

Blood Red Skies- Summer Scramble 2023

Event Pack

Sunday 25th June 2023 10.am-4pm Pendraken Miniatures, Cleveland House, Webb Road, Skippers Lane Industrial Estate, Middlesbrough TS6 6HD



25th June 1940 saw the end of the Battle of France, so it seems like a good idea to theme an event happening on that day 83 years later on that period. There is a Blitzkrieg theme running through the scenarios adding to an overall narrative for the day.

Q. Is this a Tournament?

A. Not really. This is an event to allow us to get some friendly games in and have some fun. However, prizes (kindly donated by Warlord Games) will be given to the highest scoring players on both sides, the best painted "Warlord Games" Squadron and others as the organiser sees fit.

Players will be split into two sides (Red and Blue) with, if possible, Axis players playing Blue. We will try and match off new players with each other where possible.

Scenarios are taken from "Air Strike"

Entry cost is £10.00 per player payable through PayPal to ken.natt@ntlworld.com. Tea and Coffee will be available.

Lists

Players will need to provide one fighter Squadron of no more than 500pts. Your Squadron should be one available to any of the European opponents from the start of WW2 in 1939 up to the end of the Fall of France (June 1940) If in doubt check with the Organiser. You should have a minimum of four

and maximum of eight planes in your Squadron. You may include one Named Ace. The Heavy Fighter rule is in play. Cards will be "Open Deck" format.

If you don't have a suitable Squadron but want to take part contact the organiser as there will be some "spare" Squadrons available.

You should also choose one Doctrine card. NO EQUIPMENT is allowed in this tournament

Theatre cards are allocated by scenario

Clouds – both players may deploy up to two clouds before set up.

Game One

Scenario 2 Fighter Sweep

War has been declared but neither side seem to want to start a shooting war in earnest. In the US press this is being called "The Phoney War". In the air however both sides are patrolling their frontiers, and fighters occasionally clash in circumstances that are far from "phoney".

Weather – Clear Skies is in play – each player may remove one cloud marker after setup.

Theatre Cards

Red. Stretched Thin

Blue. Obsolete Formations

Game Two

Scenario 8 Surprise Attack

The attacks on Poland, Holland, Belgium and France were all initiated with a surprise attack on enemy airfields.

Deployment – as Air Strike Scenario 8 however one Red element MUST start on the airfield as per the scenario options.

Weather. As these attacks are timed for early morning Low Level Haze Theatre card is in play

Theatre Cards

Red. Defending the Homeland

Blue. Poorly Trained Opponents

Bombers – Blue will have a free squadron of either 3 twin engine bombers or six single engine bombers appropriate to the scenario. If players wish to provide their own, they can (please tell the Organiser), however we will also have suitable models available if you don't.

Game Three

Scenario 1 Dogfight

The Phoney War has turned real and Red is struggling to respond to repeated enemy hammer blows. As the front line threatens to collapse the air forces are now fully committed.

Theatre Cards

Red. Home Advantage

Blue. Restricted Airfields

Final Group Game – Attack on the Meuse Bridges

Assuming we still have the time and energy we will have one large game for all players. This will be a free for all with the Red forces trying to protect their bombers as they attempt to stem the Blue ground forces by attacking the Meuse River crossings. I don't think it will be pretty, but it may be fun.

Any comments or queries please contact me on ken.natt@ntlworld.com

Thank You!

Ken Natt

(thanks to Andy C for assistance)

