

HELICOPTER DEATHMATCH

TEAM YANKEE BOOTCAMP WEEKEND

This is a game of high speed, cat like reflexes and taking advantage of others missteps with just a touch of luck. You must be able to think in three dimensions, plan your next move well head and be able to quickly react to other player's actions. Speed and getting into the best firing position is the key to this game.



OBJECTIVE



First player to reach 6 kills.

Movement: Movement is based on line of sight; there is no movement limit. Since you are flying in a canyon there will be many twists and turns. Movement will be in a straight line between point A to point B.

- If there is any portion of a terrain piece that would intersect this flight path, a player must move their helicopter up to that point of terrain and then make a skill check.
- If skill check is successful then movement can continue.
- If player does not pass skill check they must declare one of the two following options:
 - The player can attempt a courage check and if successful avoid crashing into the canyon wall.
 - The player can declare a "ground avoidance" and rise above the canyon walls. When the player does this other players within LOS and weapons range can attempt a free shot.
- The player can declare no movement and declare a hover. A hover allows a player to enhance a shooting or reacting to other players movements.
- A player can opt to move off of the board without a loss of aircraft. If the player chooses to do so, on the player's next turn they must roll a six sided die to determine which spawn point they re-enter the game board. When the player enters the game board the helicopter must stop movement and will not be able to shoot, as this simulates no targets acquired.

Combat: This is a game of aerial combat with highly maneuverable helicopters. Combat in this game is straightforward.

- A player can declare a target and attempt to shoot that aircraft based on LOS and weapon's range.
- A Cobra player can opt to fire by pre-measuring the range but will face a +1 penalty to simulate the quick reaction nature of this type of aerial combat.
- A Cobra player can declare the shot without pre-measuring and normal weapon rules apply.
- Penalties do not apply to Hinds as they do not have the advanced targeting systems the Cobras' have.
- Normal shooting rules apply with the above conditions.
- When a player's aircraft is shot down. The player can re-enter the game board on their next turn by rolling the six sided die and entering the designated spawn point. The re-entry rule above applies to aircraft respawning.
- Aircraft who had declared "declared hover to react" can make a shooting attack when an another player's aircraft comes within sight and range of the reacting aircraft.

WINNER

First player to reach six kills wins the game.