

# BLOOD RED SKIES



**Scenario**

*Dogfight*

## Scenario 1:

# Dogfight

A “dogfight” or “furball” is flyer parlance for an ongoing air battle where elements are already rapidly jockeying for position, diving into and out of the action. Fights like these could develop and dissolve again within minutes as large formations clashed across miles of vertical and horizontal space.

### ELEMENTS

Each player may deploy a maximum of four elements, and must deploy a minimum of two elements. Each element must comprise two or more planes from the same squadron.

### DEPLOYMENT SEQUENCE







The player with the most planes begins deployment by deploying one element. If numbers are equal, each player rolls a dice each for initiative and the low roller deploys the first element.

The first element may be deployed anywhere on the table. The opposing player then deploys one of their elements anywhere more than 18” from any enemy plane.

Players continue alternating placing their elements until all planes are deployed.

### STARTING ADVANTAGE LEVEL

Once all elements have been placed, roll a die for each plane.

D6* Roll	Advantage Level
 	Advantaged
 	Neutral
 	Disadvantaged

### LEAVING THE BATTLE AREA

If a plane leaves the table, it re-enters play on the following turn if it passes a Manoeuvre test (★ + ☯). Redeploy the plane anywhere along the edge it left from, and then roll a dice to see if it begins advantaged, neutral, or disadvantaged. If the test is failed, the plane returns to base, inflicting one boom chit on their squadron for each plane lost in this way.

### GAME LENGTH

The scenario continues until all planes have been shot down, or left the table.

### VICTORY


Victory is achieved by driving off the opposing squadron(s) via shot down planes, and accumulated Boom chits.


### Recommended Forces for Dog Fight:

*Adler Tag (Eagle Day), Battle of Britain, 13th August 1940*

#### RAF

1 Squadron of two elements comprising:

Element A: 2x Spitfire II 

Element B: 2x Spitfire II 

RAF Action Deck:


Trait cards: 4x Tight turn


Theatre cards: Radar Support, Home Advantage

Doctrine card: Defensive Tactics

#### Luftwaffe

1 Squadron of two elements comprising:

Element A: 2x Bf109E 

Element B: 2x Bf109E 

Luftwaffe Action Deck:

Trait cards: 2x Great Dive, 2x Great Climb

Theatre cards: Poorly Trained Opponents, Clear Skies

Doctrine card: Dive Away