

DAWGS OF WAR

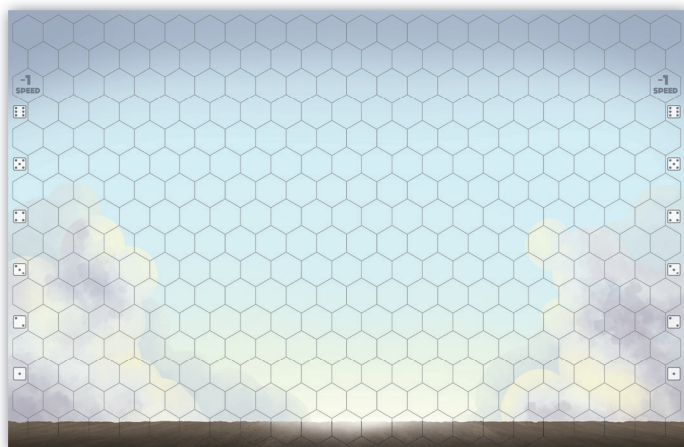


INTRODUCTION

Dawgs of War is a game for 2 to 8 players. Each player controls one plane in an aerial dogfight. It may be played in teams or as a last man standing game.

COMPONENTS

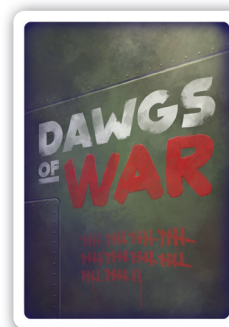
11x17 inch Game Board



8 Continuous Fire Tokens



60 Control Cards



8 Rectangular Plane Counters



8 Plane Condition Cards



8 Speed Counters



1 six-sided die

8 Damage Tokens



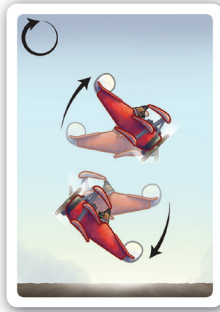
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SETUP

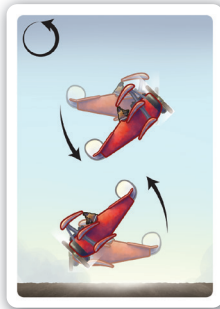
Place the Map between all players. Each Player receives 1 Plane Counter with its Plane Condition Card, 1 Speed Counter, 1 Damage Token, and 7 Control Cards:

- Random Special Ability Card.

- Clockwise Card



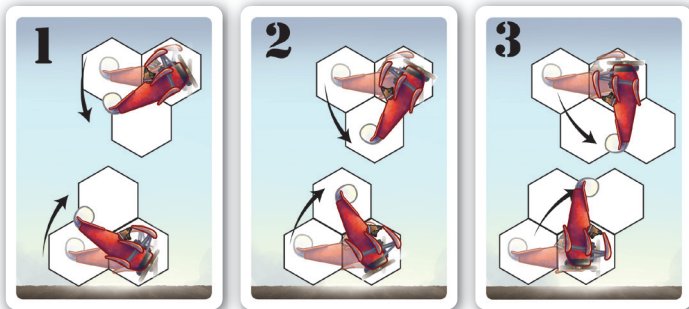
- Counter-Clockwise



- No Change Card



- Numbered Cards (1, 2, and 3)



Each player should place their Condition Card in front of them with the Speed Counter on the 1 Speed position of their Condition Card's Speed/VULN (Vulnerability) track. The Damage Token should be set near the Condition Card.



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Each player rolls for starting position as follows.

Determine which side of the map you will begin on.

If playing teams, all members of a team should start on the same side. Each team chooses a side and all players will place their planes on their side.

If NOT playing teams, each player must roll a die. On an even roll, they will begin on the right side of the map, if odd the left (with the ground plane considered down).

Determine starting altitude

Each player rolls a six-sided dice. The result indicates how far from the ground plane the player will start. If any players roll the same location, reroll.

Place the planes at the determined starting point facing towards the opposite side of the map, parallel to the ground plane.



Once all players are placed the game is ready to begin.

HOW TO PLAY

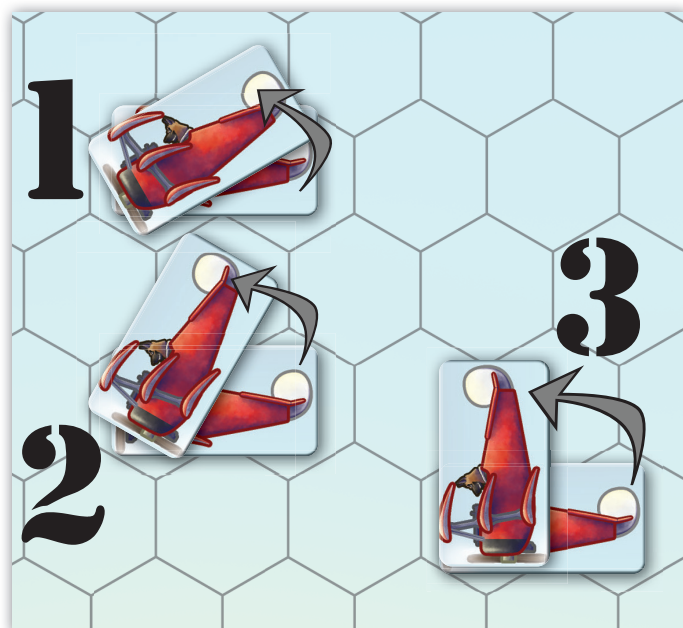
The game is played in Rounds. Each Round consists of several phases. Each phase must be completed in order. Once each phase has been completed a new round begins with the first phase.

1. Place Cards
2. Reveal Cards
 - a. Change Orientation
 - b. Move
3. Fire
4. Adjust Speed
5. Roll for Breakup
6. Check for Victory

PLACE CARDS

Each player places two cards face down in front of them from their control hand. One of the cards must be a Number Card, the other may be either a Rotate Card, a No Change Card, or a Special Ability Card.

All players reveal their cards at the same time. Then they must change their orientation and move accordingly.



Change Orientation

If a player played a Rotate Card, then they must adjust the rotation of their plane in the indicated direction by the value of the Number Card played.

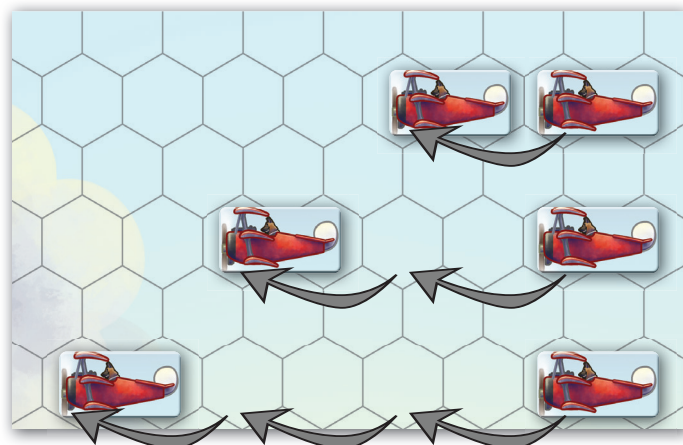
Planes are always rotated around the front hex they occupy.

A plane can point towards a hex edge or hex vertices (the corner of a hex). Rotating 1 will move a plane from pointing towards an edge to a vertices or from a vertices to an edge.

There are 12 directions that a player's plane can point.

Move Planes

All players must move their plane forward by their current move Speed.



If their current move Speed is zero, they move down 1 move increment.



Collisions

For the sake of simplicity, planes can not collide. They will move past each other.

If at the end of movement any part of a plane has hit the ground, it crashes and is eliminated.


Moving off the Map

Whenever a plane would move off the left or right side of the map it should respawn on the opposite side. Roll a die, position your plane as if it had entered the map at that height on the opposite side of the map as per the Setup. The planes speed should also be set back to 1.

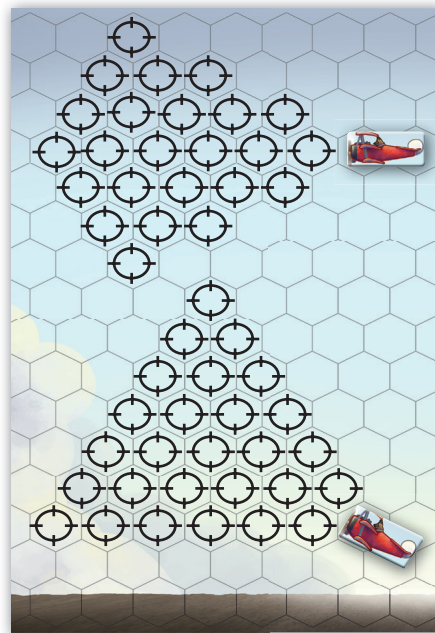
If a plane would move off the top of the map, instead it stops where it is and its speed becomes zero.

FIRE PHASE

Each player may now fire upon any one enemy plane in their cone of fire. They may only fire once, regardless of how many planes may be in their range.

To determine if a plane is in your cone of fire, count out three movement increments from your plane in a 60 degree arc in front of your plane. As shown in the image to right, any plane in a space marked  inside that arc may be targeted.

To fire, roll a six-sided dice and compare it to the VULN (Vulnerability) of the plane you are attacking as determined by their current speed. If the result of the roll matches the required roll or above, you score a hit. If you rolled 2 or more than the required roll you scored two hits. The player that was hit must place or move their Damage Token. It is placed on the Speed/ VULN track, starting with the far right position. For each successive hit taken it moves one space to the left.



ADJUST SPEED

Look at the current angle of your plane. If it is angled down at least two positions from parallel, increase speed by 1 (unless speed is already 3). Likewise, if it is angled up at least two positions from parallel, decrease speed by 1 (unless it is already 0).

Low Atmosphere

If any part of the plane is in the top three rows of hexes on the game board, decrease speed by 1.

Leveling Off

If a plane has a speed of 0, and it is parallel to the ground or pointing down, its speed will increase to 1.



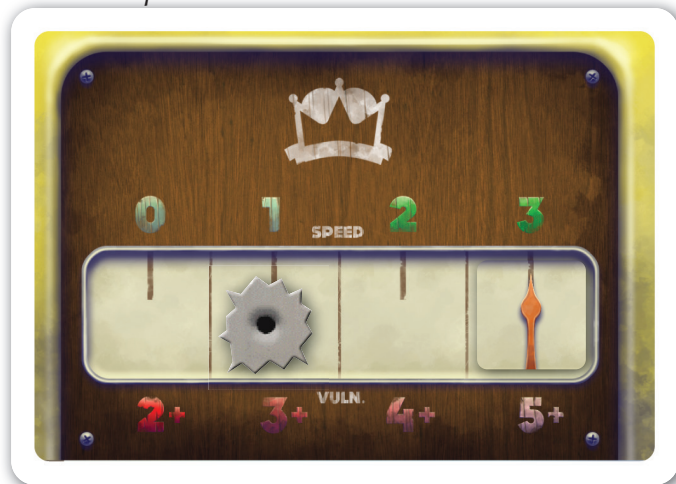
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ROLL FOR BREAKUP

If your damage token has been placed and your speed token is in the same space as it or to its right, roll a six-sided die. Add one to the roll for each space to the right the speed token is relative to the damage token. If the result matches the VULN at the Damage Token's position, your plane has begun breaking up. You lose. Remove the plane from the map.

For example, Angus Howles has received fairly heavy damage. The Damage Token is in the one Speed Space. Angus is currently traveling at 3 Speed. He rolls a die and adds 2 to his roll because he is going two speed spaces faster than the minimum breakup speed. That means at that speed if his natural roll is 2 or higher he

will break up.



CHECK FOR VICTORY

The game ends when only one player or one team of players has planes in the sky. The remaining player or players win. If no planes are left, no one wins.

If no player(s) can be declared the winner, all players return any cards not marked "Stay in Play" to their hands for use in the next round.

OPTIONAL RULES

Moving Off the Map

As an alternative to the standard rules for moving off the map (pg. 5), you may instead use a number of these alternatives either in whole or part.

Damaging

Whenever a plane moves off the edge of the map it takes one damage.

The World is Not Round

When a plane respawns after moving off the edge of the map it does so on the same edge that it left.

Constant Altitude

When a plane respawns it does so at the same altitude where it was previously.

Redraw Special

Discard your current Special Ability Card, redraw a new one, and respawn.

Delayed Respawn

When a plane has to respawn, it is removed from the board. On the next movement phase, it respawns but does not move.

Continuous Fire



With this option, whenever you fire at a plane with a Continuous Fire Token, add one to the result of your roll.

If you are firing on a plane without a Continuous Fire Token, if you do not hit you may place your Continuous Fire Token on the card of the plane you are firing at.

If you have a Continuous Fire Token on a plane, and fire on a different plane, you must remove the Continuous Fire Token from the plane it was on.

CREDITS

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