

Dogfight!

A 3-6 player strategic combat game

Materials:

- Ship Tokens (6)
- Hull Point Tokens (12)
- Wreckage Tokens (4)
- First Player Token (1)
- Deck of Action Cards
- Dogfight! Hexagon Map

Objective:

Pilot your ship and shoot down other ships using cards until you're the last one standing!

Setup:

1. Place all four Wreckage Tokens at random locations on the map.
2. Give the First Player Token to the last person to have been on a boat.
3. Each player picks a Ship Token as their ship.
4. Each player takes 2 Hull Point Tokens as their health.
5. Starting with the first player, place your ships in clockwise order on the map.
 - a. You can only place a ship on the highlighted lines on the map.
6. Shuffle the deck of cards and place them face down
7. Each player draws a hand of 4 cards from the deck.
8. You're now ready to play!

Playing the Game:

Declare Action Phase: Each turn, players start by declaring a secret action. Place a single card from your hand face-down on the table for others to see. The order in which players do this does not matter. This phase ends when all players have declared their card.

Movement Phase: After every player declares an action, all the players move their ships in turn, beginning with the starting player with the First Player Token and going clockwise around the table. The movement rules are as follows:

- A ship has 4 move steps, spending 1 step when it moves across a tile.
- Ships may only move forwards in 3 possible directions, following the arrows on the ship token.
- Rotating the ship's orientation to face another direction consumes 1 step.
- A ship cannot enter a tile occupied by an enemy ship, wreckage, or ship debris

Resolve Action Phase: Next, your actions resolve. All players reveal the card they placed face-down at the beginning of the turn. In the same order that they moved, the players announce what card they have and resolve what it does, one by one. If a player dies before their turn during this phase, their declared card does not take effect.

The card types are as follows:

- Short-range attack: Damage all ships in a 2-tile radius of you.
- Medium-range attack: Damage 1 ship of choice within 4 tiles in front of you.
- Long-range attack: Damage all ships in a straight line of choice in front of you. Unlike other attacks, ship debris or wreckage directly between you and the target blocks the attack.
- Shield: Take no damage from the first attack that would hit you, and suffer a negative effect. The negative effect activates only if an attack is blocked.

Details of each attack and shield can be found on the cards. An attack must target an enemy should there be one in range. You cannot select who to hit in a short-range attack and must hit all enemies in range. Wreckage and ship debris are not valid targets for attacks, and can only block long-range attacks.

When a ship is damaged, a part of their hull is blasted off and becomes a wreckage. To do this, a player whose ship is hit takes one Hull Point Token away from their health and places it on the map in an unoccupied hex of their choice adjacent to their own ship.

After all cards resolve, the used cards are discarded. Each player then draws one card from the deck, unless they used a card that prevented them from doing so. The player one seat clockwise of the starting player (previously the player who moved second) becomes the starting player. Start another turn.

Ending the Game:

When a ship dies, the player does not leave the game. Every ship has 2 hull points, and all attacks cause you to lose one hull point if they damage you. If your ship is reduced to zero hull points, it is destroyed and you lose the game. If your ship is destroyed before your action resolves, it does not resolve.

When a ship is destroyed, it becomes ship debris, which is represented by flipping the ship token upside-down. The player discards their hand and loses the ability to play cards. Instead, they may move three steps on each turn. These steps may travel in any direction, and can move the ship onto the same hex as a piece of wreckage. The first time they move into a space occupied by another player's ship each turn, they deal one damage to that ship instead.

Ship debris moves after all of the players' cards have been resolved. The damage from space debris can be blocked by a shield. If a destroyed player would become the starting player, the player one seat clockwise from them becomes the starting player instead.

The last undestroyed player is the winner.

Shield Cards:

A shield card's negative effect only activates if the shield blocks damage, and each shield card can only block one attack. Below are a few helpful clarifications of the mechanics of each shield card's negative effect:

- Do not draw a card this turn.
 - This permanently reduces your hand size by 1. You cannot draw two cards in one turn, meaning that this disadvantage is permanent. We do not recommend using this card repeatedly.
- Do not draw a card this turn. You must reuse the blocked attack next turn.
 - The disadvantage of this card is that your action for the next turn is known and can be predicted. This does not reduce your hand size.
 - To clarify, if you block a short-range attack, you use *that card*, not another short-range attack from your hand.
 - If this blocks an attack from debris, there is obviously no attack card to reuse. In that situation, it acts as the first kind of shield card, incurring a hand size penalty.
- You may not move to another hex next turn. Rotating is allowed.
 - Recall that rotation costs one step, regardless of how far you rotate.
 - This effect only lasts one turn.

Turn Phase Cheat Sheet:

Declaration Phase:

- Choose one card to play face down
- Do not reveal this card
- Order does not matter

Movement Phase:

- Move in a clockwise order starting at the starting player
- Move up to four steps
- A step may either be a forwards move or a turn
- You may not move onto other players, wreckage, or ship debris

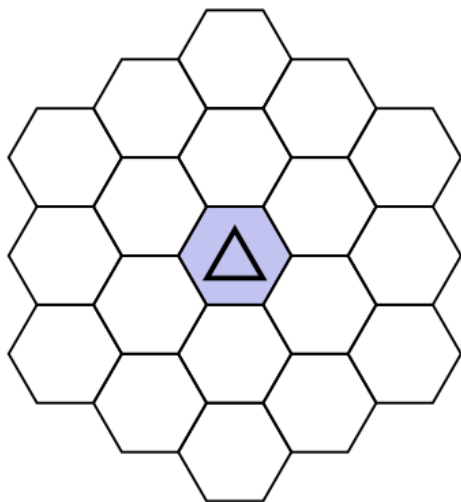
Resolution Phase:

- Reveal all cards at the same time
- Resolve all cards in the order you moved

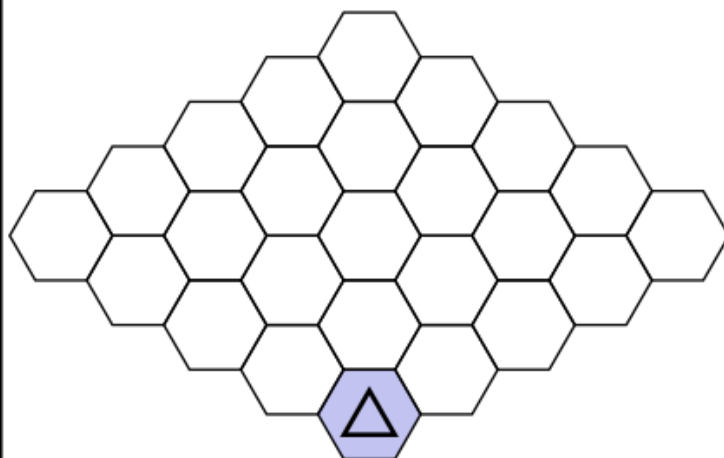
End of Turn:

- Ship debris moves
- Move the starting player token one seat clockwise
- Draw a card unless instructed otherwise

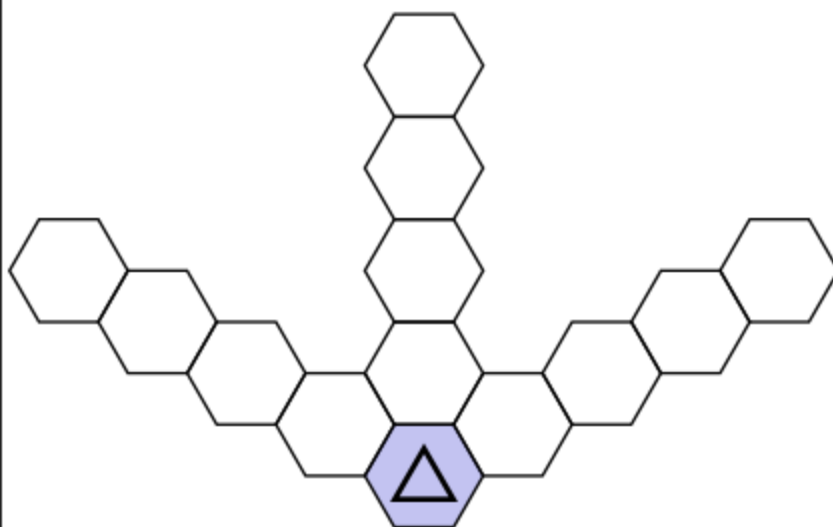
Short-Ranged Attack



Mid-Ranged Attack



Long-Ranged Attack



Beams go infinitely, choose one beam during
resolve phase, beam can attack multiple
targets