

Week 2 Mission: Kittyhawk Down

Vital information has crash landed in no man's land. You must be the first to retrieve it!

Set Up:

Both players roll a die. The winner picks a table edge. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This may be their entire force if desired. Any units not included in the first wave are left in reserve.

Objective:

The Kittyhawk crashes at the start of turn 4 before any dice are pulled. Nominate a short edge of the board (right or left) and roll a die. On a 4+ the plane comes in on the opposite side. Roll 10d6 and sum the results. Measure that distance, in inches, from the determined side of the board. Place the impact point exactly 24 inches from both long table edges. Any unit within 5 inches of the impact counts as hit by a medium howitzer. Any unit outside of 5 inches but within 12 of the impact must roll on the chart below.

1: The unit or vehicle sustains 1 pin.

2-3: The unit or vehicle sustains 2 pins.

4-5: The unit or vehicle counts as hit by a light howitzer.

6: The unit or vehicle counts as hit by a medium howitzer.

First Turn:

During turn 1 both players must bring their first wave onto the table using an Advance or Run order from anywhere along their table edge. No order test is required to come move units on in the first wave.

Duration:

The game lasts 6 turns. At the end of turn 6 roll a die. On a 4+ play one additional turn.

Victory:

The player who has the most infantry or artillery units within 3 inches of the impact point at the end of the game wins. If both have the same number or neither has units in range the game is a draw.