SKY TEAM

TURBULENCE

EXPANSION

The skies have been fairly forgiving so far, pilots, but things are about to get bumpy, foggy, and downright alarming. You'll also be visiting new and even more challenging airports. Feel that shaking? Or is it just your hands?

Welcome to *Sky Team Turbulence*. This is an expansion to the *Sky Team* base game, offering new modules and new scenarios at new destinations.

Scorpion Masqué

20' · 12+ · 2

CONTENTS

Alarm board

Alarm tokens (x6)

Altitude tracks (x2)

Approach tracks (x10)

Penguin tokens (x6)

Switches (x2)
(In case you've lost any!)

Alarm Descriptions

1	Concentration Alarm	**4**	Flaps Alarm
2	Brakes Alarm	**5**	Pilot Radio Alarm
3	Landing Gear Alarm	**6**	Co-Pilot Radio Alarm

MODULES -5000- 🔇 🔔

● ALTITUDE 5000 5000

Sometimes you only get final clearance to land after you've started your descent. You'll have to work fast!

The game begins with **the 5000 space in the Current Altitude space** instead of the **6000**. This means you not only lose your starting reroll token, you'll also have one less turn to get everything done!

● TOTAL TRUST 🔇

For one reason or another, communication has become impossible in the cockpit. It's the ultimate test of trust.

If the 🔇 symbol is in the Current Position screen at the end of the round, players must skip the Strategy Discussion in Phase 1 and simply roll their dice at the beginning of the following round.

● ALARMS 🔔

An alarm is sounding. There's something going on with your electronics. Elements of your panel are shorting out and require attention.

ADDITIONAL SETUP

Place the Alarm board next to the Control Panel, then shuffle the Alarm tokens and place them face down in the spaces on the Alarm board.

RULES

If there is an Alarm symbol 🔔 in your Current Position space at the beginning of a round, **flip any Alarm token face up**. You may no longer use that Action on the Control Panel until you reset the system by removing the Alarm token. A die placed on a space affected by an Alarm will have no effect.

If you are required to flip an Alarm token but they have all been either flipped or removed, do nothing.

Removing Alarm tokens

If a player places a die of the **correct colour and number** onto the Alarm token, this resets the system.

This means the Alarm token is **immediately removed from the Alarm board**, **along with the die**, which cannot be used again this round (you will be able to use this die during the next round).

Players may now play on the corresponding Action space.

IMPORTANT: Alarm tokens do not prevent you from landing. You may still land safely if you have active Alarms.

NOTE: An Alarm on the Concentration space means **no Coffee tokens can be generated** until the system is reset. Coffee tokens generated previously may still be used as normal.

ALTITUDES — A B C D

Flying into unsettled weather, fog, or storms is all part of the job. But that doesn't make it any easier.

SETUP

Place the required Altitude Track (**A**, **B**, **C**, or **D**) into the Altitude slot instead of the standard Altitude Track.
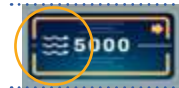
RULES

When the Bad Visibility 👁 or Turbulence ≋ symbol is in the Current Altitude space, apply the rules for that event, as described below.

🟠 TURBULENCE ≋

Eddies in air currents caused by geographical features or thermal pockets are easily explained in theory, but when your wingtips are bending at impossible angles and your plane feels like a roller coaster, you know that turbulence is no joke.

Every time you place a die on an Action, **reroll all your remaining dice**.

🟠 BAD VISIBILITY 👁

Despite your ability to fly with instruments only, coming out of a fog bank to see the ground rushing up towards you is... startling. To put it lightly.
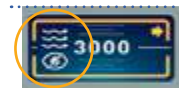
When rolling your dice at the beginning of this round, **both players will only roll 2 dice**, leaving the other 2 aside. The next two times you place a die on an Action, take 1 of the dice you've put aside, roll it, and put it behind your screen with your other die (which you do not reroll). In other words, replace the die you played. **You should never have more than 2 dice to choose from every turn.**

🟠 TURBULENCE + ≋ BAD VISIBILITY 👁

This is what it feels like to fly into a full-fledged storm; you're trying to land a bucking bronco while half-blindfolded. You've had better days.

Only use 2 dice, like with the Bad Visibility rule, but when you take a new die to replace the one you have placed, **roll both of your available dice.**
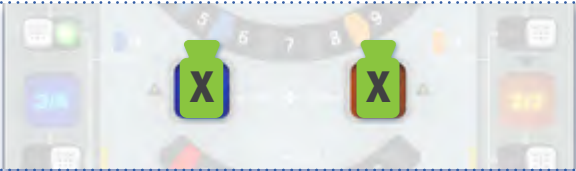
SCENARIO-SPECIFIC RULES 📖

TER Lajes, Azores

You are out of fuel. Your engines have stopped. You'll need to use all your skills to guide your plane to a military airbase in the Azores. It's either that or crash into the Atlantic Ocean.

SETUP

Place two Intern tokens face down on each of the Engine spaces. You will not be able to place dice here; this Action is no longer mandatory.
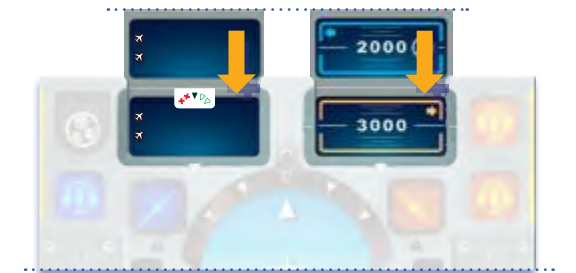

RULES

Both players will roll all their dice every round but will only use **three** of them.

The Engines are inactive and you are gliding down toward the ground. At the end of every round, **advance both the Approach Track and Altitude Track one space**.

> ❄ **NOTE:** There is no actual ice on the landing strip here, but you'll need a much stronger braking system to perform an emergency landing.

WAW Warsaw Chopin

Your landing gear is stuck. It will not descend. You'll need to perform a belly landing at the Warsaw airport.

SETUP

The landing gear refuses to deploy. Place 3 Intern tokens face down on the Landing Gear spaces. You will not be able to place dice here. Your landing gear is stuck!

You will only be using the **2 Alarm tokens requiring blue dice and the Alarm token for the Concentration space**. Remove the 3 other Alarm tokens from the game.

GAMEPLAY

You cannot place dice on the Landing Gear spaces, meaning the blue Aerodynamics marker will stay at 5 for the entire game. You do not need to have the Landing Gear switches engaged when you land. You will use the brakes normally, which will represent spoilers, reverse engines, etc.

NZIR Ice Runway

Antarctica. Home of the most unique airport in the world. On top of the experience of landing on a sheet of ice, you will have to deal with the intense headwinds whipping across the icy continent.

SETUP

Place the Wind module **the other way around**, with the arrows pointing downward instead of up.

Instead of using Airplane tokens, use the Penguin tokens on the Approach Track. We know very well that penguins don't fly... But look at how CUTE they are!!

SCENARIOS

● CPT Cape Town

After a first loop over the Cape of Good Hope and False Bay, you try a second approach. This is the place where oceans come together and the sea winds buffet the mountains. Flight conditions here are tough.
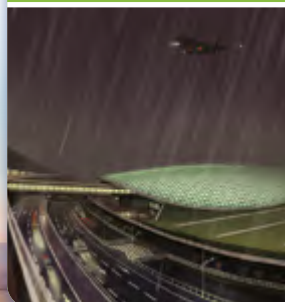
B 🚐 ⭐1

● SYD Kingsford Smith

You've been in the air for 14 hours. You've just completed your wide turn to the right to approach Sydney from the south. The electronics seem to be glitching. You'll have to keep your cool to take care of the systems as they crash.

🔔 ⭐1

● PEK Beijing Capital

You've passed over the Yellow Sea, and now you see the Yanshan mountains bordering Mongolia in the distance as you head toward the north-east of Beijing.

There's a thick covering of cloud over the Chinese capital, with only a few breaks... You're going to have to rely on your instruments for this one.

A ⭐1

● KBP Boryspil

WHAM! you have ploughed headlong into a high-flying flock of geese!! You maintain control, but they've torn off some of the housing and cracked a panel in the cockpit. You should be able to land in the Ukrainian capital without any trouble, but noise and vibration caused by the strikes have made flight-deck communication impossible.

⭐2

TER Lajes, Azores

You need to make an emergency landing. Your plane has run out of fuel and your engines are down. Your only hope is a military base on an isolated island in the Azores. You will have to make multiple turns to slow the aircraft and activate a stronger braking system to successfully pull this off.

📖 ❄️ **2**

WAW Warsaw Chopin

You tried to deploy your landing gear… to no avail. You'll have to perform a belly landing, but first you'll need to circle high above the Polish capital to burn the remainder of your fuel. The last thing you need is a full tank when the sparks start to fly. The F-16s have kept you company for everyone's safety, but now it's time to put her down. Carefully, very carefully.

📖 🔔 🚚 **1**

SXM Princess Juliana

You promised your intern an interesting landing, and he won't be disappointed. This is the famous airport whose landing strip starts at the edge of a beach full of people. You'll have to handle the turbulence carefully on the way down, you wouldn't want to ruin someone's day at the beach!

B **5000** 🪪

SXM Princess Juliana

This is white-knuckle time. A heavy storm is lashing the Caribbean, and this landing is always tricky. Bad visibility just before landing, with people on the beach (yes, even in this weather!), is raising your pulse significantly. It's going to take all your concentration to make this work.
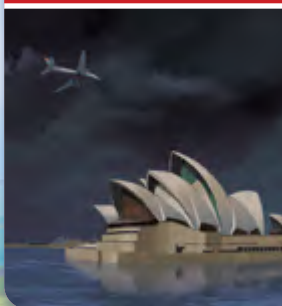
D **5000** 🚚 🪪

DUS Düsseldorf

You're coming in to Düsseldorf on fumes. You've got a fuel leak and there are storms throughout the Rhineland region, meaning your visibility is going to be patchy at best on the way down. Keep focused and you'll be fine.

A 💧 **2**

SYD Kingsford Smith

You'll remember this 10-hour flight from Tokyo for a while. Near-constant turbulence as you flew over storm after storm. Sydney will offer you more of the same, it seems. You'll have to descend through thick cloud and driving rain. Visibility will be low, and it will be a bumpy ride. The electronics have just started to act up as well. Hang on tight!

C 🔔 **2**

MAD Madrid–Barajas

You've passed over the Portuguese Serra da Estrela mountain range and turn south at Salamanca. You get word that there is heavy traffic over the Spanish capital. You descend slowly, turning north-east over Toledo, and at 5,000 feet you get clearance to land. You'll have to work quickly!

5000 🪪 **1**

WAW Warsaw Chopin

The landing gear is stuck. You're going to have to perform a belly landing in a gale. Now as you start your descent, an alarm sounds. Looks like the landing gear wasn't the only issue. A bead of sweat trickles down your brow as you turn to your co-pilot. Time to land.

📖 🔔 🚚 🏨 **1**

DUS Düsseldorf

An alarm goes off. The fuel level of your starboard tank has dropped drastically. On top of this, it's early July, peak tourist season in the Northern Rhineland region of Germany, and the sky is full of planes. You'll have some maneuvering to do on your way in… But you need to land. Now.

NZIR Ice Runway

A strong headwind from the Pole shakes your cargo and the few passengers you have aboard. Welcome to Antarctica. The ice in November is still thick enough to support a landing. This is the first time you've seen the famous "Ice Runway" with your own eyes. Landing an airliner in this remote location seems unreal. Wait… are those… penguins on the runway??

PEK Beijing Capital

A heavy storm front is moving in quickly over the Beijing Capital International Airport region, carried by some heavy winds. It's going to be a very bumpy descent, and visibility will be low. Very low. You take a breath and switch on the intercom to inform the passengers, reminding yourself to sound confident.

CPT Cape Town

You'll be coming in to Cape Town Airport from the north. Table Mountain to the west and the craggy Jonkershoek Mountains to the east mean turbulence is always a possibility. But today, foggy conditions will give you a very, very low ceiling. Your intern has just alerted you to a problem with the electrical systems. Steel yourselves.

MAD Madrid–Barajas

Ninety minutes ago the Madrid control tower held you back due to an emergency on the runway. You've been slowly circling downward. But there's an emergency up here, too: You're running low on fuel. You've finally got the go. There's no time to lose!!

TER Lajes, Azores

Emergency landing. The good news: You've found a tiny island with a useable airstrip. The very bad news: Your engines are down. You're coming down fast, but some well-timed maneuvering will slow you somewhat. Once you hit the tarmac, you'll need to brake extra hard to avoid disaster. Your mouth is dry. Time to get to work.

KBP Boryspil

You're cruising in towards Kyiv. It would be beautiful if it wasn't for all the noise. Your instruments show no issues, but something has come loose near the cockpit, making a loud buzzing and whistling noise that's impossible to speak over. You'll have some maneuvering to do as well. You're already looking forward to your hotel room.

NZIR Ice Runway

High winds are whipping across the Ross Archipelago, driven snow almost completely hiding McMurdo Station from view. This means a number of course corrections during your descent. Your intern is excited for the opportunity to land on the Antarctic ice runway, but will she keep her nerve? This is no place to crash…

Our responsibility to the environment is extremely important to us. Because of this, we are always trying to reduce our impact. *Sky Team: Turbulence* does its part in the following ways:

One tree cut down = One tree planted through the 'Tree Canada' program.

Product with no plastic wrap or plastic components.

Use of plant-based (soy) ink, which is less polluting, biodegradable, and more respectful to the environment.

A compostable or recyclable wrapping.

More info at *www.scorpionmasque.com/en/manifesto*

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