

BLOOD RED SKIES



Tournament

Welcome to the Warlord Blood Red Skies tournament. The tournament will be played over three rounds with a prize for the overall winner.

Squadron and Ace Selection

Players must each provide a 500 point "Squadron" including the associated bases, trait cards markers, rulers, cards dice and counters. A minimum of 2 elements each of 2 aircraft must be used. These must all be of a single aircraft type. Each model must be easily identifiable from its Squadron Mates, either by markings on the model or the base.

Pilots are costed as follows

- 2: Rookie = +25 points
- 3: Average = +50 points
- 4: Veteran = +75 points
- 5: Ace = +100 points

An Ace may choose 1 Ace Skill

Named Aces are unique and cannot be duplicated within a Squadron. Costs for named Aces are as per their cards.

Theatre & Doctrine Cards

Players may choose up to 2 Theatre and 1 Doctrine Card - these are not restricted however the cards Numbers & Home Advantage cannot be taken.

Amended Aircraft Points

- P51D Mustang 44 points
- A6M5 Zero 33 points
- Yak 1 28 points

Winning and Tournament points scoring

Victory is decided as per the usual rules. At the end of each game players score 5 points for a win and 1 point for each enemy aircraft shot down. When determining draws the number

of Shot down and then Boom Chits suffered is the decider. Player's scores will be compared to decide who they will play in the next round, with the overall highest scorer being declared the winner.

Scenarios

All three rounds will be played using the "Dogfight" Scenario.

Clouds

Before deployment begins each player may choose up to two cloud templates. Players take turns beginning with the attacker placing their clouds on table. Clouds may not overlap and may not be placed within 6" of another cloud or any table edge. Once all clouds are placed the effects of any Theatre cards are resolved. Players using Bad Weather place the additional clouds themselves using the above placement restrictions, then Clear Skies is resolved by the other player.

Rules Amendment

Overlapping Bases

If a model cannot legally end its move without overlapping another model base the moving model is moved directly forward along its flightpath until it clears the blocking base. The moving model loses its Pilot Action for that turn.