



DOCKFIGHTERS

THE ALE WARS

A 3D Artlab Game by Bernhard Kleber and Markus Geiger

PILOTS WANTED!

APPLY NOW!

**DEVELOPED, TESTED AND
PRODUCED IN BAVARIA**



DOCKFIGHTERS

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GAME CONTENT

6x d6 Dice
2x Booklet (one with unit sheets,
one with rules)
(Game prototype, content list
will follow)

8th August 1948, Northern Bavaria, Border to Saxony.

Dockfighters, the Ale Wars puts you in charge of a fighter squadron in an alternate past, where Germany broke up into smaller states, following the great depression of 1929.

Bavaria became independent, as well as Saxony, Thuringa, Oldenburg and many more States even outside of Germany. What is left of Germany is known as the Free State of Prussia.

It is the Golden Age of the Airplane, even Zeppelins emerged as Freighters, Support ships, and outright Battle ships, because it is much easier to travel by air than on earth through all this splitered territories.

Almost 20 years of peace were shattered when tough, economic interests clashed in Northern Bavaria with the Free State of Saxony. It was regarding the Ale supply in the region, and the saxons flooded the Bavarian market. Things boiled up, when the Hof Air Militia bombed the brewery in Plauen. The Saxons retaliate in kind, by shooting down a South Bavarian freight zeppelin from the Andechs brewery. The Ale Wars just went hot!

Get your squadron of newbies and take them on a trip where everything is about gaining fame and glory. Level up your pilots, get more planes, deadlier Fighters, Bombers, and even Battle Zeppelins and equip them with FLAK, radar, big guns, aerial mines, or even the vaunted Dockfighters - The new secret weapon of aerial warfare.

So what are you waitng for? Man the planes, get up in the air and do your best to secure yourself a spot in the next newspaper, the Time Magazine, and ultimately in aviation history!

What is it all about?

It is 1948, almost 20 years after the great depression, and the dissolution of the German Empire. After great unrest, Bavaria left the Weimar Republic and became an independent state. Not only the State of Bavaria, Saxony, Baden and Wuerttemberg, Oldenburg, Thuringa all went into independence in the course of the year 1930 and Adolf Hitler finally got his Appointment at the Academy of Arts in Vienna.

Not every nation kept its independence though, because the rest of Germany, known as Free State of Prussia, tried to bring the states back into its dominance, and some were incorporated again more or less voluntarily.

The secession of Bavaria was supported greatly by the neighbours of Germany: France, Great Britain, even Spain. Money was cheap and diplomatic support fast. The neighbours hoped that minor German states were easier to control, as it worked for hundreds of years. But this time they had opened Pandora's Box: Inspired by the successful secession of Bavaria into independence, a lot of countries were faced with secessionist movements by themselves. Scotland took its chance first left Great Britain, together with Wales. Normandy and Aquitaine left France; Sicily turned independent. Even the United States of America were ravaged by another civil war and secessions.

With all those splintered factions and territories, the rise of the plane marked a new era of travel, trade and warfare. The aerial way of traveling was a lot less complicated than by land. Airships became, beneath faster, bigger and more powerful planes, THE dominant sights in the Air over Europe, America and increasingly, the rest of the world.

For almost 20 years an uneasy peace settled in Germany, as all states accepted the status quo. Economic rise, trade and diplomatic relations became normal over the course of the years. However, small events often lead to bigger escalations.

In northern Bavaria there is a region, called the "Vogtland" or "Stewardsland". A region which changed hands between Czechia, Saxony, Bavaria and Thuringia over many hundred years. Today it is a trade hub and meetingpoint between these four countries and the German republic also holds some possessions in Hof, the informal Bavariansided capital of the region.

With such high proportion of customers and travelers in the region, the question of catering all these people became a rock-solid economy. In Plauen, on the Saxon side of the border, and also seen by many as its historical capital, the economy grew rapidly and the local breweries enlarged their production capacities massively, and subsequently flooded the Vogtland with their Ale Products. The Bavarians, proud of their own

Ale Culture considered this as an insult to their standing and tried to hinder the Saxon Ale from drowning the Bavarian market.

All diplomatic and economical efforts came to an end, when the local Air force of Hof started an attack on the breweries in Plauen. The Saxons answered by an air raid into Bavarian Air space, shooting down the "Doppelbock", a freight zeppelin of the monestary brewery of Andechs en route to Hof just south of Schwarzenbach an der Saale.

These events, happening between 8th - 10th August 1948, were the opening shots for the unfolding Ale Wars.



BV-101 A-1 "Dragonfly" - The first bavarian Dockfighter entering service April 1948.

Introduction

Dockfighters is an epic air combat game in which the players (hereafter referred to as "Squadron leader") command and manage pilots and crews as well as their aircraft (fighters, fighterbombers, dockfighters, bombers or even airships) and send them on missions. You start the Game with 4 fighters and their green Pilots, but your unit will grow larger in the course of the game.

Each squadron leader chooses a suitable mission for his squadron and both players create a unique playing field on which they try to fulfill their mission. The players don't necessarily have to get in each other's way.

What is important, however, is that both players can collect fame points in the course of a mission, whether by completing their own mission or by shooting down enemy aircraft or airships. Here, the more experienced the pilot or crew of the downed aircraft, the more glory the winner gets.

In this way, a squadron accumulates more Fame Points, which it can spend to buy new pilots and crews, as well as planes, airships and new, better equipment. In later missions, the squadron will be larger and broader, can receive more dangerous missions or send more pilots and planes to the next objective.

The Dockfighters board consists of a hex map. Mission objectives are distributed on this map, depending on the mission type and description, some of which can also move on the field.

The weather also plays an important role in Dockfighters and can change several times during a mission. Clouds (made of acrylic) are also placed on the board, which obstruct the view and sometimes require a rethink in order to achieve one's goals. Clouds can move in different directions across multiple hexes and even damage airplanes and airships. So beware of bad weather!

We recommend new players to play the introductory campaign first. Here the players are given a mission structure, the aircraft used, the pilots and their experience, as well as the equipment of the aircraft. This way players can quickly get into the game and learn the mechanics without having to worry about building and managing an entire squadron at first.

After the introductory campaign you may play a "free campaign" with full squadron management, the solo/coop campaign or the VS campaign.



Rules

Fame and glory

Dockfighters is set in a time were pilots and aircrews are some sort of Rock stars. They inspire people due to their heroic actions and are stilized as stars. They are the VIPs of the time and are portrayed on magazines, postcards and posters.

Because of that, each pilot has an exaggerated ego. Its all about gaining fame during the game - fame is the currency of dockfighters. Therefore, almost everything a pilot can achieve during the course of a mission, is rated in Fame points. With those Fame points you can recruit new pilots, get new planes and receive more deadly weapons, but also get permission for more dangerous missions.

The Squadron gains fame by shooting down enemy aircraft or achieving Mission goals. Each shot down aircraft gains Fame points according to the victim's experience:

Famepoints	What to Do?
1	Shooting down an aircraft with a green pilot, except Dockfighter
2	Shooting down an aircraft with an experienced pilot, except D.F.
3	Shooting down an aircraft with a veteran pilot, except D.F.
4	Shooting down an aircraft with an ace pilot, except D.F.
+1	If shot down aircraft is a bomber
+2	If shot down aircraft is an airship
X	Achieving the winning conditions of your selected mission

These Markers are used to keep track of the earned famepoints. Every player takes the amount of fame generated. One token, one fame point.



Bavarian fame token



Saxon fame token

Personal files

In Dockfighters, pilots have one of four possible experience levels. They always start out as inexperienced green pilots and develop into experienced pilots (blue), veterans (yellow) or even aces (red) as the campaign progresses. When a pilot becomes an ace, he can even gain special abilities, making them even more valuable.



Personal File

Pilot of the Free State of Saxony Air Force

Name: _____

Rank: _____



Flown Missions and Experience

5
Victories
1
Victory
1
Victory

Fighterrace-Skills

D6	Skill	Level 1 (after 5 Victories)	Level 2 (after 10 Victories)
1	Eagle eyes	+1 to hit rolls <input type="checkbox"/>	+1 damage rolls <input type="checkbox"/>
2	Master pilot	+1 agility without pilot check <input type="checkbox"/>	Ignores agility penalty of 1 equipped external load point <input type="checkbox"/>
3	Digger	Can fly at altitude 1, faster than 5 without pilot check <input type="checkbox"/>	FLAK hits -1 if flying at altitude 1 <input type="checkbox"/>
4	Survivor	Bails out without pilot check <input type="checkbox"/>	Returning home after bail out for halved fame points <input type="checkbox"/>
5	Engineer	Once per game, ignores a critical damage <input type="checkbox"/>	Once per game, ignores a damage <input type="checkbox"/>
6	Flying legend	After receiving a fame point, the pilot generates an extra 1 fame point <input type="checkbox"/>	The pilot generates a fame point if participating in a mission <input type="checkbox"/>

Name and rank are freely selectable by the player and have no influence on the game.

Each destruction of a ground target or an enemy aircraft or airship is recorded in the victory track. Stripes, lines or other artistic markings are all possible, as long as it is recognizable how many victories the pilot or crew has achieved. One kill, one marking.

At the start of each mission, a box will be marked on the left side of flown missions and experience. Start with the first green Box and then move upwards at the beginning of the next mission your pilot flies. The checked box is the pilot's experience level, with which he can start the mission.

After the first flown mission a pilot will be still a green pilot. After 2 flown missions a pilot will fly his 3rd mission as an experienced pilot.

1 victory means that to become a veteran, a pilot must be successful. It is not enough to fly around to become better, he has to destroy something first. The yellow boxes can only be marked off, if the pilot destroyed at least one ground target or an enemy plane. If he did not destroy anything until then, he can not rise above experienced pilot level.

5 victories means that to become an ace, a pilot has to be a determined, successful fighter. He must destroy 5 aerial- or ground targets in any combination to be able to mark off the red box for aces. If a pilot is capable of earning 5 kills earlier, let us say in his 2nd flown mission, he still has to gain experience by flying missions, he just "unlocked" the requirement to become an ace.

Each fighter ace receives a random ace ability (D6 roll for determination). After 5 additional victories he rolls for a new possible skill and can choose to take the Level 2 ability of a previously rolled ability or the new one.

There are several different "Personal Files", for fighter pilots (piloting fighters and fighterbombers), for bomber crews and for airship crews. They all follow the same logic, but have different ace skills. A bomber crew can only pilot a bomber, an airship crew only an airship and a fighter pilot only a fighter or fighterbomber.

Pilot or crew experience has a lot of effects in the game. More experienced pilots or crews have an advantage for moving after more inexperienced ones, allowing them to position themselves in more favorable positions. They also pass their skill checks more easily, and last: They score more easily hits on inexperienced pilots or crews.

Aircraft Datasheets

Each aircraft (whether fighter, bomber, airship or dockfighter) has its own data sheet. While these differ from plane to plane, they all follow the same logic. The individual areas such as weapons etc. are explained in the combat and movement sections of this rulebook.

At this point it is important that all information relating to an aircraft is recorded on this sheet.

Focke-Wulf
Fw-802 E-1 "Hawk"
 Standardfighter of the Royal Bavarian Air Force

Max. Speed: 6

Min. Speed: 1

Engine Power: 1

Agility: High

Price: 1

Bot Status:

The Fw-802 is the backbone of the Bavarian fighter force. She has not the most powerful engine, but she is nimble and sturdy. Her Falcon wings allow her to fly extremely slowly. Like a Bird of Prey she can circle above their victim and dive down to go in for the lethal strike.

In the hands of a proficient pilot, the "Hawk", as Prince Regent Rupprecht himself named the Plane, is a deadly opponent.

Structurepoints

1 <input type="checkbox"/>	2 <input type="checkbox"/>	Destroyed <input type="checkbox"/>
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Weapons

Weapon	Attack Dice	Damage	Fire Discipline
Light machine guns	6/2/0	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Heavy machine guns	3/2/0	5+	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

D6	Critical Damage	Effect
1	Flaps <input type="checkbox"/> <input type="checkbox"/>	-1 agility per critical damage point
2	Engine <input type="checkbox"/> <input type="checkbox"/>	-1 maximum speed per critical damage point. 2 hits destroy the engine
3	Fuel tank <input type="checkbox"/>	EW-6 turns left airborne. Then Plane has to Land or Pilot must bail out.
4	Pilot <input type="checkbox"/> <input type="checkbox"/>	1 hit wounds pilot, he drops 1 level of experience for the rest of the mission. 2nd hit kills him.
5	Gear <input type="checkbox"/>	Pilot check after returning base. If not successful, plane is lost.
6	Weapons <input type="checkbox"/> <input type="checkbox"/>	Random Section of Weapons is disabled

EL		EL	
AS 800 Bomb	<input type="checkbox"/>	AS 800 Bomb	<input type="checkbox"/>
SD 800 Cluster	<input type="checkbox"/>	SD 800 Cluster	<input type="checkbox"/>
EB 800 Smokebomb	<input type="checkbox"/>	EB 800 Smokebomb	<input type="checkbox"/>
Hohelwuerfer Rocket	<input type="checkbox"/>	Hohelwuerfer Rocket	<input type="checkbox"/>
Serra Missiles	<input type="checkbox"/>	Serra Missiles	<input type="checkbox"/>
Rammerschreck Rocket	<input type="checkbox"/>	Rammerschreck Rocket	<input type="checkbox"/>
Magnetic Missiles	<input type="checkbox"/>	Magnetic Missiles	<input type="checkbox"/>
SwordWhale ACM	<input type="checkbox"/>	SwordWhale ACM	<input type="checkbox"/>
Hurricane ACM	<input type="checkbox"/>	Hurricane ACM	<input type="checkbox"/>
Aurora ACM	<input type="checkbox"/>	Aurora ACM	<input type="checkbox"/>

At the start of a scenario, each pilot or crew is assigned an aircraft. This is done by sorting the pilot's file and the aircraft data sheet side by side in the pilot's handbook. These pages are only printed on one side. The aircraft data sheets are attached to the subsequent pilot personal file with paper clips so that no blank pages can be seen when turning the pages. This is how you compile your log book.

Turns and Game Phases

Each scenario/game of Dockfighters is played for a certain amount of turns, according to the scenario setup. A turn consists of 3 phases: a moving phase, a combat phase and a weather phase. Each phase has sub phases:

PHASE 1: MOVEMENT

- 1.1 Aerial Cruise Missiles (ACM) movement
- 1.2 Ground target movement
- 1.3 Airship movement
- 1.4 Bomber, fighterbomber, fighter and dockfighter movement

PHASE 2: COMBAT

- 2.1 Ground targets fire
- 2.2 All others fire

PHASE 3: WEATHER

- 3.1 Weather changes and cloud movement
- 3.2 Move up the turn counter, change of initiative

CHECK FOR END CONDITIONS

The scenario ends if the turn counter is placed on place 13 or if one player lost. If not, start a new turn with phase 1.

Phase 1: Movement

1.1 Aerial Cruise Missiles (ACM) movement:

Move all ACMS 5 Hexes straight ahead. After this movement, a D6 is rolled. If the result equals the number of turns the ACM is already underway or lower, than the ACM guiding system is somehow distracted. It is lost, and removed with no further effect.

Exceptions to this rule are the Hurricane and Aurora-ACMs. These are not lost in that case, but detonate. Effects are listed in the weapon section see page 21. ACMs have no own counter. Use a die for marking.

1.2 Ground target movement

At placement of ground targets determine each movable target's initial direction by using the left diagram below. Each consecutive turn, the direction can be changed by using the right hand diagram. The Arrow marks the current direction of the ground target (see p.56 and p.58).

Initial
direction



Direction change

1.3 Airship movement and

1.4 Bomber, fighterbomber, fighter and dockfighter movement

The movement of Aircraft is separated into two phases 1.3 and 1.4. That's because airships must move first in phase 1.3, then followed by all other Aircraft in Phase 1.4. The applied rules are similar:

Move all aircraft in ascending order of their pilots experience.

1. Green

2. Experienced (blue)

3. Veteran (yellow)

4. Ace (red)

Within an experience level the squadron leader who does not have the initiative that turn, moves 1 of his aircraft, followed by the squadron leader who holds the initiative etc. until all planes of an experience level are moved.

Then aircrafts of the next higher level of pilot experience move until all movement has been completed.

Moving aircraft

At the start of a movement, the squadron leader decides if the aircraft keeps its speed or if it accelerates (up to his aircraft engine power) or decelerates (engine power +1). With this new adjusted speed, the aircraft moves. All speed changes due to climbs, dives or turns come into effect at the end of the movement.

Every aircraft has values that show how to move. These values are:

Maximum speed

The maximum distance an aircraft can travel in hexes. An airplane can lower its speed by turning, increase speed when descending or lose speed when climbing. Whenever an aircraft becomes faster than maximum speed (e.g. due to damage) it is immediately destroyed, the pilot can try to bail out.

Minimum speed

This is the minimum speed that an aircraft must be flying at the end of the movement and after adjusting the speed changes due to maneuvers (e.g. after a climb). If an aircraft falls below this value, it goes into a tailspin and crashes. If it is considered destroyed, the pilot can try to bail out the aircraft with a pilot check.

Engine power

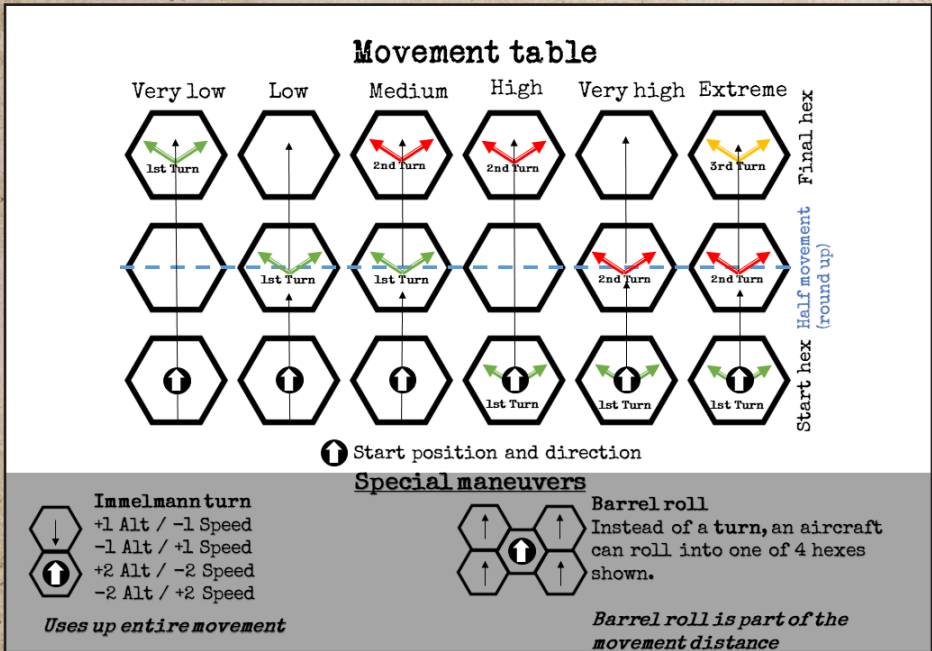
The amount of speed that an aircraft can change at the beginning of its movement in Hexes. You can always decelerate faster than accelerate. The decelerate value is always engine power +1

Agility

Agility indicates how early in its movement an aircraft can initiate a turn and how often it can turn in the course of its movement. The higher the value, the earlier the aircraft can turn and the more turns it can make. In general, the turning circle decreases with greater agility.

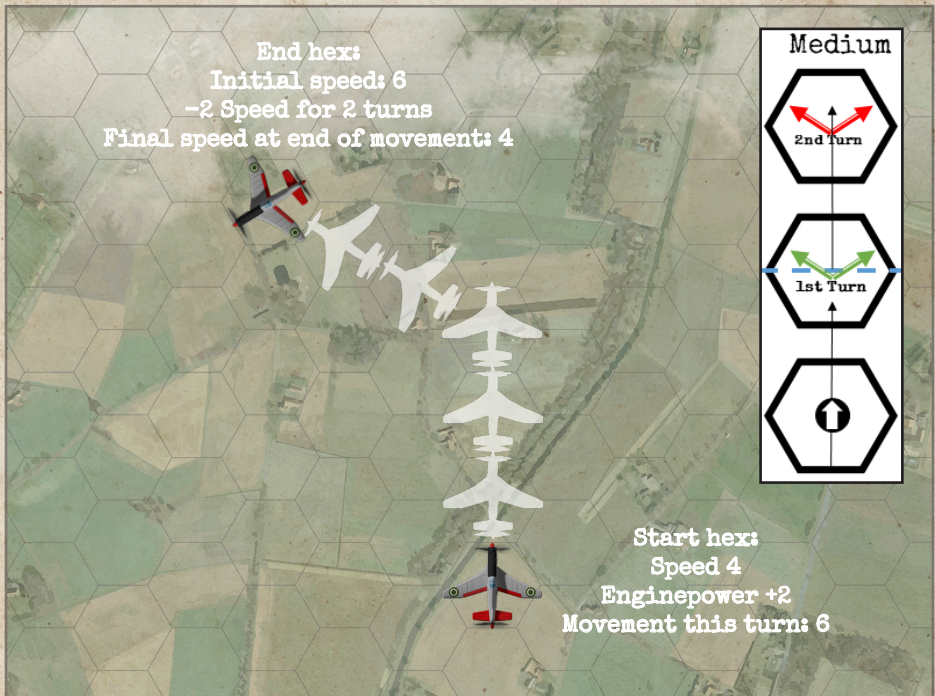
The movement table

All movements follow the logic of this movement table:



At the beginning of a movement, the pilot decides whether to accelerate up to his maximum engine power, or less, or keep the same speed or even decelerate his speed. With the resulting new speed value, movement is done with using the movement template for which the aircraft qualifies.

An aircraft whose agility is “very high” can perform all movements from “very low” to “very high”. However, the pilot must choose which one to use and move. Agility can be affected by damage, critical damage, or other effects like external loading.



Example: Pilot A's aircraft has a speed of 4. He would like to accelerate by 2 at the beginning of his movement. His new movement speed is therefore 6. Pilot A controls an aircraft with the mobility "high". He also carries 1x Nebelwerfer rocket external load, which reduces his mobility by -1. Pilot A decides on "medium" movement, so moves his aircraft 3 hexes straight ahead, then turns it one hexside to the left and then moves it the remaining 3 hexes to the final position. At the final position, pilot A decides to turn one hexside to the left. The movement is done.

Reduction of speed due to turning

Every turn of an aircraft, including a barell roll, reduces the speed of an aircraft by -1 at the end of its movement phase. That means for our above example: The pilot adjusts his speed at the end of the movement phase by -2 (because he made 2 turns), so he is back at speed 4.

Climb and dive

At any point at which a turn can be made, wether it is made or not, the pilot can also climb or dive 1 altitude level.

Each climbing maneuver reduces the speed by -1 and adds 1 altitude level.

Each dive maneuver increases the speed by +1 and reduces 1 altitude level.

These speed additions or reductions are also adjusted at the end of the movement phase.

Landing

To land an aircraft, it must be at level 1 and fly straight ahead at minimum speed, without turning. At the end of the movement phase, it is considered to have landed.

Taking off

To start an aircraft, it is moved at minimum speed and positioned at altitude 1. A starting movement may only take place in a straight line. At the end of the movement phase, the aircraft is considered to have taken off and is airborne.

Increased agility

The pilot can decide to use his aircraft beyond the agility it is built for. If he does so, he can use the next higher level of agility. He has to pass a pilot check to avoid damage. If the roll fails, the plane takes critical damage.

Flying low

Every aircraft that moves at or down to altitude 1 and flies faster than speed 3 must pass a pilot check. If it succeeds, everything is fine. If it fails, the aircraft collides with an obstacle and is destroyed, killing the pilot. If the aircraft starts at altitude 1 and climbs, it is not considered flying low and can therefore fly faster than 3.

Fighter bombers are not affected by this rule. Their job is to fly low.

Altitude

Aircraft can operate at different altitudes in Dockfighters. There are 5 altitude levels. Level 1 is special because level 1 means close to the ground and requires special caution from the pilot or he runs the risk of crashing into a ground object. All other altitude levels are harmless, but will affect combat.

Planes can also increase (climb) or decrease (dive) an altitude level at any point in the movement where you can make a turn. The corresponding changes in speed are added or subtracted at the end of the movement.

Marking of moved aircraft

Sometimes it is hard to keep track what aircraft has moved and which not. To keep things more clear, Dockfighter uses wooden wing tokens to mark moved aircraft. Just place the wing token beneath the base to show that it is already activated.



Wooden wing token to mark already moved aircraft.



Example: Pilot A has a speed of 4 and an Altitude of 2. He accelerates by 1 at the beginning of his movement. His new movement speed is therefore 5. Pilot A controls an aircraft with the mobility "very high". Pilot A decides on "very high" movement, so turns his aircraft one hexside left, moves his aircraft 3 hexes, then turns it one hexside to the right and then moves it the remaining 2 hexes to the final position. As pilot A did 2 turns during its movement he has now a final speed of 3.



Example: Pilot A could also have opted for climbing. As the very high maneuver allows for 2 turns, he could climb up to 2 altitude levels. He climbs 1 level, so his final speed is 2. His minimum speed is 2, so he can not climb any further.

Placement of aircraft in clouds

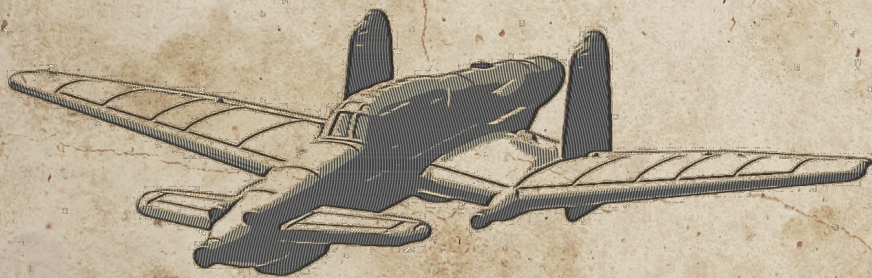
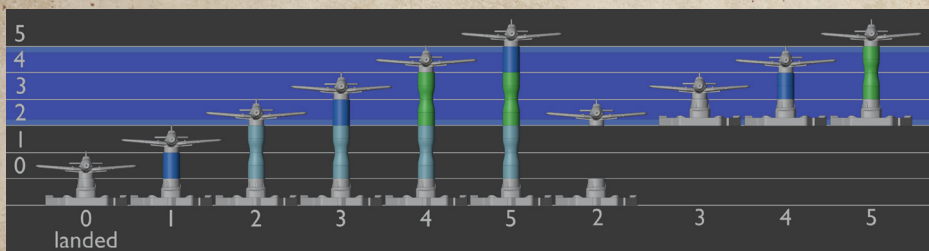
In Dockfighters clouds are represented by acrylic panels placed on stands. Aircraft can be under a cloud, in a cloud or above a cloud, depending on the weather conditions.

In "Broken" weather conditions, clouds have a height of 3 altitude levels, starting with altitude 2 up to and including 4. Rain and thunder clouds have a height of 1 to 5, but are represented with the same clouds. The stands of the clouds have an altitude of 2.

When an airplane flies under a cloud at altitude 1, it is placed under the acrylic panel.

If a plane is placed on a cloud (for all altitudes from 2-5) then a total of 3 spacers are removed, keeping in mind that the base is ALWAYS treated as a spacer. This leads to the fact, that aircraft outside a cloud panel are visually on the same altitude as aircraft placed on a cloud panel.

The graphic below explains the procedure in detail.



Junkers 202 G-1 "Boar". The most deadly and sophisticated fighterbomber in the arsenal of Saxony.

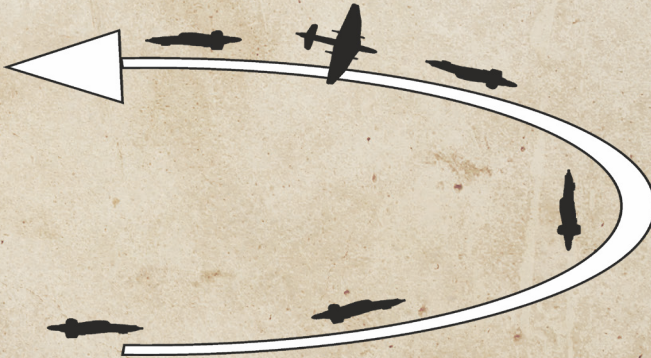
Explanation of special maneuvers

The Immelmann turn

The Immelmann turn is a special maneuver that takes its name from the German flying ace of the Great War, Max Immelmann. The pilot performs a half loop and then brings the aircraft back to horizontal. In this way, an aircraft can turn 180 degrees, gaining altitude and losing speed, or losing altitude and gaining speed.

In Dockfighters, when you make an Immelmann turn, you place the plane in the hex directly in front of you, turn it 180 degrees, and decide whether to perform the maneuver up or down. If you climb up to 2 altitude levels, you lose up to 2 speed. If you dive down up to 2 altitude levels, you gain up to 2 speed. The Immelmann maneuver is the only maneuver that takes up the entire movement. No further maneuver may be flown or otherwise moved. A downward Immelmann is called a "Split-S" but for gaming purposes and the ease of play, we call both maneuvers an "Immelmann".

Immelmann upwards (seen from the side)



Immelmann downwards (seen from the side)



The barrel roll

The barrel roll is a lateral roll of the aircraft. If you were to look at the aircraft from the front during the maneuver, it would look like it was rolling along the inside of a barrel. Hence the name.

In Dockfighters, the barrel roll is a collective term for 2 maneuvers (similar to the Immelmann). To fly a barrel roll, you keep the current orientation of the aircraft and move it into one of the four adjacent hexes. This maneuver can be flown instead of a turn and also reduces speed. The barrel roll counts towards the movement distance, in contrast to the turn, which does not count towards the movement distance.

A barrel roll into the rear adjacent hexes is technically not a barrel roll but would rather be called a loop with lateral offset. But as with the Immelmann, we call it a barrel roll for the sake of playability.

Note: Since a barrel roll can only be made where a turn is allowed and is considered part of the move, a barrel roll can NOT be flown at the end of the move in the end hex, as this would constitute an additional move.



Possible hexes to barrel roll into and start moving.



Example: An aircraft barrel rolls into the hex to the right and forward and moves 6 hexes straight ahead. Speed is reduced by 1. The aircraft could also barrel roll into the left hex behind and move 6 hexes straight ahead. Speed is reduced by 1. Further turns could be made.

Phase 2: Combat

2.1 Ground targets fire

All armed anti air artillery ground targets fire simultaneously and select the nearest enemy aircraft as target. In case of a draw, roll a die to determine the target.

Anti aircraft ground targets always hit on 5 and 6 if firing at aircraft.

2.2 All others fire

This is where fame is generated. Shooting down enemy aircraft brings fame to the victor. The destruction of ground targets is important to qualify for fame win as part of a mission, but gains no fame itself. So shooting down everything with wings, is where the action takes place!

Aircraft no matter if airship, fighter, fighterbomber, bomber or dockfighter attack each other in descending order of experience.

1. Ace

2. Veteran

3. Experienced

4. Green

So first aces, then veterans, experienced pilots and finally the green boys start shooting at each other.

The squadron leader who lost the initiative that turn opens fire with one of his aircraft first, followed by the squadron leader who holds the initiative, and so on, until all aircraft of an experience level have resolved their attacks.

Each fight takes place at the same time within an experience level. Only then can the pilots of the next lower level of experience fight their battles until all battles have been resolved.

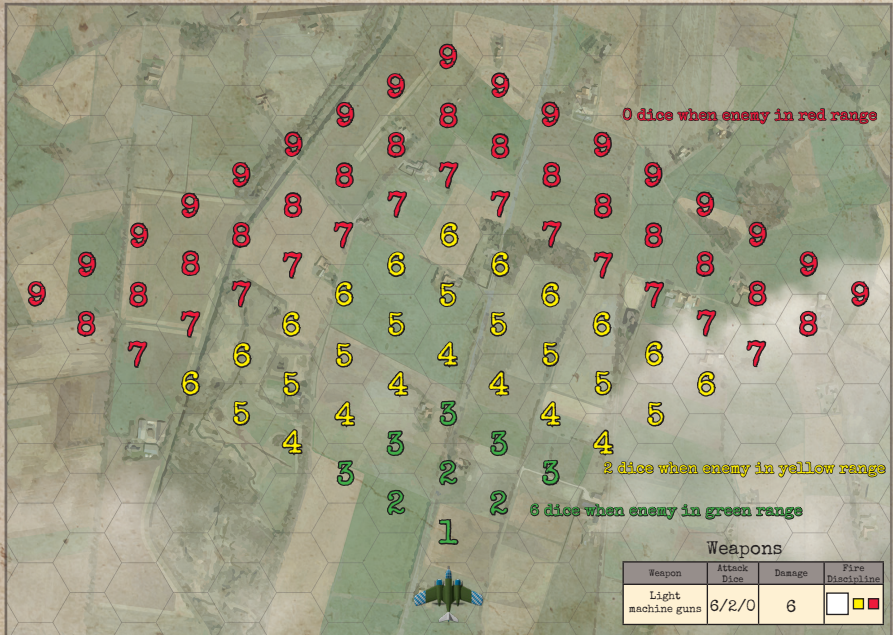
So it is quite possible that an ace shoots down a green boy before he has a chance to defend itself! Also that two aces shoot down each other at the same time.

Shooting

The enemy is in sight, the range is perfect and the weapons are loaded.
Time to fire!

Firearcs

The opposing aircraft must be in the firearc of the weapon, most weapons use the front arc:



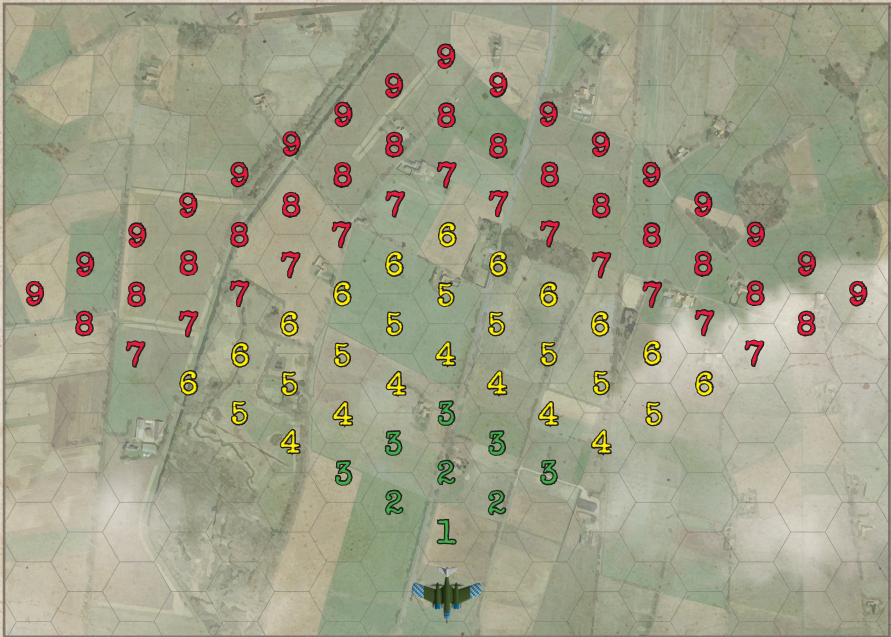
If there is an enemy in the area shown in green, it is considered to be at short distance.

If there is an enemy in the area shown in yellow, it is considered to be at medium distance.

If there is an enemy in the area shown in red, it is considered to be at a long distance.

This short, medium or long distance is used to determine the number of attack dice. Roll the appropriate number of dice to score hits. Each hit leads to a damage roll that is further explained later.

Rear Arc of an Aircraft:



Special arcs:

- Turret:** 360° degree of fire
Top: Same altitude and higher
Down: Same altitude and lower
Rear: Rear arc
side, left: only left side (space between front and rear arc)
side, right: only right side (space between front and rear arc)

The special arcs are most important for bombers, as they house more weapons than smaller fighter planes. Airships use different arcs, that are explained in the airship rules.

To hit modifiers for air targets

The basic target number is always 6.

A 6 is always a hit, even if the modifiers go beyond 6.

A 1 is always a failure, even if the modifiers allow for 1 or less.

Some weapons require a re-roll, i.e. successful hit rolls must be confirmed by re-rolling each successful hit against the originally determined target number. Every hit determined in this way is actually a hit that can lead to damage.

Firing at "Easy" targets

If the target is an airship or a bomber, it is much easier to hit, because of its sheer size. Therefore, every missed attack can be re-rolled. The second roll is valid. A weapon that needs a re-roll to hit (like a Nebelwerfer rocket) does not re-roll misses or hits, it is just a simple attack with just one attack roll per attack dice.

Firing in clouds

If the firing path crosses a hex of a cloud, the attack dice per weapon are reduced by -1 per hex. If the attacker is also in a cloud hex, it also counts as crossing a hex of a cloud. If two hexes qualify for attack and one of them is a cloud, always take the cloud hex. You must always draw a straight line from the centre of the hex to the other centre of the hex.

To hit modifier table for air targets:

Situation	Modifier	Description
Base to hit	6	
Experience	-3 to +3	+/- difference in experience level target-attacker
Tailing	-1	Within 6 hexes in the rear arc of the target Within 6 hexes in the attacker's front arc qualification for an attack (see different altitudes)
Higher position	-1	Attacker is in a higher position than the target
Head to head	+1	The attacker and the target are both in the respective front arc
Dockfighter	+1	If target is a dockfighter it is harder to hit

Different altitudes

In most cases, the higher you fly, the better it is. You can attack opponents who fly 1 altitude level higher or lower than you, or at the same altitude level. If the opponent is 2 or more altitude levels higher or lower than the attacker, an attack is not possible. Only exceptions are airships attacking with bombs, artillery turrets and cannons and bombers attacking with bombs or special cannons. They can attack from every altitude. The attacker gains a +1 DRM if attacking from 1 altitude level higher than the opponent, but is not penalized when shooting from same Altitude or 1 Level lower.

A word about tailing

Most air combat games use tailing to give the pursuing plane an advantage over the enemy who has their tail caught in the pursuer's crosshairs. Most games use a mechanic that first determines and plans the movement, usually records it written and then moves it.

Dockfighters has a different approach. The movements are much more free and it is possible for the player himself to move into a "tailing" position through clever movement. Firing arcs are also wide enough to allow for sniping, and a natural 6 always counts as a hit, allowing even a green pilot with skillful placement to shoot down an ace.

So we did not consider tailing in movement, but in shooting as a bonus for the attacker.

So if you manage to maneuver into a position that is within 6 hexes in the rear arc of your target, and it is within your front arc, than you are tailing the enemy.

Head to head position

When both planes, attacker and target are within their respective front arcs, than the attack is a head-to-head attack and is +1 harder to hit.

Different experience levels

Pilots of different experience levels are easier or harder to hit. An experienced pilot will find it easier to hit a more inexperienced pilot because they are more predictive of their movements and simply have more experience in aerial combat.

The hit roll is modified with experience. To do this, the relative difference in the experience of both pilots is compared.

Two green pilots: +/-0 because both have the same experience (6 needed)

An experienced pilot fires at a green pilot: -1 to hit because the attacker is one experience level better. (5 instead of 6)

An ace fires at an experienced pilot: -2 to hit because the attacker is two experience levels better. (4 instead of 6)

A green pilot firing at a veteran: +2 to hit because the attacker is two levels worse. (note: a natural 6 always counts as a hit, so 6 instead of an 8)

To hit modifiers for ground targets

Ground targets can be attacked with onboard weapons or external loadout weapons. They have structure points and in some cases special rules. If they have no structure points left, they are destroyed.

Ground targets can only be attacked with onboard weapons, bombs and missiles if the attacking aircraft is at altitude 1.

Bombs can only be dropped if the attacking aircraft has moved onto, or over the target and without turning at the target hex or the hex before (this is required for a straight bomb drop).

Only bombers and airships can deviate from the restriction that bombs and missiles must be dropped at altitude 1, they can also drop bombs from higher altitudes.

Some weapons require a re roll, i.e. successful hit rolls must be confirmed by re rolling each successful hit against the originally determined target number. Every hit determined in this way is actually a hit that can lead to damage.

Anti-aircraft ground targets always hit on 5 and 6 if firing at Aircraft. **Ground targets will be explained in detail in the mission section of this rulebook.**

To hit modifier table for ground targets:

Situation	Modifier	Description
Base to hit	6	
Fighterbomber	-1	For all fighter bombers conducting a ground attack
Bomber & Airship	-1	For all bombers and airships conducting a ground attack
Experience	0 to -3	Green pilot: 0 Experienced pilot: -1 Veteran: -2 Ace: -3
Moving	+1	a moving target is always harder to hit.

Damage rolls

After all hit rolls have been rolled, a check is made to see if damage is done. Each weapon has a damage profile.

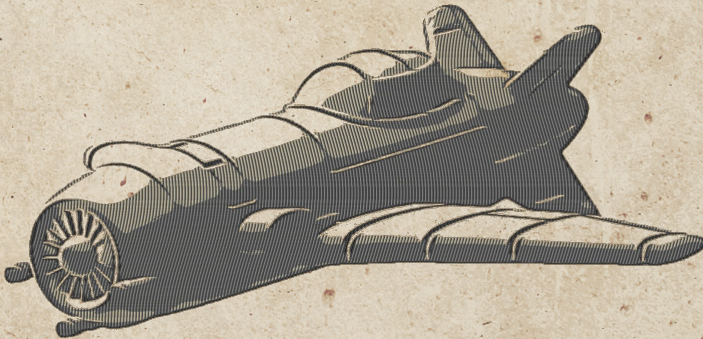
Weapons

Weapon	Attack Dice	Damage	Fire Discipline
Light cannons	1/2/2	4+/6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Heavy machine guns	3/2/0	5+	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

This weapons profile states, that the heavy machine guns will deal damage on a roll of 5+.

Pilot A shoots with the heavy machine guns at an enemy fighter in short range. As both have the same experience and Pilot A is in the side arc at the same altitude, a 6 is needed to hit. He rolls a 6,6 and a 3, so 2 hits are scored. He now rolls the two 6's again, rolling a 5 and a 1. The 5 is needed to deal damage, so Pilot A's victim takes 1 damagepoint and will loose 1 structurepoint on the aircraft datasheet (and receive a critical damage)

Different weapons in Dockfighters state different damage profiles. Take a closer look in the following chapter, but the principles are always the same: Roll to hit, than roll to damage.



Hs-19 X-1 "Eel" - The first saxon Dockfighter. The flying torpedo!

Weapons

Every aircraft has a fixed number of weapons, such as light and heavy machine guns or light and heavy cannons, so called onboard weapons. These onboard weapons are the heart of every combat aircraft.

In addition, aircraft can carry a certain number of external weapons, for this purpose aircraft have external loadout points. These will be explained later, but follow the same general logic.

All onboard weapons have the following damage values:

Weapon	Damage	Effect
Light machine gun	6	1 Damagepoint at a roll of 6
Heavy machine gun	5+	1 Damagepoint at a roll of 5+
Light cannon	4+/6	1 Damagepoint at a roll of 4+ 2 Damagepoints at a roll of 6
Heavy cannon	3+/5/6	1 Damagepoint at a roll of 3+ 2 Damagepoints at a roll of 5 3 Damagepoints at a roll of 6

Weapon:

Describes the onboard weapon, whether it is a light or heavy machine gun or a light or heavy cannon.

Attack Dice:

Describes the number of attack dice an aircraft has available when it shoots. The number of dice are varying due to the number of weapons an Aircraft is carrying. The 3 numbers mean short / medium / long range attacks. Take a look at an Aircraft Datasheet for the Attack Dice.

Damage:

The roll that is necessary to cause damage to the aircraft that got hit. Each successful roll of damage reduces the structure points of an aircraft by 1 and a random (D6) critical damage is determined, which comes into effect immediately.

Fire discipline:

Every weapon runs out of ammunition at some point. However, it is up to the pilot to manage the Ammo he is carrying. Experienced pilots are more sensitive to it than inexperienced pilots and tend to be more cautious with the fire button in the heat of the moment. More on fire discipline later.

Explanation of guns and cannons

Light machine guns:

Light machine guns include all weapons up to 10mm caliber. They often lack penetrating power but make up for it with plenty of ammo and a high rate of fire. Every hit can deal up to 1 point of damage. Light machine guns are perfect for inexperienced pilots.

Heavy machine guns:

Heavy machine guns include all weapons up to 18mm caliber. These heavy weapons combine high rate of fire with higher penetrating power than lighter machine guns. The larger cartridges reduce the amount of ammunition carried, which consequently runs out faster. Every hit can deal up to 1 point of damage. Their high rate of fire makes them suitable even for inexperienced pilots.

Light cannons:

Light cannons include all weapons from 20mm up to 25mm caliber. In combat, they are feared for their high destructive power and can pulverize ground and air targets alike. Up to 2 points of damage can be dealt by a hit. They have a long range, but are difficult to use in close combat due to their low rate of fire. The ammunition they carry runs out relatively quickly, which makes light cannons more suitable for experienced pilots.

Heavy cannons:







Heavy cannons include anything from 30mm to 45mm caliber. Anything above that is called an artillery battery. Heavy cannons have a long range, which makes them limited in close combat. However, their sheer destructive power more than makes up for this, often a single hit from this weapon is enough to destroy an aircraft or ground target, as it can cause up to 3 points of damage. On the other hand, the ammunition runs out very quickly and is therefore only usable for veterans or aces for a longer time in air combat.



Example: An aircraft is in the attacker's front fire arc within short range. The attacker wants to attack him with all weapons on board. The light machine guns have 3 attack dice at short range, the heavy Cannon 1 attack Dice. Assuming the attacker hits with 3 dice of the light machine guns, and missed the cannon, he must make a damage roll for these 3 hits. Every 6 results in the loss of 1 Structure point and a critical hit. So 3 Damagepoints and 3 critical hits.

Example of onboard weapon table on an aircraft datasheet:

Weapons

Weapon	Attack Dice	Damage	Fire Discipline
Light machine guns	6/2/0	6	  
Heavy machine guns	3/2/0	5+	  

The number of attack dice depends on the number of weapons and is indicated on the aircraft datasheet.

Cannons have 2 or even 3 Damage values, because they can do a lot more damage.

Fire discipline

Weapon	Green	Experienced	Veteran	Ace
Light machine gun	3+	2+	2+	2+
Heavy machine gun	4+	3+	2+	2+
Light cannon	5+	4+	3+	2+
Heavy cannon	6	5+	4+	3+

After each attack, whether successful or not, the pilot must take a fire discipline roll and pass. If at least the required value is reached, the fire discipline is held, and no further effects take place.

If the roll fails, the pilot has miscalculated or simply left his thumb on the trigger for too long. Whether panic, despair or calculation, the ammunition is running out.

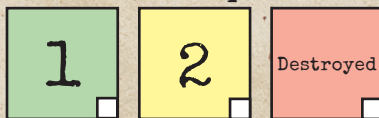
In the white box you write down the fire discipline roll that is necessary, depending on the onboard weapon and the pilot's experience rating.

If the first fire discipline roll fails, the yellow box is checked. Half of the ammunition on board has been used up and there is no further effect. If the roll is unsuccessful at a later point in the game, e.g. during the next attack with onboard weapons, the red box is marked. The ammunition has been used up and the aircraft can no longer use the onboard weapon in this scenario.

Damage

Each time an aircraft gets damaged, it loses a Structure point, that will be crossed off on the aircraft datasheet.

Structurepoints



When an aircraft crosses off the yellow section, it counts as damaged. It drops one agility level for the rest of the mission, and its maximum speed is reduced by 1

If the red section is crossed off, the aircraft is destroyed and the pilot or crew must bail out. If the damage received is greater than the structure points remaining, than the pilot or crew check is more difficult, by the amount of excess damage taken.

External loadout

External loadouts are weapons that can be equipped at the beginning of the mission. An aircraft can, but does not have to, carry external loads. In contrast to the onboard weapons, these weapons can only be used once. An equipped AB250 bomb is therefore only available once, and when it has been dropped it is used up. Each loadout equipped in this way temporarily reduces the aircraft's agility by 1 level as long as the loadout is carried. You can drop external load at the start of the movement phase before any pilot checks for enhanced agility or adjusting engines power.

Explanation of external loadouts

Bomb:

Bombs were first dropped from aircraft during the Great War to effectively engage targets on the ground. Nowadays, bombs are many times more dangerous and sophisticated. They are the standard weapons for aircraft to destroy ground targets, but it takes some practice to use them effectively. See p.26 for rules of bombing runs.

Air/air missile (ATA):

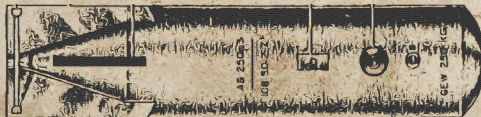
Air-to-air missiles are solid propelled projectiles with high destructive power and range. Since they are only armed at longer range, they cannot be used in close combat. The early missiles are very inaccurate and require an unerring pilot to hit anything at all, though when a hit is placed the damage done is often enormous. These weapons rely on fragments and force, which makes them suitable only against air targets. Ground targets cannot be fired upon with them.

Air/ground missile (ATG):

Air-to-ground missiles are highly advanced weapon systems that enable the destruction of ground targets at long range without the need for difficult bombing runs. Although the early missile systems are inaccurate, the homing magnetic missiles are the death knell for many armored ground targets. The warheads of these weapons are usually equipped with armor-piercing submunitions and therefore can only be used against ground targets.

Aerial cruise missile (ACM):

The aerial cruise missile is the most advanced airborne weapon a squadron leader can have in their arsenal. The ACMs are a type of cruise missile, similar to a torpedo that flies through the air. For this purpose, the ACM is disengaged and then makes its way to the target from turn to turn until they hit a target, are lost or detonate. ACMs are relatively slow and therefore reasonably predictable. However, one should never underestimate their effect on an ongoing air battle. ACMs are a good way to attack targets from a safe distance. Due to their size, 1 ACM requires 2 external loadout points.



External loadout overview

Weapon	Type	Attack-dice	Damage	Special
AB 250 bomb	Bomb	3	2+/4+/6	
SD 250 cluster	Bomb	6	3+/6	
RB 250 smoke	Bomb	3	3+	A succesfull damage roll produces a 3 Hex cloud directly behind the plane.
Nebelwerfer ATA rocket	Air/air missile	0/2/2	2+/3+/5+	Only aerial targets / reroll each succesfull hit
Swarm ATA missiles	Air/air missile	0/3/3	4+/5+/6	Only aerial targets
Panzerschreck ATG rocket	Air/ground missile	0/2/2	2+/3+/5+	Only ground targets / reroll each succesfull hit
Magnetic ATG missiles	Air/ground missile	0/3/3	4+/5+/6	Only ground targets
Swordwhale ACM	Aerial cruise missile	3	2+/3+/4+	Aerial cruise missile; Uses 2 external load points for one weapon
Hurricane ACM	Aerial cruise missile	Special	All planes in range 3 from the detonation point get agility reduced by 2 level. A succesfull pilot check ends the effect	Aerial cruise missile; Uses 2 external load points for one weapon
Aurora ACM	Aerial cruise missile	Special	All pilots in range 6 from the detonation point count as 2 experience levels lower. A succesfull pilotcheck (with the actual experience) ends the effect	Aerial cruise missile; Uses 2 external load points for one weapon

AB 250 bomb

A 250kg high explosive "dumb" bomb. 3 points of damage per hit are possible, but needs to be dropped on top of a target.

SD 250 cluster bomb

A minlette dispenser, mostly used against soft targets. More attack dice, little less chance of damaging if hits are scored. Maximum of 2 points of damage are possible per Hit.

RB 250 smoke bomb

A special weapon that creates a 3 hex cloud behind the aircraft. Can be used to disguise movement or to annoy the enemy. No further damage dealt.

Nebelwerfer rocket

Big, chunky artillery rocket. It is relatively inaccurate but deals a maximum of 3 points of damage if it hits. Only usable against air targets.

Swarm missiles

Swarm missiles deliver a "Swarm" of small high explosive rockets. They are more likely to score hits due to the sheer amount of them, but do also 3 points of damage per hit if also at a lower possibility. Aerial targets only.

Panzerschreck ATG rocket

A kind of flying Panzerfaust, only usable against ground targets and inaccurate. But if it hits, it hurts. Greatest drawback is its re roll, but earlier scoring of damage than the magnetic missiles.

Magnetic ATG missiles

Smaller than the Panzerschreck but with a magnetic warhead. More likely to hit a ground target, but with less destructive power. But no re roll, for 3 points of damage possible.

Aerial cruise missile (ACM)

ACMs are new secret weapons that must be used with caution and purpose. They are not easy to handle, but can turn the tide in an airbattle, if used properly.

An Aerial Cruise Missile must be released and then travel its way along a straight path.

If a plane releases one in the shooting phase, mark a ACM directly in front of the plane.

An ACM always travels in the Movement Phase 1.1. See page 12.

When a swordwhale ACM explodes, it affects all buildings and planes on a certain hex, so there is no need to track height.

When a Hurricane or Aurora ACM hits an obstacle, it explodes and enfoldes its special Attack as mentioned in the Table above. It also enfodes this effect, if it fails its check, see page 12 for further information.

The Attack dice are not reduced if an ACM is travelling through clouds. If an ACM hits an obstacle during its flight, it detonates right away.

Phase 3: Weather

In the world of Dockfighters, weather is an important factor. Hardly any aerial combat takes place without weather influences. For this purpose, at the beginning of a mission the weather conditions are always checked and at the end of each turn the weather can improve, worsen, clouds can move faster or slower.

3.1 Weather changes and cloud movement

The weather changes and cloud movements are always handled by the player who actually holds the initiative.

Roll a d6 to determine weather and wind direction changes:

If it is a "1" the weather becomes one level better, as example, from "Broken" to "Clear Skies". If it is a "6" the weather becomes one level worse. In no case it can become better than "Clear Skies" or worse than "Thunderstorm". Weather changes only once per turn. After becoming better or worse, roll a d6 to determine the speed of the clouds:

D6	Clear Skies	Broken	Rain	Thunderstorm
1	0 Hexes	1 Hex	1 Hex	2 Hexes
2	0 Hexes	1 Hex	1 Hex	2 Hexes
3	0 Hexes	1 Hex	2 Hexes	2 Hexes
4	0 Hexes	2 Hexes	2 Hexes	3 Hexes
5	0 Hexes	2 Hexes	3 Hexes	3 Hexes
6	0 Hexes	2 Hexes	3 Hexes	3 Hexes

Then determine if the wind direction changes:

As example: In case of "1-2" it turns 60° to the left.



The player with the initiative moves the clouds in the determined positions and takes care for the corresponding effects, see "Weather effects" at page 36.

The cloud speed in the table above defines how many hexes they move straight into the wind direction.

If a cloud leaves, at least partially, it is repositioned at the opposing edge of the map by the player who holds the initiative. The cloud must somehow touch the edge of the map, anything else is up to the squadron leader.

Weather effects

Broken

Broken clouds start at altitude level 2 and are 3 altitude levels high, so they end at altitude level 4. It has no negative effect to fly through those clouds but they grant cover if somebody shoots through clouds.

Rain

If it is raining, the clouds reach out for all altitude levels, not only from 2 to 4. That means that a rain cloud can not be flown under or above.

Thunderstorm

If it is a thunderstorm, the clouds reach out for all altitude levels, not only from 2 to 4. That means that a cloud can not be flown under or above. Additionally, each time a plane is flying in a thunder cloud, the pilot has to make a pilot check to avoid critical damage. If he fails, the plane receives a critical damage.

Wind speed of 3

Wind speed of 3 means there are squalls. If a plane gets caught by a cloud at windspeed of 3, it will be moved 1 Hex in the direction the cloud is moving.

Also, each time a plane is caught by a cloud in that manner, the pilot has to make a pilot check to avoid critical damage. If he fails, the plane receives a critical damage.

If a plane gets caught in that manner by a thunderstormcloud moving at speed 3, the pilot or crew must pass only one pilot or crewcheck, not twice.

From clear skies to broken again

During a mission the weather can change that way that clouds dispers from the board. It is important to roll for weather changes anyway in the weather phase. If the weather gets worse again (to broken), than set up of the clouds runs the same way as during the mission setup: Both players place the clouds, not only the one who holds the initiative that turn.

3.2 Count up turn counter, change of initiative

Move up the turn counter by one, then forward the initiative marker to the next player.

CHECK FOR END CONDITIONS

The scenario ends if the turn counter is placed on place 13 or if one player lost. If not, start a new turn with Phase 1.

Pilotskills & Crewskills

Sometimes pilots or crews are forced to roll for a skill test:

Green	5+
Experienced	4+
Veteran	3+
Ace	2+

Situations when a pilot or crew must pass a skill check:

Situation	Passed?	If Fail?
Trying to improve agility by 1 level	+1 agility	+1 agility but plane takes a critical damage
Bailing out of destroyed aircraft	Bailed out	Pilot or crew is killed
Flying faster than speed 3 at level 1 (except fighterbomber)	No effect	Hits a ground object and is killed along with the plane
Landing with damaged gear	Successfull landing	Plane destroyed, pilot or crew gets wounded. If already wounded than killed
Moving into/out of a thunderstorm cloud (one check, even if more hexes are passed)	No effect	Plane takes a critical damage
Plane gets caught by a cloud moving with speed 3	No effect	Plane takes a critical damage
Trying to repair a damaged section of an airship (only airship crews)	Structurepoint or critical damage repaired	No Effect

Remember: If a destroyed aircraft receives more damage points than structure points are left, than the pilot or crew skill check is modified with the amount of excess damage. It is harder to survive such an overkill.

Example: An aircraft has 1 structure point left and is hit by Swarm missiles. The attacker scores 2 hits and rolls for damage with a 4 and 5. He deals 3 damage points to the target. The Target crosses off the last remaining structure point and is destroyed. The attacker scored 2 more damage points than structure points were left. The pilot of the shot down aircraft must bail out and has experience level Veteran, so he would normally need a roll of 3+. Due to the 2 damage points excess damage the roll is modified to 5+. A hard bail out, even for a veteran.

Airship Rules

Airships are huge multirole aircraft that supplement a squadron. If you have enough fame points to acquire an airship and its crew, you are a real lucky one!

These multi-role airships house a specialized crew, which gains experience in the same way as pilots do, only that it is the entire crew, not only one pilot.

They also have docking points. These docking points can be equipped from mission to mission with docking point systems that you managed to acquire in the past and fitting to the mission you are flying.

In addition, an airship follows some changes to the rules. They will be explained in detail here:

Easy to hit, hard to kill

Airships are large, slow moving targets. If you shoot at an airship you can always re-roll any failed attack dice.

On the other hand, it is really hard to kill, so you have to re-roll any successful damage rolls.

A weapon that needs a re-roll to hit (Like a Nebelwerfer Rocket) does not re-roll misses or hits, its just a simple attack with just one attack roll per attack dice.

Additionally, an airship can not be tailed or qualify for a head-on-attack.

Reverse movement

An airship is capable of moving backwards, therefore its minimum speed is replaced with reverse speed rating. It can also stand still, and "float" in the air.

Docking points

The docking points are similar to the external load points of aircraft.

Here only dockingpoint systems can be attached, in the same phase as armament of the aircraft takes place. (See Mission setup p. 54)

Each dockingpoint comes with a small crew. You can opt for not using the dockingpoint system at the beginning of the shooting phase, and instead use its crew for other duties (see crewmanagement).

Damage to an airship

An airship has a lot more structure points than an aircraft and is harder to take down, without proper preparation. However, if an airship gets riddled with bullets and the systems are falling apart, its hard to keep the ship in the air.

Slow and lumbering

An Airship can not perform any special maneauvers (so no Immelmans and Barrel Rolls for airships ;))

Structurepoints

1	2	3	4	5	6
7 Descending	8 Descending	9 Descending	10 Falling	11 Falling	12 Destroyed

If an airship has 7 structure points damaged (yellow section), it is descending. It means that at the end of each movement of an Airship it has to drop one Altitude level. It can't climb or hold its Altitude anymore.

If it reaches 10 structurepoints damaged (red section damaged) it falls literary out of the sky. It drops 2 altitude levels at the end of its movement.

If an Airship hits the ground in that manner, it is lost and counts as destroyed, with all crew aboard.

Glorious show

When an airship is shot down, it is a truly impressive sight, and so the fame reward for a burning airship is enhanced by +2. An experienced Airship destroyed counts for 4 fame points (2 for experienced and +2 for being an airship)

In multiplayer games, the pilot that placed the last damage point is credited with the kill. It may be unfair, but: c'est la guerre :)
see page 8 table.

Crew management

An airship is manned by a crew and the squadron leader can use the crew to do certain tasks. Generally each undamaged dockingpoint counts as 1 crew point.

At the beginning of the attack phase you can opt NOT to use a docking point system, and instead try to repair a critical damage or repair a structure point, by passing a crew check according to the experience of the airship crew.

If a dockingpoint is out of action due to critical damage, its crew can not be used for repairs. Of course, if the dockingpoint critical damage is repaired by the rest of the crew, they can help repair in the next attack phase.

So a green airship crew is pretty doomed when their ship starts descending and falling from the skies, where an ace crew is a pretty tough nut to crack.

Combat with airships

Airships occupy a large area, one hex in front of the base and one hex in the rear. All ranges to hit an airship are measured to one of these three possible hexes. All ranges for the airship to hit the enemy are measured from the mainhex where the airships stands on.

Dockingpoint systems - WEAPONS

Dockingpoint-weapons	Type	Attack-dice	Damage	Special
Light anti aircraft turret	FLAK	3/2/0	5+	
Heavy anti aircraft turret	FLAK	4/3/0	5+/6	
Artillery turret	Cannon	0/2/2	3/4/5+	Can shoot at ground targets (up to altitude 3) or air targets with agility medium or lower
Magnetic railgun	Cannon	0/3/3	2/3/4+	Can shoot at ground targets (up to altitude 3) or air targets with agility medium or lower
Bomb racks	Bombs	10	2+/4+/6	Blast affects all 6 hexes beneath the target hex
Air mine launcher	Mines	6/1/0	4+/5/6	explodes if in direct contact. If aircraft passes within range 1-3 of the mine, roll d6: 4+ the mine detonates, affecting all aircraft and torpedos in range 1-6. Gets "hot" after 2 turns being placed

Light anti aircraft turret

This is a standard anti aircraft turret with dual heavy machine guns for close protection of the airship. No fire discipline roll is needed after firing, the airship carries enough ammunition with it.

Heavy anti aircraft turret (available as expansion)

A more sophisticated turret with more guns and therefore more attack dice. Due to the high rate of fire, this turret can possibly deal more damage to a target. No fire discipline roll is needed after firing.

Artillery turret (available as expansion)

This dockingpoint system houses a 2 bared 7,50cm artillery system with automatic loading. This weapon is ideal to fight ground targets, other airships or aircraft with medium or lower agility. There are enough shells aboard the airship, no fire discipline roll is needed after firing. Artillery turrets can fire upon ground targets up to altitude 3.

Magnetic railgun (available as expansion)

This is a real secret weapon. The railgun is so far untested and uses magnetic acceleration of tungsten core projectiles to damage ground targets, airships and aircraft with medium or lower agility. Magnetic rail guns can fire upon ground targets up to altitude 3.

Bomb racks

Big, deadly, heavy....BIG bombs. When these bombs are dropped on to a hex, it affects all surrounding 6 Hexes in the same way as the target hex causing collateral damage. If you score 5 Hits and 7 Damage points, it counts for all 7 hexes. Once dropped, Bombs are used up for the mission.

Air mine launcher (no miniature)

These little nasty things are mines, hanging at a balloon and are meant to be kicked out of an airship and fly at the altitude the airship had after release. They drift with the wind and follow these rule: Explodes if in direct contact. If an aircraft or ACM passes within range 1-3 of the mine, roll a d6. On a 4+ the mine detonates, affecting all aircraft and ACMs in range 1-6. Gets "hot" 2 turns after being placed, the first turn is the turn when they are placed, the next turn is the last turn they are inactive. Aerial mines are placed within 1 hex of the airship. A mine guards the whole altitude area it is placed in, so it does not matter what altitude it is exactly floating. It guards everything from altitude 1 up to 5. Each launcher carries 3 mines

Dockingpoint systems - SPECIAL SYSTEMS

Dockingpoint-system	Range	Description
Docking clamp	0	Ammo is always replenished 1 structure point or 1 critical damage repaired
Radar	6	+1 experience level to all friendly aircraft while in Range regarding movement only
Jammer	6	-1 agility level to all enemy aircraft while in range
Dockfighter	-	-1 experience level of airship crew Does not generate fame when shot down
Tesla coil	0-3	Airship is invulnerable for the turn the coil is activated, but can not use any other system this turn and the next one. Aircraft within 3 hexes after use: Pilotcheck or critical damage

Docking clamp

A Docking clamp can catch a friendly fighter if its flying at the 2 hexes of the docking clamps side next to the center tile of the Airship. The front and back hex of the airships hex is occupied by the airship itself. To dock, the aircraft must fly in the same direction as the airship and at

the same altitude, and with a maximum speed difference of 1. As soon as the aircraft ends its movement in this way, it is "docked" and counts as a part of the airship for all purposes. It can not be targeted while docked.

The airship can use the crew of the docking clamp in the shooting phase:

- **Ammunition of guns and canons is always replenished.**
- **One structure point or 1 critical damage can be repaired.**
- **Each additional structure point or critical damage that shall be repaired in the same turn can only be repaired, if crew from other docking point systems are assigned to help. They can not use their own docking point system that turn.**

The aircraft can stay docked with the airship as long as it wants. In the following turn, it can be repaired again in the manner described above.

If the aircraft undocks, it can leave the airship, moving in the same direction as the airship at minimum speed with no turning.

Radar

A radar and radio equipment helps nearby fighters coordinate their attacks. So if a friendly aircraft acts within 6 Hexes of an radar equipped Airship, it is treated as one pilot level higher in terms of movement. So a green pilot will move when experienced pilots will normally move.

Jammer (available as expansion)

A jammer interferes the systems of nearby enemy aircraft and therefore, they are treated as one agility level lower within 6 Hexes of a jammer equipped airship. Once they start movement outside the jammer, they move as normal.

Dockfighters

Dockfighters are specialized aircraft, manned by special airship crew members. They are the new secret weapon designed for working closely with airships and are of solely aerial design. They house no gear, as they are not meant to land at ground in any case, other than being docked with the airship.

A dockfighter always starts the game docked at a docking point. It must depart as described with the docking clamps, and can dock again, the same way, except that they must not be alligned in the same direction as the airship, as they are specialized in docking. All other rules apply the same way (e.g. repairing).

Dockfighter pilots can not be trained seperately from the crew, as they are meant to be part of the airship crew. But due to the relative novelty of the system, the pilot of a dockfighter is always regarded as one experience level lower than the airship crew.

The earned kills of a dockfighter are treated as kills for the airship crew. The loss of a dockfighter does not generate fame for the winner, it is treated in the same way as a weapon.

A dockfighter also has no critical damage like other aircraft, each effect of a pilot skill check that results in a critical damage is therefore a damage point that reduces the structure points of the dockfighter.

If the dockfighter takes damage, it takes yellow damage and counts therefore immediately as damaged (-1 agility level and -1 max. airspeed).

As the dockfighter is very small, it can not carry a lot of ammunition and as it is meant to operate near the airship, this is not a problem at all, because it can return to the airship, replenish ammo and start again. If the dockfighter fails its firediscipline test, it runs out of ammunition right away. There is no half ammo as with other aircraft.

If a dockfighter wants to start from an airship, drop it at one of the two hexes next to the airships base on the side where the dockfighter was docked. It takes off with minimum speed and the same altitude as the airship. After that, it can move freely in the next turn.

Henschel

Hs-19 X-1 "Eel"

Dockfighter of the Free State of Saxony Air Force

Max. Speed: 9

Min. Speed: 2

Engine Power: 2

Agility: Extreme

Bot Status:

The Saxon Eel is regarded as a flying torpedo, and its first combat debut was a sounding success. It is fast, nimble and hard to hit. It is not heavily armed, but extremely agile. Therefore it must maintain a high speed or it will fall out of the sky.

The Eel is meant to be flown by speed junkies pressed in a small cockpit with little chance of survival if it will ever suffer major damage. That seems not be that impressive on their pilots, because dockfighter pilots are in abundant supply for the saxons.

Eel 1

Structurepoints

1	Destroyed
---	-----------

Weapons

Weapon	Attack Dice	Damage	Fire Discipline
Light machine guns	6/2/0	6	<input type="checkbox"/> <input style="background-color: red; width: 10px; height: 10px; display: inline-block; vertical-align: middle;" type="checkbox"/>

Dockfighters do not count as planes regarding fame costs for more planes sent on a mission or for determination of superior/inferior squadron. It is regarded as a weapon!

Tesla coil

The Tesla coil is a selfdefense system for the airship. After pushing the red button, the surface of the ship gets polarized and any bullet and missile will be deflected for this turn, what makes the airship invulnerable against attacks from other airships, aircraft and FLAK for this turn. The system must be recharged in the following turn, that means it can not use any other system. If the airship is moving, it moves unaltered with the current speed, straight ahead.

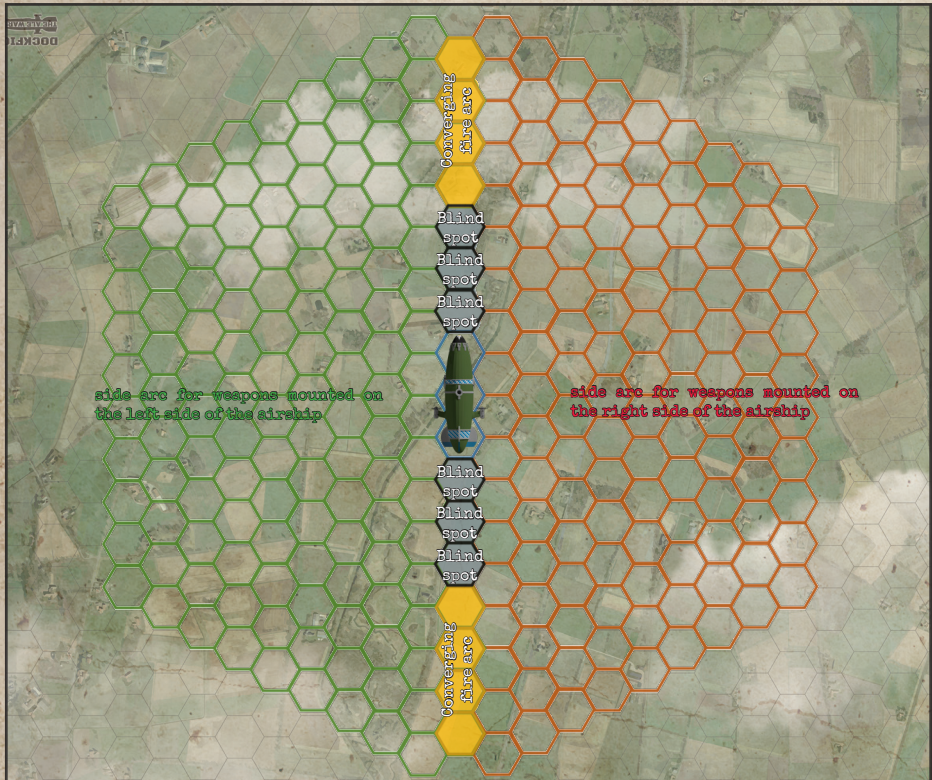
If activated and an aircraft, friend or foe, is in range 3 of the airship, the pilot or crew must pass a pilot check or receive a critical damage.

Must be activated at the end of the movementstep!

Arcs of an airship:

An airship not only occupies the hex on which its base stands, but also the hex in front and rear.

Weapons mounted in the side docking points have the shown fire arcs:



Side mounted systems and weapons:

This weapons can only fire into the hexes shown above. Of course, the distance to the target also applies to these systems, close, medium and far away.

Blind spots:

Due to the size of an airship, a kind of blind spot is naturally formed exactly in front of it and behind it, into which none of the weapon systems can act. These are the 3 fields exactly in front and behind the ship.

Converging fire arcs:

The converging fire arcs are hexes located further forward and aft of the airship that can be fired at by weapons on the right side as well as the left side. These 4 hexes lay exactly after the blind spot, up to the maximum range of the weaponsystems.

Turret arcs:

A turret on top of an airship, as with the bavarian Albatross, can use the left and right firearcs, one at a time, but can only fire at targets with the same or higher altitude if top mounted, or at targets with a lower, higher or same altitude if mounted at the side.

Dockfighters:

Dockfighters and docking clamps can only be mounted at the side of airships not on their top docking point.

Punching out of the way:

Airships are always moving before smaller fighters. The movement rules state that no movement may end on a field that is already occupied. However, this makes no sense if an airship meets a small fighter. So when an airship moves, it can clear other aircraft (everything except other airships) out of the way. The pilot of the aircraft must pass a pilot or crew check. In either case, it must be placed as close as possible to its original hex by the owning player and must not change orientation. If the pilot or crew check is successful, the plane can change its altitude by 1 level. The owning player can choose, all speed changing rules apply. However, if the check fails, the airship player can decide if and in which direction the plane changes altitude.

Again, all speed changing rules remain in effect. This means that an airship can push other airplanes out of the way and, if things go badly for the pilot, crash them. An airplane crashing in this way counts as a kill for the airship!

Damage due to exceeding maximum speed:

Sometimes, due to critical damage, the maximum speed of an airship may be exceeded. If this is the case, it does not automatically lead to the destruction of the airship (as is the case with other aircraft). The airship receives 4 additional damage points and no further critical damage. This means that the ship will take damage, but due to the more stable design it can better withstand this damage.

The airship may not willingly exceed its maximum speed as part of a maneuver! This rule is only true as a result of damage!

Bot / Konrad

Non player aircraft can be controlled by the game itself using this autonomous procedure. If the bot chooses what aircraft activates first, check the battle map from the perspective of the player holding the initiative like reading a book from the top, left line to the right, then next line below again from left to right and so on. Until you find the first bot aircraft, that has to be activated.

Initial status

Each aircraft starts in "Patrol" mode and has no special target priority. Initial escape behavior is NONE (They will not try to escape if damaged).

Status check by spotting an enemy

As soon as the movement phase starts and after it ends, check for a status change for all bots who are currently in "Patrol" status. Stop at the first stated check that applies.

- 1) Enemy **in** direct weapon arc and in range 1-9 hexes (short, medium, long):
Change state to "Attack" without dice check.
- 2) Enemy **in** direct weapon arc but out of range, more than 9 hexes:
Roll d6 against 4+, if successful change the state to "Attack".
- 3) Enemy **not** in weapon arc, but in range of 3 hexes (short).
Roll d6 against 5+, if successful change the state to "Attack".
- 4) Enemy **not** in weapon arc, but in range of 6 hexes.
Roll d6 against 6+, if successful change the state to "Attack".

The checks difficulty gets also altered by the experience difference between the probably spotted aircraft and the bots pilot level (Similar to shooting).

The bot only tries to spot a single aircraft per turn, the one which can be spotted with the best chance.

Example: A "Green" bot will spot an "Experienced" pilot +1 harder as usual (Enemy in 3 hexes range but not in weapon arc would be spotted on a 5+. Due to difference in experience it is +1 harder, so konrad will spot him and change state only if a 6 is shown by the d6 check.

Agility boost check

If the bot gets activated for movement and his status is "Attack", roll a d6, in case of 5-6 for only this turn the bot pilot increases its planes agility class by one level. Pass the corresponding pilot check to see if his aircraft takes damage. The higher agility will be kept in any case.

Escape check

Only applies if the bot has a defined escape behavior which can be (Retreat, Avoid, Repair), if no behavior is defined he will skip the escape check. In case he has a defined escape behavior:

Check if the aircraft has only 1 structure point left or if it has no more weapons to shoot. It immediately turns to defined escape status and will remain in this status. Only if an aircraft gets repaired/reloaded with ammo it will change its status back to the status before escaping.

Movement behavior is then defined by the current Status of the Bot:

Patrol:

1) Accelerate speed up to max. engine power until max. speed is reached.

2) Define movement direction (change relative to current direction):

Roll d6:

1: 2 Hex left

2: 1 Hex left

3-4: ahead

5: 1 Hex right

6: 2 Hex right

3) Move with the highest possible agility class, turn at each turning point towards the movement direction until pointing in that direction. At the end of movement, adjust the actual speed by the amount of turns made (normal movement procedure)

In case you reach the border of the game map, turn 180°. Turn your target directions definition by 180°. Except the scenario defines that touching the border by bots let them escape.

4) If the max. altitude is not reached, speed -1 and altitude +1.

Attack:

Try to "lock on" to all targets until found a valid one or the last target possible. Try the following procedure for all enemies:

1) Try to position the bot in a firing position at aircraft that already moved before the bot, starting with the most nearby. In case of a draw use the 12 o'clock method (priority has the targets ahead of you, then followed by clockwise targets until targets at 11 O'clock are reached).

2) If the Bot is not able to position itself in that manner and qualifies itself for an attack, "lock on" with all airplanes which has not already moved.

If there is a "Target Priority" defined in the mission, the bot will try to "lock on" on one of these first. If he can not attack the priority target, but an other one, Konrad "locks on" on that one, instead.

Example: airships, all: first it will check if there is an airship to target. If not, all other aircraft are valid targets.

"Lock on" procedure (remember your initial position, do not move the aircraft at all for simulating this procedure):

1) Check if an immelmann maneuver will bring you into a firing position. Always try to gain altitude if possible, if minimum speed is no issue, otherwise go down if max. speed is no issue. And you must be in a valid position to fire on the target. If it works, stop "lock on" procedure and move the bot as discribed.

If an Immelmann will not bring you to a firing position, you must move on by maneuvering, therefore you have to check the next steps.

2) accelerate speed:

In case the target distance in hexes -3 is greater than the bots speed, increase its speed using the engine power.

or

3) decelerate speed:

In case the bots speed +2 is higher than the distance to the target: decrease the bots speed by the engines power +1 (remember you decelerate engine power +1) but not below the aircraft minimum speed.

4)Keep speed:

If either 2) nor 3) is the case, keep the speed unaltered.

5)If the bot can not reach a valid attack position, skip this "lock on" and try the next valid target as discribed before, except it is the last possible target, in that case continue and try to position the bot as advantaged as possible.

6) Fly the highest possible agility maneuver and at each turning point turn towards the target. If it is already in the fire arc keep your direction. Skip further turns if the deceleration of speed will bring the bot below minimum speed.

7) Decrease your current speed by 1 for each turn you did.

8) If the target is lower, keep altitude level and attack at the enemy from above, or dive if the Bot does not already have a qualified attack position.

9) If the target is at the same altitude level, climb for altitude and attack from a better position if possible.

10) If the target is higher, climb for altitude and attack from a better position if possible. Otherwise attack from the same altitude or even from a lower one if no other position is reachable.

REMEMBER: All movement rules, as discribed in section "Movement" are valid to the bot as well! He will not become slower than minimum speed or become faster than his maximum speed.

11) Check if valid lock on attempt:

If the Bot can reach a position that allows attacking the target, stop the procedure and move the bot to this position.

Ranged attack

Like attack but skip targets in "lock on" procedure which are closer then 10 hexes, except the last possible target if all others are skipped.

Fly to:

Like attack but the target is predefined and can be an objective token, a flying aircraft, or whatever the mission defines.

Guard

Like attack. The bot will try to reach a position in range of 6 hexes of the target it has to guard. The bot will circle around a stationary target or escort a moving one.

Avoid - Escape variant

Like "Escape" but bots do not leave the map. If they reach the map edge they turn 180° and their escape direction gets turned by 180° as well. No speed or altitude adjustment is made.

Repair - Escape variant

Like "Fly to", the target is the nearest friendly airfield or airship with a docking clamp. If there are none they will remain in their previous state.

Retreat - Escape variant

1) Accelerate up to max. engine power until max. speed reached.

2) If resulting speed + engine power is lower then max. speed dive one altitude level (only if not already below 3) and increase speed by 1 at the end of the movement step.

3) If max speed is reached, climb again for altitude by one (only if not already at max. altitude of 5) and lower actual speed by 1 at the end of the movement step.

4) Determine escape direction:

Count distance to enemy aircraft nearby but start counting with the enemy behind the bot (*because they are more likely try to avoid aircraft in their tail arc!*)

In case of multiple attackers in same distance, use the 12 O'clockwise method. The attacker in direct front (12 O'clock) of the bot has priority, then clockwise.

Last priority has an attacker on 11 O'clock at the same distance. It makes no difference if those attackers head into the direction of the bot or not, and if they are armed or not.

The bot now sets its escape direction away from the selected attacker. In most cases there are 3 directions which increase the distance to the attacker and the middle one gets selected. Only in some cases there are 2 who increase the distance, in that case the Bot always chooses the right side direction.

5) Move with the highest possible agility. At each turning point turn towards the escape direction if not already aligned to it. If already reached, just fly further straight ahead. At the end, decrease the actual speed by the amount of turns made.

REMEMBER: All movement rules, as discribed in section "Movement" are valid to the bot as well! He will not become slower than minimum speed or become faster than his maximum speed.

Combat phase:

The bot always attacks the target where it has the best chance to score hits and where it can bring a maximum number of attack dice to bear. It even attacks if it is in an escape status, except if its ammunition is depleted. If there are no targets at all, because of movement or other circumstances, the attack is skipped. The target the bot headed towards at the movement phase does not have to be the target it is attacking now!

If Konrad has external loaded weapons, he will use them now, along with his machine guns and cannons. Konrad uses all weapons at once.

Special rules

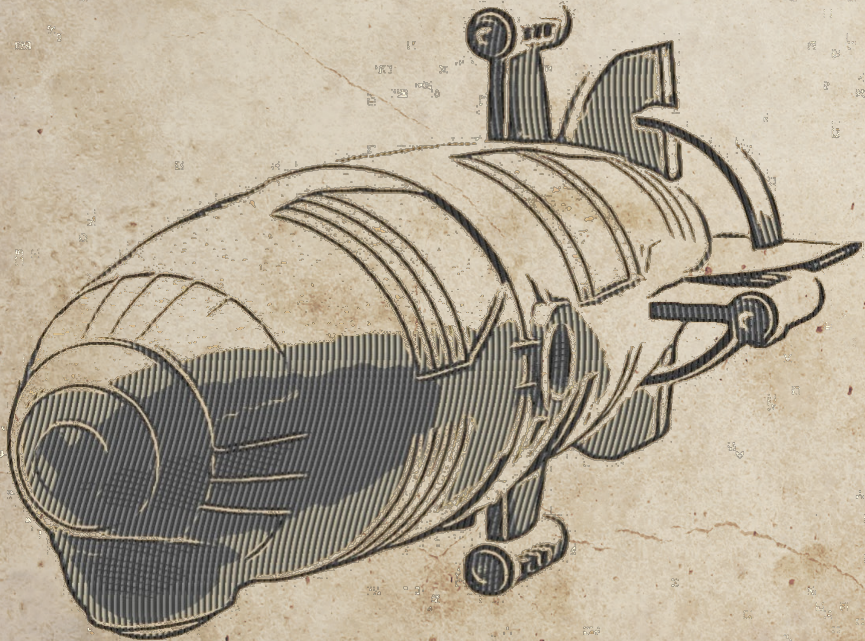
- Bots are affected by clouds, but they do not avoid them in any way, not in movement and not in calculating positions for attacks ("lock on").
- Bots move through anything, like airships, without effect.
- If the tile where the bot will be placed is occupied, place it in the tile before, where it was coming from. If this tile is also occupied place it one tile ahead, if also occupied, use the 12 O'clock method to check all other neighbouring hexes. If they are also blocked check in distance of two fields. A "lock on" does not get broken by this procedure if the target is still in the fire arc. But the first free tile must be taken to end the movement.
- If a bot in "Patrol" mode gets attacked, it always changes to "Attack" Status.
- Bots never drop below altitude 2, except when they try to land, or attack ground targets. In that case: Fighterbombers will fly faster than 3, all other aircraft will fly maximum speed of 3 until climbing again.
- If a Bot tries to land, it does not have to land like a player controlled aircraft (See landing). This is simplified for the ease of playability, we know that this is not perfectly accurate. Its direction and speed is ignored, the bot must simply fly over the runway but the altitude must be 1, otherwise it needs to retry until the correct altitude is reached.

Scenario Setup

Scenarios are the heart of Dockfighters. Both squadron leaders can opt for different missions in a scenario and must not necessarily intervene with each other.

Follow the procedure:

1. Initiative is rolled for
2. Winner chooses a mission
3. Looser chooses a mission
4. Both squadron leaders choose what they will send on a mission
5. Superior squadron / Inferior squadron will be determined
6. Loser of the initiative will set up his mission
7. Winner of the initiative will set up his mission
8. Armament phase of planes
9. Weather conditions will be determined
10. Play the scenario
11. End scenario



Multirole airship "Lance"-class. The fastest airship ever built and the pride of the saxon air force.

1. Initiative is determined

Both squadron leaders roll for initiative (d6). The one with the higher roll holds the initiative.

Both squadron leaders (starting with the loser) can invest fame points to bump the roll (1 fame point is worth a +1 result). In case of a draw, roll again, but use the fame spent again until a winner is determined.

The squadron leader, who won the initiative, chooses his mission first and holds the initiative during the first turn in the scenario. After the first turn, initiative changes sides to the other player and back in the following turn. Initiative affects movement, combat and clouds.

2./3. Choosing a mission

The winner of the initiative chooses his mission first. Generally the mission value of all missions setup in a scenario must not exceed 5.

e.g.: Squadron leader / player 1 chooses a mission with mission value 4, player 2 can choose a mission with a maximum mission value of 1. If player 1 would have chosen a mission with mission value 5, the second player would be forced to play in the mission of the first player.

Most missions have a fame cost, the squadron leader must pay to play it. Only the Squadron leader who paid for the mission can receive the mission reward and qualify for their fulfillment.

The detailed setup of a mission is found in each mission description.

4. What pilots and aircraft will be send?

Both squadron leaders determine what pilots and crew and what aircraft will be send on the mission, by marking the number of aircraft on the squadron sheet together with cumulated experience and aircraft value (see p.54 inferior/superior squadron).

2 Planes are mandatory for each scenario. If a squadron is not in the position to get 2 planes and 2 pilots airborne, the squadron is rated as combat ineffective and disbanded (You have to start with a new one and the campaign is over for that squadron)

These 2 planes do not cost any fame points. Each additional plane sent on a mission must be purchased with 1 fame point.

You may have noticed at this point, that - from a military point of view - it makes perfect sense to send in whatever you have on a certain mission. Quantity has a quality of its own. But not in this game. You have to consider how many resources you are going to invest in a mission and compare it to the possible reward. It is not solely about military achievements, but also about fame. And fame is a different cup of tea! *Remember: A Dockfighter is treated as a weapon not an aircraft, and airships are treated as 2 aircraft!*

5. Superior squadron and inferior squadron

Given the nature of Dockfighters it can and will happen that two squadrons meet with a different number of planes, different pilot experience or different plane values.

In consequence, the superior squadron and subsequently the inferior squadron will be determined by following aspects:

Category	Difference	Superior is, who
Planes	Number of planes (Airship counts as 2 planes)	sends more planes on a mission
Pilot experience	Sum of all pilot experience	has more cumulated Experience (Green: 1/ Experienced: 2/ Veteran: 3/ Ace: 4)
Value of planes	Sum of all used plane values	has more cumulated value of all planes

All 3 categories are compared with each other. If one squadron is inferior in a category, the inferior squadron will receive 2 fame points for every category it is inferior. So it is possible that both squadrons will receive a bonus or none will. If a squadron is inferior in all 3 categories, it will receive a bonus fame point (so 7 fame points in total) only for participating in the mission! An airship counts as 2 planes, regarding the bonus! Mark your number of planes, pilot xp and value of planes used for the mission on the squadron sheet before the start of the mission. The inferior squadron is, by military means, in a disadvantaged situation. Seen from a possible fame reward point of view, it is attractive to start from an inferior position. What kind of stories can be told, if your heroic pilots stood against an overwhelming odd only to fulfill their mission? A lot of enemies, enable a lot of fame ;)

6./7. Setup of missions in the scenario

Both squadron leaders setup their missions as described in the mission booklet. Remember: Both players choose boardedges and place their objectives or ground targets afterwards.

8. Armament of planes

Planes can be equipped with external loads before the start of a mission. Internal weapons like machine guns and cannons are always equipped. Each external load reduces the agility of the plane by one, until a maximum reduction to „very low“ is reached.

A plane can not drop below agility „very low“

This rule applies only to fighters. The fighterbomber, the bomber and airship do not reduce agility by equipping external load or docking points, as they are meant to carry that kind of ordnance.

9. Clouds and weather conditions

At the end of the mission setup, the weather conditions are determined. The cloudstand is the underside of a cloudbank and is 2 altitude levels above the ground, its shown as acrylic cloud shaped plate. The cloud itself is 3 altitude levels high. So it is possible to fly under a cloud, in it and above it. The effects of clouds in combat are explained in the combat section.

Beginning with the looser of initiative, at first the big clouds will be placed in the scenario and than the small ones to the discretion of the squadron leaders.

The general wind direction is randomly determined by rolling a die. After that, the precise wind direction can be one of 3 possible directions: The original wind direction, or one hex left or one hex right of it.

D6	Weather	Effect
1-2	Clear skies	No clouds in the scenario
3-4	Broken	2 big and 3 small clouds
5	Rain	2 big and 3 small clouds clouds altitude range from ground to top
6	Thunderstorm	2 big and 3 small clouds clouds altitude range from ground to top. Pilot check for avoiding critical damage when flying through a thunderstorm



Initial
wind direction
(Start of a mission)



Direction change
(During a mission)

At the beginning of the mission, determine the wind direction, using the left hand diagram. Each following turn, determine the change of the wind direction using the right diagram. The arrow marks the current wind direction. See phase 3.1 at page 35.

The same diagram is used for moving ground targets.

11. End of scenario

When a mission is played to the end, there is some book keeping to do.

Each plane returns to base after the mission. Each plane with a damaged gear, and/or is damaged must pass a pilot check or the plane crashes and is lost. The pilot gets wounded. So if he is already wounded, he gets killed. He can opt to bail out instead of trying to land, by a successful pilot check.

Each damaged plane (yellow structure points marked off, and/or at least 2 critical hits) is sent to the workshop and is not available for the next mission. After skipping the next mission, it automatically returns to duty.

Each pilot who received a wound during the last mission is sent to hospital and is not available for the next mission. After skipping the next mission, he returns automatically to duty with no wound anymore.

Ground targets

If a mission is asking for the setup of ground targets it is always a certain value and points. The players choose (the order is determined in the mission setup description) the value of a ground target. The lower the value, the easier it is to kill, but targets with value 1 are moving and more numerous. You define ground targets by choosing value and then roll a d6 to determine the exact one.

As example, if you choose a value II target and roll a 2 the ground target is a "Small Building". The next ground target gets defined in the same way by the other player (with the exception when it is stated that all setup is done by one player). After the entire value of ground targets are placed the setup is complete.

Example: The player get a total value of 4 points to spend in ground targets. Player 1 choose for a value 2 ground target and rolls a d6, scoring a 3. A medium building, and sets it up in the scenario. Player 2 is going for a value 1 target, and rolls a 6. A FLAK-Tank! This ground target is set up, and will move each turn, and additionally fight player 2 (as he chose the mission) but not Player 1. It is now player 1 again that has to choose a ground target. 4 points must be spent, 3 are spent, so player 1 can only choose a value 1 ground target and rolls a 2, so a Truck will be set up. This one will move, too.

So a Medium Building, a FLAK-Tank and a Truck was placed as mission goals.

Ground targets have a 360° fire arc, regardless of their orientation. This is especially true for FLAK-Tanks.

Groundtargets Value 1

I

D6	Name	Structure Points	Special
1-3	Truck (mobile)	1	
4	Light Armoured Vehicle (mobile)	1	Only bombs, missiles or canons can harm the target
5	Medium Tank (mobile)	2	Only bombs, missiles or canons can harm the target
6	FLAK Tank (mobile)	1	Attack Dice: 3/2/0 Damage: 4+/6

Ground Targets Value 2

II

D6	Name	Structure Points	Special
1-2	Small Building	2	
3-4	Medium Building	3	Only bombs, missiles or canons can harm the target
5-6	Light FLAK Battery	1	Attack Dice: 1/1/1 Damage: 5+

Ground Targets Value 3

III

D6	Name	Structure Points	Special
1-2	Large Building	6	Only bombs, missiles or canons can harm the target
3-4	Medium FLAK Battery	2	Attack Dice: 2/2/2 Damage: 4+/6
5	Heavy FLAK Battery	2	Attack Dice: 0/2/2 Damage: 3/4/5+
6	Heavy FLAK Tank (mobile)	1	Attack Dice: 6/2/0 Damage: 5+/6

Missions booklet

Each squadron leader must choose a mission setup for the scenario. The one who holds the initiative chooses first, followed by the second player. A mission consists of 3 values:

Mission value

The combined mission values of all missions set up in the scenario must never exceed 5. So if a squadron leader opts for a mission with mission value 4, the other one can only opt for missions with value 0 or 1, but not 2,3,4 or 5. If a squadron leader opts for a value 5 mission, the opposing squadron is "drawn" into that mission and can not choose a mission for himself. He has to play by the rules, dictated by the description of the mission of the opposing side.

Fame cost

The fame cost is necessary to "unlock" the mission for the scenario. It must be spent before the game starts.

Fame win

The fame win indicates the fame points a squadron earns, if the mission requirements are met. Normally only the opting squadron can qualify for the mission goals.

Duration

Every mission has a duration of 12 Turns.

General rules for scenario setup:

- Objectives are always placed alternately beginning with the opposing squadron leader.
- All objectives must be placed at least 3 hexes from every edge and at least 1 hex from each other

Ground targets value 1:

These are mobile targets. They move at the beginning of the movement step one hex in a random direction. Use the cloud movement diagram 2 for determination. First choose direction, than move the target 1 hex.

Setup of aircraft

If not otherwise stated in the setup of the mission, the looser of initiative sets up one of his aircraft starting with the lowest experience level, followed by the winner. This is repeated until all aircraft are placed, the experienced ones, veterans and aces last.

Choosing the own boardedge

Both players have own boardedges shown in the setup of the mission. The looser of initiative chooses his boardedge first, followed by the winner. Once a boardedge is chosen, it can not be chosen by the other player. This is done BEFORE the setup of ground targets and objectives.

Mission overview

Mission value	Fame-cost	Fame-win	Name	Description
1	0	2	Aerial dominance	Destroy more aircraft than the enemy
1	0	2	Fighter sweep	Destroy more enemies
1	0	2	Aerial surveillance	Recon flight
2	1	4	Reconnaissance escort	Recon flight with dedicated recon aircraft
2	1	4	Agent's insertion	Search the landing area, land and deliver the agent
2	1	4	The big hunt	Destroy all ground targets in the area (8 points)
3	3	8	The great ale raid	Find the train, land on it and deliver the agent
3	3	8	Bomb run	Destroy all ground targets in the area (14 points)
4	4	10	Cargo airship escort	Escort a cargo airship across the map
4	4	10	The flying eye	Escort a recon airship during its recon mission
5	5	15	The duel	Duel an enemy squadron
5	5	15	The airstrip visit	Destroy the enemy airfield

Aerial dominance

Mission value 1
Fame cost 0
Fame win 2

Your squadron is tasked with clearing the skies. Take your pilots and shoot down what ever you encounter. Good hunting and check your six!

Mission

Achieve aerial dominance by shooting down more enemy aircraft than the opponent.

Objectives

No objectives are placed in the mission.

To win the Aerial dominance mission, the chosen squadron must shoot down more enemy planes than it loses.

If the opposing player has no enemy airplanes on the the board left before turn 6 ends the mission is called a huge success and the choosing players fame win is doubled to 4!

It does not matter if they are destroyed or retreated. This condition applies even if the choosing player did not shoot down a single plane! If he manages to drive off the enemy by pure reputation, thats good for the press!

Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own boardedge.

Free selection of altitude and speed for every plane.

Only hexes that are fully colored out are eligible as setup hexes.

Own boardedge



DOCKFIGHTERS
THE BOARDGAME

DOCKFIGHTERS
THE BOARDGAME

Fighter sweep

Mission value 1
Fame cost 0
Fame win 2

Your men and women were selected for a fighter sweep.

Engage and destroy as much enemies as possible. It does not matter if it is a ground target of opportunity or an enemy aircraft. Seek and destroy what ever you encounter!

Mission

- Destroy more enemies than the opponent (Ground or aerial targets)

Objectives

4 points of ground targets are placed using value 1 and 2 ground target list.

To win the fighter sweep mission, the squadron must destroy more enemies than it loses. Ground targets and enemy planes qualify for achieving the mission goals.

Setup

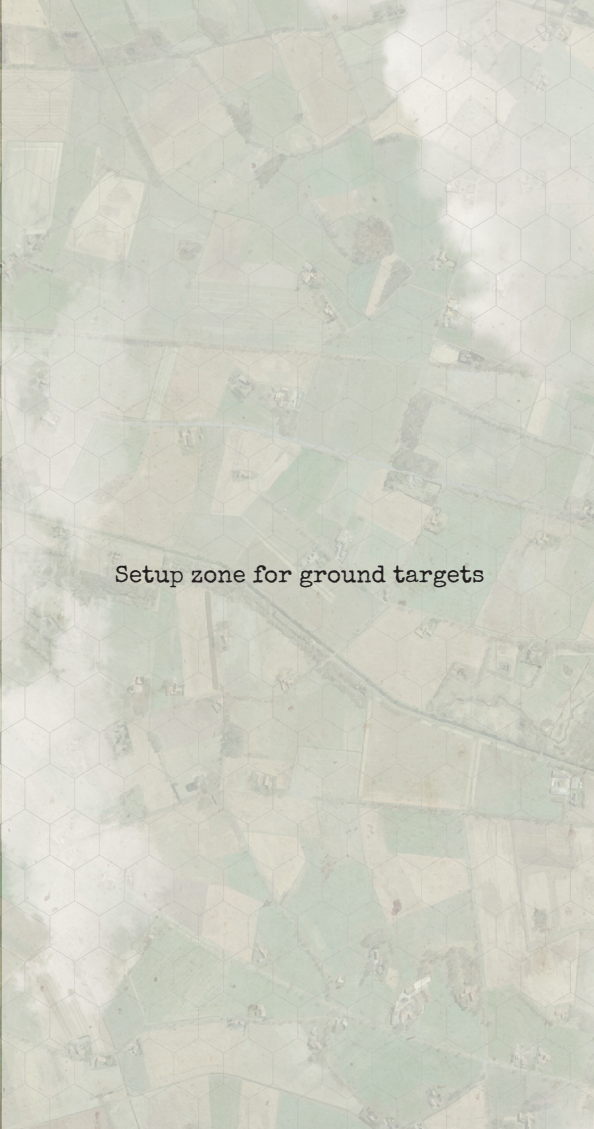
4 Points of ground targets are placed, starting with the opposing squadron leader.

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own board edge.

Free selection of altitude and speed for every plane.

Only hexes that are fully colored out are eligible as setup hexes.



Setup zone for ground targets

Aerial surveillance

Mission value 1

Fame cost 0

Fame win 2

Your squadron has orders to conduct a surveillance flight and take pictures of every important thing. Watch out for enemies.

Mission

Conduct a recon run over several specified objectives.

Objectives

D3+1 objectives are placed, beginning with the opponent.

The choosing player must declare one of his aircraft as "recon aircraft".

Only this aircraft can take pictures and therefore achieve the goals of the mission.

To win the aerial surveillance mission, the choosing squadron must photograph each objective by flying over it at a maximum altitude of 3.

If the objective is covered with clouds (broken, rain or thunderstorm) the picture must be taken from altitude 1.

The recon aircraft must be in flying condition at the end of the game.

Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own boardedge.

Free selection of altitude and speed for every plane.

Only hexes that are fully colored out are eligible as setup hexes.

Setup zone for recon objectives

Reconnaissance escort

Mission value 2

Fame cost 1

Fame win 4

Your pilots must escort a specialized recon flight. It is of outmost importance that these aircraft achieve their mission and return in one piece! It is your job to ensure this will happen!

Mission

Conduct a recon run over several specified objectives, but with specialised recon planes

Objectives

D3+1 objectives are placed, beginning with the opponent.

D2 recon aircraft are part of the choosing squadron. (Standard fighter of the faction. It is carrying no weapons, instead its maximum speed is enhanced by +1). The pilots are experienced.

To win the reconnaissance escort mission, the choosing squadron must fly over each objective with one of the possible two recon aircraft and exit the scenario over their own boardedge before the end of the game.

Due to the specialization of the aircraft, pictures can be taken from any altitude.

If the objective is cloud covered the picture must be taken from altitude 1.

The mission is lost, if one or two recon planes are shot down and the objectives are not photographed. If one plane takes the photos and the other one is lost, the mission is not considered a loss!

Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own boardedge.

Free selection of altitude and speed for every plane.

The escorts must be within 6 hexes of the recon planes and at same altitude and speed.

Only hexes that are fully colored out are eligible as setup hexes.

Setup zone for recon objectives

Agent's insertion

Mission value 2

Fame cost 1

Fame win 4

You are asked for a special mission, trusted only to experienced pilots. We must deliver an agent behind enemy lines to sabotage the enemy's breweries and transportation lines. The agent will meet with local pub staff, but we don't know exactly where they will wait for him. Find out where they are waiting, deliver the agent and get the hell out of there.

Mission

Look for the meetingpoint, land and deliver an Agent.

Objectives

3 objectives are placed, beginning with the opponent.

The choosing player must declare one of his aircraft as the "agent's" aircraft. Only this aircraft can land and deliver the agent.

To win the agent's insertion mission, the choosing squadron must fly 3 hexes near each objective to identify if this is the meeting point.

Roll a d6. At the first meeting point on a 5+ it is the meeting point, otherwise you must fly to the next objective. This time it is the correct meeting point on a roll of 3+. If that is not the meeting point either, it automatically is the last objective.

You have to land on or adjacent to the hex of the meeting point to deliver the agent. In the next round you can start again and try to escape.


Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own boardedge.

Free selection of altitude and speed for every plane.

Only hexes that are fully colored out are eligable as setup hexes.



Setup zone for possible meeting points

The big hunt

Mission value 2

Fame cost 1

Fame win 4

Your squadron is assigned with an interdiction mission. Search and destroy as much enemy ground targets of opportunity as you can find and take them out.

Mission

You must destroy a lot of ground targets.

Objectives

Objectives are placed, beginning with the opponent.

Place 8 points of ground targets, taken from value 1-3 ground target lists

To win the big hunt mission, the choosing squadron must destroy all ground targets placed.

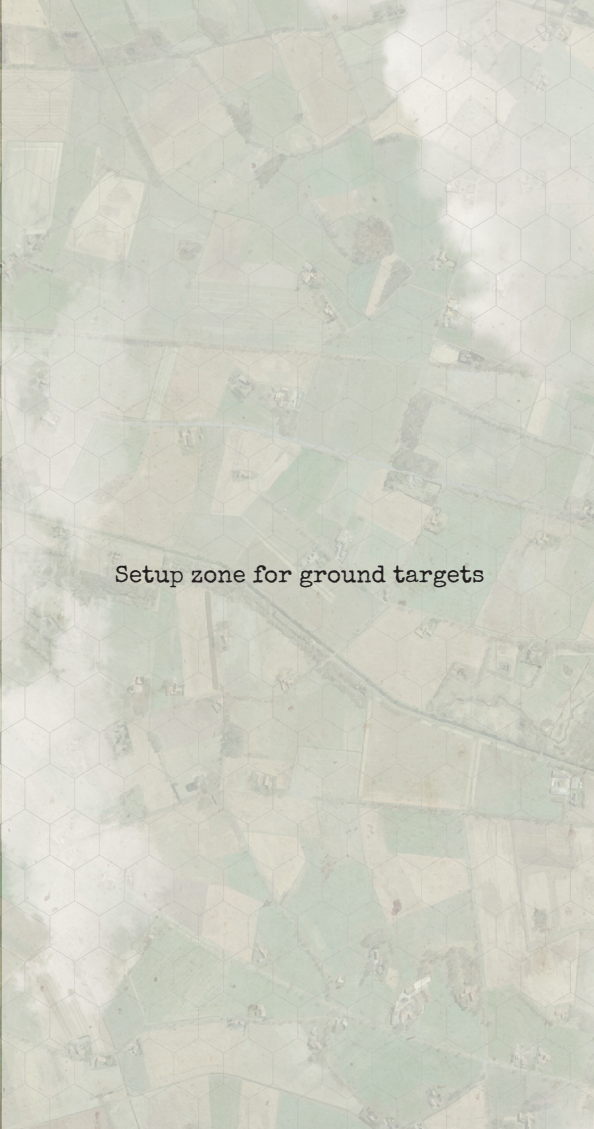
Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own boardedge.

Free selection of altitude and speed for every plane.

Only hexes that are fully colored out are eligible as setup hexes.



Setup zone for ground targets

The great ale raid

Mission value	3
Fame cost	3
Fame win	8

You are asked for a special mission, trusted only to mad pilots. We must deliver an agent, but this time he has to be delivered on a rolling train! The enemy has embarked a lot of ale on a freight train and it is traveling through a mountainous area. We could destroy it, but we want the ale for...examination. Place the agent on the train. He will stop it and we can unload the ale by cargo airships coming in. You must be quick, before the train leaves the area and the opportunity is lost.

Mission

Hunt for the train, land on it, deliver the agent.

Objectives

A train objective is placed as shown on the map. The train moves at the beginning of the movement phase 2 Hexes each turn in a randomly chosen direction using the wind direction diagram. As the area is mountainous, the exact way of the rails is covered, but the next direction change is rolled for right after the movement of the train. So some sort of predictability is given.

The choosing player must dedicate one of his aircraft as the "agents"-aircraft. Only this aircraft can land and deliver the agent. You must fly at minimum speed (at least as fast as the train) in altitude 1 directly above the train to deliver the agent. Once the agent is placed, he will stop the train in d3 turns. If the train is stopped that way and does not leave the area, the mission is successful.

Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own boardedge.

To ensure maximum surprise, the choosing player may only enter the Scenario at altitude 3 maximum.

Only hexes that are fully colored out are eligible as setup hexes.



DOCKFIGHTERS
MAP SYSTEM

DOCKFIGHTERS
MAP SYSTEM

Own boardedge

Bomb run

Mission value 3

Fame cost 3

Fame win 8

Man the machines! Your pilots must conduct an all out effort mission to destroy enemy ground installations. This time the enemy will face a major air campaign against his assets.

Mission

Destroy a lot of ground targets and prepare for stiff AAA defence.

Objectives

Objectives are placed, beginning with the opponent.

Place 14 points of ground targets, taken from value 1-3 ground target lists

To win the bomb run mission, the choosing squadron must destroy all ground targets placed.


Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own boardedge.

Free selection of altitude and speed for every plane.

Only hexes that are fully colored out are eligible as setup hexes.



Setup zone for ground targets

Cargo airship escort

Mission value 4
Fame cost 4
Fame win 10

We must ensure that the ale flows! Therefore the chief wants your squadron to ensure that the next cargo airship, filled with valuable goods will reach its destination! This assignment is of utmost importance for our cause. Do not fail us!

Mission

- Escort an allied airship into safety.

Objectives

A cargo airship is setup with the choosing squadron and must reach the opposite edge of the board and leave it. Therefore, the opposing edge of the board is considered as the friendly edge of the board of the choosing player.

The airship must reach the opposing edge of the board and leave the map in a flying condition (not descending or even falling). The airship crew is experienced and controlled by the player.

The airship does not have any docking points outfitted, it is an unarmed cargo ship, but counts as if it has 2 Crew points (for repair).

Use the Albatross datasheet for the cargo airship. If you own the airship expansion, you can use the Atlas datasheet.

Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own board edge.

The cargo airship must enter the map at altitude 3. The escorts must be placed within 6 hexes of the airship.

Duration

When turn 12 is played and the cargo airship is still on the map, roll a d6-2. This is the number of turns additionally available for both players. After that number of turns is played, the game ends.

Only hexes that are fully colored out are eligible as setup hexes.

Own boardedge - airship must leave via this boardedge



Own boardedge - entering boardedge of the cargo airship and escorts

The flying eye

Mission value	4
Fame cost	4
Fame win	10

To ensure maximum surveillance of the area we send a specialized airship into the region. The recon airship conducts a recon run and must return to own lines as soon as possible. Ensure that the mission is a success!

Mission

Escort an allied airship on a special recon run.

Objectives

A recon airship is setup with the choosing squadron and D3+1 objectives are placed, beginning with the opponent.

To win the flying eye mission, the recon airship must fly over each objective and be in a flying condition (not descending or falling) at the end of the mission.

The airship crew is veteran.

The airship is equipped with light anti aircraft turrets.

Use the datasheet for the airship of your nation. Mercenaries roll randomly for the used airship:

1-3: Albatross-class

4-6: Lance-class

Setup

The player sets up all squadron planes in his setup zone.

The player may choose what side of the board is his own boardedge.

The recon airship must enter the map at altitude 5. The escorts must be placed within 6 hexes of the airship. The airship must not drop below altitude 3 when making photos of objectives. If it flies lower, it can not take photos.

Duration

When turn 12 is played and the recon airship is still on the map, roll a d6-2. This is the number of turns additionally available for both players. After that number of turns is played, the game ends.

Only hexes that are fully colored out are eligible as setup hexes.



Setup zone for recon objectives

The duel

Mission value 5
Fame cost 5
Fame win 15

On the other side of the border, there is a squadron stationed, who is a kind of nemesis to us. Whenever possible, this squadron interfered with our interests and gave us headache by more than one occasion. Your job is simple: decimate their ranks and shoot the bastards out of the skies!

Mission

- Duel the enemy squadron

Objectives

This is a simple dogfight mission. The choosing player's squadron ambushes the other player's squadron. Therefore, the other player can not opt for his own mission, he has to play this mission, too.

To win the duel, the choosing player must succeed in shooting down at least 2 more airplanes of the opponent than he loses.

If the opponent manages to shoot down 2 more planes, he receives 5 extra fame points, additionally to the shot down ones.

Setup

The players set up all squadron planes in their setup zone, starting with the defender and the green pilots, followed by the choosing player. Then experienced pilots, veterans and aces last.

The player boardedges are clearly marked on the map.

Free selection of altitude and speed for every plane.

Only hexes that are fully colored out are eligible as setup hexes.

Setup zone for second player

The airstrip visit

Mission value 5
Fame cost 5
Fame win 15

On the other side of the border is a Squadrons stationed, who is a kind of nemesis to us. Whenever possible, this squadron interfered with our interests and gave us headache by more than one occasion. We do not want honorable duels anymore! We want them crushed on the ground! Destroy the airfield and take down as many pilots as you can!

Mission

Destroy the enemy airstrip, but be prepared for stiff resistance.

Objectives

In the center of the Map is the airstrip. Mark a point at the end of the runway: the defending airplanes will start from this point.

Add 12 Points of ground targets, using the value 2 + 3 ground target lists.

Place the ground targets within 2 hexes of the runway, and build the Airstrip in this manner. Therefore, the defending player can not opt for his own mission, he has to play this mission, too.

To win the airstrip visit mission the choosing player has to destroy the runway (at least 3 bomb or rocket damage points), 1 additional ground target and at least 1 enemy airplane. Mark each hex when hit.

If the defending player starts a plane, he has to pass a pilot check for each hit on the runway. Each failed check results in critical damage to the plane.

If the defending player is able to prevent the attacking player from reaching his mission goals, he earns 5 fame points.

Setup

The choosing player places ALL airplanes at his edge of the board.

The defender starts with D3 of his aircraft airborne at level 1, minimum within the setup zone for airfield defense. All other planes are grounded and must start. 1 aircraft per turn can start, by placing it at minimum speed at altitude 1 at the end of the runway. Only hexes that are fully colored out are eligible as setup hexes.

Special

If a defending players pilot or crew must bail out or crashlands his aircraft, he must not pay fame for returning to the squadron, as he bails out over friendly territory.

Second players boardedge

Setup zone for airfield defense



Own boardedge






Campaign
Rules for
free play

Creating a squadron

At the beginning of the "free" game you choose a faction. You will receive 4 standardfighters of the chosen faction and 4 green pilots, which must be named and ranked by player's choice and imagination.

Use the squadron sheet for the bookkeeping and the pilot sheets, which will be explained later.

The squadron starts with 0 fame points, but this is something that shall be changed quite soon!

Name of units _____				Ammunition depot																																				
Squadron leaders _____				<table border="1"> <thead> <tr> <th>External Load</th> <th>Assigned</th> <th>Fame cost</th> </tr> </thead> <tbody> <tr> <td>AB F50 bomb</td> <td>Automatic</td> <td>Automatic</td> </tr> <tr> <td>SD F50 cluster bomb</td> <td></td> <td>1</td> </tr> <tr> <td>RP F50 smoke bomb</td> <td></td> <td>2</td> </tr> <tr> <td>Nobelweiser rocket</td> <td>Automatic</td> <td>Automatic</td> </tr> <tr> <td>Swara missile</td> <td></td> <td>1</td> </tr> <tr> <td>Fusion rocket</td> <td></td> <td>2</td> </tr> <tr> <td>Magnetic missile</td> <td></td> <td>2</td> </tr> <tr> <td>Swordwale ACM</td> <td></td> <td>1</td> </tr> <tr> <td>Hurricane ACM</td> <td></td> <td>2</td> </tr> <tr> <td>Aurora ACM</td> <td></td> <td>3</td> </tr> </tbody> </table>				External Load	Assigned	Fame cost	AB F50 bomb	Automatic	Automatic	SD F50 cluster bomb		1	RP F50 smoke bomb		2	Nobelweiser rocket	Automatic	Automatic	Swara missile		1	Fusion rocket		2	Magnetic missile		2	Swordwale ACM		1	Hurricane ACM		2	Aurora ACM		3
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Aircraft	Pilot	XP	Fame	Value																																				
Aircraft inventory in hanger				Airship inventory in hanger																																				
Aircraft		Ready for combat		In workshop		Airship																																		
Fu-108 D-1 Hawk						Ready for combat																																		
Fu-17 B-2 Royal Warrior						In workshop																																		
Fu-223 R-4 Storm																																								
Fu-208 D-3 Milkcow																																								
Pilots and crews in barracks				Pilots and crews in barracks																																				
Pilot and crew name		Ready for combat		In hospital																																				
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Light anti aircraft		Barrel		Automatic		Automatic																																		
Heavy anti aircraft		Barrel				3																																		
Docking class		Barrel				3																																		
Dookfighter system		Dragonfly				6																																		
Artillery barrel						3																																		
Magnetic resigun						3																																		
Radar system						0																																		
Jammer system						0																																		
Bomb rack						3																																		
Air mine launcher						4																																		
Tesla coil						4																																		

Example of the bavarian squadron sheet

Administration of a squadron

During the course of the game, the squadron leader will receive fame points and get confronted with victory and defeat.

Recruit one additional pilot or crew (up to 14) or replace a lost one

The squadron starts with 4 pilots. A pilot can be lost during the course of a game (killed in action or captured), or getting wounded (he has to skip the next mission). You can recruit up to 8 pilots, 2 airship crews or 4 bomber crews for your squadron, each one costing 1 fame point.

Receive one additional aircraft or replace a lost one (according to the aircraft costs)

The squadron starts with 4 standardfighters of your faction. Aircraft can be lost during the course of a game. You can equip your squadron with aircraft in any combination, as long as you can pay for them in fame points. Each aircraft has a point value which must be paid for, even if you replace an existing one with a better one. Only exception are the airships: Only 2 can be bought for the squadron maximum.

Send more aircraft on a mission

Each mission must be flown by a minimum of 2 aircraft and their respective pilots or crew. These 2 aircraft start the mission without any fame point costs. The squadron leader can decide to send more aircraft on that mission, paying 1 fame point per 1 additional aircraft or Airship. Remember: An airship counts as 2 planes for that manner.

Choosing higher value missions

Each mission has a certain mission value, fame point costs and fame point wins. Higher value missions cost fame points to fly them in the actual scenario, but the potential reward in fame is also higher.

Returning a bailed out pilot

A pilot can be forced to leave his plane during the course of a game (voluntarily or forced due to destruction of the plane). As soon as he lands with his parachute on the ground, he will be surrounded by ground troops and will face captivity, unless the owning squadron leader pays fame points for his return. The pilot has to give some autographs and does pictures with the ground hoppers, which will use up some of his fame. The more experienced the pilot is, the more fame must be spend on his return. A green pilot has no fame and always goes straight into the next POW Camp.

(Regarding pilot experience the costs for returning are: 2/Experienced; 3/Veteran; 4/Ace). If the Squadron leader does not pay the Fame necessary or if he can not, the Pilot is lost.

The following table shows what can be done with those earned fame points:

Fame points	What can be bought with?
1	Recruit one additional Pilot or crew or replace a lost one
X	Receive one additional aircraft or replace a lost one (according to the aircrafts price)
1/2/3/4/5 etc.	Send more planes on a mission
1/2/3/4/5	Choose a higher value mission
2/3/4	Return a bailed out pilot or crew (Experienced/veteran/ace)

Organising your squadron

Dockfighters is a sort of RPG-like game, which allows you to level up your pilots with experience, track their victories and equip them with new aircraft. Therefore, there are two different sheets: the personal file and the aircraft datasheet.

The personal file is for your pilots and crews. Here you mark the flown missions, the victories and the ace skills (if he/she gets that far). Name and rank are only RPG elements and are free to be chosen by the player.

The aircraft sheet houses all information regarding the actual aircraft the pilot flies.

Aircraft data, structure points, critical damage, onboard weapons and external loads.

Those sheets are printed single-sided, because they are meant to be arranged with a paperclip, so you can compose your squadron and arrange your pilots with their corresponding aircrafts.

The squadron sheet is placed at the start of the campaign section. So you have the perfect overview over your squadron, your pilots, crews and all aircraft you have under your command. If you need additional aircraft or pilots, just take them from the back of the book, and arrange them according to your needs.

The quick reference sheets at the beginning and back of the book are DIN A4 size and are meant to be unfolded during the game play. So you have your pilots and aircraft located at the centre, and all vital information in the unfolded QRS sheets on the sides.

Ready for combat :)

The squadron sheet

The squadron sheet informs you about the current status of your squadron before choosing a new mission.

At the start of a new campaign, you mark 4 standardfighters as combat ready and write down the 4 names of your pilots, also marking them as combat ready.

The fame win marks the actual available fame. You can buy additional fighters, pilots, airships, or equipment, listed on the right side of the squadron sheet.

Equipment must only be paid for once, so if you choose to unlock „Swarm Missiles“, you pay only the fame for unlocking the equipment once and can arm as many aircraft as you want.

This also applies to docking point equipment for airships.

Aircraft and pilots must be paid for every single time you want to get one. So 2 Advancedfighters cost you 4 fame points.

Each time a pilot gets wounded, he/she must be marked as „in hospital“, and is not available for the following mission. After that mission, he/she is marked in the „combat ready“ section again and is available for combat. Same logic applies for the aircraft and airship.

If an aircraft is damaged up to 50% of its structure points or received 2 critical damage during a mission, it is marked as „in workshop“ and is not available for the next mission. After that mission is completed, it is marked as combat ready again and available for the next mission. So 1 critical damage is repaired automatically.

If an airship is damaged up to 50% of its structure points or returns with 2 unrepaired critical damage, it is marked as „in workshop“ and is not available for the next mission. After that mission it is marked as combat ready again and available for the next mission.

Organizing a free campaign

The players should be familiar with the scenario setup at this point and should have played the introductory campaign.

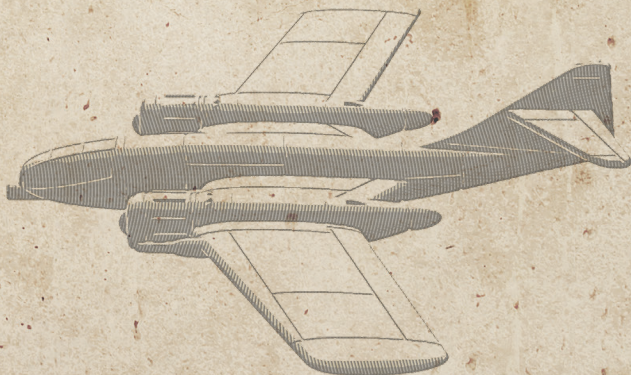
If the players want to play Dockfighters in a more free way without the corset of a scripted campaign structure, maybe with changing opponents, you can play it in "free mode".

That means, that you create and administrate a squadron in the way learnt above.

Each time the players meet for play, they generally play a scenario as described in the scenario setup. After the game, they record wins, losses and fame win and step on to the next scenario.

This can be played without a strict set end.

Although the players may opt for a certain number of Scenarios to be played.



Bf-229 R-6 "Sprite", the sword of the Royal Bavarian Air Force. Slow, cumbersome, but lethal.



Squadron
Documents
for campaign

Name of unit: _____

Squadron leader: _____

Available fame points:

Mission setup

Aircraft

Pilot XP

Plane Value

Aircraft inventory in hangar

Aircraft	Ready for combat	In workshop
Fw-802 E-1 Hawk		
Fw-127 B-2 Royal Harrier		
Bf-229 R-6 Sprite		
Bf-682 D-3 Milkcow		

Airship inventory in hangar

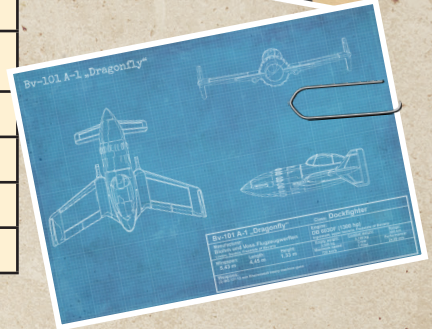
Airship	Ready for combat	In workshop
Albatross Class "		
Albatross Class "		

Pilots and crews in barracks

Pilot and crew name	Ready for combat	In hospital
1		
2		
3		
4		
5		
6		
7		
8		
9 Airship Crew		
10 Airship Crew		
11 Bomber Crew		
12 Bomber Crew		
13 Bomber Crew		
14 Bomber Crew		

Ammunition depot

External Load	Assigned	Fame cost
AB 250 bomb	Automatic	Automatic
SD 250 cluster bomb		1
RB 250 smoke bomb		2
Nebelwerfer rocket	Automatic	Automatic
Swarm missiles		1
Panzerschreck rocket		2
Magnetic missiles		2
Swordwhale ACM		1
Hurricane ACM		2
Aurora ACM		3



Airship docking point depot

Dockingpoints	Assigned	Fame cost
Light anti aircraft turret	Automatic	Automatic
Heavy anti aircraft turret		3
Docking clamps		3
Dockfighter system "Dragonfly"		6
Artillery turret		3
Magnetic railgun		6
Radar system		3
Jammer system		6
Bomb rack		3
Air mine launcher		4
Tesla coil		4



Name of unit: _____

Squadron leader: _____

Available fame points:

Mission setup

Aircraft Pilot XP Plane Value

Aircraft inventory in hangar

Aircraft	Ready for combat	In workshop
Do-335 L-3 Arrow		
Do-252 A-2 Kingfisher		
Ju-202 G-1 Boar		
He-992 C-3 Pit Ghost		

Airship inventory in hangar

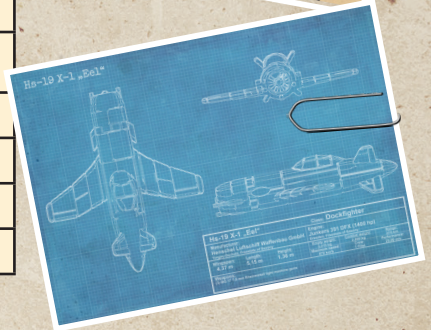
Airship	Ready for combat	In workshop
Lance Class "	"	
Lance Class "	"	

Pilots and crews in barracks

Pilot and crew name	Ready for combat	In hospital
1		
2		
3		
4		
5		
6		
7		
8		
9 Airship Crew		
10 Airship Crew		
11 Bomber Crew		
12 Bomber Crew		
13 Bomber Crew		
14 Bomber Crew		

Ammunition depot

External Load	Assigned	Fame cost
AB 250 bomb	Automatic	Automatic
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Magnetic missiles		2
Swordwhale ACM		1
Hurricane ACM		2
Aurora ACM		3

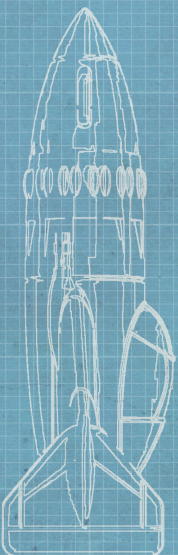
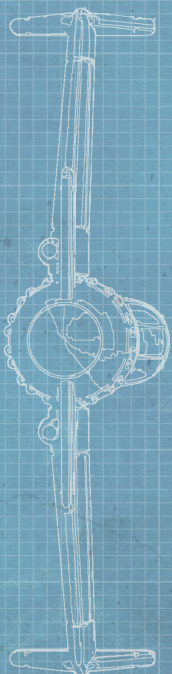
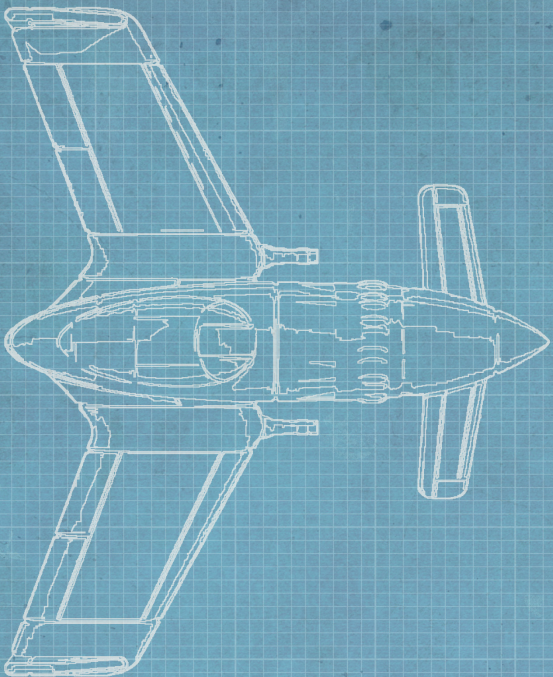


Airship docking point depot

Dockingpoints	Assigned	Fame cost
Light anti aircraft turret	Automatic	Automatic
Heavy anti aircraft turret		3
Docking clamps		3
Dockfighter system "Eel"		6
Artillery turret		3
Magnetic railgun		6
Radar system		3
Jammer system		6
Bomb rack		3
Air mine launcher		4
Tesla coil		4



Bv-101 A-1 „Dragonfly“



Bv-101 A-1 „Dragonfly“

Class: **Dockfighter**

Manufacturer:

Blohm und Voss Flugzeugwerken

Lindau, Swabia, Free State of Bavaria

Engine:

DB 603DF (1300 hp)

Ingoisstadt, upper bavaria, Free State of Bavaria

Wingspan:

5,43 m

Length:

4,45 m

Height:

1,33 m

Empty weight:

2.520 kg

Combat weight:

3.100 kg

Range:

300 km

Maximum speed:

720 km/h

Crew:

1 Pilot

Performance:

24,89 m/s

Weapons:

(2) MG 13+13 mm Rheinmetall heavy machine guns

**Aircraft Data
Sheets**



Pilot and Crew
Personal Files



Expansion Rules

Squadron leader

Each pilot can be promoted to a Squadron leader during the course of the game. Depending on the experience level, he has the possibility to unlock unique skills that can give the squadron its own dynamics.

Each squadron can have only one active squadron leader, who must also be noted on the squadron sheet. Only his skills are relevant for the squadron.

Once a pilot is promoted to squadron leader, a random ability is rolled.

e.g. The new Squadron leader rolls a 3. That means "Scrounge" is his active skill tree.

Each squadron leader can have only one skill.

As soon as a squadron leader has reached the corresponding experience level, he can spend the mentioned fame points to unlock the corresponding feature.

In any case, only one skill can be unlocked per mission and the next level must always be unlocked.

e.g. A veteran decides to become a squadron leader. He acquires the skill 2 "Ruthless". He could unlock and pay for all skills up to veteran, but for now he can only unlock the green skill of his skill tree. Next mission the experienced one etc.

Heroic

This squadron leader is a role model for his pilots. He leads from the front and his men and women support him wherever they can.

Ruthless

This squadron leader relentlessly pushes his pilots and sends even damaged machines into battle. All that matters is the result.

Scrounge

This squadron leader uses his connections and technical skills to get aircraft back on the ground as quickly as possible.

Publicity expert

This squadron leader is a star. He uses his influence to get better missions and pay less... for everything.

Dread

This squadron leader rules by fear. His pilots follow him out of fear rather than respect. This drives them to reckless actions.

Drunken

This squadron leader does not take alcohol prohibition too seriously. His pilots are always in a good mood. That has its light and dark sides.

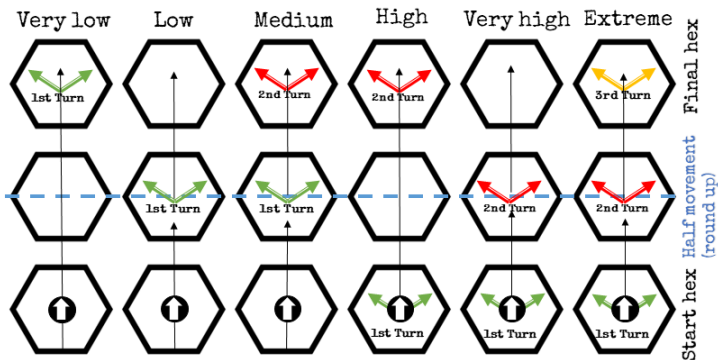
Squadron leader skills

d6	1	2	3	4	5	6
Skill	Heroic	Ruthless	Scrounge	Publicity expert	Dread	Drunken
Green (2 fame points)	Pilot or crew returns immediately from hospital on roll of 6	Pilot or crew flies wounded. -1 experience level for the mission.	Aircraft or airship comes immediately back from workshop on roll of 6	Decrease the cost to unlock a mission by -1	Once a game a skill check can be re-rolled, if failed, the pilot or crew get wounded	One pilot or crew can ignore one wound in this mission. First pilot or crew that shoots each turn hit -1 harder
Experienced (4 fame points)	Pilot or crew returns immediately from hospital on roll of 5+	Pilot or crew flies wounded.	Aircraft or airship comes immediately back from workshop on roll of 5+	Decrease the cost of acquiring equipment by -1 (to a minimum of 1)	Once a game an attack roll can be re-rolled. If no damage is scored, the pilot or crew get wounded	Once a game you can treat a skill check as passed. No dice roll needed.
Veteran (6 fame points)	Pilot or crew returns immediately from hospital on roll of 4+	Damaged aircraft can fly a mission. Destroyed after mission.	Aircraft or airship comes immediately back from workshop on roll of 4+	Decrease the cost of acquiring aircraft by -1 (except standard fighters)	Once a game a pilot or crew can skill check if the aircraft gets damaged. If passed, ignore it.	Once a game an aircraft or airship counts as an ace for being shot at. Declare before the attack is made
Ace (8 fame points)	Pilot or crew returns immediately from hospital on roll of 3+	Damaged aircraft can fly a mission.	Aircraft or airship comes immediately back from workshop on roll of 3+	Always gains +1 fame if fame is earned during a mission	Once a game you can keep the initiative for one further turn.	Any one pilot or crew that shoots each turn hit +1 easier

Mission setup procedure

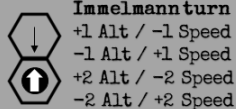
1. Initiative is rolled for
2. Winner chooses a mission
3. Loser chooses a mission
4. Both squadron leaders choose what they will send on a mission
5. Superior squadron / Inferior squadron will be determined
6. Loser of the initiative will set up his mission
7. Winner of the initiative will set up his mission
8. Armament phase of planes
9. Weather conditions will be determined
10. Play the scenario

Movement table



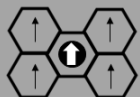
① Start position and direction

Special maneuvers



Immelmann turn
 +1 Alt / -1 Speed
 -1 Alt / +1 Speed
 +2 Alt / -2 Speed
 -2 Alt / +2 Speed

Uses up entire movement



Barrel roll
 Instead of a turn, an aircraft can roll into one of 4 hexes shown.

Barrel roll is part of the movement distance

D6	Weather	Effect
1-2	Clear skies	No clouds
3-4	Broken	2 medium and 3 small clouds
5	Rain	2 medium and 3 small clouds clouds have a altitude 1-5
6	Thunderstorm	2 medium and 3 small clouds clouds have altitude 1-5 critical damage when flying through a thunderstorm cloud when failing a pilot check

D6	Clear Skies	Broken	Rain	Thunderstorm
1	0 Hexes	1 Hex	1 Hex	2 Hexes
2	0 Hexes	1 Hex	1 Hex	2 Hexes
3	0 Hexes	1 Hex	2 Hexes	2 Hexes
4	0 Hexes	2 Hexes	2 Hexes	3 Hexes
5	0 Hexes	2 Hexes	3 Hexes	3 Hexes
6	0 Hexes	2 Hexes	3 Hexes	3 Hexes



Groundtargets value 1

D6	Name	Structure Points	Special
1-3	Truck (mobile)	1	
4	Light Armoured Vehicle (mobile)	1	Only bombs, missile or cannons can harm the target
5	Medium Tank (mobile)	2	Only bombs, missile or cannons can harm the target
6	FLAK Tank (mobile)	1	Attack dice: 3/2/0 Damage: 4+/6

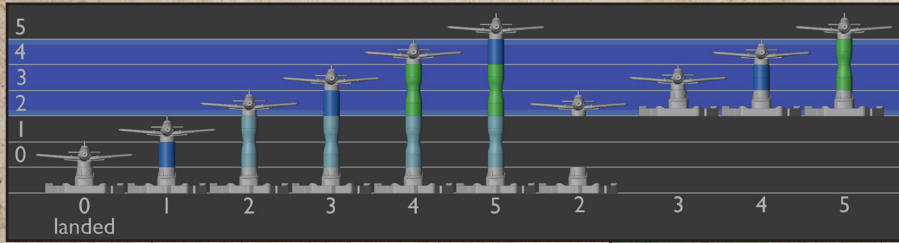
Ground Targets value 2

D6	Name	Structure Points	Special
1-2	Small Building	2	
3-4	Medium Building	3	Only bombs, missile or cannons can harm the target
5-6	Light FLAK Battery	1	Attack dice: 1/1/1 Damage: 5+

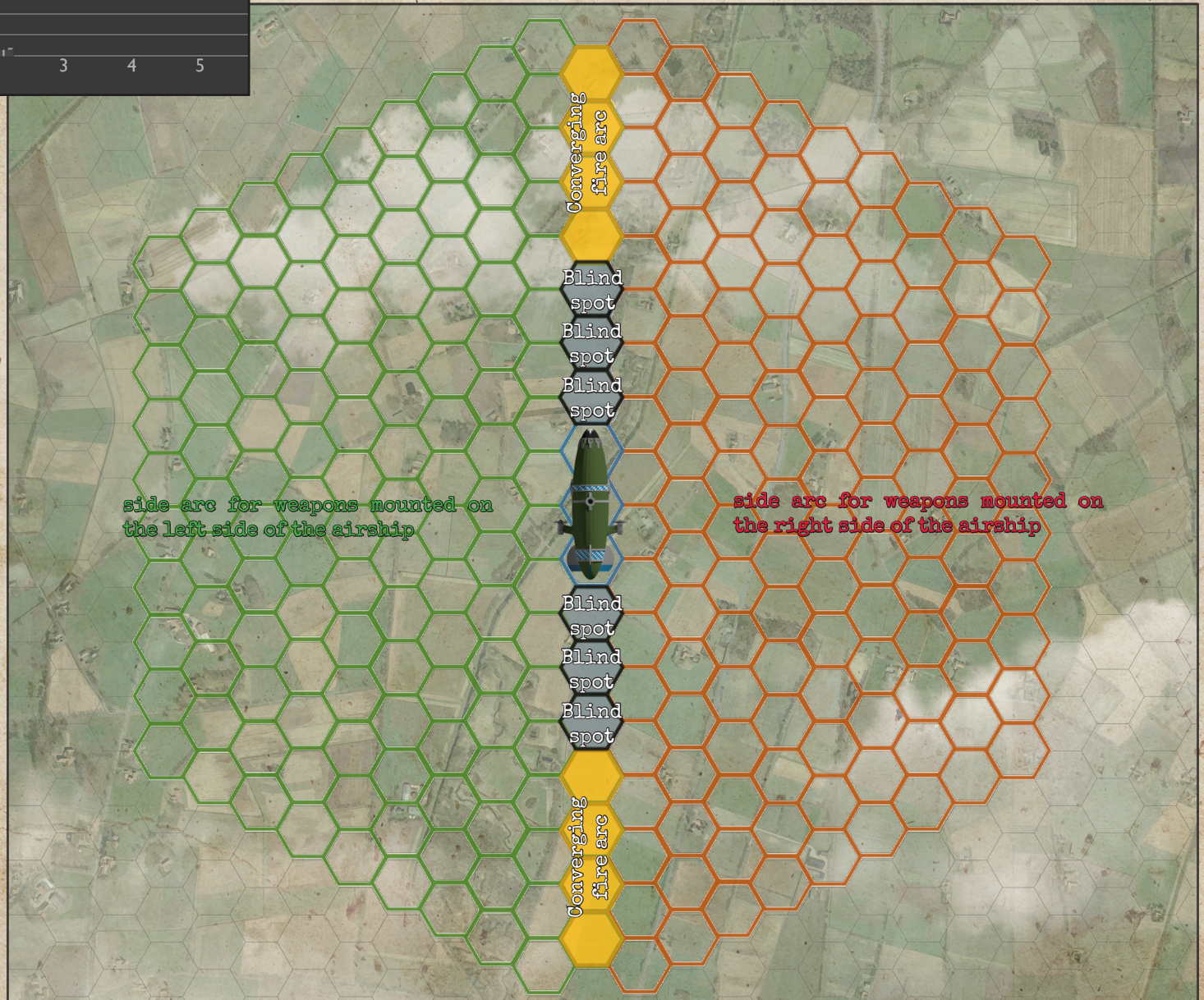
Ground Targets value 3

D6	Name	Structure Points	Special
1-2	Large Building	6	Only bombs, missile or cannons can harm the target
3-4	Medium FLAK Battery	2	Attack dice: 2/2/2 Damage: 4+/6
5	Heavy FLAK Battery	2	Attack dice: 0/2/2 Damage: 3/4/5+
6	Heavy FLAK Tank (mobile)	1	Attack dice: 6/2/0 Damage: 5+/6

Altitudes



Airship fire arcs



Pilot & crew skill checks

- Ace** 2+
- Veteran** 3+
- Experienced** 4+
- Green** 5+

Air to air combat modifiers

Situation	Modifier	Description
Base to hit	6	
Experience	-3 to +3	+/- difference in experience level target-attacker
Tailing	-1	Within 6 hexes in the rear arc of the target Within 6 hexes in the attacker's front arc qualification for an attack (see different altitudes)
Higher position	-1	Attacker is in a higher position than the target
Head to head	+1	The attacker and the target are both in the respective front arc
Dockfighter	+1	If target is a dockfighter it is harder to hit

A 6 is always a hit, a 1 is always a miss

Air to ground combat modifiers

Situation	Modifier	Description
Base to Hit	6	
Fighterbomber	-1	For all fighterbombers conducting a ground attack
Bomber & Airship	-1	For all bombers and airships conducting a ground attack
Experience	0 to -3	Green pilot: 0 Experienced pilot: -1 Veteran: -2 Ace: -3
Moving	+1	a moving target is always harder to hit.

A 6 is always a hit, a 1 is always a miss

External load weapons

Weapon	Type	Attack-dice	Damage	Special
AB 250 bomb	Bomb	3	2+/4+/6	
SD 250 cluster	Bomb	6	3+/6	
RB 250 smoke	Bomb	3	3+	A successful damage roll produces a 3 Hex cloud directly behind the plane.
Nebelwerfer ATA rocket	Air/air missile	0/2/2	2+/3+/5+	Only aerial targets / reroll each successful hit
Swarm ATA missiles	Air/air missile	0/3/3	4+/5+/6	Only aerial targets
Panzerschreck ATG rocket	Air/ground missile	0/2/2	2+/3+/5+	Only ground targets / reroll each successful hit
Magnetic ATG missiles	Air/ground missile	0/3/3	4+/5+/6	Only ground targets
Swordwhale ACM	Aerial cruise missile	3	2+/3+/4+	Aerial cruise missile; Uses 2 external load points for one weapon
Hurricane ACM	Aerial cruise missile	Special	All planes in range 3 from the detonation point get agility reduced by 2 level. A successful pilot check ends the effect	Aerial cruise missile; Uses 2 external load points for one weapon
Aurora ACM	Aerial cruise missile	Special	All pilots in range 6 from the detonation point count as 2 experience levels lower. A successful pilot check (with the actual experience) ends the effect	Aerial cruise missile; Uses 2 external load points for one weapon

Fire discipline

Weapon	Green	Experienced	Veteran	Ace
Light machine gun	3+	2+	2+	2+
Heavy machine gun	4+	3+	2+	2+
Light cannon	5+	4+	3+	2+
Heavy cannon	6	5+	4+	3+

GAME PHASES

PHASE 1: MOVEMENT

- 1.1 Aerial Cruise Missiles (ACM) movement
- 1.2 Ground target movement
- 1.3 Airship movement
- 1.4 Bomber, fighterbomber, fighter and dockfighter movement

PHASE 2: COMBAT

- 2.1 Ground targets fire
- 2.2 Everything else fires

PHASE 3: WEATHER

- 3.1 Weather changes and cloud movement
- 3.2 Count up turn counter, change of initiative

CHECK FOR END CONDITIONS

If turn 12 passed, the scenario is finished
Otherwise continue with Phase 1.

Airship weapon systems

Docking point weapons	Type	Attack-dice	Damage	Special
Light anti aircraft turret	FLAK	3/2/0	5+	
Heavy anti aircraft turret	FLAK	4/3/0	5+/6	
Artillery turret	Cannon	0/2/2	3/4/5+	Can only shoot at ground targets (up to altitude 3) or air targets with agility medium or lower
Magnetic railgun	Cannon	0/3/3	2/3/4+	Can only shoot at ground targets (up to altitude 3) or air targets with agility medium or lower
Bomb racks	Bombs	10	2+/4+/6	Blast affects all 6 hexes beneath the target hex
Air mine launcher	Mines	6/1/0	4+/5/6	explodes if in direct contact. If aircraft passes within range 1-3 of the mine, roll d6: 4+ the mine detonates, affecting all aircraft and torpedos in range 1-6. Gets "hot" after 2 turns being placed

Airship special systems

Docking point system	Range	Description
Docking clamp	0	Ammo is always replenished 1 structure point or 1 critical damage repaired
Radar	6	+1 experience level to all friendly aircraft while in Range regarding movement only
Jammer	6	-1 agility level to all enemy aircraft while in range
Dockfighter	-	-1 experience level of airship crew Does not generate fame when shot down
Tesla coil	0-3	Airship is invulnerable for the turn the coil is activated, but can not use any other system this turn and the next one. Aircraft within 3 hexes after use: Pilotcheck or critical damage

Bot-Procedure

1. STATUS CHECK BY SPOTTING THE ENEMY

Begin and End of Movement Phase

- 1) Enemy not in weapon arc, but in range of 6 tiles.
Roll d6 against 6+, if successful change the state to "Attack".
- 2) Enemy not in weapon arc, but in range of 3 tiles.
Roll d6 against 5+, if successful change the state to "Attack".
- 3) Enemy in direct weapon arc but out of range:
Roll d6 against 4+, if successful change the state to "Attack".
- 4) Enemy in direct front arc and in range:
Change State to "Attack" without dice check.

2. AGILITY BOOST CHECK

Activated for Movement

Roll a D6: 5+6 enhances Agility by +1; Pilot check to avoid Critical Damage

3. CHECK IF STATUS CHANGE TO ESCAPE

Activated for Movement after Agility Check

Only if defined by Scenario, in any other case, skip this Check.

Necessary, if:

- 1 Structure point remaining
- No Ammunition left
- No Weapons left

4. POSITIONING

As defined by behavior:

- Patrol
- Attack
- Escape
- Fly To
- Guard

5. COMBAT

PATROL

- 1) Accelerate Speed up to max. Engine Power until max. Speed is reached.
- 2) Define Movement direction (change relative to current direction):
Roll d6, 1: 2 Hex left, 1: 1 Hex left, 3-4: ahead, 5: 1 Hex right, 6: 2 Hex right
- 3) Move with the highest possible agility class.

In case you reach the border of the game map, turn 180° including turning your target directions definition by 180°. Except the scenario defines that touching the border by bots let them escape.

- 4) If the max. altitude is not reached, speed -1 and altitude +1.

RANGED ATTACK

Like attack but skip targets in "lock on" procedure which are closer than 10 tiles, except the last possible target if all others are skipped.

FLY TO

Like attack but the target is predefined and can be an objective token, a flying aircraft, or whatever the mission defines.

GUARD

Like attack. The Bot will try to reach a Position in range of 6 tiles of the Target it has to Guard. The Bot will circle around a stationary Target or escort a moving one.

AVOID - ESCAPE VARIANT

Like "Escape" but Bots don't leave the map. If they reach the maps edge they turn 180° and their escape direction gets turned by 180° as well.

REPAIR - ESCAPE VARIANT

Like "Fly to", the target is the nearest friendly Airfield or Airship with a Dockingclap. If there is none they will remain in their previous state.

RETREAT - ESCAPE VARIANT

- 1) Accelerate up to max. Engine Power until max. Speed reached.
- 2) If the resulting speed + Engine Power is lower then max. speed dive one altitude level (only if not already below 3) and increase speed by 1 at the end of the movement step.
- 3) If max speed is reached, climb again for altitude by one (only if not already at max. Altitude of 5) and lower actual speed by 1 at the end of the movement step.
- 4) Determine escape direction:
Count distance to enemy aircrafts nearby but start counting with the enemy behind the bot.
- 5) Then move with the highest possible agility. At each turnin point turn towards the escape direction if not already aligned to it. If already reached, just fly further straight ahead. At the end decrease the actual speed by the amount of turns made.

COMBAT PHASE

The bot always attacks the target where it has the best chance to score hits and where it can bring a maximum number of Attackdice to bear. It even attacks if it is in an Escape status, except if its ammunition is depleted.

If there are no targets at all, because of movement or other circumstances, the attack is skipped. The target the Bot headed towards at the movement phase does not have to be the target it is attacking now!

If Konrad has external loaded Weapons, he will use them now, along with his Machine guns and cannons. Konrad uses all Weapons at once.

SPECIAL RULES

- Bots are affected by clouds, but they do not avoid them in any way, not in movement and not in calculating positions for attacks ("lock on").

- Bots move through anything, like Airships, without effect.

- If the tile where the Bot will be placed is occupied, place it in the tile before, where it was coming from. If this tile is also occupied place it one tile ahead, if also occupied, use the 12 O'clock method to check all other neighbouring Hexes. If they are also blocked check in distance of two fields. A "lock on" doesn't get broken by this procedure if the target is still in the fire arc. But the first free tile must be taken to end the movement.

-If a Bot in "Patrol" mode gets attacked, it always changes to "Attack" Status.

-Bots never drop below Altitude 2, except when they try to land.

-If a Bot tries to land, it has not to land like a player controlled Aircraft (See Landing). This is simplified for the ease of playability, we know that this is not perfectly accurate.

Its direction and speed is ignored, the Bot must fly over the runway but the Altitude must be 1, otherwise it needs to retry until the correct Altitude is reached.

REMEMBER: Flying faster than Speed 3 at Altitude 1 results in a Pilot or Crewskillcheck. If missed, the Aircraft collides and is lost. This also applies for the Bot! It will try to get slower in the dive process and only if not possible in any other way, it will risk a Pilot check.

-If there is a "Target Priority" defined in the Mission, the Bot will try to "lock on" on one of these first. If he can not attack the Priority Target, but an other one, Konrad "locks on" on that one, instead.

ATTACK

-Lock on all targets moved

-Lock on all targets not already moved

-Stop lock on as soon as Bot can position itself to a valid target.

1) First check if an immelmann maneuver will bring you into a firing position. Always try to gain Altitude if possible, if minimum speed is no issue, otherwise go down if max. speed is no issue. And you must be in a valid fire angle to the target. If it works, stop "lock on" procedure and move the Bot as described. If an Immelmann will not bring you to a firing Position, you must move on by maneuvering, therefore you have to check the next steps.

2) accelerate speed:

In case the target distance in Hexes -3 is greater than the Bots Speed, increase its speed using the Engines Power.

3) decelerate speed:

In case the Bots speed +2 is higher than the distance to the target: decrease the Bots speed by the Engines Power +1 (remember you decelerate Enginepower +1) but not below the aircrafts minimum speed.

4)Keep speed:

If either 2) nor 3) is the case, keep the speed unaltered.

5)If the bot can not reach a valid Attackposition, skip this "lock on" and try the next valid target as described before, except it is the last possible target, in that case continue.

6) Fly the highest possible agility maneuver and at each turningpoint turn towards the target. If it is already in the Firearc keep your direction. Skip further turns if the deceleration of speed will bring the Bot below minimum speed.

7) Decrease your current speed by 1 for each turn you did.

8) If the target is lower, keep Altitude level and shoot at the enemy from above, or dive if the Bot doesn't already has a qualified Firing position.

9) If the target is at the same Altitude level, climb for Altitude and attack from a better position if possible

10) If the target is higher, climb for Altitude and attack from a better position if possible. Otherwise attack from the same altitude or even from a lower one if no other Position is reachable.

11) Check if valid lock on attempt:

If the Bot can reach a Position that allows attacking the target, stop the procedure and move the Bot to this position.