

# DogFight WWI

(Asy Przesławorzy)

English Rules by Nightbomber.

**Game Contents:** 20 Entente planes cards, 20 Central Powers planes cards, 15 (blue) Victory cards.

**Goal of the Game:** to get more Victory cards than your opponent at the end of the game. One Player takes the role of the Entente Flight Commander, the other one becomes the Central Powers FC. Each of them gets the appropriate deck of plane cards. Every plane has 5 features shown at the bottom line of the card:

PRĘDKOŚĆ (SPEED)      MANEWROWOŚĆ (MANEUVRABILITY)      ZASIĘG (RANGE)      SIŁA OGNIA (FIREPOWER)      PUŁAP (CEILING)

## Setup:

1. Each Player shuffles his/her deck of planes and places them face down, then draws top 5 cards forming his/her hand.

2. Sort the blue Victory cards by the planes' features:

PRĘDKOŚĆ (SPEED)      MANEWROWOŚĆ (MANEUVRABILITY)      ZASIĘG (RANGE)      SIŁA OGNIA (FIREPOWER)      PUŁAP (CEILING)

making 5 decks of Victory cards and placing them in the middle of the table, faces up.

**Course of the game:** During the game players will be running dogfights, fighting for the Victory cards.

**IMPORTANT:** The game begins with fight for the **CEILING** Victory card.

Each player chooses **one plane card from his hand** and places it face down in front of him. Then both cards are revealed and the Player who played the plane with higher **CEILING** wins the fight. In case of a tie, both players play second cards until the winner is announced. If both players played all of their 5 cards, they draw 5 new cards from the decks and continue fighting.

The winner takes the **CEILING** card and gets the initiative. The winner decides for which of the remaining Victory cards the players dogfight next. At the end of the dogfight both players „rearm” their hands to have 5 cards again.

**IMPORTANT:** The winner of the first dogfight has to use the **CEILING** card right after winning the first dogfight to start the next one. Every Victory card used should be placed **face down**.

**Next dogfights:** The players who got the initiative (the winner of the previous dogfight) chooses the Victory card the players are going to fight for.

**IMPORTANT:** It can not be a Victory card with the same feature that the players has just fought for in the previous dogfight,

## ALL DOGFIGHTS AFTER THE FIRST ONE ARE RUN ACCORDING TO RULES BELOW:

1. The player who revealed a card with a higher feature wins the Victory card and gets the initiative.

2. In case of a tie, noone gets the Victory card and the other player gets the initiative.

3. At the end of the dogfight every player draw just ONE plane card, not five, like after the first dogfight.

**The end of the game:** The game may end in one of 2 ways:

I. One of the players has no plane cards left (nor in hand, neither in the deck).

In this case the Victory cards are counted and the player with the greater number of cards wins the game. In case of a tie, the player with the most UNUSED **FIREPOWER** cards wins the game. In case of a tie, the game ends in a draw.

II. One of the players gathered 8 Victory cards.

## Victory cards and when/how to use them:

	When to use	How it works	After use
<b>SPEED</b>	<u>before</u> choosing and placing your plane card.	discard one card from your hand and draw a top one.	place it face down.
<b>MANEUVRABILITY</b>	when both players placed their cards, but before revealing them.	get +1 to a feature the players dogfight for. 5 points max.	place it face down.
<b>RANGE</b>	immediately after getting it.	your opponent has to discard one random card from his hand. His/her hand is reduced by 1 till the end of the game.	place it face down.
<b>FIREPOWER</b>	in case of a tie.	you win the dogfight.	place it face down.
<b>CEILING</b>	before your opponent with initiative chooses the next Victory card.	you get the initiative and the right to choose the next Victory card.	place it face down. Only one card of that type may be used in a dogfight.