

SCENARIOS



SCENARIOS

This section provides you with rules and guidelines for fighting different types of battles. Many battles will be straight forward affairs, such as the Dogfight scenario which basically pits two patrols against each other in a straight fight. Other games are more complex, and require the positioning of ground targets and landing zones, or have other victory conditions, such as escorting a supply convoy. The final part of this section deals with playing a series of linked games in a campaign.

CHOOSING A SCENARIO

For your first game of Aeronautica Imperialis, we recommend that you play the introductory scenario 'Dogfight'. This scenario will allow you to learn the basics of moving and firing with aircraft before tackling other rules such as ground attacks and landing troops. Once you have a grasp of how the basic rules work, move on to playing other games, gradually introducing more rules, until you have mastered them all.

The quickest and easiest method of choosing which scenario to use is for both players to agree which scenario to play before hand. This will allow players to pick their squadrons for the game and be ready to play when the time comes. Of course players can't always agree on which scenario to play, so there is also the random method.

Roll a dice for the size of game: 1-4 – Small game. 5-6 – Large game. Roll again for which scenario will be used.

Small games. D6 result.

1. Bandits over Karsundi River.
2. Behind Enemy Lines.
3. Straggler over Varestus Prime.
4. Search and Rescue.
5. Grey Knight Strike.
6. Clash of Aces.

Large games

1. Ground Attack.
2. Convoy Intercept.
3. Troop Landing.
4. Bomber Mission.
5. Convoy Escort
6. Air Raid.

Finally, determine who will be the attacker and who will be the defender. Roll a dice, the player that scores highest will be the attacker for this game.

SCENARIO FORMAT

All the scenarios are presented with the following format:

Background: A brief overview of the battle, who was involved and where it occurred.

Forces: Shows what forces were involved in the battle for both sides along with any additional weapons loads for each aircraft.

Alternative Forces: Details any restrictions and points values should you wish to replay the battle with different forces than those that were actually involved.

Set-up: How to set up the battlefield and where to deploy forces.

Special Rules: Any special rules that apply solely to this scenario.

Victory Conditions: How to determine who has won the game.

RESERVES

Some scenarios use the Reserve rules. Reserves are friendly aircraft that happened to be in the same area, or additional aircraft directed to a battle to reinforce a squadron that is already engaged. Aircraft in reserve are not deployed at the start of the game, but will become available in later turns.

To see if reserves arrive roll a dice at the start of each turn, before writing down manoeuvres. The Reserve Table shows the dice roll result required for reserves to arrive.

Reserves Table

	Turn 1	Turn 2-5	Turn 6-9	Turn 10+
Reserves arrive on:	n/a	6+	5+	4+

When reserves arrive write down a Manoeuvre card for each aircraft, and it will move on from its side's table edge. Unless stated in the scenario, reserves forces will enter the table at maximum speed and at any permitted altitude, but individual scenarios may change this.

INTRODUCTORY SCENARIO – DOGFIGHT

Background

In this scenario two combat air patrols clash head-on in a swirling dogfight.

This is a basic scenario that allows players to fight a straight dogfight, fighter against fighter, and get used to the basic rules and tactics of the game.

Set a mutually agreeable points value for the scenario. For small games we suggest 60 pts a side. For a large game try up to 200 pts a side.

Forces

Only fighters may be taken for this scenario. Bombers are not allowed. No ground defences can be used.

Set-up

The sides start at opposite ends of the table. They take turns placing an aircraft with the bases touching their table edge.

Players may choose the speed and altitude for each aircraft to start the game on before placing it on the table.

Victory Conditions

The game lasts until one side is forced to disengage. Then total up Victory points.

BANDITS OVER THE KARSUNDI RIVER



Background

3659th Fighter wing, deployed on the planet of Lammas, were conducting a routine combat air patrol, flying as protection for Imperial Guard ground forces advancing to the Karsundi river. Suddenly they came under unexpected attack from Eldar aircraft. Caught by surprise, the Thunderbolts of 3659th squadron fought a desperate dogfight against the fast and manoeuvrable Nightwings, losing two of their number before disengaging and returning to base. There were no confirmed losses for the Eldar forces.

Alternative Forces

To play this game with other forces, both players may spend up to 80 pts on their squadron. Both sides can only use fighters. Bombers and ground defences are not allowed.

Set-up

Play along the length of a 6' x 4' table. The defenders must deploy first. Place all the defender's aircraft within 12" of the

centre of the table, all facing the same short table edge. They may start the game at any altitude and speed.

The attacker's aircraft are placed behind the defenders, with their bases in contact with the short table edge. They may start the game at any altitude, but are travelling at maximum speed as they race after their targets.

Special Rules

The Eldar have surprised the Imperial Navy pilots and automatically win the initiative on the first turn. Roll for initiative as normal from turn 2 onwards.

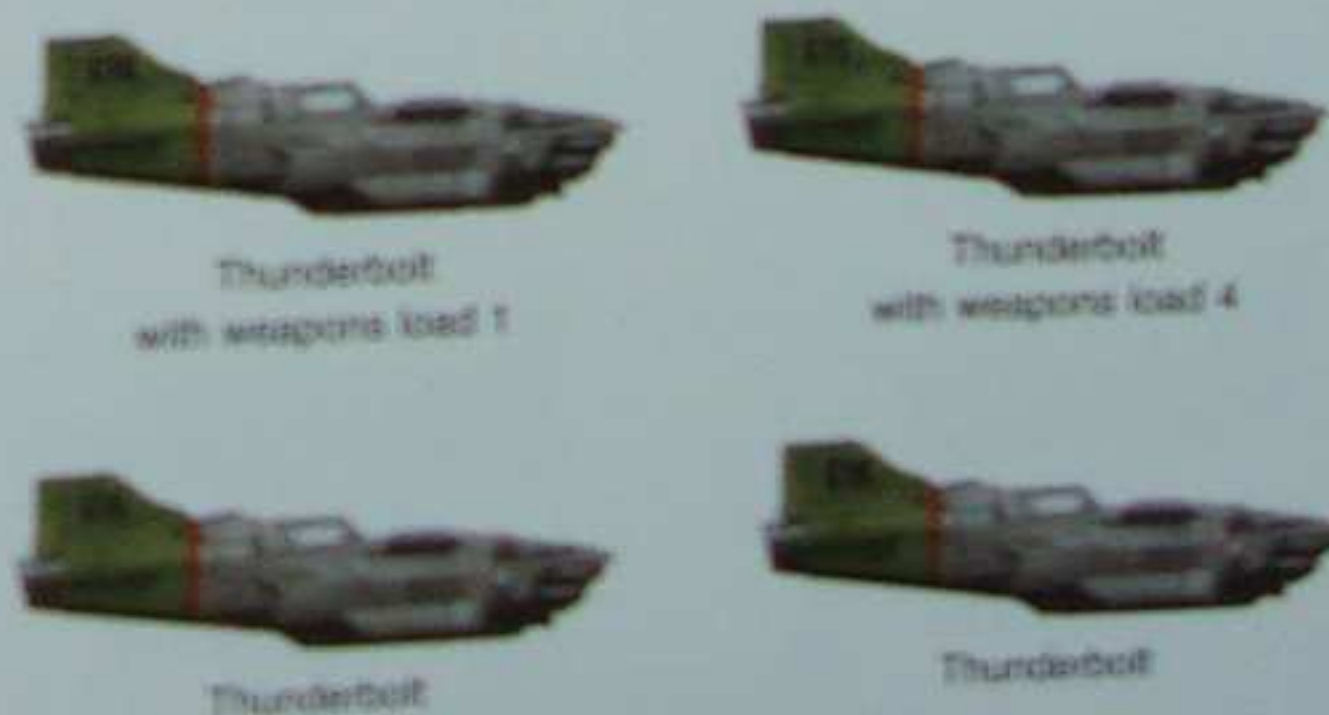
Victory Conditions

Play until one side is forced to disengage, then add up Victory points to determine the winner.

ATTACKERS



DEFENDERS



BEHIND ENEMY LINES

Background

Deep in the deserts of Taros, far behind enemy lines, a Tau Pathfinder cadre has completed its reconnaissance mission and the teams have to await extraction via Orca dropship. An Orca has been ordered to the pick-up point, along with Barracudas flying in escort, but the Imperial Navy have detected the approaching Tau aircraft and vectored the closest combat air patrols to intercept. The Tau must protect the Orca and get their troops out.

Alternative Forces

To play this game with other forces, both players may spend up to 80 pts on their forces. The defender can take any aircraft, although he must include at least one aircraft with a transport capacity (to pick up the troops). The attacker may only spend his points on fighter aircraft. Neither side may include any ground defences in his force.

Set up

Play the game along the length of a 6' by 4' table. Place a

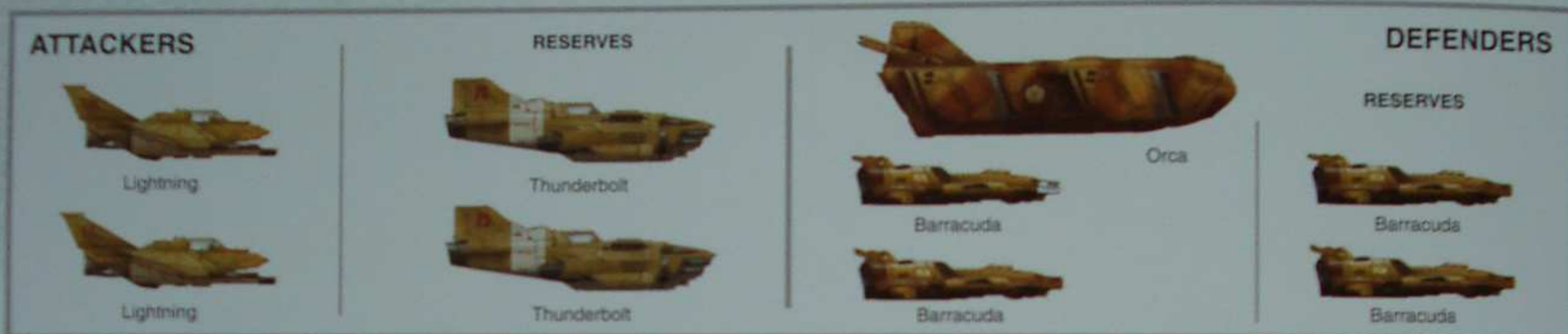
unit marker 18" from the attacker's table edge in the centre of the table. This is the spot where the Tau Pathfinder teams are awaiting extraction.

The defender deploys first. Place the Orca and Barracudas against their board edge, at any permitted speed and altitude. Next, deploy the attackers against his board edge at any permitted speed and altitude.

Victory Conditions

The Orca must land within 6" of the Pathfinder team to pick them up. It must then take-off and escape off either of the long board edges or its own board edge. Note, the attackers may not target the Pathfinder teams on the ground, they do not know they are there!

In this game neither side will disengage. Fight until the Orca either escapes or is shot down. If the Orca escapes off the table with the Pathfinder teams, the Tau win, if not, the Imperium win.



STRAGGLER OVER VARESTUS PRIME

Background

Returning from a bombing mission, a single Marauder bomber has been hit and lost engine power. Unable to maintain formation with the rest of its squadron, the straggler is left behind to make its own way back to base. Two Thunderbolt fighters have been detailed to escort the straggler, but the enemy have spotted the damaged aircraft and are moving in for the kill...

Alternative Forces

To play this game with other forces, both players may spend up to 50 pts on their forces. The attacker can only use fighters. The defender must take a single bomber as the straggler, and spend the rest of his points on fighters. No ground defences may be taken by either side.

Set-up

Play along the length of a 6' x 4' table. The defenders must deploy first. Place the Marauder bomber in contact with the

centre of a short board edge. It may start the game at any altitude. Place both Thunderbolts anywhere within 12" of the Marauder.

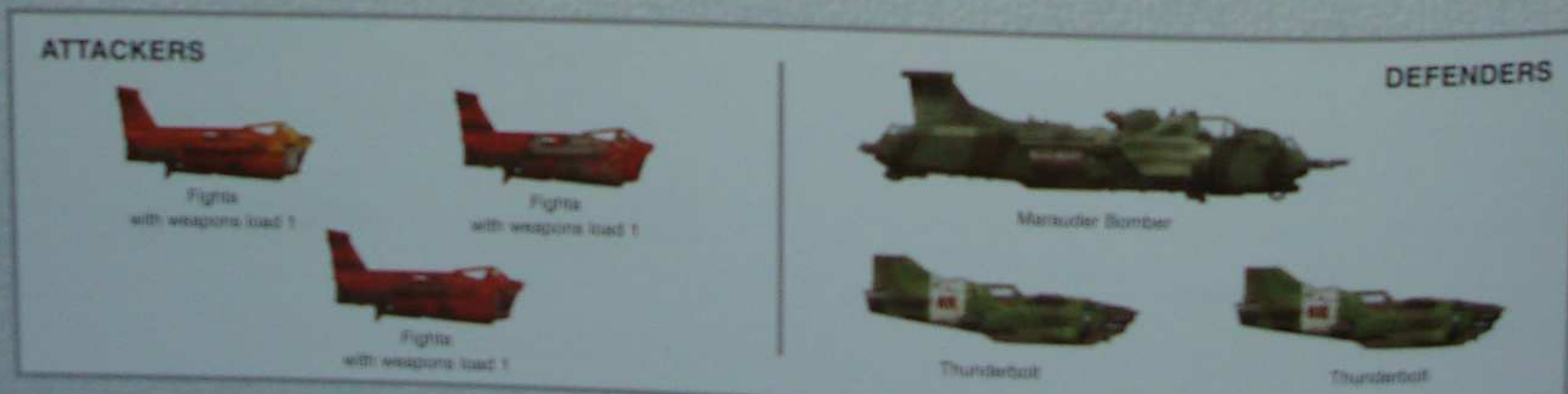
The defenders are placed in contact with the opposite board edge. They may start the game at any permissible altitude and speed.

Special Rules

Straggler. The Marauder bomber is damaged and restricted to a maximum speed of 2. It cannot exceed speed 2, but may change altitude as normal.

Victory Conditions

Play until one side is forced to disengage, then add up Victory points. If the Marauder Bomber exits from the opposite table edge, the defender automatically wins regardless of Victory points.



SEARCH AND RESCUE, YARANT II

Background
 During fighting against Orks in the equatorial jungles of Yarant II, an Imperial Navy bomber crew have been shot down whilst dropping incendiary bombs to defoliate the dense jungles. Whilst the fires rage, the Imperial Navy launches an urgent search and rescue mission to find the missing crew and bring them back...

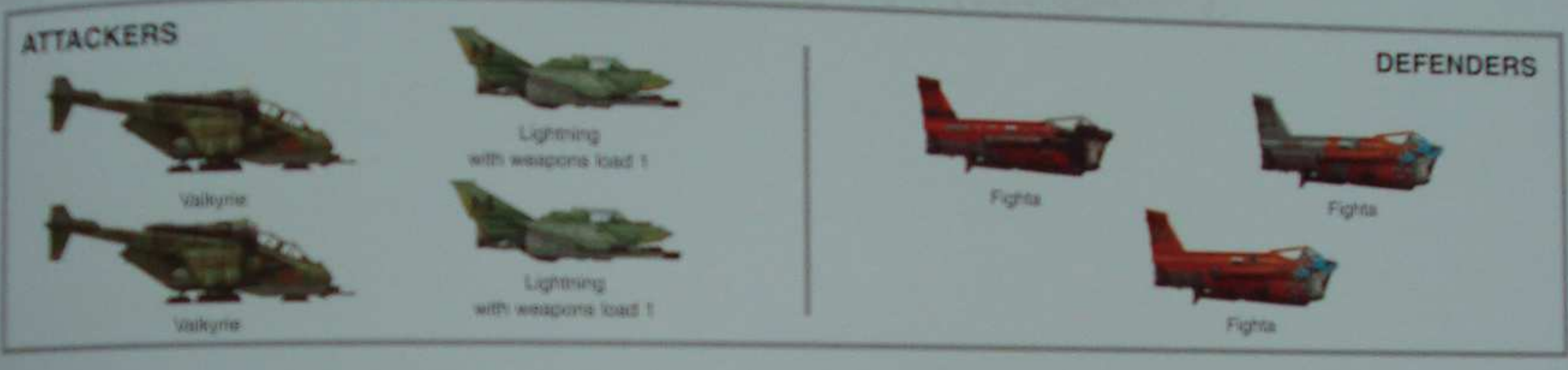
Alternative Forces
 To play this game with other forces, both players may spend up to 60 pts on their forces. The attacker can only use any aircraft, but at least one aircraft must have a transport capacity. The defender may use any forces, but must include at least one aircraft.

Set-up
 Play along the length of a 6' x 4' table. Before deploying any forces, the defender must place six counters anywhere on the table. Counters may not be within 12" of each other. One of these counters is marked with an X on the underside. This

is the downed aircrew. To reveal a counter one the attacker's aircraft must end its move with 6" of it, it can then be turned over in the End phase. Once revealed, the aircrew can be picked up by landing within 6" of the counter.

Special Rules
 The Imperial forces have been burning the jungles, and the lower atmosphere is full of smoke, making visibility difficult. At altitudes 1 and 2, no aircraft may fire at long range, and medium range firepower is halved (round fractions up). Firing at short range is treated as normal. At altitude level 3 and above the smoke has cleared and firing is resolved as normal.

Victory Conditions
 If the attackers find the aircrew and escape with them off the table, the attackers win. Otherwise the defender wins. Neither side will disengage in this mission. Instead, play until either aircrew escape, or until they can no longer escape.



GREY KNIGHT STRIKE, CORIOLANTHE

Background
 During heavy fighting against traitor forces on the world of Coriolanthe, a strike force of elite Grey Knight Space Marines led the Imperium's counter-attack, deploying directly into the battle via Thunderhawk gunship. The Imperial Navy flew close escort to this valuable Thunderhawk as it encountered enemy fighters on its approach.

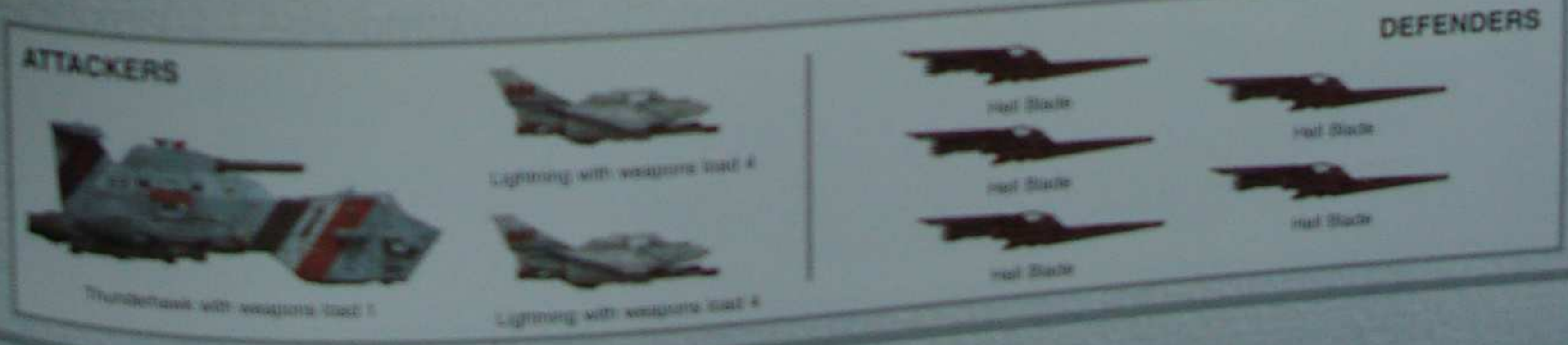
Alternative Forces
 To replay this game with alternative forces, the attacking force should consist of 70 pts, and at least one aircraft must have at least 1 point of transport capacity. The force may consist of either fighters or bombers. The defender's force should consist of up to 70 pts and can be either fighters, bombers or ground defences.

Set-up
 Play the game along the length of the table. One short board edge is the Chaos player's, the other is the Imperium's. The Grey Knights strike force must be landed in a landing zone. This is a 12" square area in the centre of the Chaos player's board edge. The Thunderhawk must land in this area to deploy its troops.

The Attackers sets up first. Place the Thunderhawk against the Imperium player's board edge. It must start the game at Altitude 9 (having just entered the atmosphere) and at maximum speed. The Lightnings are deployed against the Imperium player's board edge, and can start the battle at any permissible altitude and speed.

The Chaos forces set up second. Place all their aircraft against their table edge, at any permissible altitude and speed.

Victory Conditions
 Do not use Victory points in this game. Neither side will disengage in this scenario. Play until either the Thunderhawk is shot down or escapes off the table. The Imperium player must land the Thunderhawk's troops in the landing zone, then escape back off the Imperial player's board edge. If the Thunderhawk lands its troops and escapes, then the Imperium player wins. If the Thunderhawk lands its troops but does not escape, it is a draw. If the Thunderhawk fails to land its troops, then the Chaos player wins.



TROOP LANDINGS, OPERATION COMET

Background

Operation 'Comet' was the Imperial Guard plan to land a large force of Elysian drop troops to capture an important hydro-processing plant on Taros. The Elysian regiment was transported to the target in their Valkyrie aircraft, with Vultures in attendance to provide supporting ground fire, and Thunderbolts of the 386th squadron providing escort protection.

As the Elysian air convoy reached the landing zone, the Tau attacked in force, both on the ground and in the air, and fierce fighting ensued.

Alternative Forces

To play this game with other forces, the attacking force can spend 200 pts. The defender can spend 150 pts. The attacker must include at least two aircraft with a transport capacity. The attacking force may consist of fighters and bombers, no ground defences may be used. The defending force may include fighters and bombers and ground defences.

Set up

Play the game along the length of a 6' x 4' table. The Elysians landing zone is an area up to 24" from the Tau table edge. Within this area place four industrial buildings to represent the hydro-processing plant.

These buildings may be attacked by the Tau player, each building has 3 hits.

Deploy the attacking force first, against their table edge, at any permissible altitude and speed. Next, deploy the defending force, against the opposite table edge at any permissible altitude and speed. The defender's ground defences can be placed anywhere on the table, except for within the landing zone.

Victory Conditions

At the end of the game add up Victory points. The attacker scores VPs for destroying enemy aircraft, ground defences and landing troops in the landing zone. The defender scores points for destroying enemy aircraft and damaging the buildings.

ATTACKERS



Valkyrie
with jump troops



Valkyrie
with jump troops



Valkyrie
with jump troops



Valkyrie
with jump troops



Thunderbolt
with weapons load 1



Thunderbolt
with weapons load 1



Thunderbolt
with weapons load 1



Thunderbolt
with weapons load 1

RESERVES



Valkyrie
with jump troops



Valkyrie
with jump troops



Valkyrie
with jump troops



Vulture
with weapons load 1

DEFENDERS



Barracuda



Barracuda



Barracuda



Skyray

RESERVES



Barracuda



Barracuda

RESERVES



Tiger Shark



Tiger Shark

CLASH OF ACES, RYNN'S WORLD



Background

Rynn's World is a planet ravaged by years of war. After the initial Ork invasion and subsequent counter-invasion by the Imperium, war has raged constantly for almost 20 years.

In those years both sides have won victories and suffered defeats. Both sides have their heroes. For the Orks it is the famous 'Black Baron', an extraordinary Ork with a genius for flying, and the leader of the Ork air force on Rynn's world. For the Imperium, there is the brilliant Flight-Commander Richter Dagor-Jami in his distinctive Red Thunderbolt.

The two aces finally met in combat over the Desolation Valley. As Dagor-Jami led a patrol of 672nd fighter wing, he spotted and engaged an incoming Ork attack. The two aces met head to head, and there would be only one survivor....

Alternative Forces

To play this game with other forces, both players may spend up to 90 pts on their squadron. Both sides can only use

fighters. Bombers and ground defences are not allowed. Both players must upgrade one of their fighters to an Ace pilot for free. The Ace should be identified to your opponent.

Set-up

Play along the length of a 6' x 4' table. Players choose a short table edge each as their table edge. Players then take it in turns to deploy an aircraft at a time, starting with the attacker. Aircraft may start the game at any permissible speed and altitude.

Special Rules

None.

Victory Conditions

Play until one side is forced to disengage, then add up Victory points. If one side manages to shoot down the opposing Ace, they score an automatic victory, regardless of Victory points.



CLASH OF ACES FORCES

ATTACKERS

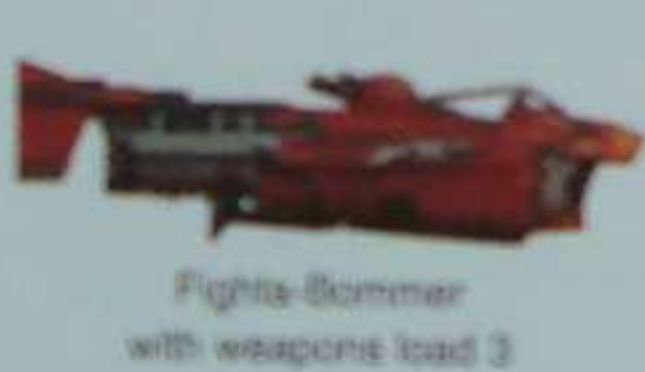
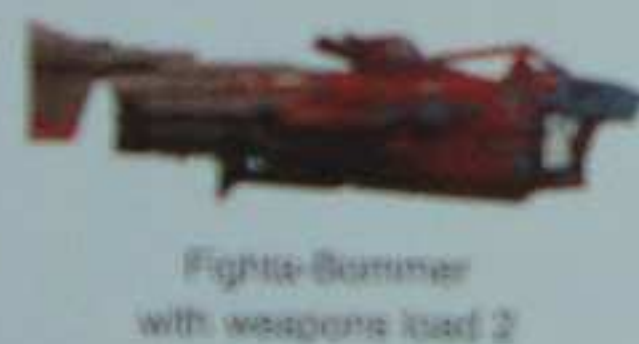
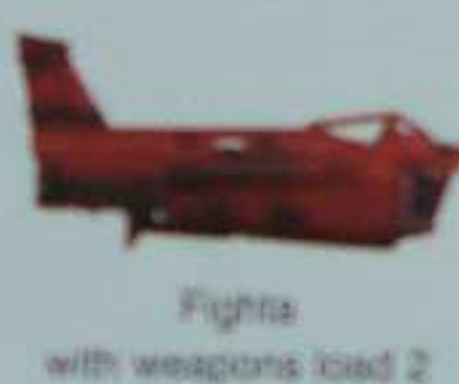
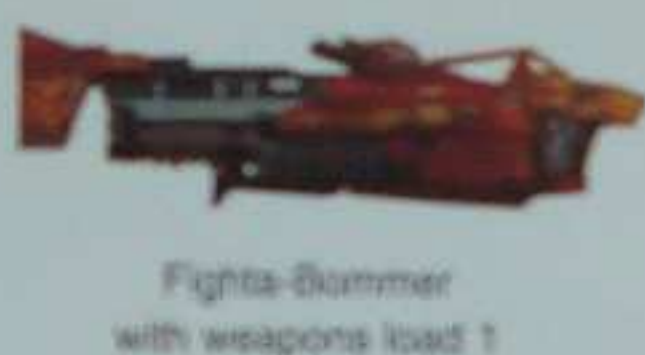
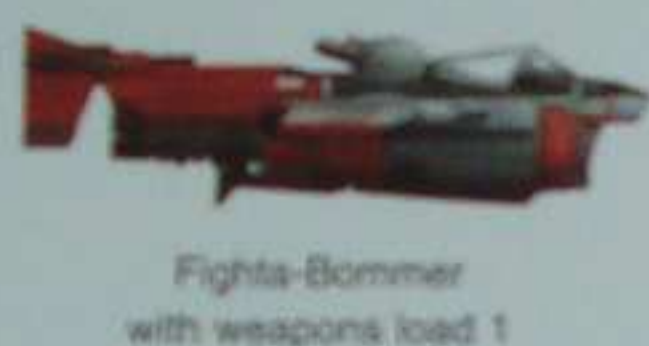


DEFENDERS

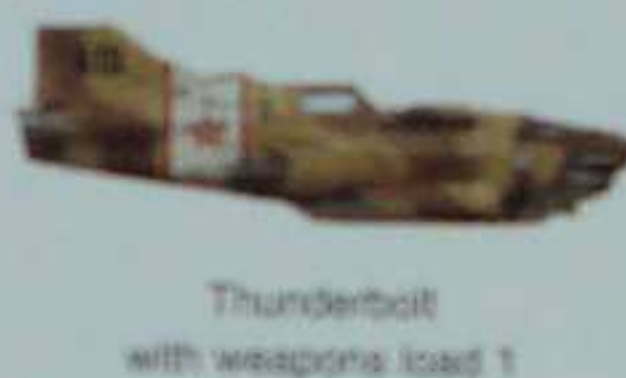
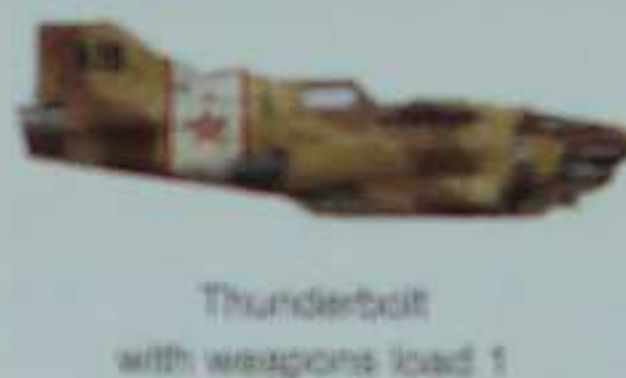


GROUND ATTACK FORCES

ATTACKERS



DEFENDERS



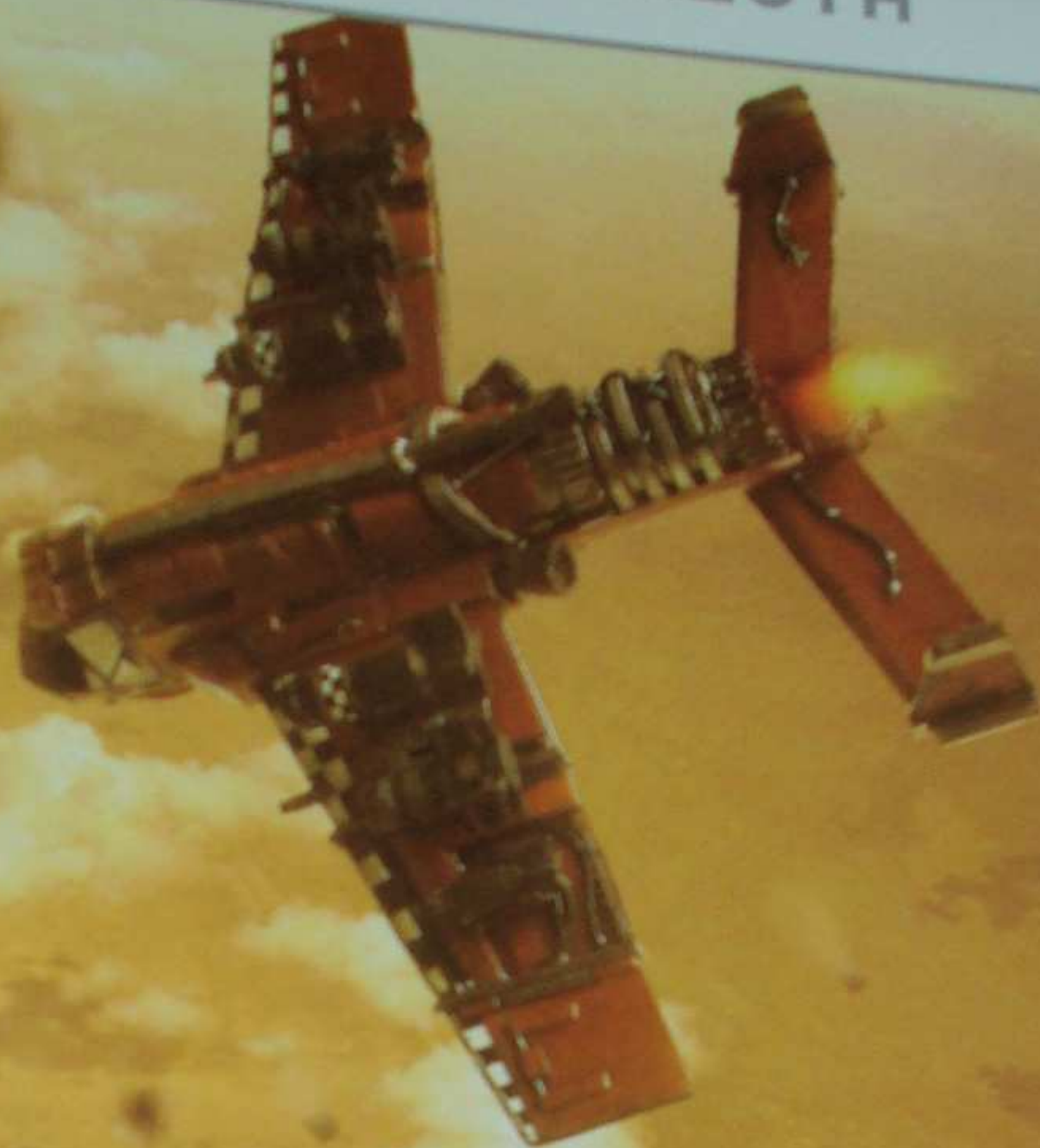
RESERVES



RESERVES



GROUND ATTACK, PLAINS OF AZOTH



Background

Imperial Guard forces of the 14th Cadian Armoured regiment were engaged in an offensive across the barren Plains of Azoth. With the tanks and armoured vehicles already heavily engaged against Ork battlewagons and battle-fortress in a fierce tank battle, the Ork Fighta-bombers appear overhead, diving down to strafe and rocket the attacking Leman Russes and Chimeras. The Imperial Navy's air cover responded quickly, and as the Orks swooped down to destroy the lead tanks, the Thunderbolts were quickly on their tails.

Alternative Forces

To replay this game with other forces, both sides may spend up to 180 pts on their forces. Both the attacker and the defender can use fighters, bombers and ground defences.

Set-up

Play the game along the length of a 6' x 4' table. The defender should place 10 armoured vehicles anywhere in his half of the table. These are the lead elements of the Cadian 14th Armoured regiment which the Orks are trying to destroy. These can be any armoured vehicle, each has 2 hits regardless of type.

The attacker should place five Ork armoured vehicles in his half of the table, these are the Ork's ground forces, which the Imperial forces may try to destroy. Each has two hits regardless of type. The armoured vehicles do not move during the game.

The attacker deploys first. Position all his aircraft against his board edge at any permitted speed and altitude.

Next, deploy the defender's forces against his board edge at any permitted speed and altitude. Finally, the defender's ground defences may be positioned anywhere in his half of the table.

Victory Conditions

Both sides must inflict as much damage on his enemy as possible. At the end of the game add up Victory points for destroyed and damaged aircraft and ground targets as normal. The side with the most Victory points wins.

BOMBER MISSION, 'ARC LIGHT'



Background

During fighting on Balle Prime, Orks of Waaagh! Ugskraga captured the starport at Balle-Delta and quickly began utilising it for their own ends. They were soon landing more troops and supplies and operating their own aircraft from it. 1167th Bomber wing were tasked with destroying the starport, and planned Operation 'Arc Light'. A force of heavily armed Marauder bombers, with a fighter escort, would attack at dawn and pound the starport into smoking rubble.

The Thunderbolts would fly as a first wave. Armed with Hellstrike missiles they would target the starport's anti-aircraft defences. The Marauders and their escorting Lightnings would follow behind as a second wave to unleash destruction and destroy the starport.

Alternative Forces

To play this game with other forces, the attacking player may spend up to 300 pts on their forces. The defender may spend up to 200 pts. Both sides can use fighters and bombers, but only the defender may use ground defences.

Set-up

Play along the length of a 6' x 4' table. Place the starport anywhere in the Ork's half of the table. It consists of at least five buildings (any of which may be targeted). These are warehouses, control buildings and hangars (all have 3 hits). There is also a large landing pad and three defensive bunkers. The landing pad can be targeted and can take 10 hits before it is destroyed. All the starport buildings, etc, must be placed within 24" of each other.

Place the attacker's first wave against a short table edge, at any permissible speed and altitude. The second wave arrive from the same board edge at any permissible altitude and speed. The defender then deploys his aircraft against his short table edge, at any permissible altitude and speed. Ground defences may be placed anywhere on the table. The Ork aircraft that are on the ground are on the landing pad and may start to take off from turn 3.

Victory Conditions

Play until one side is forced to disengage, then add up Victory points as normal.



ATTACKERS

First Wave



Thunderbolt
with weapons load 2



Thunderbolt
with weapons load 2



Thunderbolt
with weapons load 2

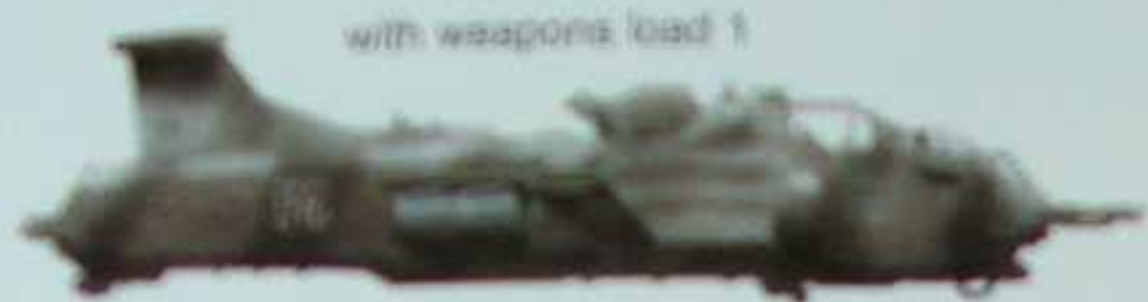


Thunderbolt
with weapons load 2

Second Wave



Marauder
with weapons load 1



Marauder
with weapons load 1



Marauder
with weapons load 1



Marauder
with weapons load 1



Lightning
with weapons load 4



Lightning
with weapons load 4



Lightning
with weapons load 4



Lightning
with weapons load 4

DEFENDERS



Fighter
with weapons load 1



Fighter
with weapons load 1



Fighter
with weapons load 1



Fighter
with weapons load 1



heavy flak cannon



heavy flak cannon



heavy flak cannon



Flak wagon



Flak wagon

Aircraft on the ground at start of game



Fighter



Fighter



Fighter



Fighter



Fighter-Bomber



Fighter-Bomber



CONVOY INTERCEPT, KASR GEHR

Background

During the 13th Black Crusade, the garrison of Kasr Gehr on Cadia were cut off by a surprise landing by Chaos raiders. The Cadian Guardsmen were surrounded and outnumbered but fought on, even though they were in desperate need of new supplies.

Before a full relief force could be organised it was vital that the garrison be re-supplied if it was to hold out. An emergency supply mission was launched. A convoy of Arvus Lighters would ferry in the supplies, whilst Thunderbolt fighters provided escort protection against the Chaos interceptors that were already patrolling the skies above the Kasr.

Alternative Forces

To play this game with other forces, both players may spend up to 120 pts on their forces. The defender can take any aircraft, although he must include at least 1 aircraft with a transport capacity (it is carrying the supplies). The defender may also include a maximum of 1 ground defence in his force. The attacker may spend his points on any aircraft he wishes, fighters or bombers, but he may not include any ground defences.

Set-up

Play along the length of a 6' x 4' table. Mark an area 24" wide by 12" deep in the centre of the attacker's table edge. This is the landing zone.

The attacker must deploy first. Place all the attacker's aircraft in contact with his table edge. They may start the game at any permitted altitude or speed. The defender then deploys all his forces against the opposite table edge. The Arvus Lighters have just entered the atmosphere and so must start the game at altitude 9, they may be at any speed.

The rest of the defender's aircraft may start the game at any permissible altitude and speed. Finally, the defender's ground defence must be placed in the landing zone.

Victory Conditions

The defender must deliver the supplies to the embattled ground forces by landing the Arvus Lighters in the landing zone. At the end of the game add up Victory points as normal. The defender gains a bonus 10 Victory points for each transport points worth of supplies landed in the landing zone at the end of the game.

ATTACKERS



Thunderbolt
with weapons load 4



Thunderbolt
with weapons load 4



Thunderbolt
with weapons load 4



Thunderbolt
with weapons load 4



Arvus



Arvus



Arvus



Hydra Platform

DEFENDERS



Hell Talon



Hell Blade



Hell Blade



Hell Blade



Hell Blade



Hell Blade



Hell Blade



Hell Blade

AIR RAID, SUPPLY BASE CASTOR 242



Background

Castor 242 was the codename of a large supply base in the Funeral Hills on Rynn's World. It was established to support the Imperial Guard's offensive against Ork forces in the Desolation Valley. The base's large underground warehouses contained thousands of tonnes of ammunition and fuel, and were well defended.

The Ork's Vulcha Squadron, commanded by their infamous ace, the self-styled 'Black Baron', launched a large air raid to destroy the base. Attacking in waves, the fighters and fighter-bombers raced in low, bombing and strafing as the base's ground defences returned fire. Thunderbolts scrambled to meet the attack found themselves heavily engaged by more waves of Fighters. But despite losses, and damage to the base's surface defences, the reinforced warehouses survived undamaged.

Alternative Forces

To replay this game with different forces, the attacker can take up to 200 pts worth of aircraft – these can be fighters or bombers. The defender gets 150 pts and this can be spent on fighters and ground defences only.

Set Up

The base and its ground defences should be placed within 12" of the centre of the table. The base consists of two bunker entrances, three watchtowers, six parked vehicles and five assorted light buildings. All these are targets. Ground defences should also be placed within 12" of the table centre.

The Ork forces are divided into two attack groups. Deploy one group on each of the short table edges. They may start the game at any permissible altitude and speed.

The defender's reinforcements may enter from either of the long board edges.

Victory Conditions

The Orks must destroy the underground storage warehouses. To do this they must first destroy the bunker entrances (which have 4 hits each), and then attack the destroyed bunkers. Each additional point of damage has a chance of denoting the ammo and fuel below. Roll a dice for each point of damage, on a 6 the stores explode. If the Orks destroy both warehouses they win, if they destroy one it is a draw, if they destroy neither, the Imperial player wins.



AIR RAID ON CASTOR 242 FORCES

ATTACKERS

Attack Group 1



Fighter
"Da Black Baron" - Ork double ace
with weapons load 1



Fighter-Bomber
with weapons load 1



Fighter-Bomber
with weapons load 1



Fighter
with weapons load 2



Fighter
with weapons load 2

Attack Group 2



Fighter-Bomber
with weapons load 3



Fighter-Bomber
with weapons load 2



Fighter-Bomber
with weapons load 2



Fighter
with weapons load 1



Fighter
with weapons load 1

DEFENDERS



Thunderbolt
with weapons load 4



Thunderbolt
with weapons load 4



Thunderbolt
with weapons load 4



Thunderbolt
with weapons load 4



Hydra platform



Hydra platform



Hydra platform



Hydra platform

SURGICAL STRIKE FORCES

ATTACKERS



Nightwing



Nightwing



Nightwing



Nightwing



Vampire Fighter
with jump troops



Vampire Fighter
with jump troops

DEFENDERS



Hell Blade



Hell Blade



Hell Blade



Hell Blade



Hell Blade



Hell Blade



Hell Blade



Hell Talon



Hell Talon

SURGICAL STRIKE, THE ELDAR'S WRATH



Background

The Eldar craftworld of Ulthwe drifts forever in the shadow of the Eye of Terror, and must constantly stand prepared to counter any threat from the Chaos forces that seek to destroy it. The warriors of Ulthwe are required to be constantly ready for action against the direst of foes.

When the followers of the infamous Chaos Lord Heinrich Bais discovered an ancient webway entrance and his sorcerers attempted to open it, the Seer Council of Alaitoc craftworld had already seen the future, and predicted the threat to their brethren upon Ulthwe. The Seers of Alaitoc ordered that the abandoned portal must be destroyed before the Chaos followers succeeded in finding a way into the webway that might lead them to Ulthwe itself.

An alliance was formed and plans were made. A diversionary attack was dispatched by Ulthwe to engage Bais's main warband, whilst a second Alaitoc force launched a lightning raid to capture, then destroy, the portal.

Alternative Forces

To replay this game with different forces, the attacker can take up to 200 pts worth of aircraft, these can be fighters or bombers, but must include at least one aircraft with a transport capacity. The defender gets 150 pts and this can be spent on fighters, bombers and ground defences.

Set Up

The Eldar player chooses a short table edge as his table edge. The Chaos player gets the opposite short table edge. Place the webway portal in the centre of the table, two thirds of the table length away from the Eldar player's table edge. (so, on a 6' long table this would be 48"). Deploy all the Eldar aircraft first. Place them in contact with their table edge at any permissible altitude and speed. The Chaos player then deploys his aircraft against his table edge at any permissible altitude and speed. Ground defences may be placed anywhere on the table.

Victory Conditions

The Eldar must land their troops close to the webway portal so that they can secure the area and destroy the portal. As well as scoring Victory points for damaging aircraft, the Eldar gain Victory points for each point of troop landed within 6" of the portal.

AIR SUPERIORITY CAMPAIGNS

Battles do not take place in isolation; they are part of an ongoing war, where troop losses in one battle will affect the outcome of future battles. A campaign allows you to fight an ongoing war, where you will be required to achieve objectives set by higher command. You will have to husband your forces as best you can, and commit reinforcements carefully to defeat your enemy and achieve finally victory.

This campaign pits two opposing air forces against each other in a battle for air superiority over a war zone. It is assumed that there is a ground war already going on, and both sides are seeking to drive the enemy air force from the skies and achieve air supremacy over the battlefield below. They must also assist ground forces with bombing raids and close air support.

CAMPAIGN SIZE

Players should feel free to choose a size, in points value, for the campaign. This should be based on the size of their own miniatures collections. As a guideline the table below suggests a points value for various sizes of campaign:

Small campaign	400 pts per side
Medium campaign	600 pts per side
Large campaign	800 pts per side

PICKING A CAMPAIGN SQUADRON LIST

Each player must pick a campaign squadron list, up to the total points value of the campaign. This list is all the forces a player has available to him at the start of the campaign, and should include fighters, bombers and ground defences, as well as any additional weapons loads taken (but you do not need to know which weapons load, as this can change for each game).

The players should keep a detailed list of what forces they have – it will be important as the campaign progresses that an accurate record is kept of which aircraft have been destroyed, and which aircraft have Ace pilots, etc.

There are no restriction on what forces can be taken, although players should beware that Higher Command will require them to carry out a variety of different missions, both offensive and defensive. As a campaign of aerial combat, no force may spend over 50% of its total points on ground defences.

Imperial Navy squadrons may also select forces from the Space Marine Chapter squadron list, but may not spend more points on Space Marine forces than on Imperial Navy aircraft. Once both players have a finalized campaign squadron list, they are ready to begin the campaign.

THE CAMPAIGN TURN

The campaign runs over a series of turns. Each campaign turn (like a game turn) runs through a series of phases. Each campaign turn will consist of a single battle fought on the table. Which mission this battle is will be determined by each player's strategy and a random dice roll.

PHASE 1. SELECT A CAMPAIGN STRATEGY

Firstly, both players should choose a campaign strategy for this turn. This can be either Offensive or Defensive. Players should write down their strategy on a piece of paper then reveal it. Offensive means the player is going on the attack, looking to hit the enemy where it hurts most. Defensive means the player is looking to husband his forces, minimize damage and absorb whatever the enemy can throw at him.

PHASE 2. RECEIVE MISSION

Higher command will require players to accomplish missions. The winner of each mission will receive Campaign points.

Campaign points will eventually determine who has achieved aerial supremacy in the war zone. Each campaign turn consists of a single mission, played as a game on the tabletop.

Missions are randomly determined. Cross-reference the player's strategies, and roll on the appropriate mission table.

MISSION TABLES

Offensive Squadron vs Offensive Squadron

D6	Mission	Attacker
1	Combat Air Patrol	n/a
2	Troop Insertion	random
3	Troop Insertion	random
4	Air Raid	random
5	Air Raid	random
6	Ambush	random

Offensive Squadron vs Defensive Squadron

D6	Mission	Attacker
1	Combat Air Patrol	n/a
2	Troop Insertion	Offensive player
3	Ambush	Defensive player
4	Bomber Intercept	Offensive player
5	Bomber Intercept	Offensive player
6	Air Raid	Offensive player

Defensive Squadron vs Defensive Squadron

D6	Mission	Attacker
1	Target Recon	random
2	Target Recon	random
3	Combat Air Patrol	n/a
4	Combat Air Patrol	n/a
5	Bomber Intercept	random
6	Ambush	random

PHASE 3. DETERMINE ATTACKER/DEFENDER

The Mission tables tell you who will attack and who will defend in the mission. If it says random, then both players roll a dice. Whoever rolls highest is the attacker. N/a means not appropriate, as there is no attacker or defender in a Combat Air Patrol, just a chance meeting between both sides.

PHASE 4. DETERMINE MISSION SIZE

Now you know what mission will be played, and who will be attacking, you must determine the size of the battle. The attacking player can choose the game to be either small, medium or large, ie. committing the size of his forces to attack he wishes. A small game consists of 100 pts per side. A medium game consists of 200 pts per side. Large games consist of 300 pts per side. Note: Combat Air Patrols and Target Recon missions are always small missions.

PHASE 5. PICK MISSION FORCE

Both players now pick forces to fight the battle. The forces must be selected from the campaign squadron list and must conform to the mission restrictions. The forces cannot exceed the points value for the mission. In most cases players will find it difficult to exactly match the points value allowed with the forces at their disposal, ie. in a 100 pt game they may not be able to select exactly 100 pts. Players may choose to use less points than

allowed, but players must always field at least two aircraft in any mission. If they cannot, then the mission is automatically a massacre to their opponent.

PHASE 6. PLAY MISSION

Now it is time to play the game. Use the mission profile to set up the board, then get playing!

PHASE 7. CAMPAIGN POINTS

The winner of the game scores 1 Campaign point. If the margin of victory was greater than 50% of the loses Victory point total, then it was a superior victory and the winner gains 2 Campaign points. If the winner scored double, the loses Victory points total then it is a massacre, and the winner gains 3 Campaign points.

WINNING THE CAMPAIGN

The first player to amass 7 Campaign points is the overall winner. The winner must reach 7 with a 2 point margin in order to win. So a score of 7-6 means the campaign is not yet finished, but a result of 7-5 means victory. If there is no margin then continue the campaign until one player or the other has enough of a margin to win.

Example.

After many battles between an Imperial squadron and an Ork squadron the campaign score is 7-6 to the Orks. This is not enough of a margin for the Orks to be declared the winners, so another game must be played. Any victory for the Orks will see them win the campaign. If the Imperial squadron manages to win by a massacre then the score will be 8-6 to him, and they will win the campaign. If the Imperial squadron wins by any other margin, then the campaign will continue with another turn, until one side has a 2 point margin of victory.

SPENDING CAMPAIGN POINTS

Although campaign points will eventually decide victory, players may also spend them. Between campaign turns a player may choose to spend a campaign point in one of two ways, by requesting reinforcements, or by planning a special mission.

REQUESTING REINFORCEMENTS

A player may spend a maximum of 1 Campaign point per turn on requesting reinforcements. Spending a point allows a single roll on the Reinforcements table.

D6	New forces available
1	No forces available
2	50 pts of any forces
3	50 pts of fighters only
4	50 pts of bombers only
5	75 pts of fighters only
6	75 pts of any forces

The player should add any new forces to his campaign squadron list.

SPECIAL MISSIONS

A player may spend 1 Campaign point on a special mission. Instead of randomly generating a mission this turn, the player may choose which mission will be played. He will always be the attacker in this mission. If both players wish to buy a special mission, then roll a dice, the player that rolls highest may choose. The loser retains his Campaign point.

LOSS OF FORCES

Over the course of a campaign, both players will lose forces. Aircraft that are destroyed should be removed from the campaign squadron list, and cannot be used in future missions. Aircraft that are damaged at the end of a mission are assumed to make it back to their base and are repaired. All aircraft start each mission with their full hits.

If a squadron is reduced to no aircraft (not ground defences), then it has been annihilated and cannot continue the campaign. The opposition automatically win, regardless of the Campaign points situation.

ACES

Players should keep track of how many kills each aircraft scores. If an aircraft scores five kills then its pilot becomes an Ace. If an aircraft scores 10 kills, then its pilot becomes a Double Ace, with the appropriate increase in pilot skill. Pilots that successfully eject from destroyed aircraft are assumed to survive, and can be transferred into another aircraft (it must be the same type of aircraft – fighter or bomber).

CAMPAIGN MISSIONS

COMBAT AIR PATROL

A routine patrol receives instructions that enemy aircraft are approaching. You are vectored to intercept and destroy them.

Set-up

Set up the table in any mutually agreeable manner. Both sides deploy on opposite sides of the table, in base contact with their board edge. Players take it turns to deploy an aircraft at a time. Aircraft may start at any permissible altitude and speed.

All Forces

Combat Air Patrols are always 100 point games. Both sides may select from Fighters or Bombers. No Ground defences may be used. There is no attacker or defender in this mission.

Victory Conditions

Add up Victory points for destroyed and damaged aircraft as normal to determine the winner of the mission.

BOMBER INTERCEPT

An enemy bomber force has been identified. You have been scrambled to intercept the bombers before they reach their targets, but be beware of escorting enemy fighters.

Set-up

The defender chooses a short table edge and deploys his entire force, with the aircraft at any permissible altitude and speed. The attacker then deploys his ground defences, anywhere on the table, but not within 18" of an enemy aircraft. Finally, the attacker deploys his fighters in contact with the opposite short table edge, at any permissible altitude and speed.

Attacking Forces

The attacking force only gets 75% of the points value of the defending force. The attacking force can consist of fighters and ground defences. It cannot include any bombers.

Defending Forces

The defender can choose from fighters or bombers. It cannot include any ground defences.

Victory

The defender scores bonus Victory points for each bomber that exits the opposite board edge. A bomber is worth half its points value if it is undamaged, and quarter its points value if it is seriously damaged.

AMBUSH

Higher Command has directed your patrol to intercept an enemy formation, which is unaware that you are in the area. You get the jump on them, make it count...

Set-up

The defender must set up all his forces first. Mark the centre of the table. All his aircraft must be placed within 12" of the centre point, and all must be facing one table edge (defenders may choose which). They start at any permissible speed and altitude.

The attacker then deploys, placing all his aircraft against any table edge, at any permissible speed and altitude.

Attacking Forces

The player doing the ambushing is the attacker. He may choose from Fighter or Bombers. No ground defences can be used.

Defending Forces

The player being ambushed is the defender. The defender gets 75% of the total points value (ie. 75 pts against the attacker's 100). He may choose from Fighter or Bombers. No ground defences can be used.

Special Rules

The attacking player automatically wins the Initiative in the first two turns of the game. Do not roll for Initiative until turn 3, when you resume rolling as normal.

Victory

Add up Victory points for destroyed and damaged aircraft as normal to determine the winner of the engagement.

TROOP INSERTION

As the ground war rages, you are required to land additional troops and supplies to assist in the battle. A landing zone has been designated, your mission is to safely land as many forces as you can in that landing zone.

Set-up

Set up the terrain in any mutually agreeable manner. One short table edge should be chosen as the defender's table edge. The landing zone for troops is anywhere within 12" of this table edge. The opposite short table edge is the attacker's table edge.

Players should take it in turns to deploy one aircraft at a time, placing each aircraft in base contact with their table edge. They may start the game at any permissible altitude and speed.

Attacking Forces

The attacker may spend his points on fighters or bombers. No ground defences can be used. The attacker must include at least one aircraft with a transport capacity.

Defending Forces

The defender may spend points on fighters, bombers and ground defences.

Special Rules

Ork and Chaos Forces: Ork and Chaos forces do not tend to use Troop Insertions. Should they be the Attacker in a Troop Insertion mission, then the Ork or Chaos player may opt to be the attacker in a different mission of his choosing.

Victory

Both sides should add up Victory points at the end of the game. The attacking player gains additional Victory points for each point of transport capacity landed in the landing zone.

AIR RAID

To assist the ground war, High Command has identified enemy ground targets that must be eliminated. These targets might be enemy tanks, command or communication bunkers, or important factory buildings. Your mission is to destroy them.

Set-up

Players should choose a short table edge as their deployment zone. The defending player may then place the target (or targets) anywhere on the table, but not within 12" of any board edge. The defender may also place his ground defences anywhere on the table.

Attacking Forces

The attacker may use fighters and bombers. No ground defences can be used.

Defending Forces

The defender gets 75% of the points value of the attacker (ie. 75 pts vs 100 pts of attacker). The defender may use fighters, bombers and ground defences. Ground defences can be placed anywhere on the table.

Special Rules

Your target is... the target of an air raid will vary. Before starting the game, roll a dice for the target. Then place appropriate target models on the table.

D6 Target

- | | |
|-----|--|
| 1-2 | Enemy ground forces. Place five enemy armoured vehicles as targets. |
| 3 | Command bunkers. Place two bunkers as targets. |
| 4 | Factory building. Place a single large building as the target. The factory building has 8 hits. |
| 5 | Bridge. Place a single bridge as the target. The bridge has 8 hits. |
| 6 | Airfield. Place a single bunker and four grounded aircraft as targets. They must all be deployed within 12" of each other. |

Victory

Add up Victory points at the end of the game. The attacker gains additional Victory points for damage inflicted upon his targets.

TARGET RECON

High Command requires detailed scans of an area they are planning to attack. You must supply an aircraft and its escort for a reconnaissance mission over enemy territory.

Set-up

Set up the table in any mutually agreeable manner. Both sides deploy on opposite sides of the table, in base contact with their board edge. Players take it turns to deploy one aircraft at a time. Aircraft may start at any permissible altitude and speed.

Attacking Forces

The attacker may use fighters and bombers, no ground defences can be used.

Defending Forces

The defender may use fighters, bombers and ground defences.

Special Rules

At the start of the game, the attacking player secretly notes down which of his aircraft is the reconnaissance aircraft.

Victory

Add up Victory points as normal. If the attacker's reconnaissance aircraft spends eight or more turns on the table then the attacker receives a bonus 50 Victory points.

SAMPLE CAMPAIGN

AIR WAR OVER THE DESOLATION VALLEY

On Rynn's World, Imperial Guard forces are launching a new offensive against Ork warbands in the Desolation Valley. This campaign will chart the course of the struggle for air supremacy over the valley between the Imperial Navy and the Orks.

It will be a medium sized campaign, with 600 pts on each side. First, both players pick their campaign squadron lists.

IMPERIAL NAVY SQUADRON CAMPAIGN LIST

Fighters	Pts
10 x Thunderbolts with additional weapons	240
4 x Valkyries with additional weapons and jump troops	68
2 x Vultures with additional weapons	36
Bombers	
4 x Marauder Bombers with additional weapons	104
2 x Marauder Destroyers with additional weapons	60
Ground Defences	
5 x Hydras	60
2 x Manticores	32
Total	600

ORK AIR WAAAGH! CAMPAIGN LIST

Fighters	Pts
12 x Fightas with additional weapons	192
13 x Fighta-Bommers with additional weapons	286
Ground Defences	
6 x Flak wagons	48
7 x 'eavy flak kannons	70
Total	596

CAMPAIGN TURN ONE

Both players choose a strategy. The Imperial Navy player chooses to be on the offensive, and being Orks, so does his opponent. They roll for a mission on the Offensive vs Offensive Mission table. The result is a 4. The first mission will be an Air Raid. Rolling-off for who will be the attacker, the Imperial Navy player wins.

So, the Imperial Navy will launch an air raid against the Orks. Rolling for a target it will be a factory building. As the attacker, the Imperial player decides to start with a medium sized game, 200 pts aside. They both pick forces for the mission from their campaign squadron lists.

TURN ONE - IMPERIAL NAVY ATTACKERS

Fighters	Pts
3 x Thunderbolts	60
2 x Thunderbolts with additional weapons 1	48
Bombers	
2 x Marauder Destroyers with additional weapons	60
1 x Marauder Bomber with additional weapons	26
Total	194

TURN ONE - ORK DEFENDERS

Fighters	Pts
5 x Fightas	70
2 x Fighta-Bommers with additional weapons 3	44
Ground Defences	
3 x 'eavy flak kannons	30
Total	144

The Imperial Navy destroy the target and gain a superior victory, scoring 2 Campaign points. Both players remove the aircraft and ground defences that were destroyed from their campaign squadron lists, and record kills towards Ace pilots.

CAMPAIGN TURN TWO

The Imperial player decides to spend one campaign point on a special mission, and chooses a Troop Insertion mission, in which he will automatically be the attacker. As the attacker he decides it will be a small game at 100 pts a side.

TURN TWO - IMPERIAL NAVY ATTACKERS

Fighters	Pts
3 x Valkyries with additional weapons 1 and jump troops	51
2 x Thunderbolts with additional weapons load 1	48
Total	99

TURN TWO - ORK DEFENDERS

Fighters	Pts
3 x Fightas with additional weapons 1	48
Ground Defences	
3 x Flak wagons	24
Total	72

This time the Imperial player just wins, scoring a single Campaign point. Again, both players remove the aircraft and ground defences that were destroyed from their campaign squadron lists, and record kills towards ace pilots.

CAMPAIGN TURN THREE

With the Imperial Navy winning 2-0 after two battles, the Ork player changes strategy, and goes on the defensive. The Imperial Navy are still on the offensive. Rolling for the mission, the result is a 1, a Combat Air Patrol mission. It will automatically be another 100 pt game.

TURN THREE - IMPERIAL NAVY

Fighters	Pts
4 x Thunderbolts with additional weapons 4	96
Total	96

TURN THREE - ORKS

Fighters	Pts
3 x Fightas with additional weapons 1	48
2 x Fighta-Bommers with additional weapons 3	44
Total	92

In this battle the Orks secure a superior victory and 2 campaign points. It is now 2-2 in campaign points after three battles, but both sides have suffered heavy losses. The Ork player decides to request reinforcements.

He rolls on the Reinforcements table and gets a 5, meaning he has 75 pts to buy new fighters. Having lost a lot of Fightas, he replaces them with five more Fightas with additional weapon loads (the Meks have been busy!). He adds these new aircraft to his campaign squadron list before turn 4.

CAMPAIGN TURN FOUR

With the Imperial Navy winning 2-1 they stay on the offensive, and the Orks chose to go back on the offensive too. The roll for a mission results in a 2, another Troop Insertion. The roll-off results in the Orks attacking. The special rule for Troop Insertion missions means the Ork player can ignore this and choose another mission. He goes for a Bomber Intercept instead, as a medium sized, 200 pts each...

...and so the campaign continues until one side reaches the 7 campaign points required to achieve aerial superiority.

STRATEGIC TARGET

An Aeronautica Imperialis campaign system for Typha-IV

Campaign Play

Campaigns are a great way to play and link your games together in an exciting contest of skill and luck with your fellow players. In the *Aeronautica Imperialis* rulebook we presented a simple system that allowed you to fight an Air Superiority campaign. But not all battles are fought purely in order to destroy the enemy's military forces, and as an alternative, the variant campaign system presented here pits two opposing sides against each other, not only with the goal of destroying the other's forces, but by striking against a series of vital enemy strategic targets whose destruction will help turn the course of a wider war.

This campaign system is an expansion of the basic Air Superiority campaign and uses many of the same features, but has new rules added specifically to represent the fighting on Typha IV.

Re-fighting the Battle for Typha-IV

The following chapter allows you and your friends to fight your own battle to decide the fate of Typha-IV, taking the part of either the Imperial Naval defenders or the Tau of the M'yen'ral.

The goal of the Tau attack on Typha-IV is to destroy the Imperium's resources and industrial facilities on the planet rather than to conquer land or attain control of the skies, and to this end the Tau player will be attacking a series of strategic targets. The Imperial player's goal, naturally enough, is to prevent this from happening, and if they are able, to turn the tables on the Tau and destroy their base.

Rather than a 'balanced' campaign set-up, the campaign rules reflect the story of the conflict itself and initially begins with a bias favouring the Tau as the surprise aggressor. However, as the campaign progresses, this advantage will rapidly tail-off as the Imperium rallies to the defence, with a timed cut-off point for the campaign when massive re-enforcements arrive on the worlds, which will overwhelm the Tau, thus ending the campaign.

Although these rules are geared to fight the Typhan conflict, with a little modification you could easily re-fight the campaign with different forces (such as Orks or Chaos) or use the campaign system presented here as a system for a campaign of your own.

When playing this campaign, the Tau side will have to decide whether or not to go hell-for-leather on the initial attack and risk collapsing later as their supplies run low, or alternately the Tau side can be more cautious and try to husband their forces. On the other hand, the Imperial Navy will start with a smaller pool of defenders and are outnumbered by the Tau aggressors. The wise Imperial commander must parcel out their forces carefully to begin with or risk losing too much trying to 'save' everything. As the campaign progresses (assuming they haven't lost all their forces already) things will ease for the Imperium as they will find it much easier to get re-inforcements and can acquire new aircraft more readily than their Tau enemies, but can they fight back from initial losses fast enough to defeat the Tau!

The Strategic Target Campaign System

The campaign for Typha-IV takes the shape of a Strategic Target campaign which offers a variation on the Air Superiority campaign system found in the *Aeronautica Imperialis* rulebook, and you should familiarise yourself with those rules before playing this campaign.

This campaign is map-based. The map represents a series of strategic targets of varying importance (promethium fields, mining stations, airbases, the starport complex, etc), which the Tau players must destroy, and the Imperial Navy defend.

Each strategic target marked on the map has a numeric value, indicating how vital it is to the Imperium. The total adds up to the Imperium's Strategic Point Total (SPT) at the start of the campaign. The Tau begin the game with a single airbase strategic target, and can only increase their SPT by destroying Imperial facilities.

The Typha-IV campaign has an absolute time limit of ten campaign turns. At the end of ten turns both sides SPTs are totalled up, adding any Campaign points each side has (see page 163 of the AI rulebook, for more details on this).

After 10 turns, the side with the highest total has won.

Campaign Size

The Typha-IV campaign is a sizable battle but the forces involved are initially strongly imbalanced in favour of the Tau.

The Imperial side starts with 600 points to spend on their forces (which can be Imperial Navy only), at least 25% of which (and no more than 50%) must be spent on ground defences.

The Tau side starts the game with 800 points to spend on their forces, no more than 10% of which may be spent on ground defences.

If you wish to fight smaller or larger campaigns you may do so by varying the points values available to the two forces, but the attacking force must always have a third more points to spend on their forces than the defender.

Picking a Campaign Squadron List

Historical squadron lists for the campaign are included, alternatively, you may replace these with squadrons based on the models you own or your personal preferences, but remember you will be called upon to undertake numerous missions not simply to attack or defend, so choose your forces accordingly! Imperial Navy players will need at least one Marauder Vigilant to undertake Deep Recon missions.

When you pick your forces number the individual planes and defences you have so you can identify them from turn to turn and easily track their survival and progress.

The Campaign Turn

The campaign runs for ten turns. Each turn is broken up into a number of phases. During each turn one mission (game) should be played per player (so if you have one player per side, two missions are played).

Phase 1: Determine Strategic Advantage

In each campaign turn it is important to know which side has the strategic advantage. The side with the advantage has the power to choose where battles will be fought and is termed the Aggressor, while the other side is termed the Defender.

On the first turn of the campaign, the Tau launch their surprise attack, and so the Tau forces are automatically the Aggressors. Additionally they will automatically win the Initiative in the first turn of any games played in this turn.

TYPHA-IV CAMPAIGN SQUADRON LISTS

IMPERIAL NAVY SQUADRON

Fighters

1 x Thunderbolt	38 pts
with ace pilot and distinctive paint scheme	
7 x Thunderbolts	24 pts each
2 x Lightnings	20 pts each
2 x Lightning Strikes	20 pts each
4 x Valkyries	12 pts each
2 x Vultures	20 pts each

Bombers

2 x Marauder Bombers	28 pts each
1 x Marauder Vigilant	12 pts
1 x Marauder Destroyer	30 pts

Ground Defences

8 x Sabre Platforms	4 pts each
4 x Hydra Platforms	12 pts each
3 x Manticores	16 pts each

All aircraft have additional weapon loads.

TAU EMPIRE AIR CADRE

Fighters

1 x Barracuda	37 pts
with ace pilot, target lock and black sun filter	
2 x Barracudas	26 pts each
with disruption pod	
10 x Barracudas	24 pts each
6 x Remoras	12 pts each

Bombers

2 x Tiger Sharks	20 pts each
3 x Tiger Shark AX-1-0	31 pts each
with target lock	
2 x Tiger Shark AX-2-2	12 pts each
2 x Orcas	26 pts each
with jump troops	
1 x Manta	110 pts

Ground Defences

4 x Sky Rays	12 pts each
4 x Aerial Mine	8 pts each

All aircraft have additional weapon loads.

On subsequent campaign turns the side that won the majority of the games played in the previous turn may choose to act as either an Aggressor or Defender for this turn. The side that lost the most games is always the Defender.

If there has been a draw in the number of games won and lost, then the strategic advantage remains unchanged from the turn previously.

If the side with the strategic advantage chooses to act as a Defender, then both sides take a defensive stance, creating a 'Lull in the Hostilities'.

Phase 2: Assign Ground Defences

Before the games for the turn are played, the Imperial player must decide where to focus their defences. They do this by assigning all their ground defences to specific Strategic Targets on the map. These systems are just too static to move around readily, and must be assigned to a location at the start of the turn.

The Tau's ground defences are all located at their single airbase which begins the game hidden in the Southern Polar Regions.

Phase 3: Select Strategic Targets to Be Attacked

The side which is the aggressor picks one or more strategic targets to attack this turn, by choosing from those on the map.

Selecting a target means that your forces are actively seeking to attack that target this campaign turn, and have a chance of successfully assaulting and destroying it. However, war is fickle and the attacking forces may be diverted, intercepted or attacked before they can reach the target. This random element is represented by rolling to discover which mission you will fight on the Missions tables.

In the case of the Tau, this means they can pick any of the Imperium's strategic targets from the start.

As the Typhan conflict breaks out, the Imperium is unaware of the location of the Tau forces, and must locate them before attacking the Tau base. By default all the Imperium's Aggressor attacks are focused in the Xenos Incursion zone in the Southern Polar Regions on the map. In order to find the Tau base, the Imperial player must first succeed at a Deep Recon mission in order to identify the Tau airbase. Once the Tau base has been

identified, the Imperial side may attack it with either Air Raids or Troop Insertions in subsequent campaign turns.

You can select as many different strategic targets as are available, (up to the limit of the number of games you can play in this campaign turn). An Aggressor has the option of sending in everything they have against a single target in the hopes of ensuring its destruction, or spread their attacks out, hoping that they can destroy more than one target in a single campaign turn.

Phase 4: Determine Missions

Missions within the campaigns are the actual games of Aeronautica Imperialis you will play (which you should imagine as particularly important or influential encounters taking place as part of a much wider war), and it is your successes or failures in these games that will determine the conflict's eventual outcome!

Before each game, roll on the following Mission tables to determine which mission will be played. The table used will depend on which side is counted as the aggressor this campaign turn (see above).

Mission tables

Tau Aggressor Missions

D6	Mission	Attacker
1	Combat Air Patrol	n/a
2	Ambush	Imperial
3	Troop Insertion	Tau
4	Air Raid	Tau
5	Air Raid	Tau
6	Ambush	Tau

Imperial Aggressor Missions

D6	Mission	Attacker
1	Combat Air Patrol	n/a
2	Ambush	Tau
3	Bomber Intercept	Imperial
4	Bomber Intercept	Imperial
5	Ambush	Imperial
6	*Deep Recon/Air Raid /Troop Insertion	Tau/Imperial

A Lull in Hostilities (Both Defender)

D6	Mission	Attacker
1	Target Recon	Random
2	Target Recon	Random
3	Combat Air Patrol	n/a
4	Combat Air Patrol	n/a
5	Bomber Intercept	Random
6	Ambush	Random

The rules for these missions are presented in the *Aeronautica Imperialis* rulebook on pages 163 and 164 and are used exactly as shown there, with the following exceptions:

Air Raid & Troop Insertion: The targets, terrain and Victory points for these are based on the Strategic Target involved rather than those shown in the *Aeronautica Imperialis* rulebook. Details of these can be found in their strategic target descriptions later. Ground defences assigned to the target at the start of the campaign turn are used in the mission at no points cost, but extra ground defences may not be bought from the defender's points allowance for the game.

Deep Recon: This is a new mission and details of which can be found at the end of this chapter.

Certain Strategic Targets also have their own special rules that might affect the mission you will play. If so, this is listed as part of their description later.

Phase 5: Determine Mission Sizes

Now you know what mission is to be played, the attacker chooses the game size. The game size sets the points value of forces to be used; Small (up to 100 pts), Medium (up to 200 points) or Large (up to 300 points).

Target Recon, Deep Recon and Combat Air Patrols are always small games, while Air Raids and Troop Insertions against Colony Control, the Starport, Air Bases and the Tau base are always Large games.

In this campaign the location of ground defences is pre-determined, and so ground defences are not included in the above points totals.

A player or side can always opt to use less than their maximum allowed points for the game, (shepherding their forces for more important battles still to come, or because they are running out of planes!).

Phase 6: Pick Mission Forces

Mission forces must be picked from those available to fight. A single aircraft cannot fight in more than a single engagement during a single campaign turn, (hence the importance of numbering your aircraft!), as the battles are happening at the same time.

Phase 7: Play Missions

Now the fun part, use relevant mission profiles to set up the table then play your games!

Phase 8: Determine Results

Once a game has been completed, remove destroyed aircraft and ground defences from your squadron roster.

The winner gains Strategic Target points and Campaign points; if the margin of victory was 50% or greater, they gain 1 Campaign point, for a superior victory they gain 2 Campaign points and for a massacre 3 Campaign points.

Spending Campaign Points

Spending Campaign points can be done in one of two ways, requesting reinforcements or a special mission.

Requesting Re-enforcements: At the end of the campaign turn, you can request re-enforcements and re-supply. This can

be done by spending 1 Campaign point per side per turn (see page 163 of the *Aeronautica Imperialis* rulebook for the Imperials and the special rule Infiltrating Task Force for the Tau).

Special Missions: You can also use your Campaign points to request a special mission if you have the Strategic Advantage at the start of the next turn. This also costs 1 point and allows your side to choose, rather than randomly roll, a single mission from those available that turn.

Unspent campaign points are added to your side's STP total at the end of the campaign.

Destroying Strategic Targets

Regardless of the Campaign point score, if the attacker is victorious in an Air Raid or a Troop Insertion mission on a Strategic Target, that target is counted as being knocked-out or destroyed for the rest of the campaign and its STP value is transferred from the loser to the mission's winning side.

When a strategic target is destroyed remove it from the map. It cannot be attacked again.

Strategic Targets & How they Work

Each strategic target is shown on the map, (which you have permission to photocopy for personal use), and an STP value that you can find on the table below.

To destroy a Strategic Target either a successful Air Raid or Troop Insertion mission must be carried out against it. Certain Strategic Targets of particular importance have special rules associated with them.

Strategic Targets On Typha IV

Name	STP	Name	STP
Colonial Control	50	FM-5 Fields	25
The Starport	25	Promethium Rig (x5)	5
Imperial Airbase (x2)	25	Minehead (x6)	5
Storage Facility (x4)	5	Tau Base	100

At the start of the campaign, the Imperium's STP Total is 225 points and the Tau have 100 points.

Strategic Target Descriptions

Colonial Control

To set up the board for the Colonial Control centre, place a large single building at the centre of the map (height 3), and lay out other buildings of various heights around the table. However, these other buildings provide terrain only and the control centre itself is the target of the raid.

The Control Centre is an armoured structure that has 10 hits and a 5+ save against any hit it takes. As part of its structure it also mounts two Hydra platforms on its roof, with a 360° arc of fire around the building.

Air Raid Notes: If the Colonial Control building is seriously damaged during an Air Raid scenario, or destroyed, each hit it has taken adds 5 additional Victory points to the attacking player's total.

Only if the Colonial Control Centre is seriously damaged or destroyed is the mission a Victory to the attacker regardless of other factors.

Troop Insertion Notes: The landing zone for the Troop Insertion is within 12" of the base of the Control Centre.

Each troop point successfully landed is worth 1 additional Victory point. Regardless of other factors, in order to win this scenario the Tau player must successfully land 20 troop points within range of the Colonial Control Building.

Campaign Effects: If the Colonial Control ST is destroyed, the Imperial player cannot spend Campaign points on reinforcements for the next D6 Campaign turns.

The Starport
Place a single large Sensorium building with 8 hits and six landed star craft with 4 hits each within 12" of each other surrounded by suitable terrain.

In Air Raids seriously damaged or destroyed star craft are worth an additional 10 Victory points each, while the Sensorium if seriously damaged or destroyed is worth 20 Victory points

In troop insertions, for each troop point successfully landed within 12" of the Sensorium is worth 5 victory points.

Campaign Effects: If the starport is lost then all attempts to receive reinforcements will be at -2 to the roll for the rest of the campaign.

Airbases/Tau Base

Place four bunkers/hangers with 4 hits each and six grounded aircraft with 2 hits each as targets. All must be placed within 12" of each other.

In Air Raids seriously damaged or destroyed targets are worth 5 victory points per hit (bunkers) and 1 per hit (aircraft).

In Troop Insertions, the attacker gains 2 Victory points for each point of troops successfully landed within 6" of a hanger/bunker.

Campaign Effects: If a side loses all its airfields, aircraft that survive a mission but are damaged are destroyed at the end of each subsequent campaign turn on a D6 roll of 5+

The FM-5 Extraction Fields

If Troop Insertion is rolled as a mission against this strategic target, play Air Raid instead.

Place four Promethium rigs (4 hits each) and one control platform (6 hits) on a flat ocean surface. All rigs must be within 12" of the control platform.

Any ground defences must be placed on top of a rig or platform, if the platform or rig is destroyed, so is the defence model.

The volatile nature of promethium means that weapons that have a chance of causing extra damage, automatically do so against promethium rigs.

Seriously damaged or destroyed promethium rigs are worth 5 victory points per hit in this mission and the control platform is worth 10 Victory points per hit.

Storage Facility

If Troop Insertion is rolled as a mission against this strategic target, play Air Raid instead.

Place three large storage buildings (6 hits each) within 12" of each other, surrounded with such terrain as is appropriate.

Seriously damaged or destroyed storage buildings are worth 10 Victory points per hit each in this mission.

Promethium Rig

Place three promethium rigs with 4 hits each within 12" of each other on an ocean terrain board

If Troop Insertion is rolled as a mission against this strategic target, play Air Raid instead.

The volatile nature of promethium means that weapons that have a chance of causing extra damage, automatically do so against promethium rigs.

Seriously damaging or destroying each promethium rig is worth 10 Victory points per hit.

Any ground defences must be placed on top of a rig but if the rig is destroyed, so is the defence model.

Winthead

Place a single large building with 8 hits surrounded by four smaller buildings/workings with 2 hits each within 6" of each other.

In Air Raids, severely damaging or destroying the buildings is worth 20 Victory points per hit for the large building, and 2 Victory points each for the smaller ones.

In Troop Insertions each troop point successfully landed within 12" of the buildings is worth 5 Victory points.

The Degree of Campaign Victory

If one side or player during the campaign has every ST they possess destroyed, their opponent scores a Crushing Victory and the campaign ends.

If play continues to the predetermined final campaign turn (see the Campaign Timer), each player or side should add together the unspent total of the Campaign points they have gained during play and their total STP value score. The side with the highest total wins a Strategic Victory.

Typhan Campaign Special Rules

Storm Warning

Typha-IV is a place of massive climatic disturbance and frequent icy storms. On any mission played roll a D6 at the start of the game, if the result is 4-5 the battle occurs in bad weather. Roll a D6, this represents the cloud level - For any combat fought at this altitude or above the Night Fighting rules apply. On a roll of a 6, a full scale storm rages and the Night Fighting rules apply at all levels and pilots cannot safely eject.

The Hidden Tau Base

The exact location of the Tau base is hidden at the start of the campaign as their attack is being launched by surprise. They may only be subsequently found and targeted by the Imperial Navy player if he can successfully carry out a Deep Recon mission, which will then reveal the Tau airbase.

DEEP RECON

Long range recon aircraft are sent out to scour the southern Polar Regions for signs of Tau presence.

Set-Up

Arrange the table in any mutually agreeable manner. Both sides deploy at opposite edges of the table in base-to-base contact with their board edge. Players take it in turns to deploy one aircraft at a time. Aircraft may start at any permissible altitude and speed.

Attacking Forces: Tau

The attacker has two Barracuda Fighters.

Defending Forces: Imperium

The defender has a single Recon Marauder.

Special Rules

The mission takes place under the Night Fighting rules (see page 18 of *Aeronautica Imperialis*).

Victory

If the Imperial player can disengage by leaving via the Tau player's board edge, they are victorious.

Infiltrating Task Force

The Tau force has been forced to bring only a limited supply of spares, munitions and replacements with it. As a result they cannot easily replace losses. They must roll on the following Reinforcement table.

D6	Forces Available
1	None available
2	None available
3	25 points of any forces
4	25 points of fighters only
5	25 points of bombers only
6	50 points of any forces

TYPHA-IV SCENARIOS

DOG-FIGHT OVER MINE HEAD 4-42

Background

One of the Tau's first targets for their surprise attack was the 4-42 mine head, the largest and most productive of Typha-IV mining operations. As the attack force approached, scrambled Imperial Navy fighters of the 1019th and 12th wings were already airborne and on their way to intercept. The attacking Tiger Sharks found themselves in the sights of Thunderbolts racing to the defence.

Alternative Forces

To play this game with other forces, the attacker can spend 150 pts. The defender can spend 120 pts. The attacker can take fighters or bombers, but must include at least one bomber, no ground defences can be used. The defender may include fighters and ground defences.

Special Rules

Reserve Aircraft

The defender's aircraft are racing to the battlefield as fast as they can. The defender can choose to place up to half his aircraft in reserve. If he does so, roll for each individual aircraft arriving. When an aircraft arrives he may choose which long table edge it enters from, at any permissible speed and altitude.

Set-up

Play the game along the length of a 6' x 4' table. The mine head should be placed in the centre of the table. It is a single building with 8 hits. Within 6" of this building, place four other smaller buildings with 2 hits each. The defender may set up his ground defences within 12" of any of the mine head buildings.

The defender deploys his forces first, placing them against his short board edge at any permissible speed and altitude. The attacker then positions any of his aircraft not in reserve.

Victory Conditions

The Tau must destroy the mine head to win the game. The attacker gains Victory points for seriously damaging the mine head buildings, for damaging enemy aircraft and for each point of transport landed within 6" of the mine head buildings (they will attack the facility from the ground).

ATTACKERS



Tiger Shark
with seeker missiles



Tiger Shark
with seeker missiles



Tiger Shark



Tiger Shark



Barracuda



Barracuda



Barracuda



Barracuda

DEFENDERS



Thunderbolt
with ace pilot and additional weapons load 4



Thunderbolt
with additional weapons load 4



Lightning



Lightning



Lightning



Lightning

BATTLE OF ARGENT'S LANDING

Background

The Tau's main assault was directed at Argent's Landing, with massive force they smashed into the defences, unleashing their air cadres and hunter cadres to reap destruction. The beleaguered defenders put up a heroic struggle, in the air and on the ground.

Alternative Forces

To play this game with other forces, the attacking force can spend 300 pts. The attacker can take fighters and bombers. The defender can spend up to 200 pts. The defender can take fighters, bombers and ground defences.

Special Rules

Chimney Stacks

The chimney stacks of the refineries are incredibly tall, and count as height level 2. If an aircraft's base comes into contact with the chimney stack at level 2 or less, then it collides with the stack, and the aircraft instantly takes D6 hits. The stack is destroyed.

Evacuation

The Arvus Lighters are attempting to escape into orbit. Each Arvus that manages to exit the table is worth 10 Victory points to the defenders. If the Arvus exits into orbit using its rocket boosters then it is worth 20 Victory points.

Set-up

Play this game on a 6'x4' table. The terrain is part of Argent's Landing, and should include at least three refinery works (6 hits), six storage tanks (4 hits each), six chimney stacks (2 hits each), six other small buildings (2 hits each) and landing pads for up to 10 aircraft. It can include more. The Tau's landing zone for troops is a 12" square in the centre of the table.

The defender deploys his ground defences and the Arvus Lighters first. Placing the Arvus Lighters on the landing pads, and the ground defences anywhere on the table. Next, the attacker deploys the aircraft in his first wave against a short table edge at any permissible speed and altitude. The defender then deploys his aircraft on the opposite short table edge at any permissible speed and altitude.

The Arvus Lighters can take off from turn 1. All reserves arrive from their player's table edge.

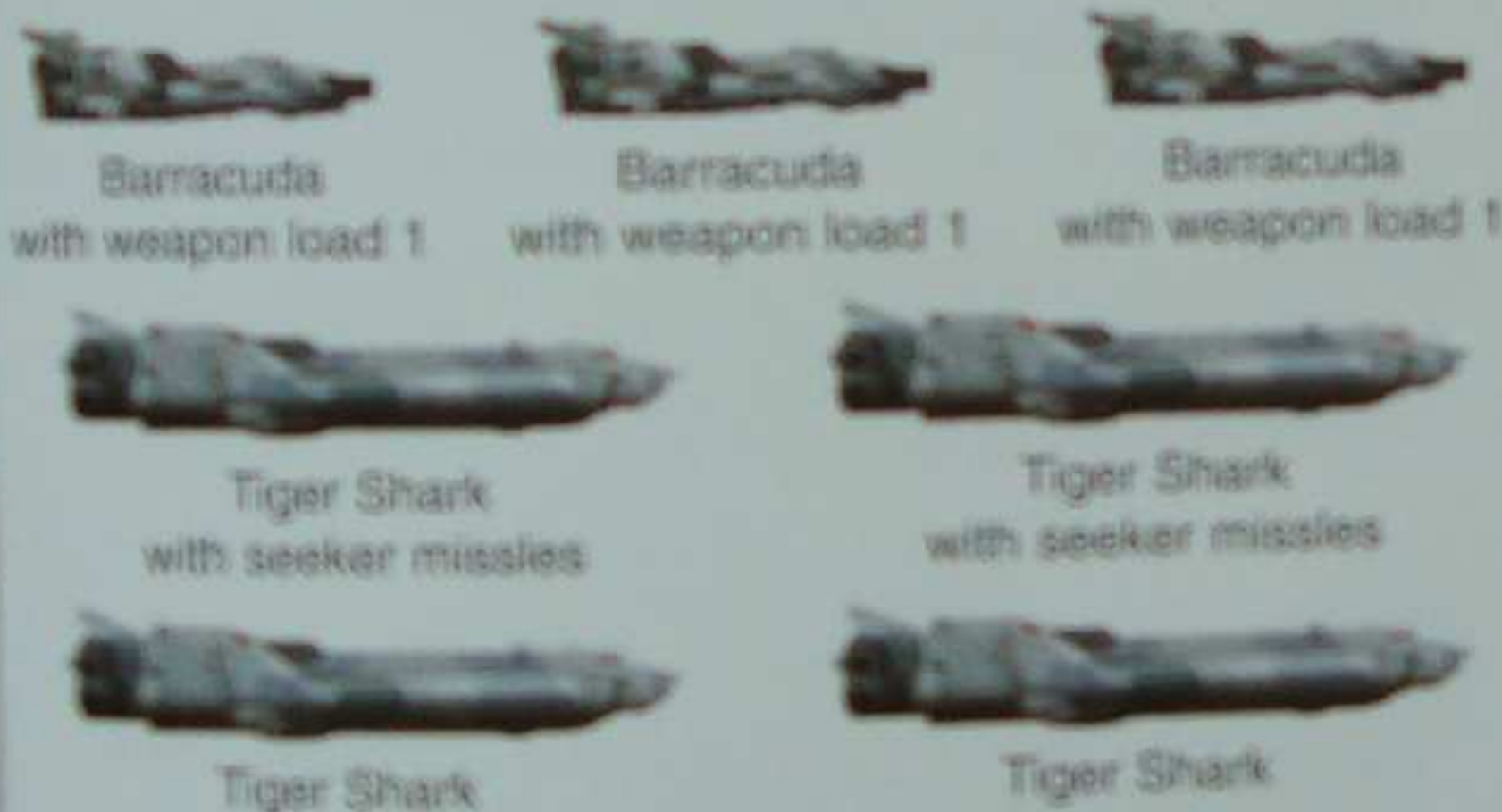
Victory Conditions

The Tau must do as much damage to Argent's Landing and its defenders as they can. They score Victory points for damaging and destroying the ground installations, damaging enemy aircraft and ground defences and landing troops in the landing zones.

If the Tau can score 100 Victory points more than the Imperial player then they win, otherwise they lose.

ATTACKERS

FIRST WAVE



SECOND WAVE



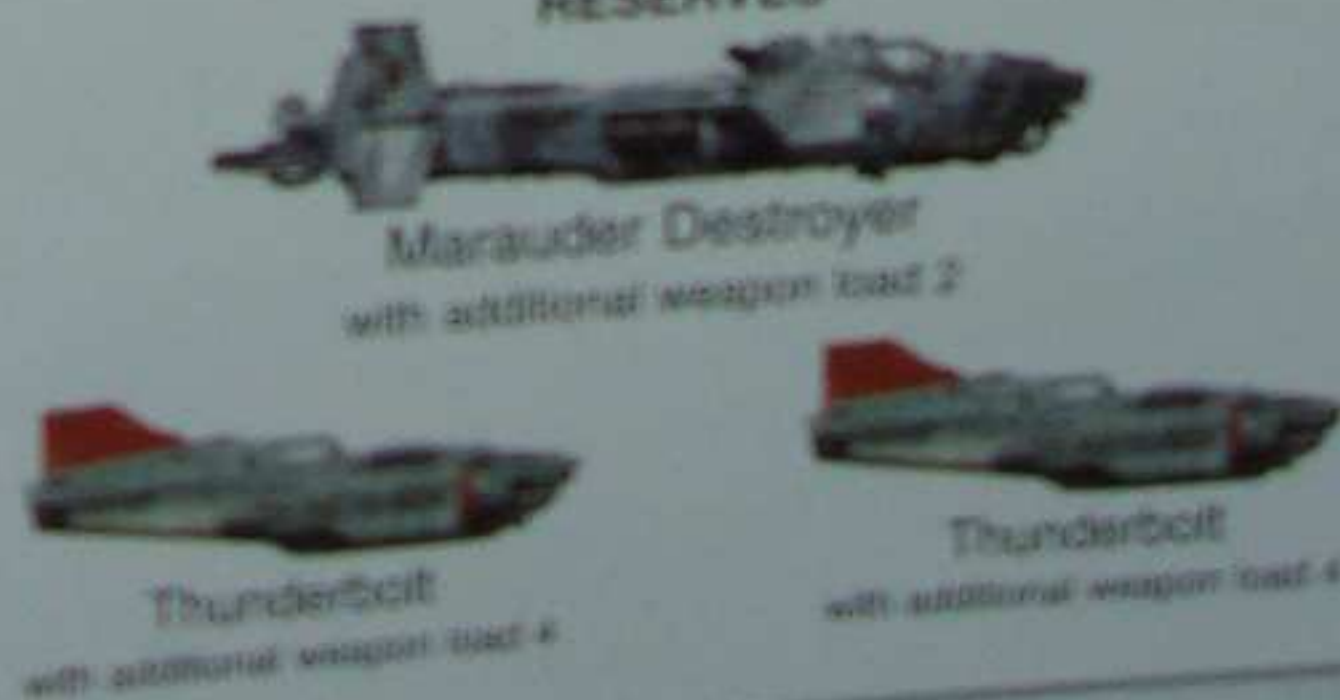
RESERVES



DEFENDERS



RESERVES



OPERATION DEFIANT HATE

Background

The Imperial Navy's operation to destroy the Tau airbase on Typha-IV was code named 'Defiant Hate'. After a week of non-stop battles both sides were feeling the strain, on both pilots and machines. In a last gasp effort to evict the alien invaders. Air Marshall Caleb gathered his remaining aircraft and launched an all out assault.

Alternative Forces

To play this game with other forces, the attacking force can spend 250 pts. The attacker can take fighters and bombers. The defender can spend up to 200 pts. The defender can take fighters, bombers and ground defences.

Special Rules

Gathering Storm

The battle begins in a storm. Roll a D6, at this altitude level or above the Night Fight rules apply. Roll a D6 and add 6, after this turn (should the game last that long) the storm hits and the entire battlefield counts as a night fight.

Evacuation

The Tau may attempt to evacuate the planet. Any aircraft that exits the table using its rocket boosters gain the Tau player extra Victory points.

Set-up

Play the game on a 6'x4' table. The Tau's airbase consists of at least five large landing pads (6 hits each), each with a hanger (4 hits each) and five small buildings (2 hits each), all are hidden in the snow. They should be placed anywhere on the table, but not within 6" of a table edge.

Victory Conditions

Add up Victory points. The attacker gains Victory points for damaging the ground installations, damaging enemy aircraft and landing troops within 6" of any landing pad. The defender gains Victory points for damaging enemy aircraft and evacuating aircraft via their rocket boosters. Any aircraft that escape are worth their Victory points to the defender.

ATTACKERS



Valkyrie

Valkyrie



Thunderbolt
with ace pilot and weapons load 4



Thunderbolt
with additional weapons load 4



Thunderbolt
with additional weapons load 4



Marauder Vigilant



Marauder Destroyer

RESERVES



Marauder Bomber



Arvus Lighter



Marauder Bomber



Arvus Lighter



Valkyrie



Valkyrie



Vulture

DEFENDERS

LANDED



Manta



Orca



Barracuda



Orca



Barracuda



Tiger Shark AX-2-2



Remora



Remora



Sky Ray



Sky Ray



Sky Ray



Sky Ray



Sky Ray

AIRBORNE



Barracuda



Barracuda



Barracuda



Drone Mine



Drone Mine

SCENARIOS



*Aquila Lander of Inquisitor Gallieus requisitioned for the Zarona Intervention.
The location of the Inquisitor and his retinue is currently unknown.*

TOURNAMENT SCENARIO

The Aeronautica Imperialis tournament scenario is designed to be used in a tournament environment. Ideally, it will provide an evenly balanced contest between two players in a tournament. This is not to say that other scenarios cannot be used during tournaments, but this scenario has been designed specifically with tournament play in mind, and requires players to take a balanced force, capable of fulfilling a variety of missions.

TOURNAMENT SQUADRON LISTS

For a Tournament game both players need to select a 200 point squadron. They may select forces from the fighters, bombers and ground defences and both squadrons must also include a single ground installation. The ground installation can be no larger than Very Large, and the players must have an appropriate model. The ground installation costs no extra points and will include its own ground defences in addition to any purchased from the squadron lists. When it comes to playing the game neither side will use all 200 points of their squadron list and only the defender will use his ground installation during a game.

PRE-GAME PREPARATIONS

Before playing the game you will need to determine a few important things.

1. Determine Attackers and Defenders

One side will be the attacker, whilst one side will be the defender. Roll a D6. The player that rolls highest may choose whether he wishes to attack or defend in this game.

2. Select Forces

Both the attacker and defender must now select the forces they will use in this game. The attacker may select up to 150 points of fighters and bombers chosen from his 200 point squadron list. He may not select any ground defences, and may not include his ground installation.

The defender may select up to 150 points. These may be chosen from fighters, bomber and ground defences, and his force must include his ground installation.

RESERVES

Not all a player's aircraft will be available at the start of the game. Both sides may have some aircraft in Reserve.

3. Determine Attacker's Reserves

The attacker rolls 3D6. For each 6, rolled an aircraft must start the game in Reserve. The attacker may choose which aircraft will start in Reserve. At least one aircraft must start the game deployed on the table regardless of how many 6s are rolled.

4. Determine Defender's Reserves

The defender rolls 6D6. For each 6 rolled, an aircraft must start the game in Reserve. The defender may choose which aircraft is in Reserve. At least one aircraft must start the game deployed on the table regardless of how many 6s are rolled.

TABLE EDGE

5. Determine Table edge

Both players roll a D6. The player that rolls highest may choose which short table edge he will deploy on.

6. Position Landing Zone

The attacker positions his landing zone. This is a 9" square area positioned in the centre of the table, two thirds of the length of the table from the attacker's board edge.

DEPLOYMENT

7. Defender's ground deployment

Deploy the defender's ground installation and all his ground defences. These must be placed in the defender's half of the table, and at least 12" from any table edge. They may be placed in the attacker's landing zone.

8. Attacker's deployment

The attacker deploys all his available aircraft against his table edge, at any permissible speed and altitude.

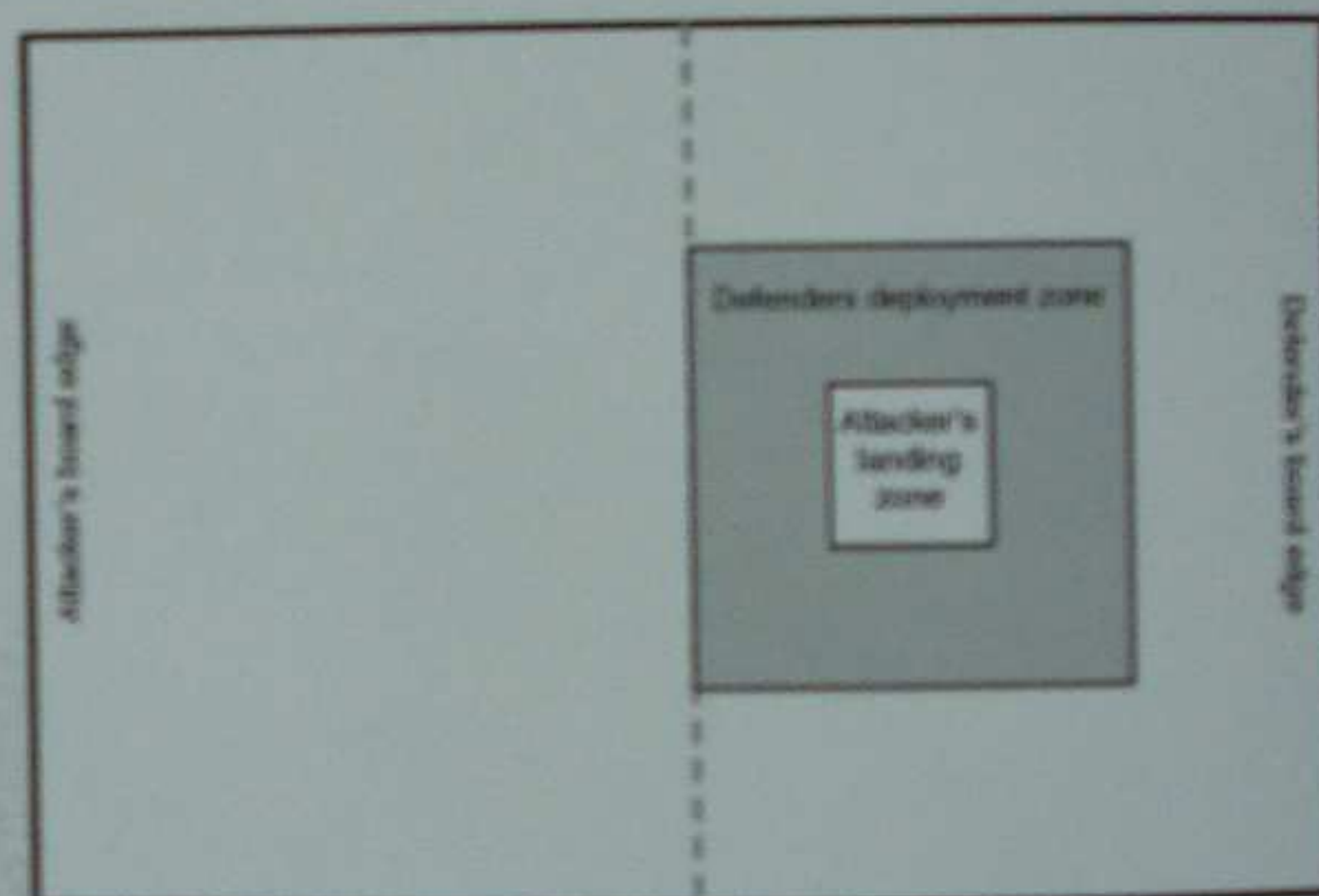
9. Defender's aircraft deployment

The defender now deploys all his available aircraft against his table edge, at any permissible speed and altitude.

If the defender's ground installation includes any landing pads then his aircraft may start the game deployed on the landing pad instead of deployed on the table edge. Any aircraft that are starting the game in Reserve may deploy on the landing pad instead of starting in Reserve.

10. Begin the game

DEPLOYMENT MAP



VICTORY CONDITIONS

At the end of the game, either when one side has been forced to disengage or 12 turns have been played, both players earn Victory points as detailed in the main rules.

The attacker gains Victory points for damaging and destroying enemy aircraft, ground defences and the ground installation, and for landing troops in the landing zone.

The defender gains Victory points for destroying enemy aircraft and bonus Victory points for any undamaged parts of his ground installation.

PHOENIX GROUP



Background

During Ghazghkull Thraka's second attack on Armageddon, his massive Ork invasion fleet included many 'Roks'. These huge fortresses were converted asteroids, fitted with engines and bristling with weapons. As part of the invasion, Roks were landed on the surface, forming instant bastions. The Orks crash-landed one Rok close to the important industrial facilities of Phoenix Island.

Upon landing, the Ork warbands carried within poured forth. The Armageddon Steel Legion regiment fighting to defend Phoenix Island was hard pressed, and it seemed the island and its important industries must fall to the Orks. That was until the intervention of the Black Dragons Space Marine Chapter, who halted the Ork advance, but could not evict the Orks completely.

To help stem the tide of greenskins at source, a special mission was organised to attack and destroy the Rok. Being so large it would be almost impervious to conventional bombs, so it was to be targeted by the largest bombs

available, the Colossus, supported by heavily armed Destroyers. A special team of bombers, codenamed 'Phoenix Group' was assembled, and a night attack planned.

Alternative Forces

To play this game with other forces, the attacking force can spend up to 100 pts. The defender can spend up to 75 pts. The attacking force may only choose from Bombers, whilst the defender may choose from fighters and ground defences.

Set-up

Place the Rok in the centre of the table. It is a large asteroid with engines, half buried in the ground. On it are mounted the Ork's ground defences, various 'eavy flak guns and flak guns.

The Rok has a random number of hits. Before the first turn the Ork player secretly rolls 3D6 and leaves them aside, hidden under a cup. This is the total hits for the Rok for the game (remember it has already crashed into the planet). Keep track of how much damage is inflicted by the attackers, when the total is reached the game ends.

This game takes place at night, use the Night Fighting advanced rules.

Victory Conditions

Play until either the Rok is destroyed, the attackers are forced to disengage, or 12 turns have passed. The defenders will not disengage in this scenario, they fight on regardless of losses. Do not add up Victory points, if the Rok is destroyed the attackers win. If it survives, the defenders win.

ATTACKERS

DEFENDERS



Marauder Colossus
With infra-red targeting



Marauder Colossus
With infra-red targeting



Marauder Destroyer
With additional weapons load 2, infra-red targeting



Marauder Destroyer
With additional weapons load 2, infra-red targeting



Fighta-Bommer



Fighta-Bommer



Fighta



3 x Eavy flak guns (mounted on Rok)



3 x Flak guns (mounted on Rok)

CANYON RUN



Background

Following the Sherilax Uprising, the planet had been overrun by daemon-worshipping cultists and their decadent renegade allies. With the Imperium garrison defeated or captured and the planet governor corrupted to the Chaos cause, the Eldar of Saim-Hann craftworld launched a surprise attack to kill the uprising's leaders.

The Eldar's warp gate access to Sherilax was hidden amongst the planet's deep canyons but, after their raid was defeated, Eldar prisoners were subjected to horrible tortures to reveal its location. Lord Vexcarneel, commanding the traitorous forces, attacked sending his Hell Blades and Hell Talons as a first wave, clearing the way for a Harbinger bomber to destroy the canyon, warp gate and all, and seal off his new world from future Eldar interference.

Alternative Force

The attacker may choose up to 150 pts of fighters and bombers. The defender may choose up to 150 points of fighters only.

Set-up

This table represents the canyons of Sherilax. The base of the canyons is altitude level 0, with the canyon walls rising to altitude level 3. Above level 3 is clear skies. Canyons should be between 4" and 6" wide.

Place as many canyons as you like on the table, the more the better. The defender then chooses where to place his warp gate. This can be anywhere on the table but must be inside a canyon and not within 12" of a table edge.

The attacker then chooses a short table edge, and deploys his first wave aircraft against this edge at any permissible altitude and speed. Remember that aircraft must be at level 4 or above to be above 'normal' ground level, or at level 3 or below to be inside a canyon.

The defender then deploys his aircraft on the opposite table edge, at any permissible speed and altitude.

Special Rules

Canyon Run

In order to attack the warp gate an aircraft must be inside the canyon, and at short range only. Weapons cannot engage the gate at anything beyond short range. The warp gate can only be hit on the roll of a 6, and has 4 hits.

Warp Gate

Eldar reserves enter the table via the warp gate, starting at altitude 1 and any permissible speed.

Victory Conditions

The attacker must destroy the warp gate to win the game. If it survives the game then the Eldar win. If it is destroyed, the Chaos forces win.

ATTACKERS

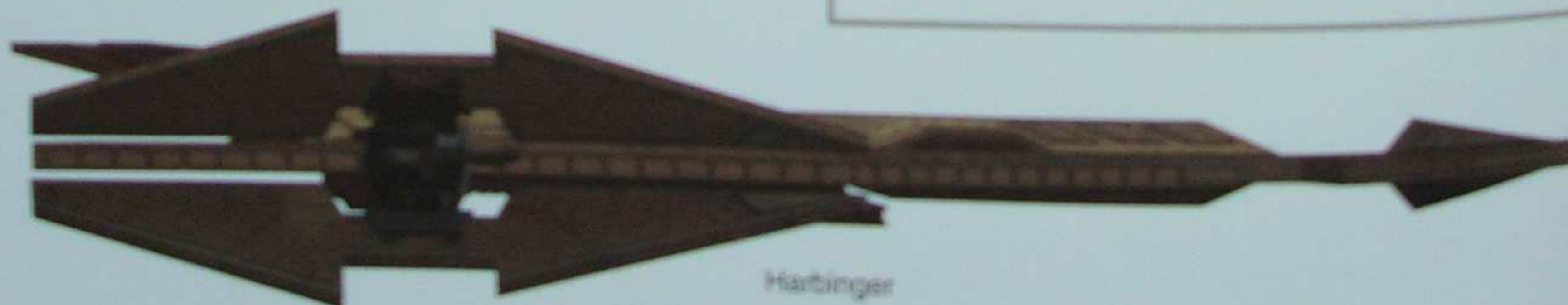


5 x Hell Blades



2 x Hell Talons

RESERVES



Harbinger

DEFENDERS



Nightwing

Nightwing



Nightwing

RESERVES



Nightwing



Phoenix

GROUND INSTALLATIONS

Ground installations is a term that covers all forms of hard ground targets, be they buildings, airfields, military bases, strong points and trench lines, factories, warehouses and any other form of building that constitutes a viable target for attacking aircraft.

The main rulebook covers buildings as ground targets and gives a basic list of hits for different sizes of buildings. This chapter expands upon those rules and, as well as providing more examples of building targets, allows players to design their own ground installations.

DESIGNING GROUND INSTALLATIONS

Players will generally have an idea of the type of ground installation they want to design, be it a base, airfield, industrial facility or whatever. These rules provide a general framework for designing any ground installation – what that installation then looks like is up to the designer and model he makes. These rules act as a guide to how to assign hits to a model.

Forge World's range of epic-scale terrain already includes several buildings which would make suitable ground targets, and these are given as examples later.

OTHER RACES

In terminology these rules assume that ground facilities are Imperial, or at least were Imperial until captured by the enemy. These rules can be used to construct ground facilities for any of the alien races present in *Aeronautica Imperialis*. If you are a Tau or Ork player and want to make a ground installation then simply follow the rules below. All that will change is the look of the model, the rules are not affected by the race. This applies to all the other races in *Aeronautica Imperialis* with the exception of Chaos forces, who are likely to be occupying a captured imperial installation.

BUILD POINTS

To create a ground installation use Build points. Spending Build points allows a player to buy buildings of various sizes, modify their construction type then add extra features like landing pads and anti-aircraft defences. To design your ground installation follow the step-by-step process below.

STEP ONE: CHOOSE INSTALLATION'S SIZE

First you need to decide how large you want your ground installation to be. The size will determine the minimum and maximum number of Build points you can spend on the installation, and how many defensive weapons the installation can have.

Installation Size	Build Points		Defences
	Min	Max	
Small	4	8	0
Medium	9	16	1
Large	17	24	2
Very Large	25	32	3
Huge	33	any	4

A small installation might be a single building, bunker or front line command post.

A medium installation might be a single larger building, a collection of small buildings, a small supply base or a small strongpoint.

A large target might be a collection of larger buildings, a single large building, a small airbase or a factory.

A very large installation might be an airbase, a barracks, a factory complex or a fortress.

A huge installation might be a starport or a large factory complex.

Example: Designing my ground installation I decide it will be a large installation, actually a forward command base. I therefore have between 17 and 24 Build points to spend and can have up to two defences for the installation.

STEP TWO: CHOOSE BUILDINGS

Your ground installation must include at least one building, but can include as many buildings as you like. Each building costs a basic number of Build points, which can then be modified by the construction type.

	Build Points	Hits
Small building	1	1
Medium building	2	2
Large building	4	4
Very large building	6	6
Huge building	special*	as above

* Huge buildings: These are too large to be dealt with as a single building. Huge buildings should be constructed as several smaller buildings. A huge building may contain as many smaller buildings as you like, and each part is assigned its own hits and is attacked as a separate target.

Example: My command base will contain three buildings. Two small buildings and one medium building. These cost me 4 Build points.

STEP THREE: CHOOSE CONSTRUCTION TYPE

Each building should be assigned a construction type, which can be either standard, reinforced or hardened.

Standard construction – This is well-made, but not designed to resist attacks. Buildings of standard construction have their standard number of hits and cost no extra Build points.

Reinforced construction – As above, but the building has been reinforced to resist attack with blast shutters, interior bracing etc. A reinforced building gains +1 hit and costs +1 Build point.

Hardened construction – These buildings are specifically designed to resist attacks. They are made of rockcrete, reinforced ferrocrete, plasteel and flakboard, etc. Usually used on military buildings like bunkers and pillboxes. A hardened building gains +2 hits and costs an extra 2 Build points.

Example: Of my three buildings, one small building will be of reinforced construction, for +1 Build point. Both the other buildings will be bunkers, ie. hardened construct for +4 Build

points total. This gives me one reinforced small building with 2 hits, one hardened small building with 3 hits, and one hardened medium building with 4 hits.

STEP FOUR: CHOOSE DEFENCES

Most ground installations have some form of defence against attack. For *Aeronautica Imperialis* we are only concerned with anti-aircraft defences. The number of defences is determined by the size of the installation. For each defence you may choose one anti-aircraft weapon for free. These weapons are taken in addition to any ground defences bought from the squadron lists. Each weapon included costs 1 Build point.

Anti-aircraft weapons

Choose from either:

Imperial

Sabre Weapons platform, Hydra or Heavy Flak gun

Tau

Sky Ray

Orks

Flak Wagon or 'Eavy Flak kannon

Eldar

Fire Storm

Chaos

Captured Sabre Weapons platform, Hydra or Heavy Flak gun

Example: As a large installation I can take two defences for my command base. I will include two Hydra platforms, costing me 2 Build points. So far I have spent 11 Build points in total.

STEP FIVE: LANDING PADS

Your ground installation can also include landing pads. You cannot spend more than half your total Build points on landing pads.

If your installation has a landing pad then aircraft in your force may be allowed to start a game on the landing pad. The scenario should detail this special rule.

	Build Points	Hits
Small landing pad	2	2
Medium landing pad	4	4
Large landing pad	6	8

A small landing pad is large enough for one fighter sized aircraft. A medium landing pad is large enough for two fighter sized aircraft or one bomber, and a large landing pad is large enough for four fighters sized aircraft or two bombers.

Example: My supply base will have a medium landing pad for 4 build points. I have now spent 15 Build points. I must still spend another 2 Build points to equal the minimum required for a large installation.

STEP SIX: OTHER FEATURES

Other features are other items that you might wish to include in your ground installation.

These items add character to a ground installation, and in certain scenarios can be assigned extra Victory points or other victory conditions. So a attacker might get a bonus 20 Victory points for destroying a shield generator, whilst the defender would get the bonus if it survived intact.

	Build Points	Hits
Small supply dump	1	1
Power generator	1	1
Shield generator	2	2
Underground bunker entrance*	5	4
Vehicles		
Light vehicle	1	1
Armoured vehicle	2	2
Super heavy vehicle	4	4

* Once an underground bunker entrance is destroyed, any additional damage has a chance of destroying the bunker below. Roll a dice for each additional point of damage, on a 6 the bunker is destroyed. A destroyed underground bunker is worth 20 Victory points. The entrance is worth 0 Victory points unless the bunker below is destroyed.

Example: My base will include a single armoured vehicle (a Chimera) for 2 Build points. I have now spent the minimum required 17 Build points, but could spend up to another 7 if I wished.

In the end my forward command base contains the following:

Small building - 2 hits

Small building - 3 hits

Medium building - 4 hits

2 x Hydra platforms - 2 hits each

A Landing Pad - 4 hits

A Chimera - 2 hits

GROUND INSTALLATIONS & VICTORY POINTS

Ground installations can be attacked by enemy aircraft, and the attacker will score Victory points for each part of the installation he causes serious damage to (ie, inflicts at least half damage or more), as described in the main rulebook.

Ground defences which are part of the ground installation are worth their standard points cost in Victory points, so even though a Hydra platform is free, it will still be worth 12 Victory points if destroyed and 6 points if seriously damaged.

Any parts of the installation which are undamaged (ie, have received no hits at all), will give the defender bonus Victory points equal to their total hits multiplied by 3. So, if a building with 4 hits is undamaged, it is worth 12 bonus Victory points at the end of the game.

USING GROUND INSTALLATIONS

Not every game is suited to using ground installations, and in most games only the defending side will have a ground installation. It makes little sense for both sides to have ground installations on the table, although players can probably imagine some situations where this might happen. Where ground installations are situated on the tabletop will be dictated by the scenario you are playing.

The rules for ground installations are really for use when creating your own scenarios or campaigns. The bonus Victory points and access to free ground defences do make them worth considering in one-off or tournament games, as they cost no points, but this should be pre-arranged so that both players are aware that one side will be attacking the other's ground installation. This gives the attacker a chance to tailor his squadron selection appropriately.

For example, when playing an Air Supremacy campaign and the mission is an Air Raid, you could use the ground installation rules to create a target for the air raid.