



**MYTHICOS STUDIOS @ HISTORICON 2022**  
**JULY 20-24 2022**



**BLOOD RED SKIES TOURNEY FRIDAY JULY 22ND 2022**



**Blood Red Skies Tournament:** Friday July 22<sup>nd</sup> 2022 at the Historicon Convention.

<https://www.hmgs.org/mpage/HconHome>

**Number of players:** 12 player limit.

**Cost:** \$10.00 Entry fee

**Register at:** <https://www.mythicos.store/collections/all-events-website>

**Please note:** This entry fee does not include the convention entrance. This is only for the Blood Red Skies event.

**Painting:** All models must be painted with minimum 3 colors.

**What you need to bring:** Please bring your rule book and all other materials needed to play.

**Start time:** Promptly at 11:00 AM. 90-minute rounds. 1 hour per game. **3 rounds**

### **Prizes.**

1<sup>ST</sup> PLACE: \$75 mythicos.store gift certificate

2<sup>nd</sup> PLACE: \$50 mythicos.store gift certificate

BEST PAINTED: \$75 mythicos.store gift certificate

### **Tournament Format.**

GoE Tournament rules (12 Jan 2022)

- Three rounds with Swiss-style pairing
- Scenario will be Scenario 1: Dogfight
- A win is defined as only one squadron retreating or having all their aircraft shot down by the last game turn o A draw is defined as both squadrons retreating or having all their aircraft shot down by the last game turn o A loss is defined as having your squadron retreat or all aircraft shot down by the last game turn
- A win is worth 30 points plus the number of boom chits awarded to your opponent
- A draw is worth 10 points plus the number of boom chits awarded to your opponent.
- A loss is worth points equal to the number of boom chits awarded to your opponent
- If a game ends due to allotted time expiring, the player with the most boom chits is awarded a win and the other, a loss.
- Awards will be presented to the top three scoring players, and to the winner of the sportsmanship (or Blue Falcon) award.

### **Force Building.**

- Force size: SQUADRON
- 500 points, single squadron of a single aircraft type, broken down into elements. o Squadron size: Minimum 4 aircraft – Maximum 8 aircraft
- Minimum number of elements: 2 elements per squadron
- Minimum element size: 2 aircraft
- Acceptable aircraft
- Any Non-Jet / Non-Korea-Era aircraft from the Master Aircraft List (4 May 2021)
- Multi-Engine fighters will use the Heavy Fighter optional rule and have their points reduced by 10



# GOE TOURNAMENT RULES (12 JAN 2022)



### Tournament Format

- Three rounds with swiss-style pairing
- Scenario will be Scenario 1: Dogfight
  - A win is defined as only one squadron retreating or having all their aircraft shot down by the last game turn
  - A draw is defined as both squadrons retreating or having all their aircraft shot down by the last game turn
  - A loss is defined as having your squadron retreat or all aircraft shot down by the last game turn
- A win is worth 30 points plus the number of boom chits awarded to your opponent
- A draw is worth 10 points plus the number of boom chits awarded to your opponent.
- A loss is worth points equal to the number of boom chits awarded to your opponent
- If a game ends due to allotted time expiring, the player with the most boom chits is awarded a win and the other, a loss.
- Awards will be presented to the top three scoring players, and to the winner of the sportsmanship (or Blue Falcon) award.

### Force Building

- Force size: SQUADRON
  - 500 points, single squadron of a single aircraft type, broken down into elements.
  - Squadron size: Minimum 4 aircraft – Maximum 8 aircraft
  - Minimum number of elements: 2 elements per squadron
  - Minimum element size: 2 aircraft
- Acceptable aircraft
  - Any Non-Jet / Non-Korea-Era aircraft from the Master Aircraft List (4 May 2021)
- Multi-Engine fighters will use the Heavy Fighter optional rule and have their points reduced by 10

Pilot Skill Costs		
PS 2	Rookie	+25 points
PS 3	Average	+50 points
PS 4	Veteran	+75 points
PS 5	Ace	+100 points and choose one Ace Skill
	Named Ace	+Points per Ace card. Unique, only 1 of each named ace per squadron

Players must supply the following for their squadron: <ul style="list-style-type: none"> <li>• Aircraft miniatures (no proxies)</li> <li>• Advantage bases, to include pilot skill discs</li> <li>• Aircraft/trait/equipment/ace/doctrine cards</li> <li>• Activation markers and Dice</li> </ul>	Tournament Organizers will supply: <ul style="list-style-type: none"> <li>• Game Mats</li> <li>• Cloud Markers (can be optionally supplied by each player)</li> <li>• Theater Cards</li> </ul>
---	--

### Trait, Ace, Theater & Doctrine Cards

Tournament will use the Open Play Action Deck optional rule from Airstrike. Players will choose one Doctrine card (without faction restrictions) to be added to their hand and may pay for a single equipment card. Theater cards will be dictated by the table/TOs.

### Order of setup

- Players will be assigned a table by the TOs during each round to ensure an even rotation.
- Players will roll a die with the higher rolling player choosing to be the attacker or defender.
- Once players have determined roles of attacker/defender they then choose 2 of the 4 Theater cards in secret
- Players draw 2 cloud markers each and alternate deploying them starting with the defender.
- Players then play any Theater cards that take effect during deployment, with all cards taking effect simultaneously
- Players then follow the deployment rules for the scenario they are assigned.

### Rule and Point Updates

Rules will be per the Airstrike rulebook. If there is a difference between the Boxed Set Basic/Expanded/Scenario rules and Airstrike, then the Airstrike version of the rule will take precedence.

- Errata and FAQ of **January 2022** / Master Aircraft List of 04 May 2021

Errata and FAQs can be downloaded in PDF format from [www.leadpursuit.net/resources](http://www.leadpursuit.net/resources)

## Table Styles

- TOs can choose from the combinations below to standardize their table and card setups
- If TOs desire, they can divide players by faction (Axis / Allies) and assign them to tables via that method for more narrative feel
- TOs should have a minimum of one of each style of table for every block of 8 players

<p><u>Table 1: Pacific theater</u></p> <ul style="list-style-type: none"><li>• Attacker<ul style="list-style-type: none"><li>○ Storm Clouds (WX)</li><li>○ Met Office (Bonus)</li><li>○ Battle Fatigue (Activation)</li><li>○ Supply shortage (Boom)</li></ul></li><li>• Defender<ul style="list-style-type: none"><li>○ Low Level Haze (WX)</li><li>○ Tropical Conditions (Bonus)</li><li>○ Superior Armament (Activation)</li><li>○ Home Advantage (Boom)</li></ul></li></ul>	<p><u>Table 2: European winter</u></p> <ul style="list-style-type: none"><li>• Attacker<ul style="list-style-type: none"><li>○ Clear Skies (WX)</li><li>○ Radar Support (Bonus)</li><li>○ Down Drafts (Activation)</li><li>○ Strong Winds (Boom)</li></ul></li><li>• Defender<ul style="list-style-type: none"><li>○ Arctic Conditions (WX)</li><li>○ Jamming (Bonus)</li><li>○ Heavy Flak Presence (Activation)</li><li>○ Strong Winds (Boom)</li></ul></li></ul>
<p><u>Table 3: Battle of Britain</u></p> <ul style="list-style-type: none"><li>• Attacker<ul style="list-style-type: none"><li>○ Clear Skies (WX)</li><li>○ Jamming (Bonus)</li><li>○ Superior Armament (Activation)</li><li>○ Supply Shortages (Boom)</li></ul></li><li>• Defender<ul style="list-style-type: none"><li>○ Storm Clouds (WX)</li><li>○ Radar Support (Bonus)</li><li>○ Battle Fatigue (Activation)</li><li>○ Home Advantage (Boom)</li></ul></li></ul>	<p><u>Table 4: Desert</u></p> <ul style="list-style-type: none"><li>• Attacker<ul style="list-style-type: none"><li>○ Clear Skies (WX)</li><li>○ Tropical Conditions (Bonus)</li><li>○ Heavy Flak Presence (Activation)</li><li>○ Strong Winds (Boom)</li></ul></li><li>• Defender<ul style="list-style-type: none"><li>○ Clear Skies (WX)</li><li>○ Met Office (Bonus)</li><li>○ Down Drafts (Activation)</li><li>○ Strong Winds (Boom)</li></ul></li></ul>