



WPA BOLT ACTION ALLIANCE



# KITTY HAWK DOWN

## THE SITUATION:

*A solitary plane is tasked with carrying important captured intelligence about the enemy's forces to command. Along the way it has taken fire and is slowly going down over no man's land. Both sides rush to grab what is left, although no one is exactly sure where it will actually land.*



## SET UP:

Both players roll a die. The player who rolls the highest, picks a table side.

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 can be the entire first wave if desired. Any units not included in the first wave are left in **Reserve** (See reserves on page 199 on the rulebook).

## OBJECTIVE:

The Kittyhawk crashes at the beginning at turn 4 before any dice are pulled. Nominate one side of the board (the left side of the board or the right). On the roll of a 1, 2, or 3 the plane comes in on the nominated side. On the roll of 4, 5, or 6 it comes in on the opposite side. Roll 10d6 and add up the results. Measure that distance, in inches, from the determined side of the board. Place a crater at the centre of the impact point exactly 24 inches from both long table edges. Craters should be roughly 120mm or 5 inches in diameter (or the size of a DVD or compact disc).

Any unit under the crater when it lands counts as getting hit by a medium howitzer (having a crashing plane land on you hurts!). Any unit not under the crater but within 12 inches of the impact point (not the crater) must roll on the chart below.

- 1: The unit or vehicle sustains 1 pin
- 2-3: The unit or vehicle sustains 2 pins
- 4: The unit or vehicle sustains 3 pins
- 5: The unit or vehicle counts as though it is hit by a light howitzer
- 6: The unit counts or vehicle as though it is hit by a medium howitzer

## FIRST TURN:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table any point on their side's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

## GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

## VICTORY:

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