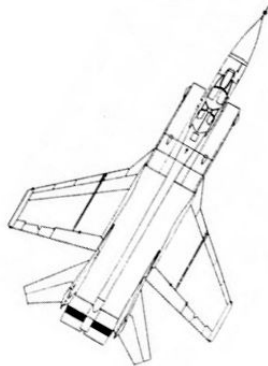
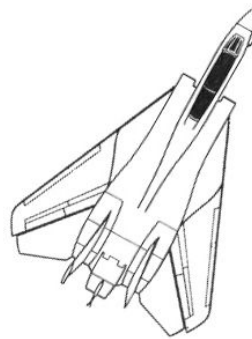


# Blazing Jets Demo

This demo will let you play a simple Blazing Jets Dogfight and introduce you to the Choose and Move system.

The Demo game lets you play using six of the twenty maneuvers, has no altitude rules and only arms you with guns... no missiles.

The full game has 20 maneuvers, missiles, afterburners, fuel consumption and a host of other rules organised into basic, advanced and optional rules. The full game also introduces Altitude as a key concept.



## What you need

Several six-sided dice.

Print out one or more copies of the Map.

Print out one or more copies of the reference sheet and cut out as many plane counters as you need.

## Taking Sides

Players should divide up as evenly as possible between NATO and Warsaw Pact forces. Each NATO player takes a single F-18 Hornet counter and each Warsaw Pact player takes one M-29 Fulcrum counter.

## Object of the Game

When one side has no aircraft left on the map the other side wins. An aircraft which leaves the map edge has "Bugged Out" and leaves the game.

## How is it Played?

The NATO players put their counters on the map facing towards the centre, the Warsaw Pact players place their counters on the opposite side of the map, also facing towards the centre.

Each turn every player decides which maneuver to use in secret, and sets a dice with the chosen maneuver's number face-up (use a six-sided dice in the demo game). The dice is kept hidden from the other players. Once everyone has chosen their maneuver they then reveal their dice and move their aircraft counters accordingly.

If, after moving, a plane has another plane in its firing arc it can shoot.

## Turns

The game is turn based with each turn consists of the following steps:

1. Each player chooses their maneuver in secret and place the maneuver dice face up.
2. Reveal your maneuver dice and move your aircraft accordingly.
3. Shoot at enemies in your firing arc.

## Collisions

If two aircraft try to move into the same square both are destroyed.

## Shooting

The gunnery table shows a number of squares with numbers in them ahead of your aircraft. Any square with a number in is referred to as your "Firing Arc".

If an enemy plane is in a numbered square after moving you may fire at it. Roll 1d6 and apply the modifier from the table. If the result is one or more you have hit and damaged your target.

They take an amount of damage equal to the result of the attack roll (for example, if you rolled 4 and subtracted 2 you would hit and cause  $4-2=2$  damage).

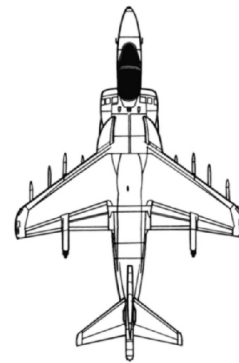
## Damage

Roll 1d6<sup>1</sup> for each point of damage. The aircraft which took the damage cannot use the maneuver with that number again in the game. If you roll a maneuver which the aircraft has already lost it is destroyed.

*For example, Redhawk is hit for three damage. He rolls d6 and gets a 4, losing maneuver 4 (Roll Right), the second roll is a 1 and he loses maneuver 1 (Cruise). The third roll is 4 again! As he has already lost maneuver 4 his plane is shot-down.*

## The Full Game

- 44 pages of rules
- 36 pages of maps and counters
- Many more options and features (the full game table of contents is on the next page)



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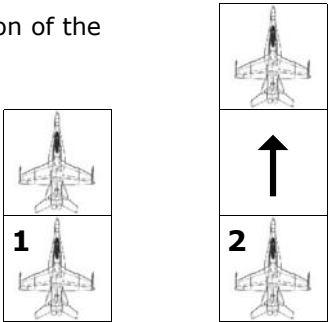
1 In the full game you roll 1d20 for damage, as there are 20 maneuvers. This means that Dogfights tend to last a little longer (10-15 minutes normally) and increases the tactics in play.

# Blazing Jets

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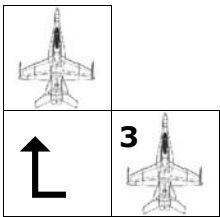
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The numbered square is the position of the aircraft before it moves.

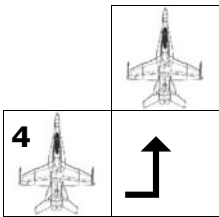


Cruise

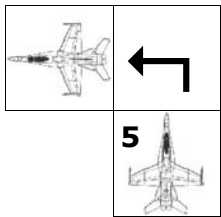
Full Throttle



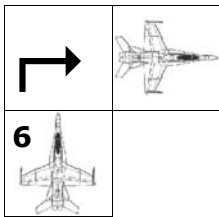
Roll Left



Roll Right




Bank Left










Bank Right

- Turn Order**
- 1. Choose maneuvers secretly
  - 2. Reveal maneuvers
  - 3. Move aircraft
  - 4. Fire Guns

**Gunnery Table**

			-6		
		-6	-5	-6	
	-6	-5	-4	-5	-6
	-5	-4	-3	-4	-5
		-3	-2	-3	
			-1		
					

FJGaming

F-18 Hornet	F-18 Hornet	F-18 Hornet	F-18 Hornet	F-18 Hornet	F-18 Hornet	F-18 Hornet
						
Mig-29 Fulcrum	Mig-29 Fulcrum	Mig-29 Fulcrum	Mig-29 Fulcrum	Mig-29 Fulcrum	Mig-29 Fulcrum	Mig-29 Fulcrum
