

SKY FALL

Scenario by Francesco Baccino "butchee86" (T9612) from the #OPATHOME "Create Your Mission" Contest.

Special Rules: Communication Antennas, Control Communication Antennas, Designated Landing Area, Crash and Burn, Panoplies, Control Panoply, Flight Controller Operative,

MISSION OBJECTIVES

MAIN OBJECTIVES

- » At the end of the game, Control a Panoply (1 Objective Point for each Panoply).
- » At the end of the game, Control more Panoplies than your adversary (2 Objective Points).
- » At the end of the game, if your adversary does not Control any Panoplies (2 Objective Points).
- » At the end of the game, acquire more weapons or items from the Panoplies than the adversary (1 Objective Point).

CLASSIFIED

- » Each player has 1 Classified Objective (1 Objective Point).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

COMMUNICATION ANTENNAS

There are 2 Communication Antennas on the central line of the table. They are placed 12 inches from the table edges in 300/400 point games, 8 inches in 200/250 point games, and 4 inches in 150 point games. Each Communication Antenna must be represented by a Transmission Antenna Token (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE COMMUNICATION ANTENNA	SHORT SKILL
Attack	
REQUIREMENTS	
<ul style="list-style-type: none">• Only Specialist Troops can declare this Skill.• The Specialist Troop must be in Silhouette contact with a Communication Antenna.	
EFFECTS	
<ul style="list-style-type: none">• Allows the Specialist Troop to make a Normal WIP Roll to Activate a Communication Antenna.• If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.• An Activated Communication Antenna can be Activated again by the other player, applying the same procedure. In this situation, the Communication Antenna is no longer Activated by the adversary.• Player A and Player B Tokens can be used to mark the Activated Communication Antenna. It is recommended each player uses a different kind of Tokens.	

CONTROL A COMMUNICATION ANTENNA

A Communication Antenna is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Communication Antenna. Models in a Null State cannot do either.

DESIGNATED LANDING AREA

The whole game table is a Designated Landing Area. Any Trooper with the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Moreover, Troopers with any Special Skill with the Airborne Deployment (AD) Label ignore the prohibition of the Deployment rules against deploying inside the enemy Deployment Zone.

CRASH AND BURN

At the end of the of the **first Game Round** 4 Panoplies are deployed using the Combat Jump (Explosion) and Combat Jump (PH 10) special skills. Players perform 4 separate Face to Face rolls, one for each Panoply. The player who wins a Face to Face roll can decide where to deploy the Panoply. In the case of a tie, or both players failing, repeat the Face to Face roll.

Panoplies cannot be deployed at less than 8 in from each other. They can be deployed at less than 8 in from each other only if both players agree there is not another valid option.

The following, **and only the following**, MODs apply to the Face to Face rolls:

- +3 MOD for each Antenna **both Activated AND Controlled** by the same player
- +3 MOD if the allied Flight Controller Operative is not in a Null State.

PANOPLIES

Each Panoply must be represented by an Objective Token or by a scenery piece of the same diameter.

USE PANOPLIES		SHORT SKILL
Attack		
REQUIREMENTS		
<ul style="list-style-type: none">• The Trooper must be in Silhouette contact with a Panoply		
EFFECTS		
<ul style="list-style-type: none">• By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.• Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.• A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.• If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.		

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

CONTROL PANOPLY

A Panoply is Controlled by a player as long as that player is the only one with at least one Trooper (as a Model, not a Marker) in Silhouette contact with it. So there cannot be any enemy Troopers in Silhouette contact with the Panoply. Models in a Null State cannot do either.

FLIGHT CONTROLLER OPERATIVE

At the end of the Deployment Phase, the player must declare which Hacker or Engineer from their Army List is the Flight Controller Operative. The Trooper chosen must be always one of the Models deployed on the game table. This Trooper must always be on the game table as a Model and not as a Marker. Players are not allowed to choose Hackers with Killer Hacking Devices.

The Hacker or the Engineer designated as the Flight Controller Operative is identified with a Data Pack Token (DATA PACK). If the Hacker or the Engineer enters a Null State or is killed the DATA PACK Token remains on that spot and can be salvaged by an allied non-KHD Hacker or Engineer in Silhouette contact by spending a Short Skill.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

ENGINEER AND HACKER BONUS

Troopers possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Activate a Communication Antenna. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Communication Antenna.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

