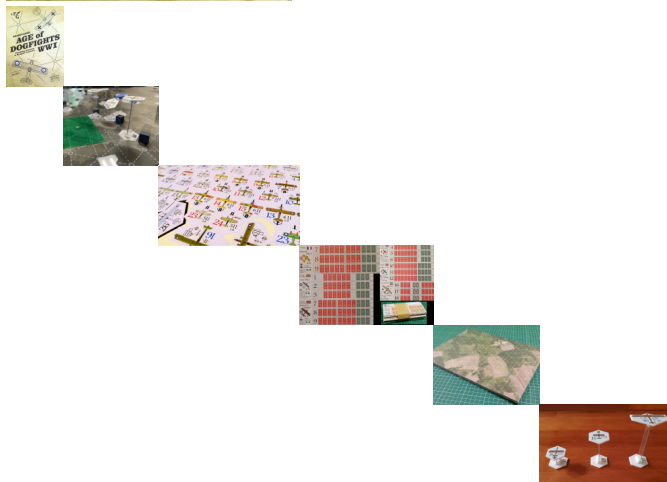
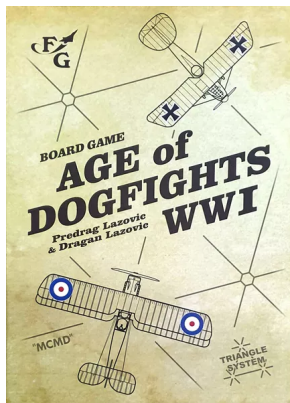


## Age of Dogfights: WW1



A realistic and dynamic simulation of combat between aircraft from WW1.

Rating: Not Rated Yet

**Price**

Price £49.95

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Manufacturer [Forsage Games](#)

### Description

In this game, planes from the First World War meet in a battle. Simple rules of movement and firing include all the most important features of the aircraft of the time: speed, agility and firepower. Battles are lead at five different altitudes, so there are differences between the planes in terms of climbing and descending speeds. Some specific characteristics were also taken into account, such as gyroscopic effect, which gives some aircraft exceptional maneuverability. Wind influences movement and the position of the sun affects firing accuracy, so these factors are also taken into account. A plane under attack can escape into the clouds and thus hide from the enemy. Most of the pilots are average, but there are also rookies and aces.

Contents:

- 3 bi-fold board segments
- 4 board extensions
- 78 plastic pieces (aircraft)
- 105 plastic altitude stands
- 3 plastic tilt compensators
- 3 initial position markers
- 30 control panels
- 130 sliders
- 24 photo markers
- 30 bomb markers
- 24 ace/rookie markers
- 36 plastic damage markers
- 10 plastic cloud markers
- 1 sun and 1 wind indicator
- 12 plastic task zone markers
- 6 d6 dice
- Main rulebook
- Rules summary sheet
- Solo rules booklet
- Reference sheet