

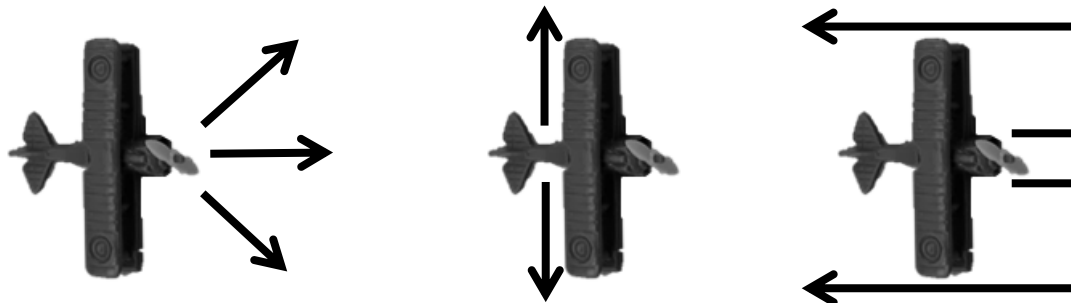
# DOGFIGHT

*New rules for the board game by Milton Bradley*  
John Michael Fischer 2026

Do not use stands, antiaircraft guns, game cards, or ace markers. Each player gets a deck of poker cards.

To set up, place all planes on their pictures on the board. Both sides will launch all of their planes on the first turn. The Red player draws a card. If it is red (hearts or diamonds), he moves first. If it is black (spades or clubs), the Green player moves first.

Each turn, all of a player's planes on the board must move. Each plane may move 1 space, either across a side or diagonally. These are all the possible moves:



Ahead or Turn

Barrel roll, Left or Right

Immelmann, Left or Right

When turning, rotate the plane 45° and go forward 1 space. For a barrel roll, keep the same facing and place the plane 1 space to the side. For an Immelmann, rotate the plane 180° and place it in a side-rear space.

A plane that has **2 or more spaces** (including diagonally) between it and the nearest enemy plane may only **move ahead or turn**.

A plane that has **1 space** between it and the nearest enemy plane has a card drawn by the owning player: **Black = Ahead, Red = Turn**

A plane **next to** an enemy plane has a card drawn by the owning player:

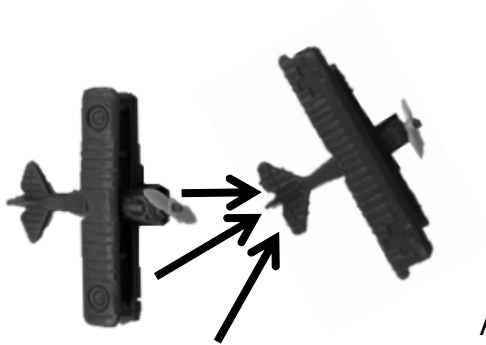
**Clubs = Ahead Spades = Barrel roll Hearts = Turn Diamonds = Immelmann**

If the space to be entered is occupied, the plane may be moved to the next open space ahead. If it would be forced off the board, the plane does an Immelmann. If none of these spaces are unoccupied, the owning player makes it collide with one of the blocking planes, his choice. Both planes are considered "shot down".

After a move, all planes on the board, both Red and Green, that are pointing directly at an enemy plane next to them have a card drawn for them by the owning player to see if they shoot down the enemy plane:



Head to head: High card wins (Ace = 1, King = 13)



Any of 3 tail shots: A Red card wins

Shots from all other angles win with a Diamond card

The game ends when either player draws and uses the last card in his deck. If a player shot down more enemy planes than his opponent, he wins. Otherwise the game is a draw.