



A floor game by Owen Top
Ver.0.2

Peg Flight is an exciting floor-based wargame for children which makes use of small aircraft models made from pegs. Dice are flicked or dropped to determine damage from attacks, and movement is governed by a set of rules and measuring sticks. Peg Flight is really very simple, but there are a lot of rules to learn. I recommend that you start off by playing small dog fight games with three or four light fighters per side. Once you are used to how things work, you can start introducing the rules for other planes and upgrades.

YOU WILL NEED:

- A nice, big, clear floor to play on - your living room should work well!
- Some peg planes, plastic cups and cards. Your parents can help print these out for you.
- Some textas.
- Measuring sticks 6 inches, 10 inches and 14 inches long. Ask daddy to help you make these.
- Some clouds and Ground Targets. Your parents can help print these out for you.
- Some eight, ten and twelve sided dice. You can buy these from special games shops, but sometimes other places have them. Your parents will be able to buy these for you on the internet also.

1. Models.

All planes are represented by a model made from wooden clothes pegs and other cunning craft materials. These sit on top of a disposable, clear plastic cup, which in turn sits on top of a card listing the plane's abilities and current damage. For the purposes of the rules, the base, cup and plane are all considered to be part of the model.

2. The Floor.

Peg Flight is played on the floor. Any suitably large, flat and clear floor is acceptable. In fact, furniture can make excellent imaginary cliffs and mountain ranges to fly around! It is a good

idea to decide where the edges of the play area are, so you can't decide to fly all of your planes back to your bedroom to escape. Some battles might need you to have some targets for your bombers, like factories, bridges and railway lines. You can print these out and place them on the floor.

3. The Turn.

Peg Flight is broken up into turns. First one player moves one of his planes and attacks with it, then the other player. You may use planes in any order, but you must use all of your planes before you can go back to the first. It is a good idea to place some sort of marker on planes which you have used as a reminder. When you have used them all, remove the markers and start again. Roll a die each to decide who goes first - highest roll wins.

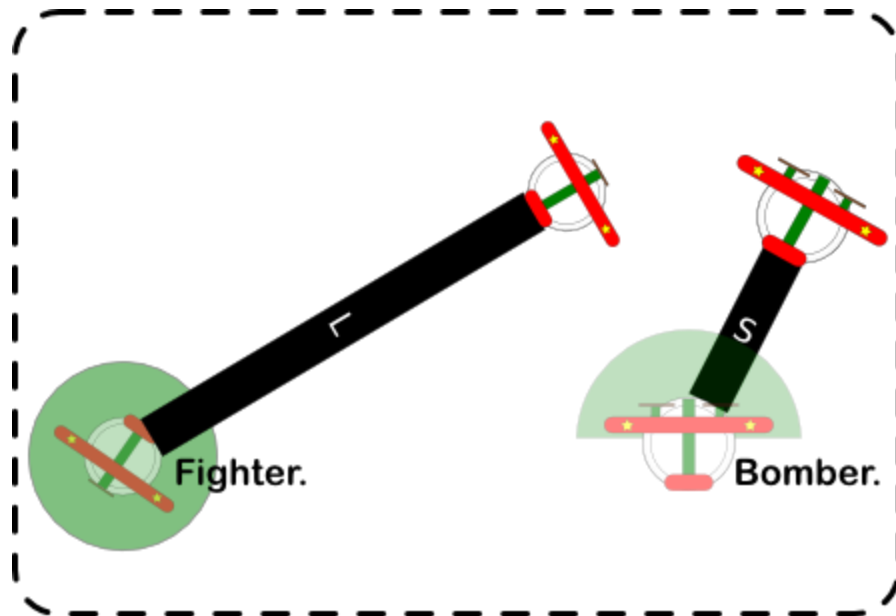
4. The Profile.

Different planes have different abilities - fighters are fast and maneuverable, while bombers are slow, but can drop bombs. To tell the planes apart, and make them more interesting, each has a profile. This lists what the plane can do. On the profile you will find:

- Move: How far the planes moves - Short, Medium or Long.
- Guns: What type of die the plane uses when it fires.
- Arc: Where the plane can fire its guns.
- Turn: How far the plane can turn.
- Damage: How much damage the plane can take before crashing.
- Bombs: How many bombs the plane has.
- Cost: This is how many points the plane costs - to keep things fair, you get only a certain number of points worth of planes. This is determined by the mission.

5. Movement.

Movement makes use of the three measuring sticks - short (6"), Medium (10") and Long (14"). Each plane uses a different type of measuring stick - this is listed on the plane's profile. Take the appropriate measuring stick, and place it touching the base of the plane. Planes with Turn: 180 may only move to locations in front of them. Planes with Turn: 360 can move anywhere. Rotate your measuring stick to where you want the plane to go, and then move the plane along the stick. Planes cannot hover, so you must move at least half the length of the stick. The back edge of the base must always be touching the stick, and the plane must be facing the same direction as the stick at the end of its movement.



The Fighter has Turn: 360, so it can fly in any direction. It has Move: Long, so it uses the long measuring stick to move. The Bomber has Turn: 180, so its measuring stick cannot go outside the green area. It has Move: Short, so it uses the short measuring stick.

6. Shooting.

Shooting uses dice. Each plane gets one die for shooting. Some planes have better guns than others, so they use a bigger die. Check your plane's profile.

- Gun: D8 - uses the eight sided die.
- Gun: D10 - uses the ten sided die.
- Gun: D12 - uses the twelve sided die.

Your guns can only shoot in their arc of fire. This is also listed on your profile.

- Arc: Forward - your plane mounts fixed forward guns and can only fire forwards.
- Arc: Turret - your plane has a gun turret which can fire in any direction.

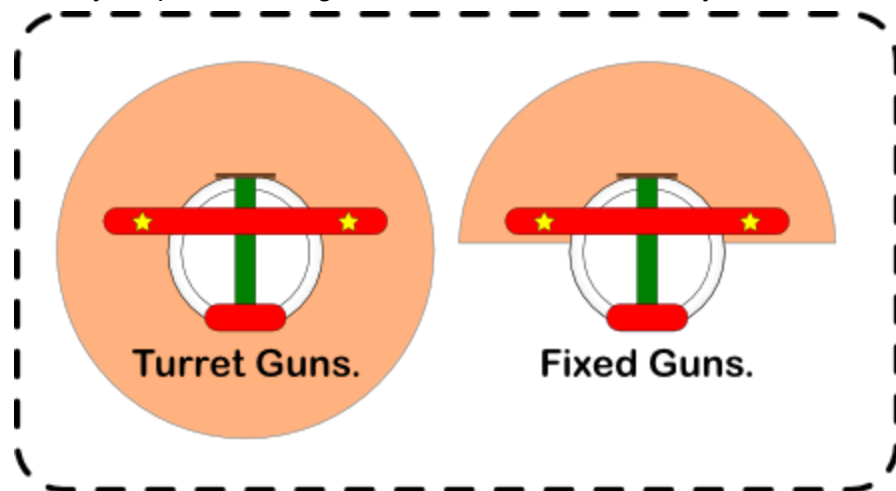


Diagram 1 - arc of fire.

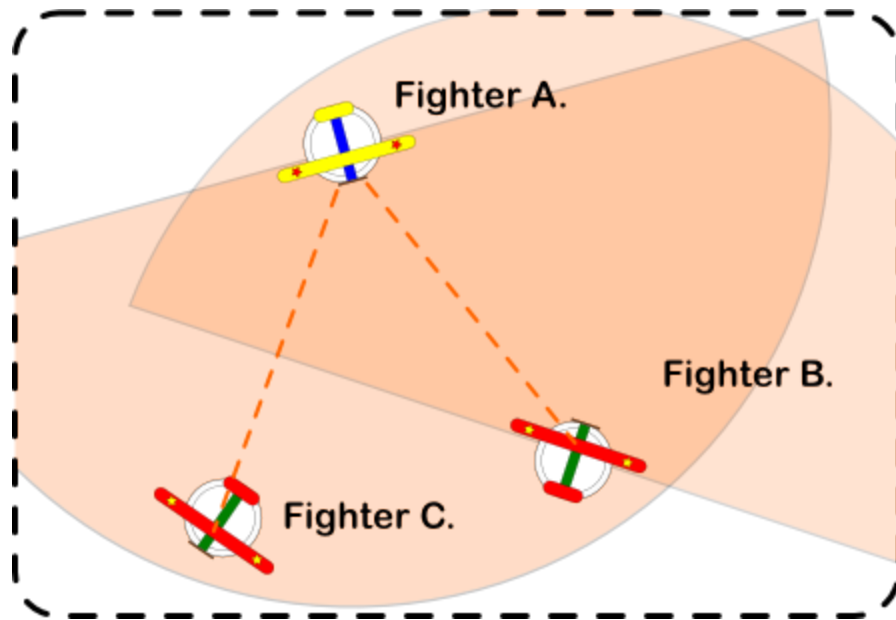


Diagram 2 - Fighter A can shoot both Fighters B and C as they are in it's arc of fire. Fighter B can shoot only Fighter A. Fighter C is facing the wrong way, and cannot shoot anything!

Find the right die, and place it on top of your plane model. Firing from just on top of the wings works best. Now, flick the die with your finger towards your target. If the die hits any part of the model, then you have scored a hit! Once the die stops moving, the number rolled is the amount of damage done. Your unlucky opponent crosses off that many damage circles on his model's card. If your die hits more than one plane, all of them take damage!

7. Bombing.

Some planes carry bombs, which can be dropped on targets on the ground. You can't drop bombs on other planes - sorry! If your plane has bombs, these will be listed on the profile.

- Bombs: 0 - your plane carries no bombs.
- Bombs: 2 - your plane carries two ten-sided dice as bombs.
- Bombs: 4 - your plane carries four ten-sided dice as bombs.

You can only drop one bomb per turn, so if you have more than one bomb, you will have to wait until next turn. To drop a bomb, take a ten-sided die and hold it, point down, beside your plane, at the same height. Now drop it. The bomb explodes where the die stops, and does as much damage as the die has rolled. Like planes, ground targets will have damage circles to cross off. When all of these circles are gone, the target is destroyed!

When you drop a bomb, make sure you cross off one of the BOMB icons on the planes' card to remind yourself you have used it.

8. Anti-Aircraft fire.

Some ground targets such as factories and army bases have anti-aircraft guns! These will be listed on the ground target itself, along with it's damage circles. When any of your planes approaches to within a medium measuring stick of a ground target with anti-aircraft guns, your

opponent gets to take a shot at them! He doesn't even have to wait for his turn, he takes the shot right now.

9. Clouds.

The sky is often filled with clouds, which your planes can hide behind. Clouds are represented by paper cutouts which stand up. Before the game starts, place some clouds on the floor. Planes can fly through clouds, but cannot shoot through clouds.

10. Winning.

Each mission has its own set of objectives. You win the game by completing these. If neither side can complete their objectives by dinner time, or it's impossible for both sides to win, then the game ends in a draw.

11. Missions.

There are several exciting missions to play in Peg Flight, each with its own goals. Each mission will describe the objective (what you need to do to win) along with the forces you can take. Before the game starts, decide how many points worth of planes you will use. Both players get the same number of planes. A 10-15 point game will involve only two or three planes per side. This is a good size for your first game. At 25 points it's possible to get four or five. A 50 point game will be really big, with several bombers and points left over to buy escort fighters. Remember that the more points you have, the longer the game will last.

Some missions have an attacker and defender. For these missions, roll a die to decide who is the attacker, and who is the defender.

DOG FIGHT:

Two forces of planes meet and fight it out.

OBJECTIVE: Destroy all enemy planes.

GROUND TARGETS: None.

FORCES: Fighters.

SET UP: Both players set up all their planes within a LONG measuring stick of the edge of the play area, on opposite sides.

SPECIAL RULES: None.

BOMBING RUN:

One force of planes heads into enemy territory to bomb a ground target into oblivion. The defenders try to stop them!

OBJECTIVE:

Attacker: Destroy the ground targets. The attacker wins if all ground targets are destroyed.

Defender: Protect the ground targets. The defender wins if the attacker is unable to destroy all ground targets, either because his bombers are destroyed or they have run out of bombs before destroying the targets.

GROUND TARGETS: Two - choose Factories, Bases or Bridges. These are placed by

the defender, and should be atleast a LONG measuring stick inside the playing area.

FORCES:

Attacker: Fighters and bombers.

Defender: Fighters.

SET UP: Both players set up all their planes within a LONG measuring stick of the edge of the play area, on opposite sides.

SPECIAL RULES: None.

BASE TO BASE:

Both forces have built their bases close to each other - now they are trying to destroy the enemy base and protect their own!

OBJECTIVE: Destroy the enemy base. If neither player is able to destroy the base, then the game ends in a draw.

GROUND TARGETS: Each player places their own base. These should be atleast a LONG measuring stick inside the play area.

FORCES: Fighters and bombers.

SET UP: Both players set up all their planes within a LONG measuring stick of the edge of the play area, on opposite sides.

SPECIAL RULES: Bombers can land at their own base by moving onto it. If they spend a turn on the ground (remove them from their cup to show this - landed planes cannot move, but can be shot at) they can reload their bombs and attack again!

ESCAPE:

One side has flown deep into enemy territory to pick up a valuable spy - now they have to get back to their own lines with the information!

OBJECTIVE:

Attacker: Move at least one plane out of the play area on the Defender's side.

Defender: Destroy all of the attacker's planes.

GROUND TARGETS: None.

FORCES: Fighters.

SET UP: Both players set up all their planes within a LONG measuring stick of the edge of the play area, on opposite sides.

SPECIAL RULES: None.

12. Plane Profiles.

All planes are assigned a profile which tells you what they can do. They also have a points cost, which tells you how much you have to pay for them. Planes also have options. These are special abilities you can buy for your planes at an extra points cost. When you buy upgrades for your planes, you must modify the model in some way to show the upgrades.

Light Fighter:

- Move: LONG

- Guns: D10
- Arc: FRONT
- Turn: 360
- Damage: 10
- Bombs: 0
- Cost: 4

OPTIONS:

- Turret Fighter: changes Arc: FRONT to Arc: TURRET and MOVE: Long to MOVE: Medium - 2 points.
- Rockets: One use weapon - use a D12, you can shoot at either planes OR ground targets with rockets. - 2 points.

Heavy Fighter:

- Move: MEDIUM
- Guns: D12
- Arc: FRONT
- Turn: 360
- Damage: 12
- Bombs: 0
- Cost: 4

OPTIONS:

- Turret Fighter: Changes Arc: FRONT to Arc: TURRET and MOVE: Medium to Move: Short - 4 points.
- Super Charger: Changes Move: MEDIUM to Move: LONG (if combined with Turret Fighter, MOVE: Short becomes MOVE: Medium) - 4 points.
- Rockets: One use weapon - use a D12, you can shoot at either planes OR ground targets with rockets. - 2 points.

Light Bomber:

- Move: MEDIUM
- Guns: D8
- Arc: TURRET
- Turn: 180
- Damage: 12
- Bombs: 2
- Cost: 5

OPTIONS:

- Super Charger: Changes Move: MEDIUM to Move: LONG - 4 points.
- Cannons: Changes Guns: D8 to Guns: D10 - 4 points.
- Rockets: One use weapon - use a D12, you can shoot at either planes OR ground targets with rockets. - 2 points.

Heavy Bomber:

- Move: SHORT
- Guns: D8
- Arc: TURRET
- Turn: 180
- Damage: 16
- Bombs: 4
- Cost: 8

OPTIONS:

- Super Charger: Changes Move: SHORT to Move: MEDIUM - 4 points.
- Cannons: Changes Guns: D8 to Guns: D10 - 4 points.
- Heavy Bomb Load: Changes Bombs: 4 to Bombs: 6 - 3 points.
- Bunker Busters: Uses D12s for bombs, not D10s. - 4 points.

12.1: An Example Squadron:

All the profiles can look a little confusing, and it can be hard to know what to take. So here is an example 25 point squadron. This squadron would be good for the Bombing Run or Base to Base missions.

- Light Fighter: 4pts
 - Rockets: +2pts
 - Total: 6pts
- Light Fighter: 4pts
 - Rockets: +2 pts
 - Total: 6pts
- Heavy Fighter: 4 pts
- Heavy Bomber: 8 pts
 - Squadron Total: 24pts.

The squadron has two small, fast light fighters. These will quickly move to deal with any bad guys. They also carry rockets, so they can make attacks on ground targets. Since they are so fast, they can get to these before the heavy bomber, and hopefully before the bad guys expect!

The heavy fighter is slower, but it packs more of a punch. Its job will be to escort the bomber and make sure nothing nasty happens to it.

Finally, we have the heavy bomber, which has only one purpose - get to the ground target and smash it with its bombs!

But wait! There's a point left over!

That's okay - you will often have one or two spare points which you can't find a use for. 25 is the largest number of points you can spend to make a 25 point squadron. You don't HAVE to spend them all.

13. Ground Target profiles:

Base:

- Damage: 20
- AA Guns: D12

Factory:

- Damage: 20
- AA Guns: D10

Bridge:

- Damage: 15
- AA Guns: D10

14. Building your planes.



These are spectacularly poor peg planes. You will make much better ones.

Building planes to use in Peg Flight is fun and simple. All the materials can be bought from your local super market or craft store. Some newsagents will also carry the things you need.

You will need:

- Some wooden pegs
 - Some paddle pop sticks
 - Some match sticks
 - Some toothpicks
 - PVA glue
 - Mum's good scissors (any really powerful scissors will do)
 - Paint and brushes
1. Take a peg, and remove the metal spring. You can throw the spring away.
 2. Glue the two halves of the peg together so that the flat sides are touching to make your plane's fuselage (that's a fancy word for the plane's body).
 3. Glue a paddle pop stick or two to the peg for the wings. A plane with two wings is called a biplane - they were popular in World War One. Some planes even had three sets of wings. These were called Triplanes and the Red Baron flew one.
 4. Cut the ends off a paddle pop stick using Mum's good scissors. Glue these on to the peg for the tail. If you also cut the end off a second stick, this can be used for the rudder.
 5. Cut a match stick in half, and glue it on the front as a propellor.
 6. Cut some short lengths of toothpick and glue these on to the nose for guns.
 7. Leave the plane to dry for a while, and then you can paint it!

TIPS:

- I like to make it easy to tell what kind of plane each model is. All my fighters have the peg halves stuck on top of one another, while my bombers have them stuck beside each other. Heavy Fighters often have two fuselages, and my heavy bombers have their engines on the wings.
- Have a look at some books about planes from World War One and World War Two for ideas. The P-38 Lightning makes a great heavy fighter, and the P-61 Black Widow is a fantastic heavy turret fighter.
- You can add landing gear by cutting the tips off paddle pop stick and gluing them under the wings.
- You can make a sea plane by gluing two peg halves under the wings.
- Biplanes usually have struts between the wings to keep them steady. You can use match sticks tooth-picks or paddle pop sticks cut to the right size for these.
- You can buy pegs in different sizes. This means your bombers can be bigger than your fighters! You can also buy really small pegs, and glue them to the wings for engines on bigger planes, or glue them on top for cockpit canopies!
- When you buy upgrades for your plane, you need to show these on the model. Here are some ideas:
 - Rockets - cut some toothpicks in half, and glue them under the wings, with the pointy ends forwards.
 - Turret Fighter - you could use a small bead, googly-eye or even a tiny peg with a tooth-pick sticking out for your turret.
 - Super Charger - super chargers have BIG exhaust pipes! You could use a tiny

- peg along the side of the nose, or some pieces of tooth pick to these.
- Cannons - Add some turrets to your bomber to show it's got bigger guns.
 - Heavy Bomb load - add some pieces of toothpick under the wings to show the extra bombs.
 - Bunker Busters - Only really BIG bombers can carry these - use bigger pegs, and give them four engines.
 - Paint your planes in bright colours, but choose a colour scheme which you will use on all of them. This makes it much easier to remember which are yours and which are the naughty enemy! I like green and red for my planes.
 - You can buy small stickers and add them to your planes for markings - dots and stars work well! Have a look at some pictures of real planes for ideas.
 - Give your planes names! It's more fun when your Crumhorn D-5 Avenger shoots down your enemy's Slapdash Slingshot Mk.12!

Books and Websites to look at:

There are a lot of really cool books and websites about planes. Here are some you might like to check out:

<http://www.airplanesforkids.com/page/page/1292990.htm>

<http://primaryfacts.com/2757/10-spitfire-facts/>

<http://www.funkidslive.com/features/amys-aviation/>

<http://www.world-war-2-planes.com/world-war-2-military-aircraft-pictures.html>

<http://www.wwiaviation.com/gallery.html>

<http://www.airpowerworld.info/ww1-fighter-planes/>