

BLOOD RED SKIES

Quick Reference Sheet (Scenario/Forces)

V1.1

Doctrine & Theatre

Cards Number

Planes (by side)	Doctrine	Theatre
1-6	1	2
7-12	2	2
13-18	3	2
Every 6 extra planes	+1	+0

Scenario's Choice

Scenario	Complexity	D6 Roll
Scenario 0: Intruder Flight	Introduction	I
Scenario 1: Dogfight	Basic	III & II
Scenario 2: Fighter Sweep	Basic	IIII
Scenario 3: Bounced!	Basic	IIII
Scenario 4: Escort Duty	Advanced	♠

Pilots Skill Level

D6 Roll	(Pilote Skill)
♠	5 (Ace)
IIII	4 (Veteran)
II, III & IIII	3 (Average)
I	2 (Rookie)

Starting

Advantage Level

D6 Roll	Advantage Level
♠ & IIII	Advantaged
III & IIII	Neutral
I & II	Disadvantaged

Historical Doctrine Cards

Air Force	Early War (1939-1942)	Late War (1943-1945)
	Dive Away Agressive Tactics Wall of Lead	Dive Away High Altitude Performance Seasoned Pilots
	Agressive Tactics Wall of Lead	High Altitude Performance Seasoned Pilots
	Dive Away High Altitude Performance Seasoned Pilots	Dive Away High Altitude Performance Wall of Lead
	Agressive Tactics Seasoned Pilots	Agressive Tactics Ram Attack
	Low Altitude Performance Ram Attack	Low Altitude Performance Wall of Lead

Historical Theatre Cards

Theatre	for Axis	for Allies
North-West Europe 1939-1940	Clear Skies Numbers	Home Advantage Radar Support
North-West Europe 1941-1942	Heavy Flak Presence Radar Support	Bad Weather Radar Support
North-West Europe 1943-1945	Heavy Flak Presence Radar Support	Numbers Poorly Trained Opponents
Mediterranean 1941-1942	Clear Skies Poorly Trained Opponents	Numbers Radar Support
Mediterranean 1943-1945	Heavy Flak Presence Radar Support	Heavy Flak Presence Radar Support
Pacific 1937-1942	Numbers Poorly Trained Opponents	Superior Amament Bad Weather
Pacific 1943-1945	Home Advantage Heavy Flak Presence	Numbers Poorly Trained Opponents
East Front 1941-1942	Numbers Poorly Trained Opponents	Home Advantage Bad Weather
East Front 1943-1945	Home Advantage Heavy Flak Presence	Numbers Poorly Trained Opponents

Doctrine and Theatre cards not listed here can be used during any period if you are aiming to play historical engagements.

Force Building (by points)

Plane Type	Point Cost
SuperMarine Spitfire II	31
SuperMarine Spitfire V	32
Messerschmitt Bf-109E	31
Yakovlev Yak 1	19(t28)
North American P-51D Mustang	46(t44)
Mitsubishi A6-M5 Zero	42(t33)
Grumman F4F	23
Hawker Hurricane II	29
De Havilland DH.98 Mosquito II	55
De Havilland DH.98 Mosquito FB VI	60
Focke-Wulf Fw190A	47
Messerschmitt Bf-110C	48
Messerschmitt Bf-110G	50

Pilot Skill	Point Cost
Named Ace (Ace)	Cf. Pilot's card
5 (Ace)	+100
4 (Veteran)	+75
3 (Average)	+50
2 (Rookie)	+25