if above you he will try a slight dive to shoot down on you while still trying to maintain his height advantage and if he is level with you, he will stay level with you.
- c) If there are multiple targets at the same range, roll a 1d6 to see which of your planes the enemy plane will attack. 1-3 is the target with the lower designation number 4-6 is the target with the higher designation number. If there are

three targets roll 1d6. 1-2 is the lowest designation number, 3-4 medium designation number and a 5-6 is the highest designation number.

- d) An enemy plane will prioritize a damaged plane over an undamaged plane. An enemy plane will prioritize attacking a mission objective plane such as a two-seater or a bomber over attacking a scout unless the enemy plane is actively engaged in dog fighting a scout.

ii. For enemy plane in a disadvantaged position

- a) The enemy will do his best to try and shake you off of him and try and get in to an advantaged position.
- b) Roll 1d6 for its speed with 1-2 being Blue Dice and 3-6 Green Dice (if possible).
- c) Roll 1d6 for each point of movement then move the plane as follows: 1-2 enemy turns left 3-4 enemy goes straight 5-6 enemy turns right (all planes with Gyro Effect in their description such as the Sopwith Camel and the Fokker Dr1 get + 1 to their die roll) and for each move roll 1d6 for the enemy's attitude (1-2 dive, 3-4 level, 5-6 climb). An enemy plane that has used its maximum number of turns per its agility rating will fly straight for the rest of its moves. Roll for its speed 1 is Blue Dice and 2-6 is the Green Dice.

d) Rookie pilots may not have the proper situational awareness skills to know where you are. Roll 1d6 for each rookie enemy and on a 1-2, the rookie flies straight and level for 1d6 movement points.

iii. For enemy plane in a neutral position

a) The enemy plane will fly towards the nearest enemy plane and it will prioritize two-seaters or bombers over scouts and it will climb above the plane it is flying towards. Roll 1d6 for its speed with 1-5 being Blue Dice and 6 Green Dice (if possible).

b) An enemy plane that has used its maximum number of turns per its agility rating will fly straight for the rest of its moves.

iv. If an enemy plane finds itself in the situation where it is both Advantaged and Disadvantaged (i.e. if there are player controlled aircrafts both in front and behind it) roll 1d6 1-3 it will use the Disadvantaged rules and on a 4-6 it will use the Advantaged rules. A Cautious pilot get -1 to its die roll and an Aggressive pilot gets +1 to its die roll.

**Go back to and perform these actions for each enemy plane. After all planes have moved and / or attacked go back to 4 and roll again for initiative.**

## **GENERAL RULES**

Note that **bombers and two-seaters** on bombing and photography missions will always attempt to fly towards their targets in order to complete their mission but if they are damaged, they will attempt to jettison their bombs (if any) and fly by the fastest route off the board in order to return to their bases.

**Ammo** – when an enemy plane runs out of ammo (either the front guns or the dorsal guns) or its machine guns (front or dorsal) are damaged, it will fly by the shortest route off the board and return to its base.

**Engine Damage** – if the enemy plane's engine is damaged, roll 1d6. On a 1 – 2 the enemy plane will fly by the shortest route off the board to return to its base. On a 3, the enemy plane will drive and attempt to land. On a 4-6 it will fight on. Rookie or Cautious pilots get -1 to their die roll.

**Jammed machine guns** – if an enemy plane has jammed machine guns and is not in a Disadvantaged Position, it will attempt to unblock the jammed gun it will fly straight until the gun is unjammed. If it is in a Disadvantaged Position, it will follow the Disadvantaged rules as normal but when it is not Disadvantaged it will attempt to unjam its guns.

**Long or Normal Burst Attack** - When an enemy plane attacks it may use a long burst on your plane. Roll 1d6 with a 1-2 being a long burst and a 3-6 being a normal burst of machine gun fire.

**Collisions** - If the path chosen by the enemy plane would result in a collision, roll 1d6 1-2 collision occurs, 3-6 near miss. Ace pilots get a +1 to their die roll.

**The Edge of the World** - If the path chosen by the enemy plane would have it fly off the map (and it isn't required to by damage or a mission objective), roll 1d6. 1-2 it flies off the map and escapes, 3-6 it executes a half loop and re-enters the fight.

Have fun and remember the cardinal rule – if an enemy plane controlled by this solo system is going to do something totally illogical, use your player discretion to pick an appropriate action for it that benefits the enemy plane the most.