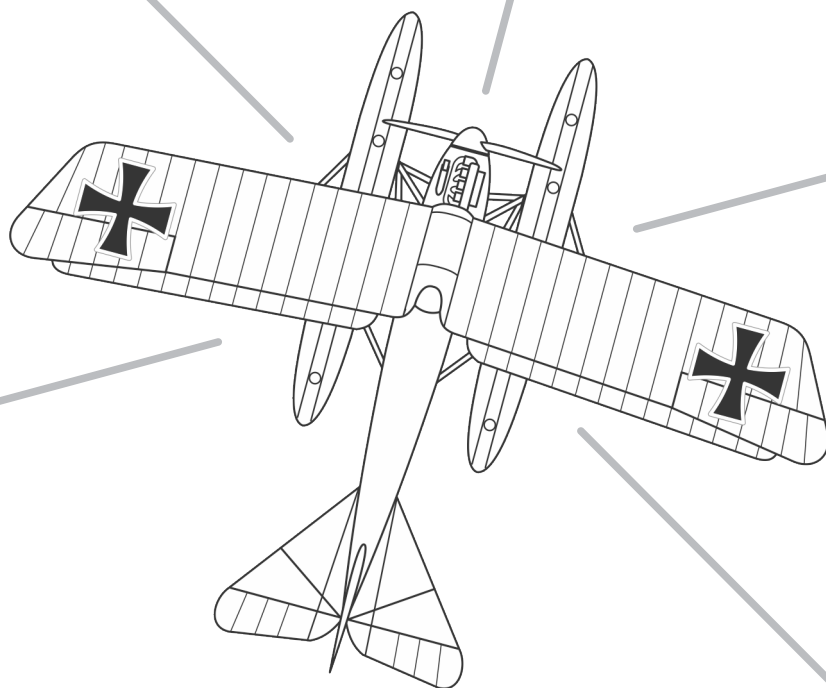# AGE of DOGFIGHTS: WWI SOLO RULES

By Dragan Lazović, based on a concept by Rick Martin.

In this single player game mode, your units will be referred to as 'player aircraft', while enemy aircraft are called 'bots'.

All basic rules from the standard game apply, with the exception of initial aircraft token placement.

Game Setup

Set up the game according to the desired scenario. Because of the inherent limitations of the bot aircraft, it is recommended to play against a larger number of bot opponents than you would in the standard game. Depending on the desired difficulty level, choose a number of bots (or total aircraft value) two or even three times greater than the player aircraft.

To randomly choose **pilot skill level** (for both bot and player aircraft), roll a red standard die for each fighter aircraft:

1–2 = **rookie** | 3–5 = **average** | 6 = **ace**

Then, for each bot fighter aircraft, roll a red standard die to determine its **aggressiveness**:

1–2 = **cautious** | 3–4 = **average** | 5–6 = **aggressive**

Mark cautious pilots with tinted blue circular markers and aggressive pilots with yellow markers on the Control Panel.

Unlike the basic game rules, all participating aircraft in the solo game are immediately placed in the Combat Zone, rather than entering from the Patrol Zone through Access Points.

The player aircraft are first placed anywhere along one edge of the board, on any desired altitude stands. Bot aircraft are then placed on the opposite edge, using any logical positions, rolling a standard die to determine the altitude stand for each individual bot.

If a bot aircraft's **service ceiling** is L5 or higher and 4–6 is rolled, it is placed at its maximum height. If 1–3 is rolled, or if its service ceiling is L4 or lower, roll the die again. The rolled result determines the exact altitude level (if the rolled number is higher than its service ceiling, the aircraft should be put at its maximum allowed height).

Combat

In each game round, first roll a standard die for each bot fighter plane to determine whether to use a blue or green die to resolve combat (if only one or two safe usages of full throttle are left, deduct 1 from the die roll):

1–4 = **blue die** | 5–6 = **green die**

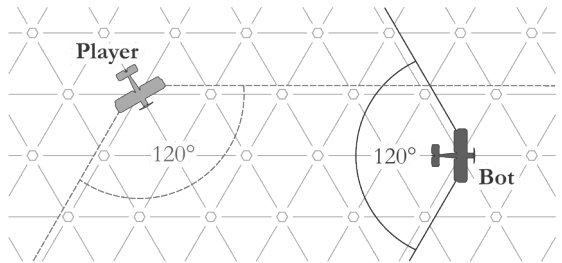If the full throttle slider is at '**?**' and the green die is chosen, roll the standard die once again to confirm:

1–3 = **no** (use the blue die instead) | 4–6 = **yes** (green)

Movement is then determined using the following steps.

I

Check if the bot's initial position is **Exposed** (*all* five conditions below must be met):

1. One or more player aircraft is in a position from where it will be able to attack at the bot's altitude level in the next round (for example, a player aircraft on L4 in a nose-down position can attack a bot on L2).

2. The distance between the two aircraft is not greater than the player aircraft's basic speed number.

3. The player aircraft has ammunition left, its machine guns are not jammed, and it is allowed to fire offensively.

4. The player aircraft is located in an arc of up to 120° behind the bot aircraft.

5. The bot is in an arc of up to 120° in front of the player aircraft.

If the initial position is Exposed, roll a die to determine further action, (+1 to die roll for aggressive pilots, -1 for cautious pilots):

1 = **Random maneuver** (see page 4) | 2–6 = **ignored**

If **ignored**, perform the steps below to resolve the bot's attack.

II

Check if the bot can get into a **firing position** in the current game round (with the number already rolled on the blue/green die). Analyse paths towards every nearby player aircraft. Take into account opportunities for both nose and dorsal machine guns.

If the bot can attack multiple targets, it will choose one according to the following priorities:

1. The most advantageous: 'A' firing positions (Column A in the Firing Outcome Chart) is priority over Column B.

2. 'Mission' aircraft (bombers and scouts that have not yet fulfilled their task).

3. Damaged aircraft.

4. If multiple targets are still equal priority, roll a standard die. For two targets: 1–3 = lower designation number, 4–6 = higher number. For three targets with equal priority: 1–2 = lower, 3–4 = medium, 5–6 = higher number.

If no targets can be reached in the current round, or if all opportunities are skipped (see below), the bot will perform an **Approach maneuver**.

III

When considering a firing position, take into account whether the bot will make itself Exposed, as described above. If the top priority target would make the bot Exposed, roll a die for choice of action (+1 for aggressive pilots, -1 for cautious pilots):

$$1–3 = \textbf{skip} \mid 4–6 = \textbf{attack}$$

If the die roll results in **attack**, or if the firing position would not make it Exposed, the bot will proceed to move into the firing position.

If the result is **skip**, move to the next target by priority and again check whether attacking it would make the bot Exposed. Do this for all currently available targets until the die roll results in 'attack', or the firing position does not make it Exposed, or until there are no more opportunities for attack.

Note that if a target can be attacked from an 'A' firing position and the opportunity is skipped, if the same target can be attacked from a 'B' position it should be considered again, but only after considering all other 'A' position opportunities.

—

If an Approach maneuver would also make the bot Exposed, roll the die. If it results in 'skip', the bot will perform a Random maneuver.

Even if an Approach maneuver would not make the bot Exposed, roll a standard die. If 1 is rolled, the bot will perform a Random maneuver, regardless of pilot aggressiveness.

Long Burst

If the firing position permits a long burst, roll a standard die to determine whether the bot will use a long burst:

$$1–3 = \textbf{short burst} \mid 4–6 = \textbf{long burst}$$

If the bot has less than half of its ammunition left for the machine guns that are firing:

$$1–4 = \textbf{short burst} \mid 5–6 = \textbf{long burst}$$

Jammed Machine Guns

If a bot aircraft has jammed machine guns which are operated by the pilot, it can unjam them by flying straight throughout the round. If this straight movement would make the bot Exposed, roll a standard die (+1 for aggressive pilots, -1 for cautious pilots):

$$1–4 = \text{Random maneuver} \mid 5–6 = \text{continue unjamming}$$

Approach Maneuver

When performing an Approach maneuver, a bot will fly towards the nearest player aircraft, prioritizing 'mission' aircraft (bombers or scouts). That player aircraft will be referred to as the 'chosen' aircraft.

The bot will take the shortest possible path towards the point 2d directly behind the chosen aircraft (referred to as the 'destination point').

If the bot could reach and overshoot the destination point, it must instead try to reach the same point using a longer path.

If it is not possible to reach the destination point because of the bot's limited agility, it must instead try to reach a point 3d or 4d behind the chosen aircraft. If this is also not possible, it must follow the shortest path until all turns are spent, then complete its remaining movement steps in a straight line.

Altitude

If the chosen player aircraft is in level flight, the destination point will be at the same altitude (2d behind). If it is tilted downwards, the destination point will be one level below. If the chosen aircraft is in a nose-up position, the destination point will be one level above it.

If the bot is in level flight, it will tilt its nose up or down, towards the altitude level of the destination point. If the destination point is at the same altitude, it will remain in level flight.

If the bot is tilted towards the destination point, it will change altitude as many times as possible until it reaches the level of the destination point. If it does not reach the desired level in the current round, the bot will remain in a tilted position.

If the bot is tilted away from the destination point (for example, if the destination point is on L5 while the bot is on L4, tilted downwards), it will change only one altitude level, and at the end of movement it will tilt towards the destination point.
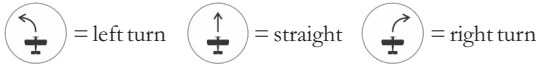
—

If the bot starts from a higher altitude, it will try to reach one level above the destination point, then tilt its nose down (to maintain height advantage).

—

If the destination point is above the bot's service ceiling, it will choose another player aircraft. If all player aircraft are above the bot's service ceiling, it will choose to approach one (according to the above rules) and climb as high as possible.

Random Maneuver

To perform random movement, roll a special **solo die** for each movement step:

 = left turn   = straight   = right turn

If the bot aircraft has a rotary engine and the die shows a ' R⇨↷ ' or ' ↶⇦L ' symbol, it will turn in the direction favored by the gyroscopic effect, rather than the direction shown on the large arrow.

When a bot has used its maximum number of turns according to its agility number, the remaining movement steps will be straight.

If the solo die directs a rotary engined aircraft in the direction it is not allowed to turn (for example, if a rotary engined aircraft with agility III turns left twice, it is not allowed to turn left again in that round), the die should be re-rolled until it directs the bot to move either straight or in the other (allowed) direction.

—

As per the basic rules, if a bot starts its movement in level flight, it will continue flying at the same altitude.

If a bot starts movement from a tilted position, it *must* climb/descend. If it is possible to change two levels from that position, roll a standard die to determine whether it changes one or two:

1–3 = one level | 4–6 = two levels

If three level changes are possible:

1–2 = one level | 3–4 = two levels | 5–6 = three levels

At the end of movement, roll a die to determine the bot's attitude:

1–2 = **nose-down** | 3–4 = **level** | 5–6 = **nose-up**

If the die roll requires an attitude that is not allowed for any reason (for example, the bot is already at its maximum/minimum altitude, or it has just descended three altitude levels), it will stay in level flight instead.

'Mission' Aircraft

Aircraft on bombing and/or photography missions will always fly towards the nearest Task Zone, taking the shortest path. If the nearest zone is already bombed/photographed, they will fly towards the next nearest zone. If all three zones are bombed at least once, then all bot aircraft carrying bombs will again fly towards the nearest Task Zone.

If an aircraft can perform both reconnaissance and bombing, it will first complete the bombing task by flying towards the suitable Task Zone.

If a bot 'mission' aircraft (that can fire offensively) is able to reach an offensive firing position while on its way to completing a task, roll a standard die to determine its decision (+1 to die roll if it can come to an 'A' position) each time:

1–5 = **ignore** | 6 = **attack**

General Rules

If a bot aircraft uses all of its ammunition or its machine guns become damaged, it must start retreating immediately. If a bot receives damage to its wings, tail or engine, roll a standard die (+1 for aggressive pilots, -1 for cautious pilots):

1–2 = **retreat** | 3–6 = **continue fighting**

If a bot is required to retreat, note down this decision, as it must then continue doing so until it leaves the Combat Zone. The retreat can only be delayed if the bot gets in a position to fire at player aircraft (see below).

If a retreating aircraft (that is still able to fire offensively) is able to reach a firing position, roll a die to determine its decision (+1 for aggressive pilots, -1 for cautious pilots, and +2 if it can come into an 'A' firing position):

1–3 = **ignore** | 4–6 = **attack**

—

A retreating bot will fly straight towards the side of the board it started, where it must then exit. It will descend to the lowest altitude (in order to gain speed) and use full throttle (if available). If full throttle cannot be used safely (*?), roll a standard die: 1–5 = use the blue die.

If more than half of the remaining player fighter planes have a service ceiling lower than the service ceiling of a retreating bot, the bot must climb to its maximum altitude level instead of descending.

—

If the bot movement rules would result in an aircraft collision or cause the bot to exit the board (except when retreating), the bot aircraft movement should be corrected to avoid this situation. In the case of Random maneuver, the solo die should be re-rolled whenever it would cause these situations, even if the crash would occur several straight movement steps after the last turn.

In any situation when a bot has two or more equal choices that are not covered by the rules, use a standard die to randomly determine the bot's decision.

Have fun, and remember the cardinal rule – if the rules would cause a bot aircraft to do something totally illogical, pick whatever alternative action would benefit it the most.