

BLOOD RED SKIES



faq
09-02-21



den.....

ab.....

ab.....

ab.....

Beschriftung und Nummer der
Erkennungsmarke.....

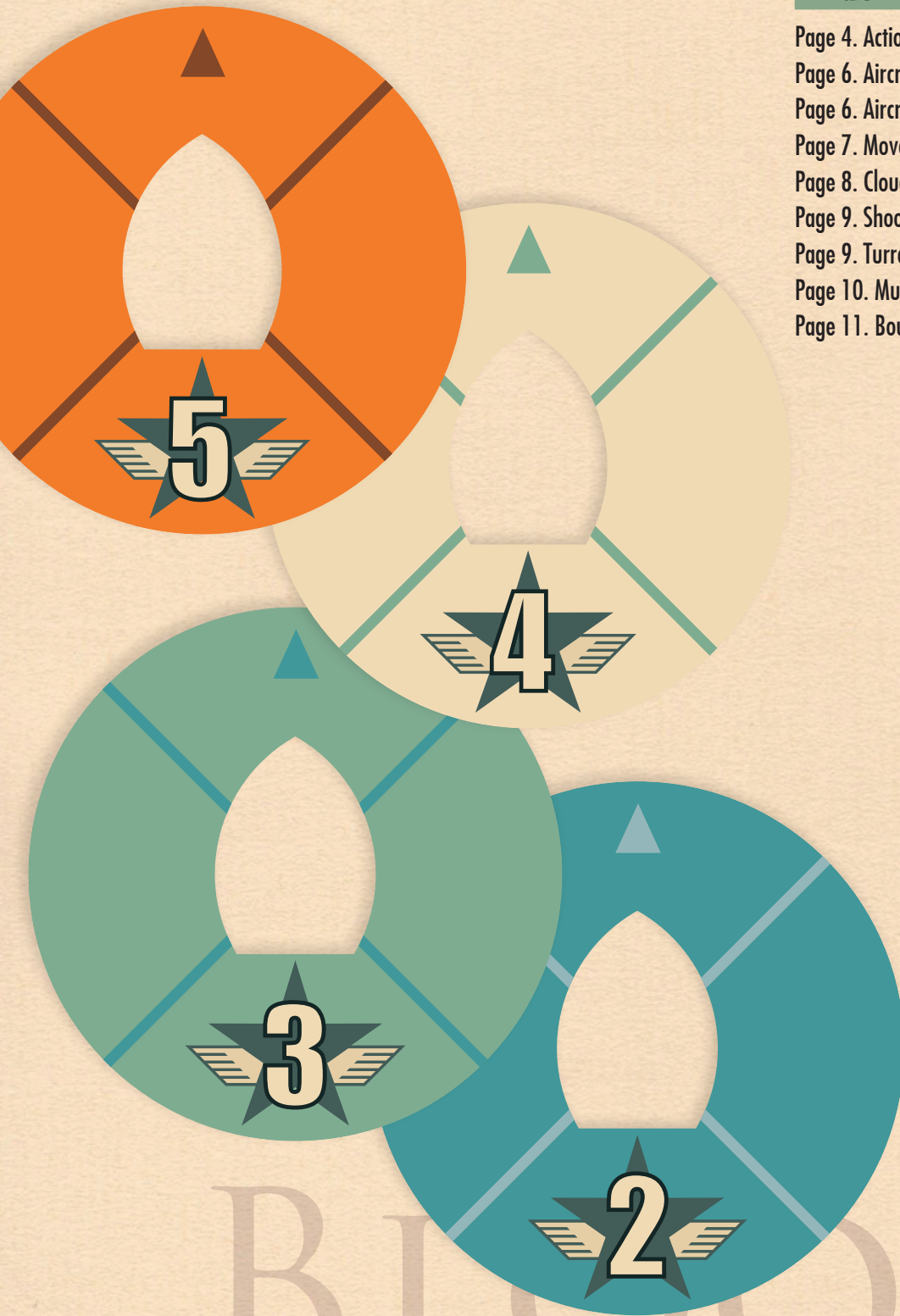
Blutgruppe.....

Gasmaskengröße.....

Mehrnummer.....

Index

- Page 4. Action Deck and Trait Cards
- Page 6. Aircraft Data
- Page 6. Aircraft Initiative
- Page 7. Movement and manoeuvring
- Page 8. Clouds, Tailing and Wingmen
- Page 9. Shooting
- Page 9. Turrets
- Page 10. Multi-engine aircraft
- Page 11. Boulton Paul Defiant



BLOOD R



Blood Red Skies FAQ

This document has been compiled as an official FAQ for Blood Red Skies from various questions and answers within the gaming community. All answers on this document been edited by BRS' designer, Andy Chambers, and can be considered to be from an Official Source.

Change log:

21/12/2018	Added question to shooting about determining target arc.
04/02/2019	Added question on same speed initiatives.
09/02/2019	Added question on Ram attacks, moved questions on shooting from action cards to shooting.
01/03/2019	Added questions on turrets and the Defensive Tactics doctrine card
09/03/2019	Added questions on turrets and bonus cards played with doctrines
15/04/2019	Added question on card backs
01/05/2019	Corrected 'bombers' questions to become 'multi engines' instead. Corrected page references numbers. Added questions about multi engines and damage.
17/10/2019	Added question to aircraft traits about Agility and Firepower ratings of 0.
30/12/2019	Added clarification on using the Heavy Hitter trait with turrets
27/01/2020	Added clarification on shooting with diagram.
18/03/2020	Added question on multi engine dodging.
16/09/2020	Added a question on removing cards from the action deck due to losses. Added clarification to squadron definitions to bring in line with Air Strike.
08/01/2021	Added question on multi player games and action decks. Added list of jet-capable named Aces published before the MiG Alley expansion.
28/01/2021	Added question on the assignment of Ace skill cards
09/02/2021	Updated question on tailing bombers



Action Deck and Trait Cards

Is the action deck built as the player wishes or shuffled before play begins?

The deck is built with all the relevant cards. Any Theatre (e.g. Bad Weather, Clear Skies, Numbers, Radar Support) or Ace (e.g. Tactical Wizard) cards effecting deployment are removed and played during the deployment phase then the remaining cards in the action deck are shuffled before the first draw.

Action cards, is there a reason that the backs are different when we shuffle them together? I would figure that the ace cards and the action cards would carry a same back so that there isn't the ability to know what is coming?

It's imagined you'll be cycling cards through your hand pretty fast under normal circumstances so knowing what you'll get off the top of the deck next is not a big factor and more than balanced off by your opponent being able to see what cards types you currently have in your hand (theatre and doctrine cards have different backs too btw). If you find it offputting some players use card sleeves with paper inserts to blank off the card backs for full fog of war.

Does the vulnerable trait for the Zero apply every time someone shoots at them or is it a card that I can choose to play to get a new card into my hand?

All Negative Trait cards (Red Cards) are in play all the time.

Is the Agile Positive Trait card for multi engine aircraft placed into the Action deck like other trait cards?

No, just like Negative Trait cards (Red Cards) Positive trait cards like Agile are in play all the time.

If you have a card like Bad Weather, does it mean every squadron starts with a boom chit, or is it player's choice?

The card states that all squadrons start with a boom chit.

Deep Pockets card. My plane is hit. Do I play the card as soon as it's hit? Or do I wait until after the dodge roll?

Deep Pockets is played when the squadron receives the boom chit. You get hit, squadron takes boom then you play DP. Your dodge is different as the dodge avoids the result of the hit on the target plane not the squadron. If a plane is hit while Disadvantaged and fails it's Dodge, you'll have 2 boom chits. One for being hit, another for being shot down. If Deep Pockets is played when hit and you still fail the Dodge, you'll have only taken one chit from losing the airplane.

The wording makes it clear it is applied when the Squadron takes a Boom Chit so the restriction of one card per plane per turn does NOT apply.

How does the Robust trait card work?

Robust is played as reaction to a robust plane being attacked. It means you subtract 1 FP dice when shooting at the plane. No dice are lost from any Pilot Skill.

How does the Rapid Roll trait card work?

Rapid Roll means you can make your 45 degree turn at the start of your move instead of the end (a bit like a more limited version of Tight Turn).

Can I play Heavy Hitter on an attack made using turrets?

No, heavy hitter (and buzz saw) can only be played on shooting attacks made using a plane's forward pilot-controlled firepower.

When building an action deck, you include a trait card for each plane, but how many others can you include?

Page 14 of the Air Strike book details this - for a basic game of 1-6 planes a side 1 Doctrine and 2 Theatre cards plus 1 Trait card each for the actual planes, split evenly if multi trait, larger games include another Doctrine card per 6 aircraft. 'Always-on' Positive and Negative Traits like Agile and Vulnerable don't count towards the action deck as they're always in play.

When aircraft are lost do you remove their trait card from the action deck? If so, when?

Yes, aircraft that are shot down or leave the tabletop no longer contribute their trait cards to the Action Deck, likewise for Ace skills if the Ace is gone. Remove unsupported cards like these from the Action deck at the end of the turn that the relevant aircraft was removed.

If the total number of aircraft in your force is reduced do you lose Doctrine cards?

A: No, the number of Doctrine cards is determined by the starting size of the force before deployment and does not change during the game.

What activates first, Heavy Flak Presence Theatre card or the low Altitude Performance Doctrine card?

Flak first - the Flak card can be played as a reaction when the plane activates. LAP moved the plane from disadvantaged to neutral, but at the point of activation it is disadvantaged, so the Flak can shoot first because it's a reaction.

When playing a Ram attack does the aircraft initiating the attack need to have advantage on the target (i.e. it says its resolved as a head-on shooting so do the normal shooting restrictions apply)?

Against a single engine aircraft yes the aircraft initiating the ram will need to be at a higher advantage level. Against a multi-engine aircraft a shooting attack can be made without regard to relative advantage levels so the same is true of a ramming attack.

When using Defensive tactics to turn when being attacked is it possible to change the attack to being head on or would that still counts as a deflection shot.

When using defensive tactics the shot is (re)calculated from the defending planes' new facing so if it's now head-on its head-on.

How do bonus cards work in combination with doctrine cards? Specifically, reaction traits like Great climb with High Altitude Performance or Seasoned Pilots?

Traits played as bonus cards with a Doctrine do not always apply their trait effects. The primary purposes of using bonus cards with doctrines is to retain the doctrine card itself for further use in the same turn.

How is the action deck used in a multi-player game, does each player have their own deck or are the cards pooled together? What happens with Theatre and Doctrine cards?

Per Pg12 of Air Strike Each player has their own action deck built based on the aircraft that will be under their command. Available Theatre and doctrine cards are split up between the players' action decks on a given side before the deployment phase as they see fit.

Why do some named Aces not include 'Jet Fighter' as an available type even though they flew jets in the Korean War?

Some of the Aces were published before MiG Alley became available and only considered WW2 jets, on others it's an oversight, my bad. The following Aces can also fly jets;

- James Edgar 'Johnnie' Johnson
- 'Pappy' Boyington
- 'Gabby' Gabreski
- Wolfgang 'Bombo' Schenk

Are Ace skills tied to specific Pilots or can they be played on any Pilot Skill 5 aircraft?

Ace skills are assigned to specific pilots before deployment begins and, with exception of 'support' skills like Mother Hen, can only be played by the Ace they are assigned to.



Aircraft Data

Is squadron synonymous with 'your entire force' or does it mean 'a part of your force'? (So you could have a squadron of Spitfires and a squadron of Hurricanes.)

A sqn is representative of part of your Main Force, and while it might be all of it you could potentially field several squadrons on the table, current example is bomber escort mission you have bomber sqn and an Escort sqn. Each sqn is then further sub-divided into elements as dictated by the scenario for deployment. In smaller scenarios each side is likely to be represented by just a single squadron, but the rule of thumb is that any time different types of planes are being used (e.g. Hurricanes and Spitfires) they are treated for purpose of the rules as different squadrons.

What represents a squadron?

As a rule of thumb groups of different aircraft types (i.e. bombers and fighters, or different types of fighters) are represented as different squadrons. It's also sensible to group together aircraft into squadrons of six or so aircraft. For organising your own scenarios, the number of aircraft will be governed by your points costs in your scenario and currently there is not a maximum number of aircraft per sqn. Historically speaking squadrons would have on average 12 aircraft but could have as many as 18 aircraft, although probably not all serviceable and some would be used for spare parts, availability of pilots was also a major factor.

Addenda: As of Air Strike squadrons are specified as being 'two to eight aircraft of the same type' (pg40).

If an aircraft has 0 Firepower can it still shoot? If Agility 0 can it still pass manoeuvre tests and try to dodge enemy shooting?

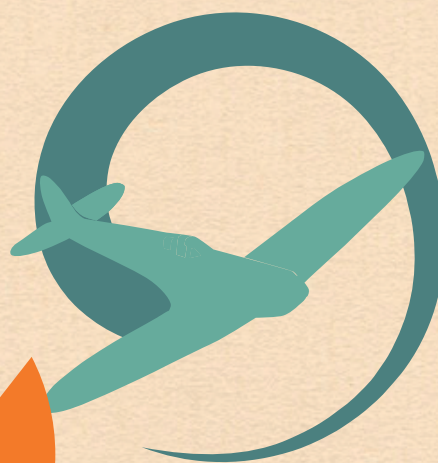
Yes in both cases using the Pilot Skill alone. Aircraft with no forward guns are denoted as '-' Firepower or with a 360 icon on older cards to show turret Firepower instead. Note that Multi engine aircraft do not normally add Pilot Skill to manoeuvre tests including dodges unless they are rated as Agile. So a Multi-engine, non-Agile Agility 0 aircraft would automatically fail a dodge test unless it was a deflection shot where it could substitute Speed for Agility.



Aircraft Initiative

How do we determine tie-breaks for Speed if both aircraft have the same listed Speed values (i.e. A6M5 Zero vs Bf109E)?

Roll off at the beginning of the game, highest roller has the faster planes for tie-breaks in this scenario.



Movement and manoeuvring

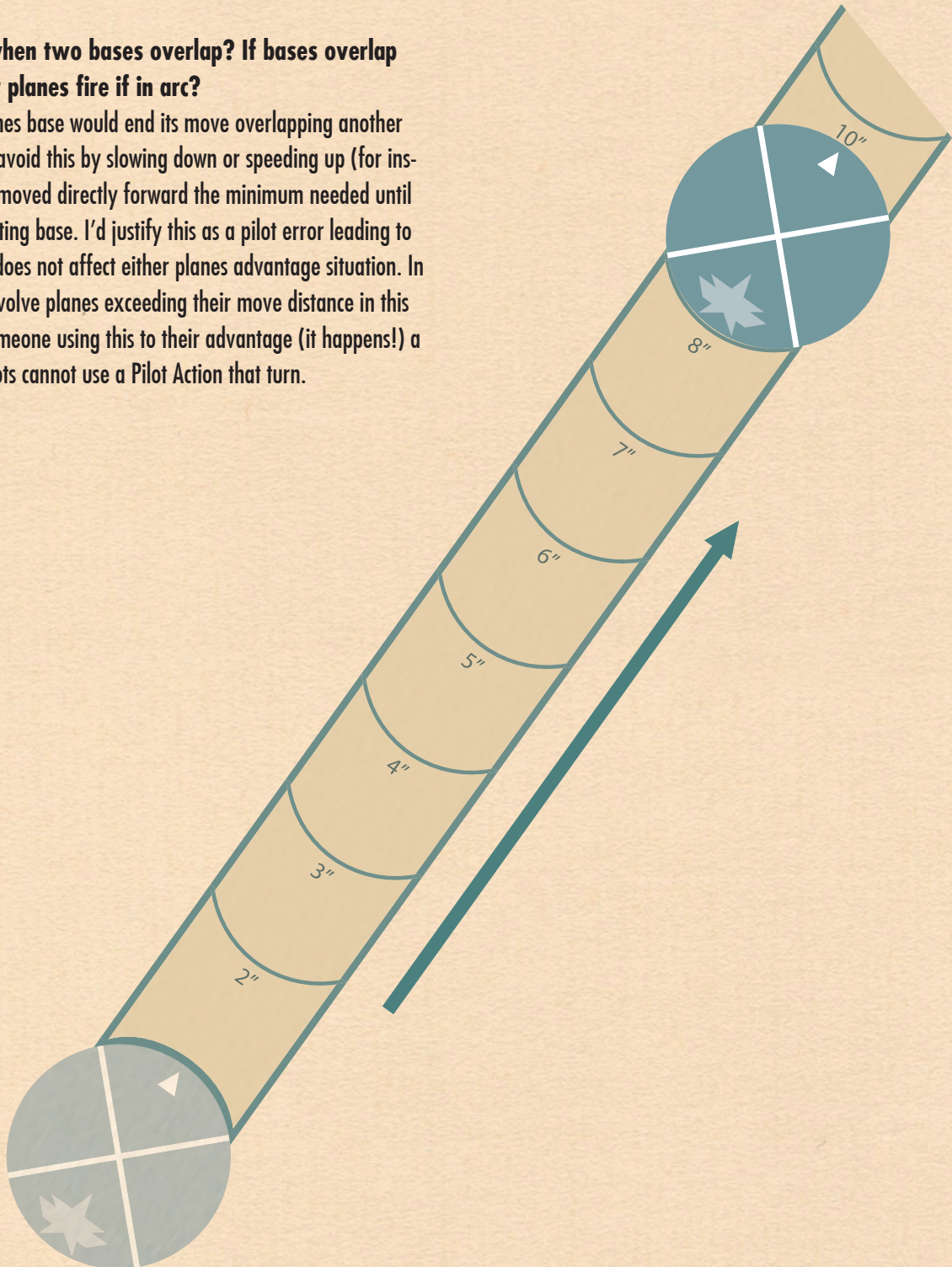
How do I outmanoeuvre an enemy aircraft?

You compare the Pilot Skill of both pilots - if the attacker is better, the target AUTOMATICALLY loses an advantage level, if they are even or the target is better the target makes a Manoeuvre Test and if it fails loses an advantage level.

Minimum move? Rules basically say a plane must move it's minimum move. Does that mean if it can't it simply crashes? If it can't for some reason then it immediately becomes disadvantaged and if a disadvantaged plane cannot move its minimum then it crashes and counts as shot down awarding a boom chit in the process.

What happens when two bases overlap? If bases overlap can one or either planes fire if in arc?

In this case if a planes base would end its move overlapping another and cannot legally avoid this by slowing down or speeding up (for instance) the plane is moved directly forward the minimum needed until it clears the obstructing base. I'd justify this as a pilot error leading to an overshoot. This does not affect either planes advantage situation. In theory this could involve planes exceeding their move distance in this case. To prevent someone using this to their advantage (it happens!) a plane that overshoots cannot use a Pilot Action that turn.



Clouds, Tailing and Wingmen

When are you classed as Tailing?

To tail you must be in the rear arc of the target with your direction arrow pointing at the stem within 6" range and you must NOT be disadvantaged. You must NOT also be in the front arc of an enemy plane within 6" that is also not disadvantaged and none of you can be in clouds!

Could someone in the community come up with some better diagrams that explain tailing?

Yes they could, courtesy of Koin-Koin on the BRS forum, see diagram 1.

Does a Wingman in a cloud still act as a Wingman?

No - once in a cloud the aircraft cannot affect or be affected by other aircraft such as outmanoeuvring, wingman effect, cards that affect nearest aircraft etc.

When it comes to tailing, are we measuring a straight line from the front arrow to the target's flight peg?

Yes - the tailing aircraft arrow must point towards the flight peg of the target and the tailing planes peg MUST be within the Rear Arc of the enemy aircraft.

If you end up tailing two or more planes do they all become disadvantaged?

NO only one, it is the tailing planes choice which one.

Are bombers (Multi Engine Aircraft) susceptible to tailing?

Yes, an older scenario special rule in the Battle of Britain starter set used to exempt bombers from being tailed while carrying bombs but this has been superseded by the Airstrike! Rules for being Laden.

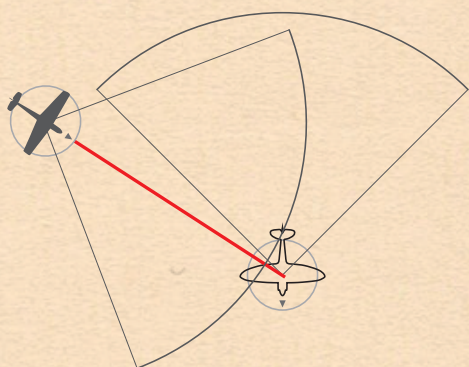
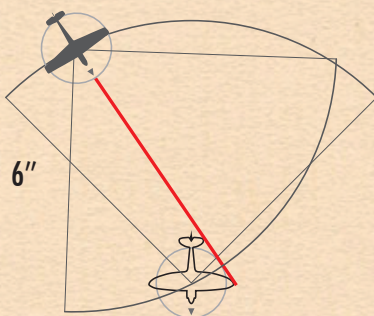
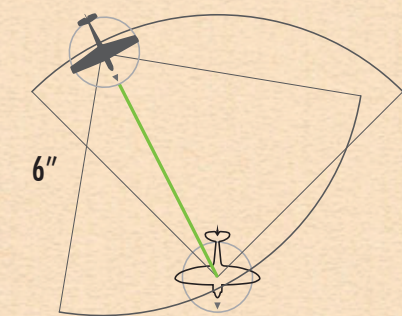
One thing that seemed odd is the rules don't prevent planes in the clouds from being wingmen and preventing tailing. Are you all playing it that way too

being in a cloud prevents a plane from shooting, being targeted, or otherwise interacting with another plane in any way. This includes the wingman effect and also being 'closest plane' for outmanoeuvring purposes. Basically planes in clouds stop existing as long as they're in there.

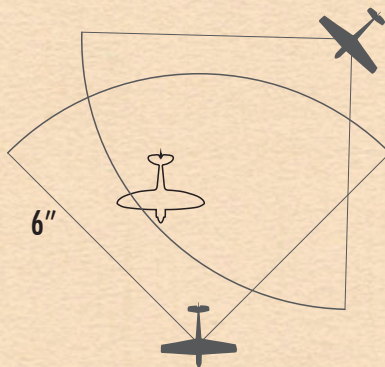
How much of a plane's base has to touch a cloud to receive the benefit?

Even a limited part. Also valid for barrage balloons. When using the larger base sabots for bombers and such only the core original base part counts for being affected by clouds or barrage balloons.

Tailing Diagram



Wingman Effect



Shooting

If a plane starts within 6" in the front of another aircraft do they have to take the Snap Shot?

Rules as written are: Shoot: You CAN shoot an enemy plane that is in your front arc, within the range template distance and is at a LOWER advantage level. Advantaged to Neutral and Disadvantaged. Neutral to Disadvantaged only. You don't have to shoot if you don't want to.

If a plane starts within 6" in the front of another aircraft and does not take the Snap Shot can the opposition fire instead?

No the opposition cannot act when they are the inactive player unless shot at in a head to head confrontation.

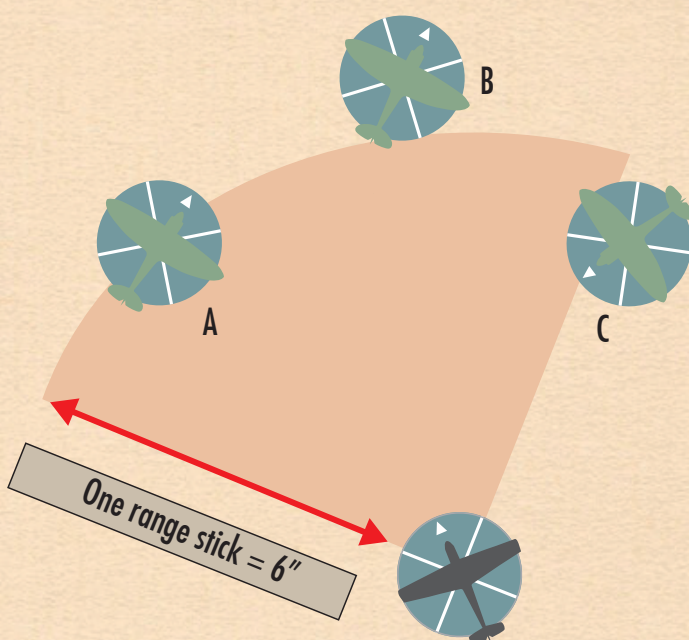
With multiple squadrons how do boom chits accumulate - is it per squadron, or for the whole force? Can you have a situation where boom chits knock out certain elements of one side while the others keep fighting?

Each squadron takes the boom chits separately, so if you have 6 Spitfires and 6 Hurricanes and the Spitfires get 7 chits they are off but the Hurricanes remain.

Aircraft 1 is able to shoot at aircraft 2. However, aircraft 1 is in both the front and side arcs of the target, aircraft 2. Is it a head on shot or a deflection shot. How do we choose?

Draw a straight line from the center post of the attacker to the center post of the target to see which arc of the target it passes through.

In the diagram below is aircraft 'C' a head on or a deflection shot for the attacker?



The attacker cannot choose C as a target because by going center post to center post the shot would have to come out of the side of the attacker.

1) Can you shoot through friendly planes?

2) Can you shoot through enemy planes?

3) Does the "Wingman Effect" work if there's another plane between the attacker and the Wingman?

1. Yes 2. Yes. 3. Yes.

Remember that the wingman has to have it's front arc facing the attacker to have the wingman effect come into effect.

when shooting at a target, does the target just have to be in your front 90 or does there have to be a straight line from your front arrow to the target?

It only needs to be in the arc for shooting. When tailing a line has to be drawn straight from your front arrow to the centre peg of the enemy aircraft.

Does a critical hit affect a deflection shot? A critical reduces the plane's agility by 1, but a deflection shot uses speed instead of agility.

yes - a critical hit reduces the total number of dodge dice

Turrets

Aircraft with Turret firepower can shoot at the end of an aircraft's activation – does the turreted aircraft need to have a higher advantage level than the target?

No, turret shooting doesn't need to have Advantage to target an enemy aircraft.

Does turret firepower shooting provoke a head-on attack if the target's forward arc is towards the shooter?

It does not

Do turrets act as 'wingmen' for the purpose of preventing tailing?

No they do not prevent tailing, much as their real life crews wished that were true.

Do turrets have the opportunity to shoot at the beginning of an aircraft's activation?

No they do not. Turrets only get a shot at the end of the aircraft's movement.

Multi-engine aircraft

Can Multi Engine Aircraft gain advantage?

Yes, the restriction one climbing for advantage only applies to aircraft carrying a payload of bombs. Once the payload has been dropped then they act like any Multi Engine Aircraft and can climb for advantage.

When do Multi Engine Aircraft get damaged?

REMEMBER: A shooting attack can be conducted against a Multi Engine Aircraft regardless of its advantage level relative to the shooter (Para 2 Page 10 Expanded Rules).

A multi engine that is shot at, hit and fails to dodge loses advantage levels until they get to disadvantaged, but no Boom chits are generated. Hits while disadvantaged start to place boom chits directly on the aircraft itself. Each boom chit reduces Speed and turret firepower by one, also damaged multi engine planes can no longer be Advantaged (i.e. they might climb back up to neutral but no further). Once the number of boom chits equals the number of engines it has, the multi engine plane crashes, generating another boom chit. (E.g. an Advantaged twin engine bomber would go through these stages - Advantaged - Neutral - Disadvantaged - 2 x Engines - Crash)

Can a Multi-engine plane dodge when disadvantaged?

Technically yes, but unless they have something special that mitigates boom chits (e.g. Ace skill, house rule) it won't matter because they suffer the boom chit anyway and advantage loss won't occur.

How do boom chits work for multi-engine squadrons?

When a multi engine plane is shot down all of its boom chits are then transferred to the multiengine's squadron plus one boom chit for being shot down. If the number of Boom chits on the squadron ever exceeds its number of remaining engines the squadron will break off and turn for home.

Example: A three strong squadron twin engine Do17s has one aircraft shot down placing three Boom chits on the squadron — it still has four engines remaining so they carry on. Later another Do17 takes damage but the squadron still carries on as it has three engines remaining and three Boom chits. The damaged Do17 is then shot down, placing three more Boom chits on the squadron so this forces the last Do17 in the squadron to give up and head home.

When and how does a Multi Engine Aircraft with turrets lose firepower?

A: When a multi engine aircraft starts to take boom chits on it directly it loses 1" (50mph) of movement and loses 1 Firepower dice from turrets for each boom chit accumulated (Para 6 Page 10 Expanded Rules).

Does a Multi Engine Aircraft that has crashed get another boom chit?

Yes.

Can a damaged Multi Engine Aircraft still Climb for Advantage? If it is Agile can it still outmanoeuvre?

Yes (but it can no longer be Advantaged, so up to Neutral at best), and yes.

How does the Deep Pockets trait work with multi engine aircraft?

Deep Pockets is played as a reaction when the squadron receives a Boom chit so the same rules apply as usual. It cannot be played to prevent a Boom chit being placed on a multi-engine aircraft to denote damage. In effect Deep Pockets only kicks in for a multiengine squadron when a member of the squadron is shot down and the Boom chits it's carrying (i.e. no. of engines + one for being shot down) is transferred onto the squadron.

Boulton Paul Defiant

What is the "Sluggish" trait?

Sluggish is a Negative Aircraft Trait. A Sluggish plane may not use the outmanoeuvre action.

The Defiant has a 0 firepower? How many dice does it roll?

Turret Firepower 2 360 degrees it always rolls 2 dice but does not add pilot skill. However, it can attack once in its own turn and return fire every time it is attacked.

Note: The Defiant card is in an old format, in the new format it would be Firepower -.

As it lacks forward firepower and only has the turret can a Defiant claim to be tailing? For that matter can a bomber or multi-engine aircraft with only turrets claim to be tailing?

No. Only aircraft with a forward Firepower (i.e. no 360 notation on their Firepower stat) can claim to be tailing.

