

# JAWGS JET FIGHTER BOARD GAME



2 - 4 players

Ages 9+



Welcome to the game nugget!, We hope you enjoy the experience! - I'm here to conduct you in the direction of the game assets.. the following pages contain instructions on how to play and you don't have to print these. Back on the website <https://www.printaboardgame.com/about-1> you can find a download button next to where you got this document, press it and print the contents to play :)





Make your own character or chose one of the JAWGS team to start playing quickly :)



Howdy! I'm Shores! Shores Mokarran, at your service!

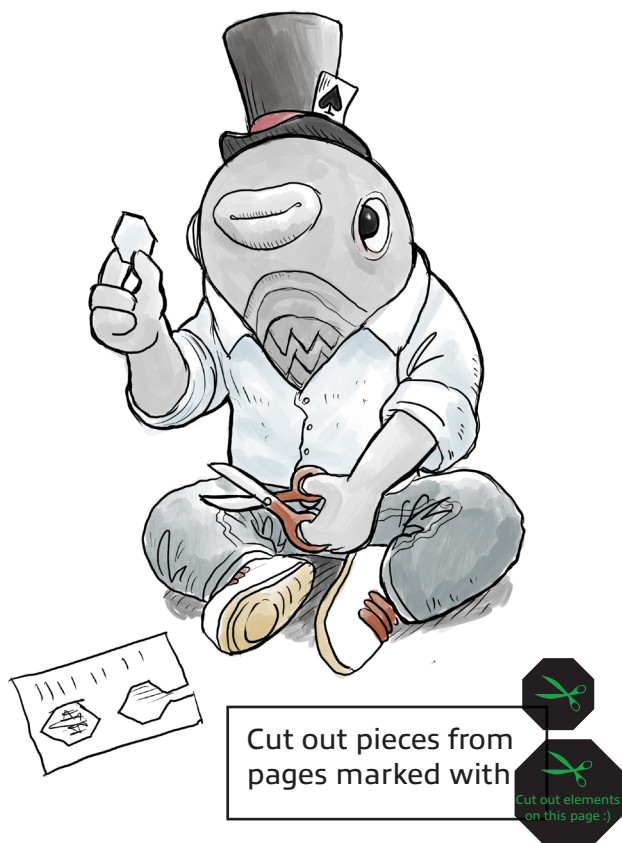
Bonjour, I'm Priscilla most people call me "Pris"

Hello, my name is Ced

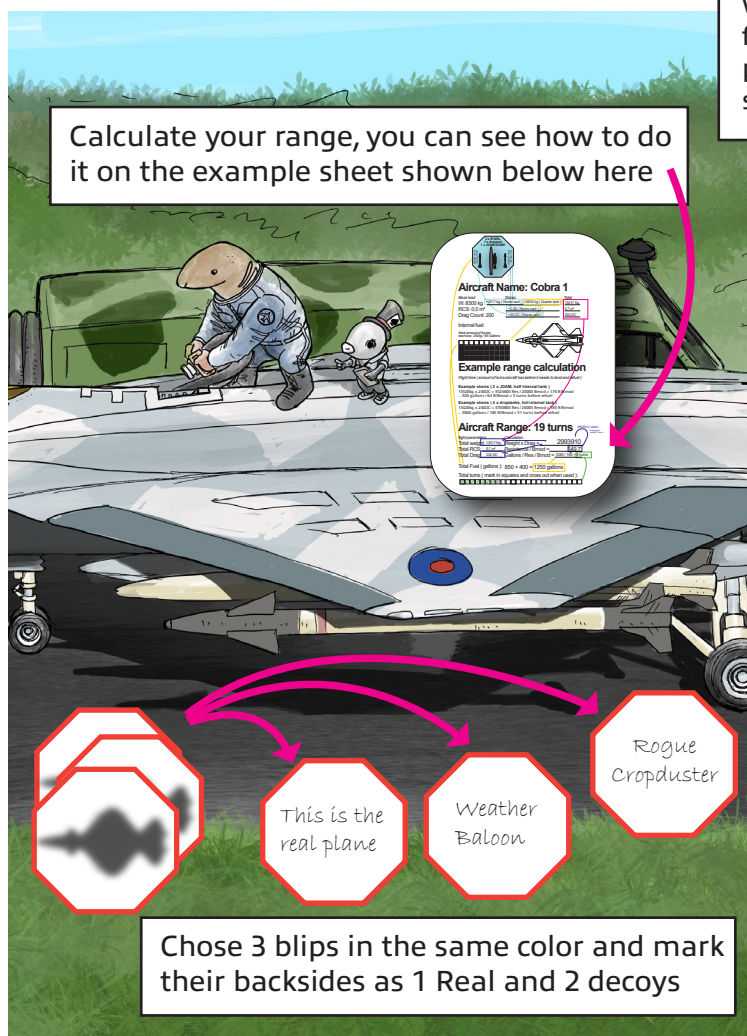
And I'm Nate :)

NAME





Choose your aircraft ( you can also color your own )  
 Pick out a stores card, remember your aircraft needs to be able to fulfill its mission role ( depending on what you want to do in the game, your bird could be flying as a strike or air defense plane - or both! ). If you're playing premade characters they have special aircraft skins and setups indicated on their character sheets



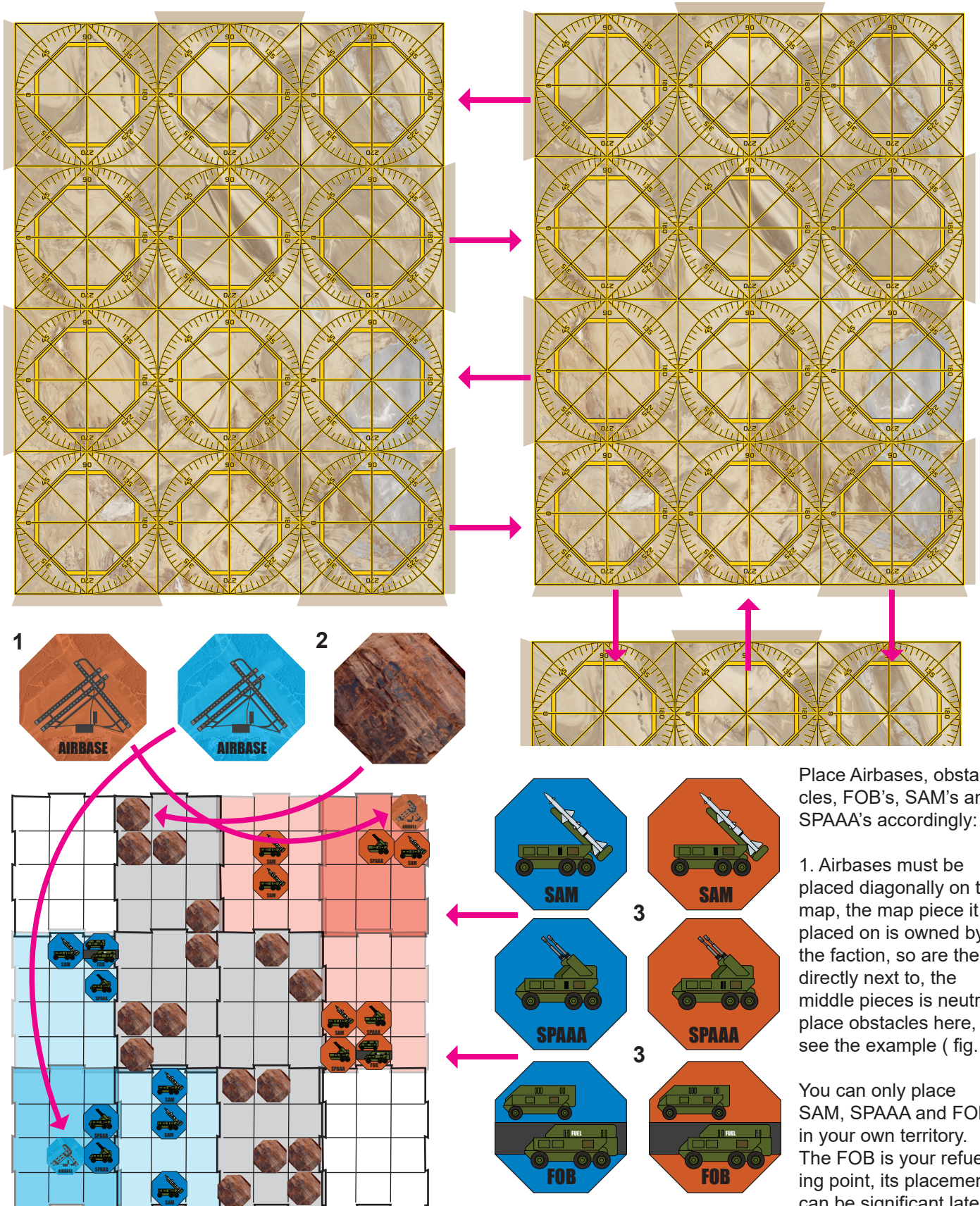
Take off! - now that you have your character and jet sorted out, it's time to set up the map and fly!  
 Check out the following pages on how to compose a standard game and how to play, have fun :)





# SETTING UP

Interlock the map pieces, it can be a good idea to fixate them with tape once they're locked, there are 12 dessert map pieces in the vanilla edition, but you're free to print as many as you like for larger map sizes. We're hoping to create more maps in the future, so check back with us for downloadable content in the coming months.



Place Airbases, obstacles, FOB's, SAM's and SPAAA's accordingly:

1. Airbases must be placed diagonally on the map, the map piece it is placed on is owned by the faction, so are the 2 directly next to, the middle pieces is neutral, place obstacles here, see the example ( fig. 1 )

You can only place SAM, SPAAA and FOB in your own territory. The FOB is your refueling point, its placement can be significant late in the game.



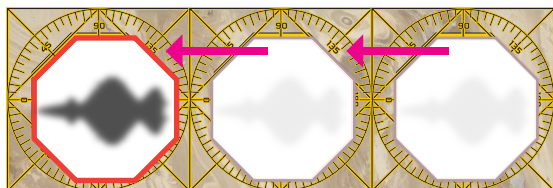
## MOVEMENT, BLIPS AND AIRCRAFT

Blips and aircraft not using afterburner move alike:

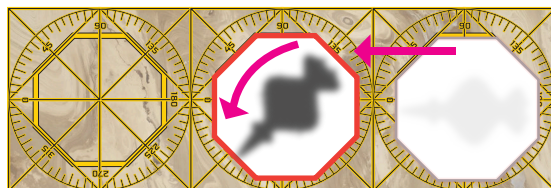
1 - 2 tiles forward or a 45 degree turn and 1 tile forward

All blips and aircraft must move atleast 1 tile and must expend 1 fuel box  
( ofcourse 3 blips expend only 1 fuel box )

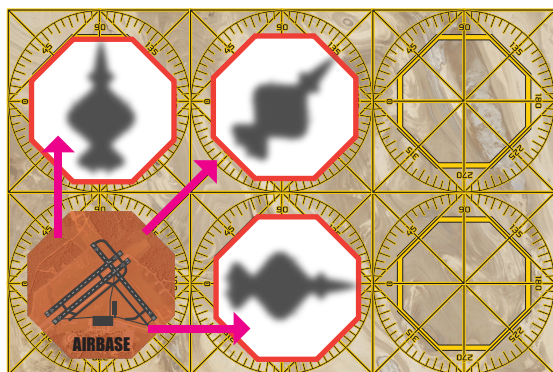
2 tiles forward, use 1 fuel box



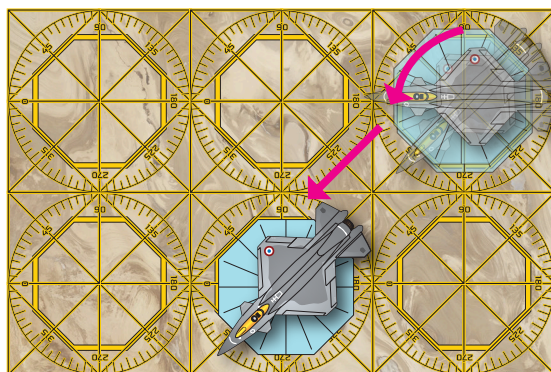
1 tile forward and 1 45 degree turn, use 1 fuel box



Take off of blips ( 1 tile move )

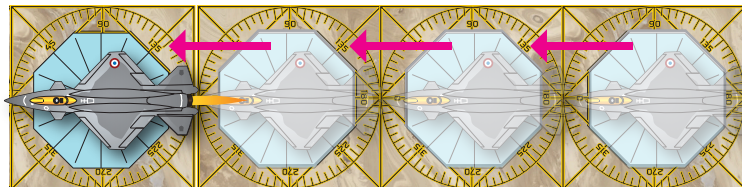


1 45 degree turn and 1 tile forward, use 1 fuel box

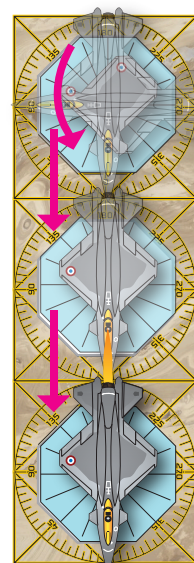


Only revealed aircraft use afterburner, they move either: 3 tiles forward or turn up to 90 degrees and 2 tiles forward. A turn cannot be less than 45 degrees, check out the examples below.

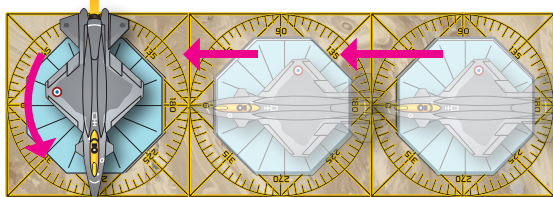
3 tiles forward using afterburner, use 2 fuel boxes



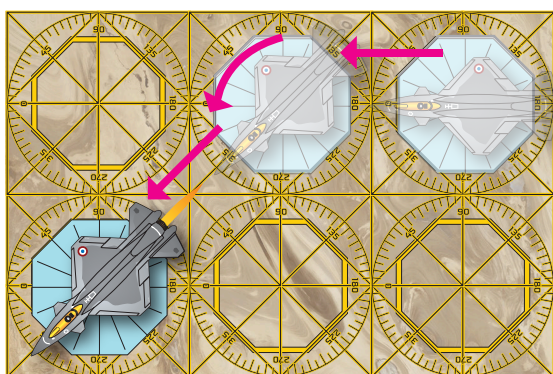
1 90 degree turn and  
2 tiles forward  
using afterburner,  
use 2 fuel boxes



2 tiles forward, turn 90 degrees using afterburner, use 2 fuel boxes



1 tile forward, turn 45 degrees, 1 tile forward  
turn 45 degrees using afterburner, use 2 fuel boxes



Fuel boxes are the squares in the bottom of  
your Aircraft range section of the character sheet

### Aircraft Range: 16 turns

<i>flight parameters:</i>	<i>Calculation:</i>
Total weight: <u>12550 Kg</u>	Weight x Drag = <u>2.886.500 Resistance</u>
Total RCS: <u>0,75 m²</u>	Resistance / Bmod = <u>2.886.500 / 30k = 96</u>
Total Drag: <u>230 DC</u>	Gallons / Res / Bmod = <u>1190 / 96 = 16</u>

Total Fuel ( gallons ): **1190**

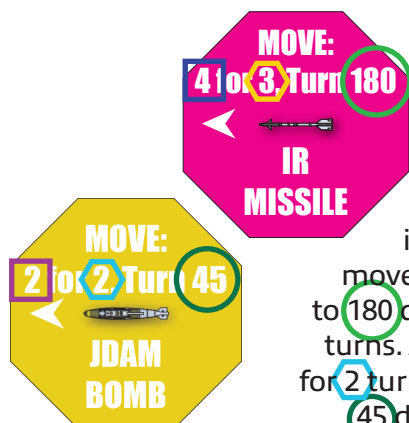
Total turns aka fuel boxes ( mark in squares and cross out when used ):





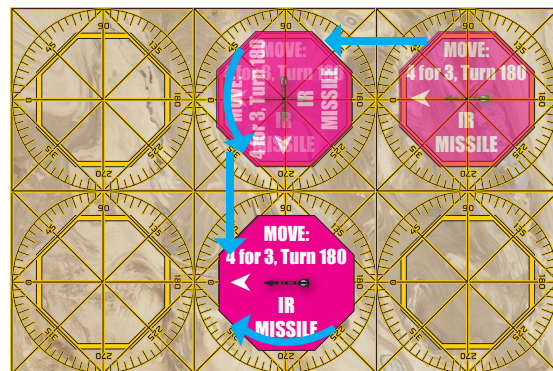
## MOVEMENT: MISSILES AND BOMBS

An aircrafts movement can be narrowed down to a statement such as:  
Move 2 for ( range amount and turn up to 45 without afterburner or  
Move 3 for X, Turn 90 with afterburner.

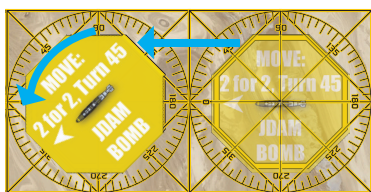


Missiles and bombs move similarly, but have different parameters, for instance an IR missile moves 4 tiles and turns up to 180 degrees, but only for 3 turns. A JDAM moves 2 tiles for 2 turns and can turn up to 45 degrees. Reference the weapon cards for movement data

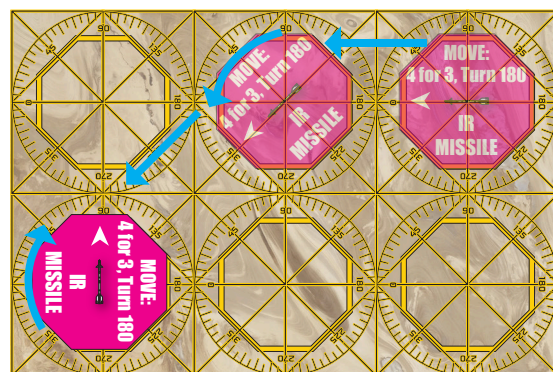
IR missile is a bit of a clown car, but this is to reflect its high maneuverability in the real world. In this example it moves forward 1 tile, turns 90, moves forward 1 tile and turns 90 4 moves in all.



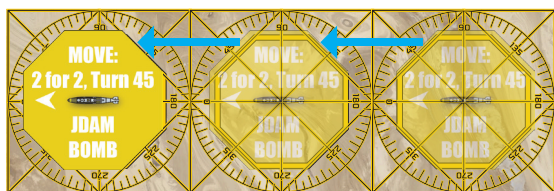
JDAM, move forward 1 tile, turn 45 = 2 moves



Forward 1 tile, turn 45, forward 1 tile, turn 135 = 4 moves

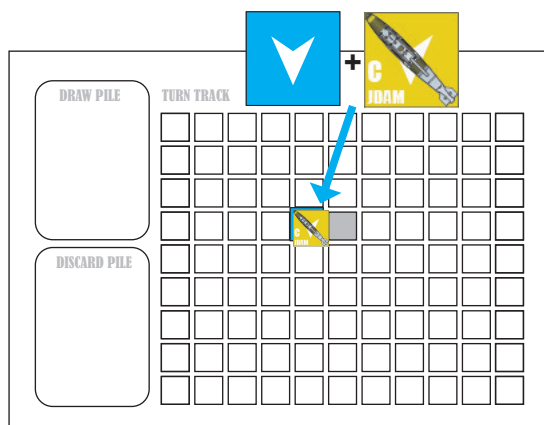
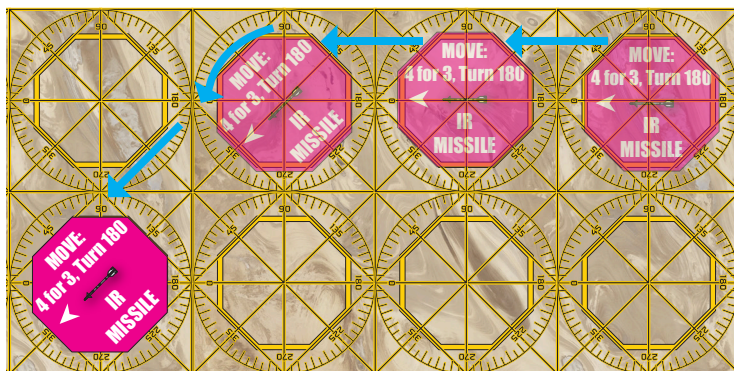


JDAM, move forward 2 tiles = 2 moves



To keep track of the weapon turns, place the weapon turn token on your aircraft turn marker and keep it there until it runs out of turns, for instance, the JDAM will only be with the blue aircraft marker for 1 more turn, since the JDAM moves the same turn it is released.

Forward 2 tiles, turn 45 once, 1 Tile Forward = 4 moves





## COMBAT: CARDS, BLIPS, LOCKS AND SPLASH

The kernel of this game is the out maneuvering and downing of enemy aircraft, mixed with a bit of bombing. To allow for a fun gameplay the initial stages are set up as a bit of a cat and mouse game. Blips are used to approach and confuse the oppsing player, until the combatants are revealed and merge in aerial combat.

To achieve this progression the game includes a series of cards that should contain enough description to be self explanatory, but we've included an example on how to use the included assets here.

The cards:

There are 3 types of cards: Scan cards, Defensive cards and Attack cards.



The cards are all mixed into one deck, at take off a player starts drawing cards from the deck. Each controlled aicraft allows the drawing of 2 cards per turn, so if you're controlling 2 aircraft you draw 4 cards each turn.

You can hold up to 7 cards on your hand, any cards beyond this must be either spent or discarded at the end of your turn. You can spend up to 2 cards per aircraft per turn and discard any amount you want.

All discarded cards go into the discard pile. Once the deck is empty, shuffle the discard pile and make it your new play deck, the discard pile is start anew as an empty pile until someone discards a card in it :D

You can play up to 2 cards in your turn, one at the beginning of your turn and one at the end ( but only Attack and Scan cards ) - you can play up to 2 defensive cards in the opposing players turn.

### Combat example, step 01

2 aircraft of different factions are approaching eachother, the turn is red players. Red player plays "Radar Sweep", rolls a 6, 4 and 3 - one blip is revealed, but turns out to be a decoy.

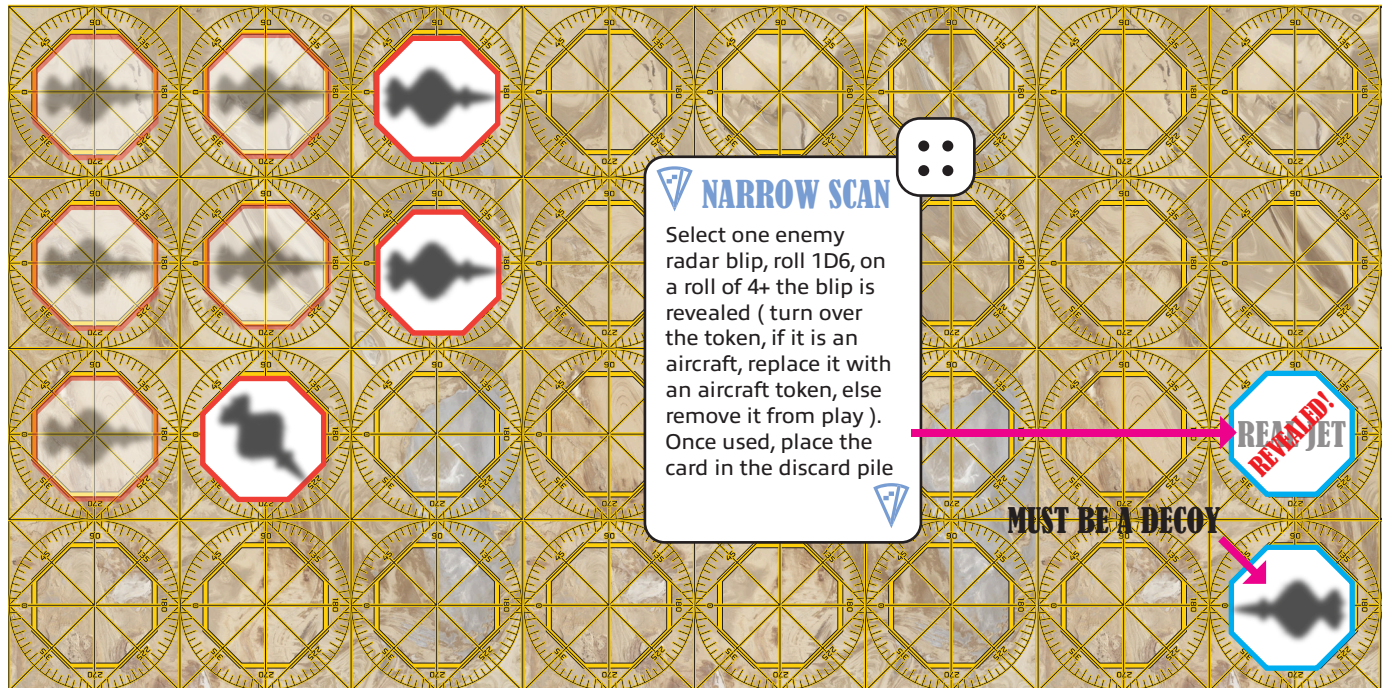




### Combat example, step 02

Red player moves and plays a second card "Narrow Scan", the D6 roll is a 4 and the blip is revealed, it is the real jet! that means the remaining blip must be a decoy.

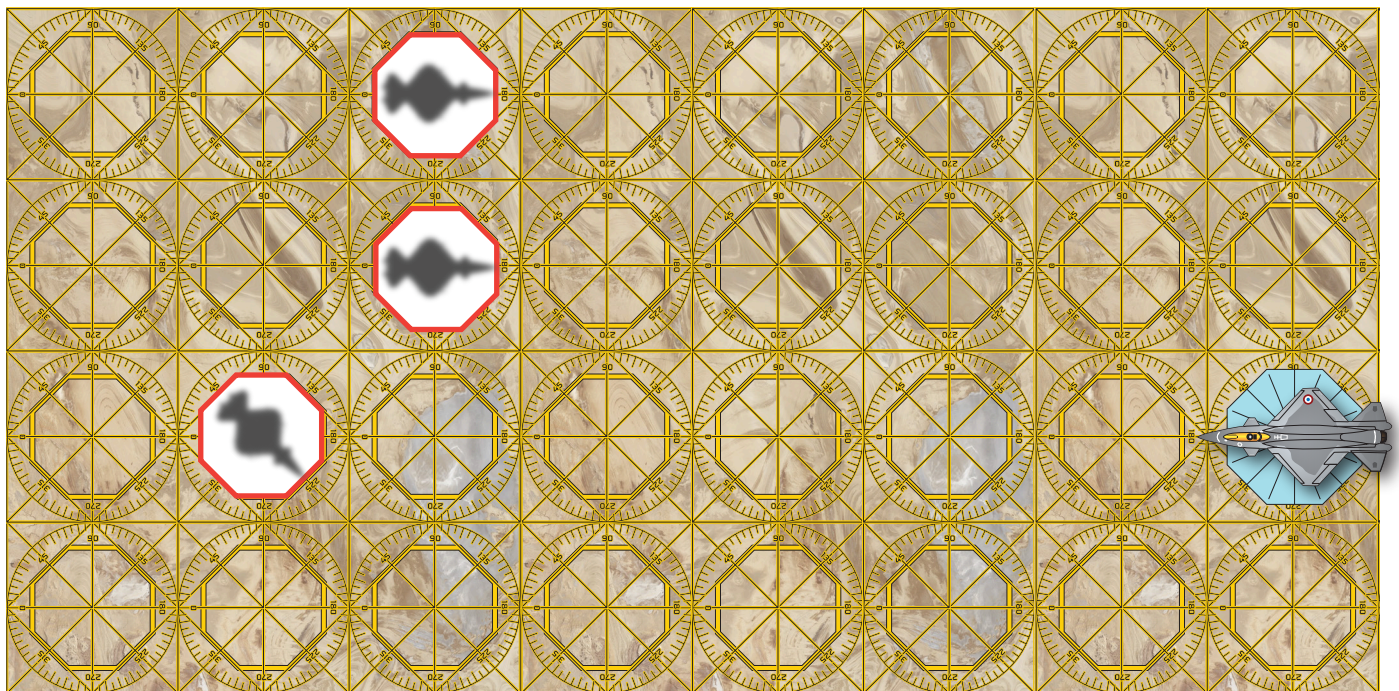
NARROW SCAN  
D6 ROLL



### Combat example, step 03

Fuel boxes are marked, cards drawn and discarded, plus, blue blips are removed and the blue players jet is revealed!

REMOVE DECOY & REVEAL AIRCRAFT

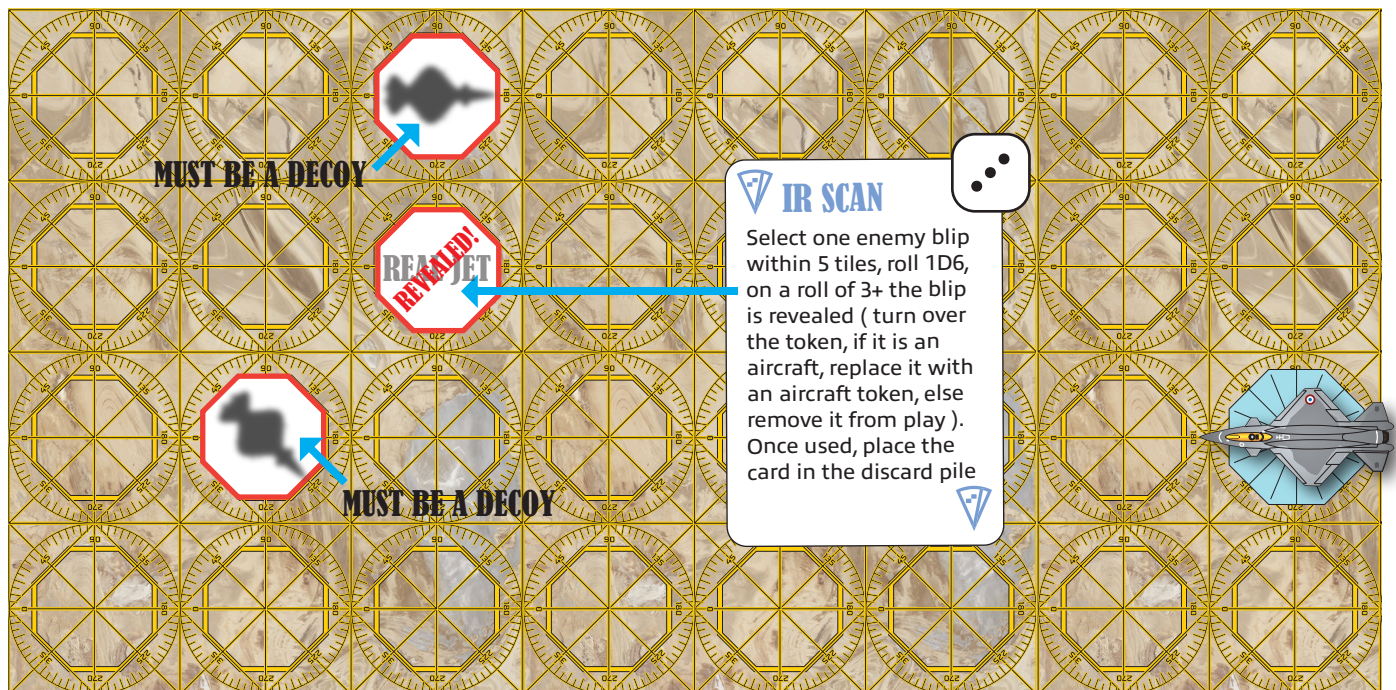




### Combat example, step 04

The turn is now Blue players. Blue player plays IR scan, rolls a 3 and reveals the blue player jet!  
The remaining blips must then be decoys!

#### IR SCAN D6 ROLL



### Combat example, step 05

Blue player moves and plays a Target Lock card, the dice roll is a 4, that means 0,64 RCS which is below the red players RCS of 0,95. This means blue player can launch missiles at the red player aircraft next turn!

#### TARGET LOCK D6 ROLL





The turn is now Red players. Red player plays a "Mad Dog" card, rolls a 2 and locks the blue player, the blue player must now use a defensive card to avoid being destroyed next turn! Blue player plays: "Evasive man." rolls a 5 and dodges the Mad Dog missile, both it and the lock is removed ( had it been a "Target Lock" card that caused the lock, the lock would have remained. ) Red player removes a Radar missile from the corresponding stores sheet.

**LOCKED!**  
TOY IS LOST!  
RADAR MISSILE

**MOVE:**  
3 for 6, turn 90  
RADAR MISSILE

**3 for 6, turn 90**  
**MOVE:**  
RADAR MISSILE

**LOCKED!**  
RADAR MISSILE

**! MAD DOG!**  
(requires amraam missile)  
You fire an amraam missile in mad dog mode, it will fly in your aircrafts heading for its usual amount of moves and turns indicated on the missile card, but not turn, unless it comes within 2 tiles range of any revealed aircraft, friend or foe, in which case it must attempt to lock it. Roll 1D6, if you roll below the focused aircrafts total RCS value you lock the enemy aircraft and must now steer towards it and attempt to destroy it!  
(D6 rolls equal to: 1: 0,16 2: 0,32 3: 0,48 4: 0,64 5: 0,80 6: 0,96. If you don't lock the target your missile goes stupid and is removed from play.)

**EVASIVE MAN.**  
"Hold on to your ass, this is gonna get wild!"  
You push your aircraft to the limit, doing break neck Immelmans and Split-S's to evade your enemy!  
On a roll of 5+ you dodge the selected enemy missile, guns or bad language coming your way!

Red player moves forward 2 tiles and plays a final card for the turn: "GUNS", the dice roll is 5, which means 500 DC and is above blue players DC of 250, causing red player to miss.

**LOCKED!**

**LOCKED!**

**LOCKED!**

**! GUNS!**

( requires gunpod and selected enemy within 2 tiles range )

You're running in guns blazing. Roll 1D6, where 1 = 100 DC, 2 = 200 DC, 3 = 300 DC, 4 = 400 DC, 5 = 500 DC and 6 = 600 DC. If your roll is below the target aircrafts DC value, you hit it and it is removed from play.

If you are attacking a SAM site a 1D6 result of 4+ means you've successfully obliterated it, remove it from play.



### Combat example, step 08

The turn is now Blue players. Blue player plays "FOX 2" which launches an IR missile, just before Blue player starts moving the IR missile card, Red player plays "CHAFF / FLARE" and the missile is removed.

Blue player removes an IR missile from the stores sheet

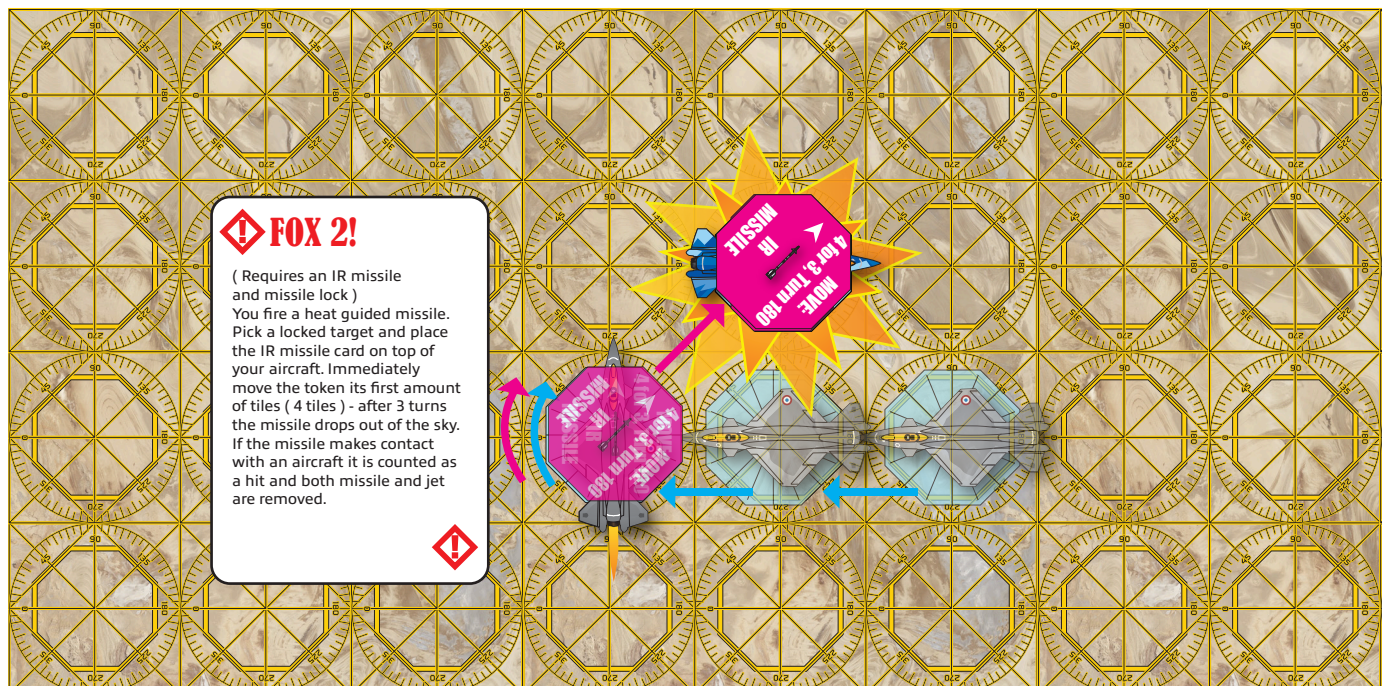
#### IR MISSILE ATTACK 1



### Combat example, step 09

Blue player uses afterburner and plays another IR missile card, red player is out of defensive cards! The IR missile turns 45 degrees and is placed on top of the red player aircraft, contact is made! The red player aircraft is destroyed! SPLASH! Blue player removes an IR missile from the stores sheet. Red player has lost the jet and it is removed.

#### IR MISSILE ATTACK 2





# RULES

The game evolves around the Sahara Black flag exercise ( a fictive derivative of the Nevada Red flag exercise ) the involved creatures are jaws inhabitants like sharks, crustaceans, squids etc

Black flag is a nap of earth ( NOE ) exercise ( to remove the third dimension in a board game setting ) the play area has a hard ceiling at 1000 feet, that means the stealth aspect is further bolstered by terrain masking.

## 2 player or 4 player game:

In 2 player games, each player controls 2 aircraft in a player versus player setup

in 4 player games each player controls 1 aircraft in a 2 player versus 2 player setup

## Standard VS game objective recap ( more gametypes are being developed ):

*Atrite enemy defenses, destroy the enemy airbase and return to own base*

As indicated in the intro guide: Select one of the premade characters or create a character yourself: If you create your own character you have to chose your own loadout and calculate Fuel, drag coefficient ( DC ), radar cross section ( RCS ) and your aircrafts range.

*Designers note: These calculations have nothing to do with the real world where elements such as fuel consumption and gradual weight reduction, air humidity + weather and wind direction has a significant impact on range. We've come up with a rather silly way of calculating range, but it works for this games purpose, we hope you understand.*

Set up the board, refer to the guide previously if you want input on a standard setup, we recommend you try out different board sizes by printing more board tiles later if you like the game :) essentially the game is about having fun and if you want to change things around, by all means do it! - we enjoyed making this, we hope you enjoy using it :D



# RULES

## Play phases

1. Draw cards ( 2 per aircraft under your control, max 7 cards on your hand, discard overflow )
2. Active player: Play first Attack or Scan card ( Roll D6's corresponding to card content )
3. Receiving player: Play Defense cards ( Roll D6's corresponding to card content)
4. Active player: Move Aircraft, Missiles and Bombs
5. Defense player: Resolve SAM's and SPAAA's after Active player moves.
6. Active player: Play second Attack or Scan card ( Roll D6's corresponding to card content )
7. Receiving player: Play Defense cards ( Roll D6's corresponding to card content)
8. Mark fuel boxes on all aircraft under your control ( 1 fuel box for normal flight and 2 if afterburner was used )
9. Remove casualties and elements with no more turns or fuel.
10. Turnover:

2 players: Players switch between aircraft, ex. Red player plays aircraft Red 1, when turn is over Blue player plays aircraft Blue 1, when that turn is over Red player plays Red 2, after that Blue 2 and repeat.

If 4 players, alternate between sides, so f.ex. Red player 1 starts, Blue player 1 next, Red player 2 next, Blue player 2 next, Red player 1 etc.

## Damage:

Any aircraft is considered destroyed if hit by any missile ( JDAM is not a missile )

Any aircraft is considered destroyed if hit by 1 gun salvo

An airbase is destroyed after being hit by 2 JDAMs

An FOB is destroyed after being hit by 1 JDAM

A SAM battery is destroyed if hit by 1 HARM missile or 1 JDAM

Aircraft collisions are not implemented in the rules to avoid trolling, in other words: 2 aircraft cannot occupy the same map tile. Avoid these scenarios ;)



# RULES

## Obstacles:

Mountains are considered impassable objects due to the nature of the Black Flag exercise in which the aircraft partake. That means Aircraft, Missiles and Guns cannot affect opponents through a Mountain if it separates the 2, you can however still scan through them and aircraft and missiles can maneuver around them!

Aircraft are unable to be placed on top of each other, the same goes for blips, so no Kamikaze attacks or stacking of blips ;)

## Winning and losing the game:

### Win conditions in a standard game is:

1. All opponent Airbases and FOBs must be destroyed
2. Return atleast 1 aircraft to your own airfield or FOBs ( 1 of which must be intact ).

Both conditions must be fulfilled in order to win, if your airfield and FOBs are destroyed, but you have aircraft flying it is still considered a loss. ( since your aircraft will drop out of the sky after a while and will then be unable to continue the exercise )

### Lose condition in a standard game is:

Lose your Airbase and FOBs.

## Video:

You can find an animated version of the rules and how to play on youtube by searching for JAWGS Jet Fighter Board Game "How to play" video or clicking this link:  
<https://youtu.be/RbmiG62agH4>

### High flight

"Oh! I have slipped the surly bonds of Earth  
And danced the skies on laughter-silvered wings;  
Sunward I've climbed, and joined the tumbling mirth  
of sun-split clouds, — and done a hundred things  
You have not dreamed of — wheeled and soared and swung  
High in the sunlit silence. Hov'ring there,  
I've chased the shouting wind along, and flung  
My eager craft through footless halls of air....

Up, up the long, delirious, burning blue  
I've topped the wind-swept heights with easy grace.  
Where never lark, or even eagle flew —  
And, while with silent, lifting mind I've trod  
The high untrespassed sanctity of space,  
— Put out my hand, and touched the face of God."

John Gillespie Magee Jr.



# RULES

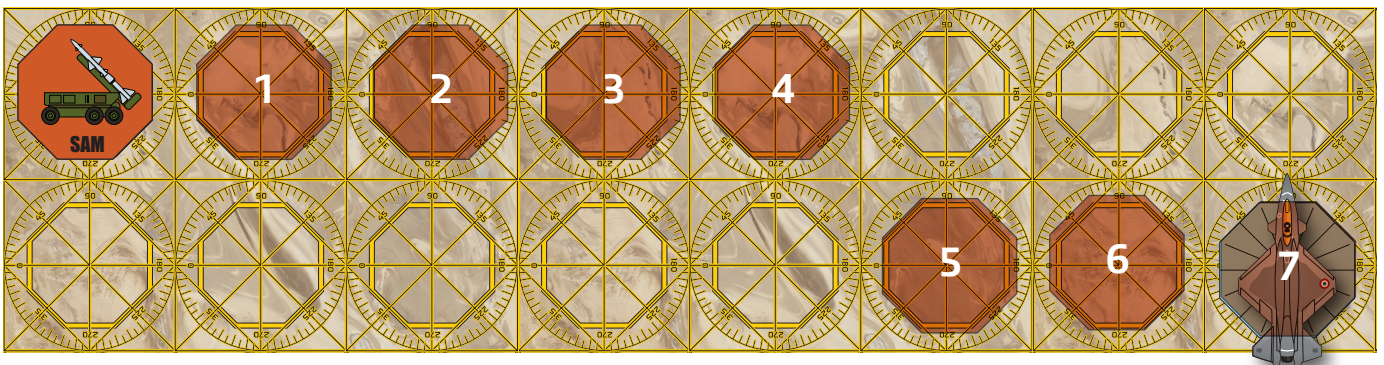
### SAM sites ( Surface to Air Missile )

The SAM sites are “autonomous” and outside of player control, they react to enemy aircraft that come within their missile range, if they can lock on to one they will fire their Surface to Air Missiles.

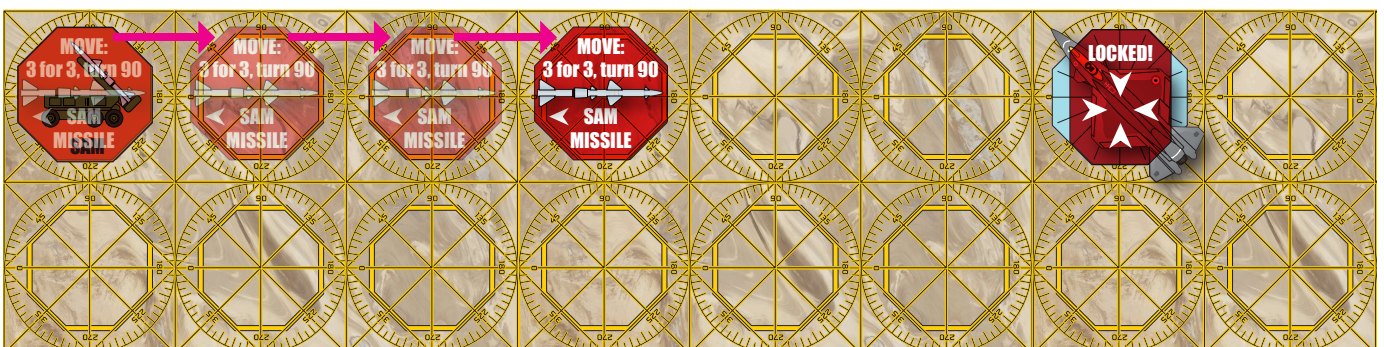


A SAM site becomes active if a player moves within 7 tiles of it. Roll a D6 against the targets RCS value, on a D6 roll lower than the targets RCS the SAM achieves a lock. D6 rolls correspond to the following RCS values: 1: 0,16 2: 0,32 3: 0,48 4: 0,64 5: 0,80 6: 0,96. So a roll of 1, 2 or 3 will always achieve a lock, roll of 4+ depends on what stores the aircraft is carrying.

Place a lock token on the locked aircraft - use a color that corresponds to the missile token and missile turn marker if it is fired. If the player stays within the 7 tile range next turn, the SAM site will fire its missile: Place a SAM missile token as show above on top of the SAM site, pointed towards the locked aircraft. The player friendly to the SAM site now takes control of the missile, it moves 3 tiles for 3 turns and can turn upwards of 90 degress per turn. To destroy the aircraft the missile card needs to be maneuvered on top of the locked aircraft card on the board.



7 tile range, SAM rolls a D6 result of 2 and locks on



*SAM Missile is launched and the chase begins! - 3 moves this turn and for the next 2 turns, directionally the missile can turn up to 90 degrees*



# RULES

## SPAAA sites ( Self Propelled Anti Aircraft Artillery )

SPAAA sites are also “autonomous” and outside of player control, they react to enemy aircraft that come within their gun range, if they can achieve a tracking solution on one they will open fire.

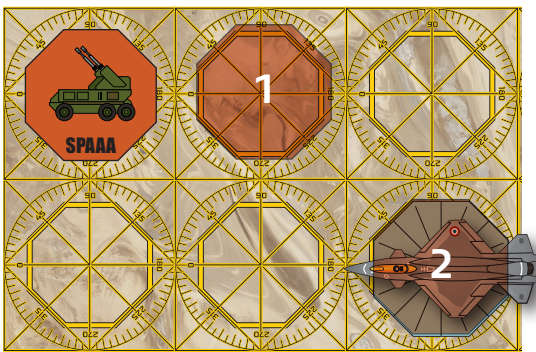
### SPAAA site Blue Team



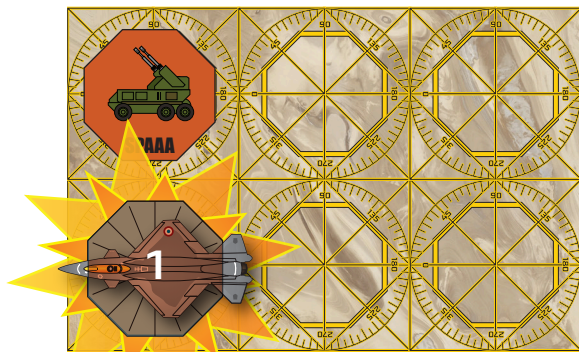
### SPAAA site Red Team



SPAAA's begin tracking aircraft when they move within 2 tile range, roll a D6 to determine if the SPAAA has achieved a tracking solution Roll a D6 against the targets Drag Coefficient ( DC ), where 1 = 100 DC, 2 = 200 DC, 3 = 300 DC, 4 = 400 DC, 5 = 500 DC and 6 = 600 DC. if your roll is below the target aircrafts DC value, you hit it and it is removed from play. Note: There are defensive cards that a player can play to save his or her aircraft.



*Example Turn 1*  
2 tile range, SPAAA rolls a D6 result of 3 and misses ( Aircraft DC = 250 )  
Aircraft survives.



*Example Turn 2*  
1 tile range, SPAAA rolls a D6 result of 1 and hits! ( Aircraft DC = 250 )  
Aircraft is considered destroyed.

## FOB ( Forward Operations Base )

A FOB can be many things in the real world, but in this game it is a refueling point that allows any friendly aircraft to be refueled and rearmed.

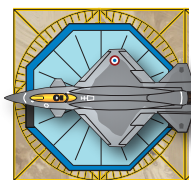
### FOB site Blue Team



### FOB site Red Team



### Aircraft stationary while refueling



## Refueling and rearming

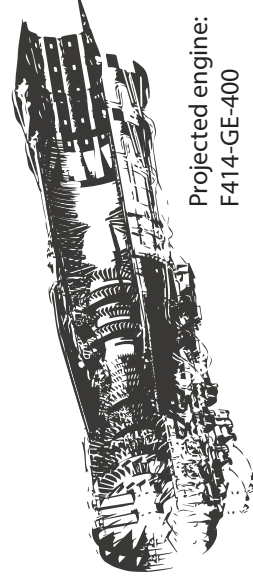
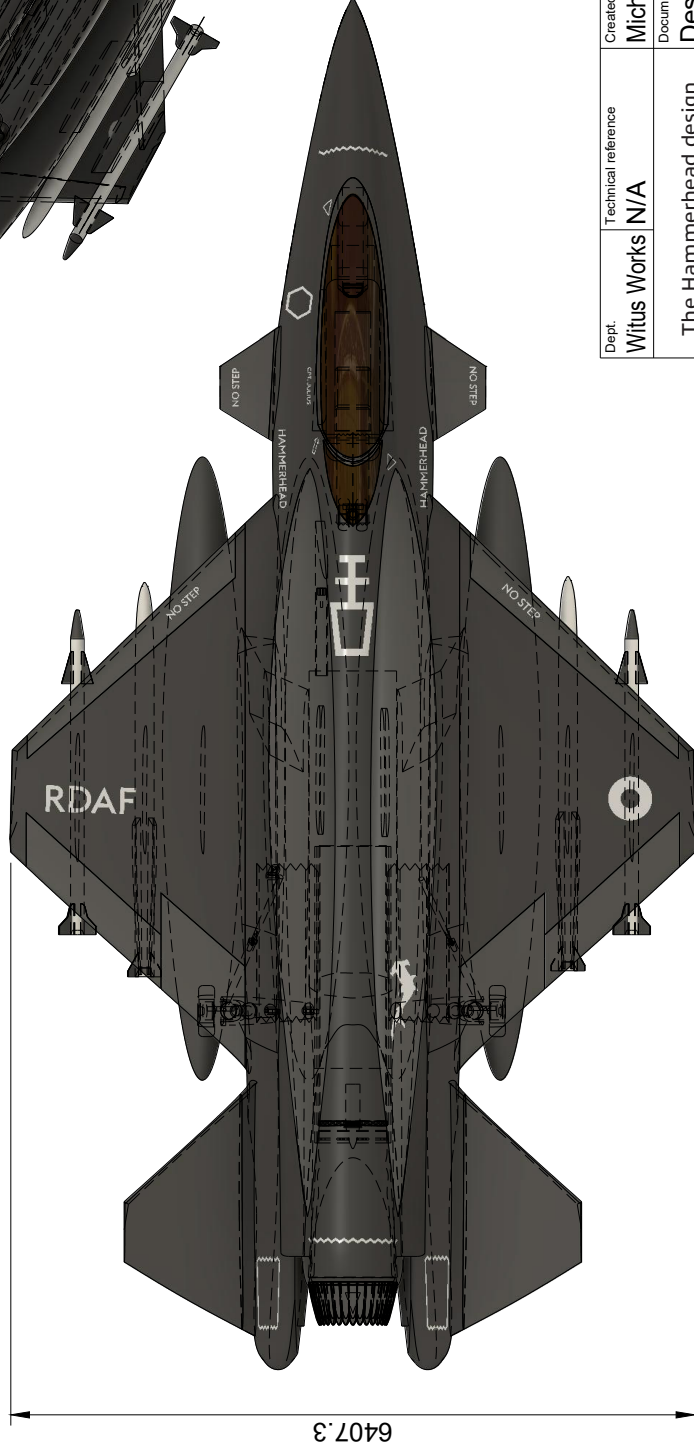
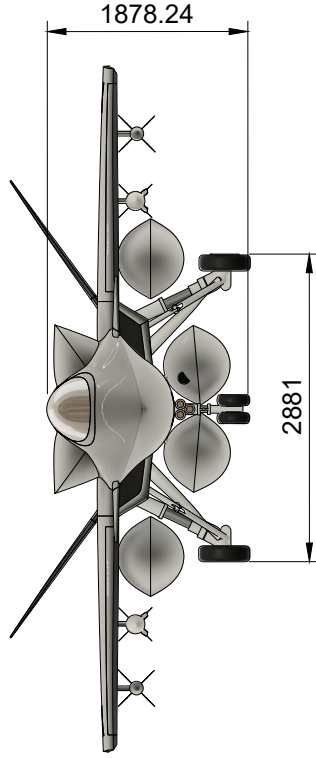
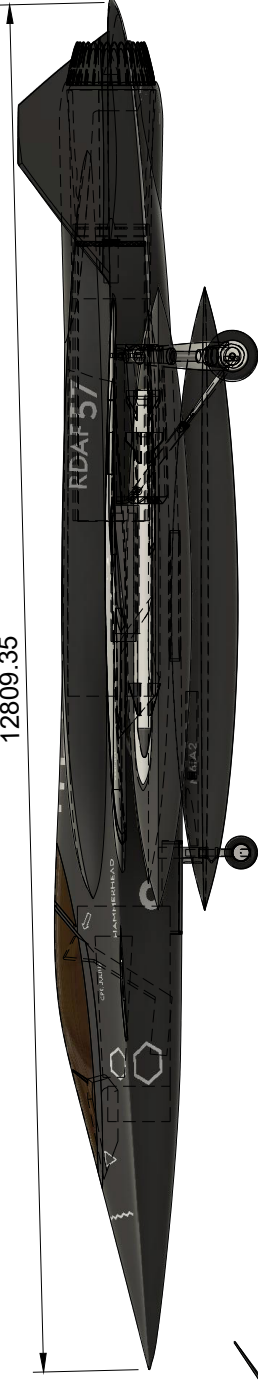
In order to refuel and rearm an aircraft must land “on top” of an Airbase or FOB location on the board. If the aircraft is stationary on an Airbase or FOB for a full turn it is considered rearmed or refueled, if it is stationary for a 2 full turns it is considered both. You cannot alter your stores. Once the desired effect has been achieved the aircraft can move as normal again.





# HAMMERHEAD

12809.35



Projected engine:  
F414-GE-400  
all units in mm.

Dept.	Technical reference	Created by	Approved by
Witus Works	N/A	Michael Schierup 22/11/2020	Cpt. Thibaut Guilbert 22/11-2020
The Hammerhead design is heavily inspired by Northrop's YF-23, F-16, F-35 and F-5		Document type	Document status
		Design suggestion	Concept pitch
		Title	DWG No.
		"Hammerhead" SASF	127v3
		Small Affordable Stealth Fighter	
		Rev.	Date of issue
		01	22/11-2020
		Sheet	1/1

1:70



# AMERICAN HAMMERHEAD, BEING SERVICED IN A FORWARD OPERATING BASE ( FOB )



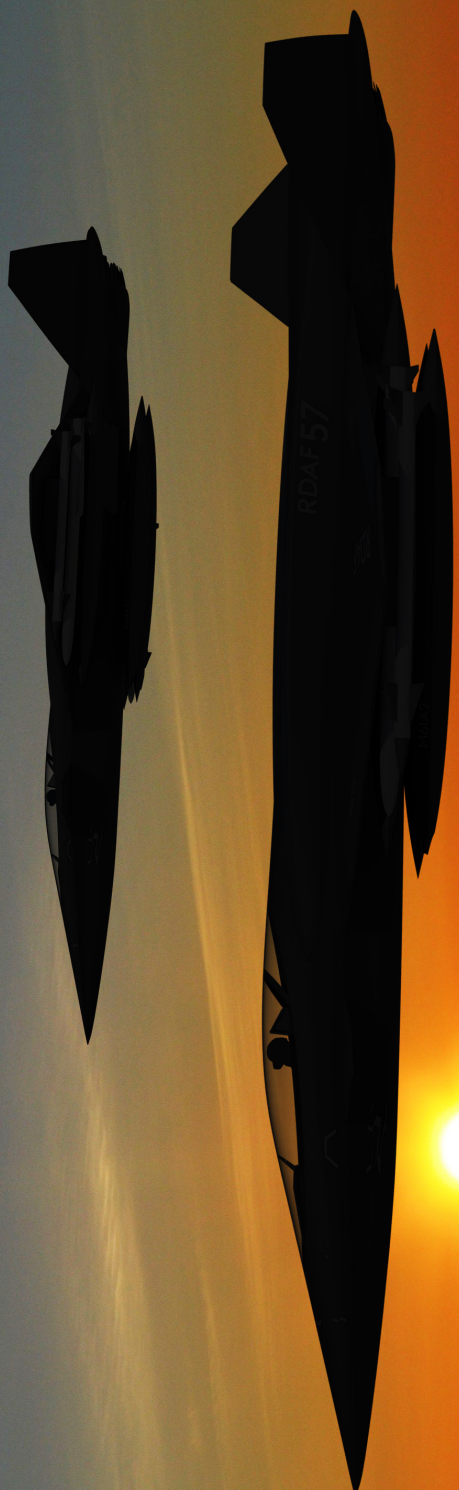
AIRBORNE HAMMERHEAD DINGBATS







מבצע  
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# COLOR THE NOSE ART





## COLOR THE NOSE ART



RELEASE  
THE DRAGON



## **SPECIAL THANKS**

**THIBAUT GUILBERT**  
**RDAF PILOT AND CONSULTANT**

**KATRINE HULGARD**  
**CONSULTANT**

**EAGLE DYNAMICS**  
**DIGITAL COMBAT SIMULATOR**

**GRIM REAPERS**  
**YOUTUBE AIRCRAFT KNOW WHAT'S**

**TOVE INGERSLEV**  
**SØREN HOFFMANN**  
**JONATAN YDE KORSBÆK**  
**DITTE KRISTENSEN**  
**ALLAN KIRKEBY**  
**MARTIN LANGE**



# CREDITS

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SIMON SKOV ANDERSEN, MIKE WITUS**

## 3D MODELER

**MIKE WITUS**

## ILLUSTRATIONS

**MIKE WITUS**



**DOWNLOAD AND 3D PRINT**  
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**IT'S FREE!**



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