

# Scenario 10: Front lines

*Where the front lines were drawn on the ground opposing air forces would clash constantly in the skies. Reconnaissance missions, artillery observation, combat patrols, tactical support and interdiction raids kept front line fliers very busy indeed. These aerial battles took place in full view of the troops below and could have a powerful effect on morale.*

*Reference: Kursk?*

## Elements

In this scenario each player deploys in two or more elements with at least two aircraft assigned to each element. Each element must entirely comprise planes from the same squadron.

## Deployment Sequence

### 1. Select Sides

The player with the lowest number of planes in their force chooses one half of the table as their home territory. The opposite table half becomes the territory of the opposing player and the 'front line' runs between the two table halves. If numbers are equal, each player rolls a dice each for initiative. The low roller is the one to pick a table half first.

### 2. Player Elements

The player that chose a table half first places an element of aircraft anywhere in their half of the table that is more than 6" from the front line. The second player then deploys an element of aircraft in their half of the table and more than 6" from the front line. Players then alternate placing elements following the same restrictions until they are all deployed.

Each player may choose to deploy one element after the first as a High Cover marker anywhere on the table edge that is furthest from enemy territory.

## Starting advantage level

Roll a D6 for each plane on the tabletop, on a 1- 2 it starts Disadvantaged, a 3-4 Neutral, and on a 5-6 it starts Advantaged.

## Leaving the battle area

If an aircraft leaves the table it re-enters play on the following turn if it passes a Manoeuvre test. Redeploy the returning plane anywhere along the edge it left from and roll for its starting Advantage level. If the manoeuvre test is failed the plane returns to base. One Boom chit is inflicted on a squadron for each plane lost in this way.

## Special Rules: Home Advantage and Squadron Morale

Due to the scenario both sides receive a limited form of 'Home Advantage'.

No additional Boom chit is applied to a Squadron's morale when one of their aircraft is shot down over friendly territory. All Boom chits for shooting hits and for aircraft lost over enemy territory apply as usual.

## Game length

Play continues until all of the opposing player's aircraft are shot down or break off due to squadron morale.

### **Victory**

Both players score Victory Points for destroying opposing aircraft:

Each opposing aircraft shot down = 1 Victory Point

Each opposing aircraft shot down over enemy territory = +1 Victory Point

Each opposing squadron driven off = 3 Victory Points

The player with the greatest total number of Victory Points at the end of the game is the winner.

#### *Variant 1: Support our troops! (or boats!)*

This variant is used to crossover play onto another battlefield of either Bolt Action or Cruel Seas.

Place a spare card at the dead centre of the tabletop to mark the location of the battlefield.

[Diagram]

Each turn each player can nominate one activating aircraft to attempt to transition onto the alternate battlefield. The nominated aircraft must end its movement Disadvantaged and touching the battlefield card to be eligible make the switch. The switch does not occur until the end of the current Blood Red skies turn, however, so the transitioning plane will have to survive enemy attempts to intercept it.

If the aircraft survives to the end of the turn it enters the action in the Bolt Action or Cruel Seas game and becomes available at the beginning of the next turn. For Cruel Seas the attacking aircraft can delay for several Blood Red Skies turns in order to amass a sufficient number aircraft for an airstrike instead of attacking individually.

Once an aircraft has completed its attacks in the Bolt Action or Cruel Seas game, assuming it survives, it is placed back onto the Blood Red Skies table by the owning player touching the battlefield card and facing in any direction. The aircraft returns in a Disadvantaged state.

When playing this variant both players can opt to have any of their aircraft laden with bombs, rockets or torpedoes for free. Free bomber squadrons may be assigned to both sides with the agreement of both players with one squadron of bombers per three elements of fighters or part thereof.

### **Special Rules: Laden Aircraft**

Aircraft that are carrying bombloads, torpedoes, rockets or other ordnance are counted as 'Laden' until they expend their payload. Place a marker on the aircraft base (the bomb shaped cutouts left over from the pilot skill discs are ideal for this) to show it is laden and remove it when the payload is used.

Laden works as a temporary Negative trait that affects Pilot skill and aircraft performance as managing a heavily burdened aircraft is no joke. The following rules apply while an aircraft is Laden:

- Pilots of Laden aircraft suffer a -1 to their Pilot Skill\*
- Laden aircraft reduce their speed by 1 (50mph).
- Laden aircraft may not Climb for Advantage.

\*This penalty does not apply when the aircraft is expending its ordnance to make an attack with it.

A Laden aircraft can opt to remove its Laden marker whenever it activates without making an attack to represent it ditching its bombs, rockets or other payload prematurely.

#### *Variant 2: The Spotter*

Fighters would often be called upon to chase away or shoot down artillery spotter planes. The deadly accuracy of observed artillery strikes made these missions a priority for both sides.

If you decide to use a Spotter it acts as an additional objective. Roll off to see who has the Spotter, the player with the highest roll adds gains it and it forms a separate squadron of its own.

The Spotter has the following datacard representing a Storch, Po-2, Auster, Grasshopper or similar aircraft;

<b>Nation</b>	<b>Type</b>	<b>Date</b>	<b>Speed</b>	<b>Ag</b>	<b>Fp</b>	<b>Traits</b>	<b>Points cost</b>
Any	Recon Spotter	1938	2 (100mph)	3	-	Tight Turn -Vulnerable-	-

The Spotter is Pilot Skill 3. It is deployed with its base touching the front line after all other aircraft have been placed. It begins the game disadvantaged and may not climb for advantage.

At the end of each turn if the Spotter's base is touching the front line and it is not in clouds it earns the owning player +1 bonus victory point. If the opposing player shoots down the Spotter plane it earns them 2 victory points.