BLOOD RED SKIES: FURBALL
(15 MAR 2024)

The Furball is a Blood Red Skies event for gaming and community building, hosted by the Lead Pursuit Podcast team. No miniatures, dice, or understanding of the rules is required! We will provide the aircraft for you to jump in and fight to the death against your opponents, all on one big table. Grudge Matches, callouts and thick skin are all encouraged for this event where nobody cares about historical accuracy, but rather watching your opponent spiral downward to a fiery doom!

Game Format
- 2 aircraft per player, chosen from the following list:
    - Spitfire Mk IX – Speed 8 (410) – 37 Pts
    - Bf. 109G – Speed 8 (397) – 37 pts
    - G.55 Centauro – Speed 8 (391) – 37 pts
    - F6F Hellcat – Speed 8 (380) – 39 pts
    - Ki-100 – Speed 7 (367) – 37 pts
- Players have 100 points to spend on pilot skill – Either 2x PS 3 pilots or 1x PS 4 pilot and 1x PS 2 pilot
- Scenario – Custom scenario with rules as listed below
- The game will end at the discretion of the hosts – most likely to adjourn to a nearby location that serves adult beverages.
- Two awards will be presented: the **Wild Bill Kelso Trophy** and the **Blue Falcon Award**.

Order of setup / deployment
- Players will be assigned an On-Board spawn point and initiative value by the Organizer.
- All aircraft spawn within 2" of their assigned point, Advantaged and facing directly at the opposite board edge.

Rules and Aircraft Statistics
- 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. The Organizer has the final say on all rules questions.
- Errata and FAQ of October 2023 / Master Aircraft List of 01 Dec 2022 applies.

Rules Modifications
- Instead of a tie-breaker die roll, players will be assigned an initiative value by the organizer at check-in. New players will have a higher number and experienced players will have a lower. The player with the higher number goes first in any tie-breaking initiative situations.
- Accumulated Boom chits do not cause a squadron to disengage. They will simply be used to track who was shot at the most by being displayed on or adjacent to the player's aircraft card.
- When an aircraft is shot down, the attacker will be awarded one High Cover marker as a "kill marking" to track their total number of kills
- When both of a player's aircraft are shot down, they will be assigned a High Cover spawn point by the organizer to re-enter play from. At this point, Players may exchange their aircraft for any other available aircraft at the organizer's table. Players can opt to delay entry from High Cover to make a beer run to the bar, restroom break, conjugal visit to the hotel room, or any other valid excuse presented to the organizers. Once they are complete with their non-game actions, they may re-enter the board at the end of the in-progress turn.
- Tournament will use the Open Play Action Deck optional rule from Airstrike. Players will select aircraft Trait cards as normal, but will not choose Doctrine, Theater or Equipment cards. Those will be awarded as described below for "Power-ups". Equipment cards apply the effect listed for the turn received and one additional turn.   At the end of each turn Players may discard any cards in their hand other than Aircraft Trait cards.
- "Power-up" markers will be distributed around the board at the organizer's discretion. When an aircraft's base moves across a power up, the organizer removes the power-up and then draws a card from the combined deck of Theater, Doctrine, Ace and Equipment cards to award to the player. Power-ups will re-spawn at the whim of the organizer.
- **The most important rule – We are here to have FUN! Let's roll some dice, witness some epic failures to dodge enemy gunfire, and enjoy the camaraderie of the Blood Red Skies community!**