

# AERONAUTICA IMPERIALIS™



## WINGS OF DESTRUCTION

15<sup>TH</sup> FEBRUARY



WARHAMMER WORLD **EVENTS**





## EVENT ESSENTIALS

*Take to the skies for Warhammer World's first Aeronautica Imperialis event! Play fun, story-led games and show off your squadrons as you fly to victory over your foes! If playing games against like-minded, enthusiastic players with fully painted armies is something you aspire towards, or have always dreamed of, then come and experience a weekend like no other.*

### SCHEDULE

8.30am-9.15am	Registration in Bugman's
9.00am	Events Hall and Stores open
9.15am	Event brief
9.30am-10.30am	Game 1
10.30am-10.45am	Break
10.45am-11.45am	Game 2
11.45am-12.45pm	Lunch and Best Squadrons competition.
12.45pm-1.45pm	Game 3
1.45pm-2.00pm	Break
2.00pm-3.00pm	Game 4
3.00pm-3.30pm	Break
3.30pm-4.30pm	Game 5
4.30pm-4.45pm	Break
4.45pm-5.45pm	Game 6
5.45pm-6.15pm	Break
6.15pm	Award Ceremony
6.30pm	Events hall and stores close
10.00pm	Bugman's Bar closes

**Date:** 15th February 2020.

**System:** Aeronautica Imperialis.

**Squadron Size:** 250pts. (Each round will be chosen for this squadron)

**Board size:** 18 by 19 Hexes

**Scenarios:** Rynn's World Air War Scenarios.

**Number of games:** Six.

**Army Selection:** Follow the Squadron List rules, with the exception that you can't take any named Imperial aces or Ork aces and only one plane can take the Imperial ace or Ork fly boss upgrade.

**Tools of War:** The event will provide area of engagement. The players are expected to bring everything else they need to play a game of Aeronautica Imperialis including their squadron, dice, the appropriate half of the Aeronautica Imperialis Imperial and Ork Ground Assets, all relevant rules publications and at least two copies of their squadron roster.

**Language:** We expect all players to be able to converse in English and have English versions of their publications

**Meals:** Lunch is provided on Saturday.

**Other activities:** Painting competition and free entry to the Warhammer World exhibition.





## MODEL REQUIREMENTS

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be 100% Citadel or Forge World miniatures, and be fully assembled and painted to at least a battle ready standard (examples can be found at [www.citadelcolour.com/citadel-colour-system](http://www.citadelcolour.com/citadel-colour-system)). Each model must completely and accurately represent its entry on your army roster, ignoring additional weaponry and upgrades.

You need to contact us at [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is clear for your opponent so that no confusion can arise during games.

To protect everyone's experience, we will politely ask you to remove any models that don't meet these standards





## YOUR ARMY

Follow the Squadron List rules. Please note that you can't take any named Imperial aces or Ork aces and only one plane can take the Imperial ace or Ork fly boss upgrade. Remember to look at the missions restrictions before writing your roster.

The event will be using the Campaign Play rules found in Rynn's world air war campaign book, including the Experienced Aces Section. However you will get a second re-roll (or third, in the case of an aircraft that has purchased the Imperial Ace or Ork Fly Boss Upgrade) if your pilot has survived 5 games.

You will be provided with a Flight Log at registration. This is for you to keep track of how many games your pilot has survived and how many aircraft they have shot down.

Once you are happy with your squadron, you must record it on a typed squadron roster which should include any upgrades and equipment. You will need to hand one copy of your squadron roster in at registration, and have at least one other copy to give to your opponents before each game.





## GAMES

The games will be played using the scenarios from Rynn's world air war campaign book (page 50-59). The points cost for these missions will be handed out with mission sheets at registration. You will play each mission a maximum of once. Your opponent for each round will be randomly determined, but will always be of the opposite faction.

You will be given a Flight Log when you register for the event. This will be your record for keeping track of your pilots and their experience as well as who you played against and your achievements.

During each round, you will be given a mission status card. At the end of each game, record your achievements in your Flight Log and hand in the completed mission status card to a staff member. The mission status card will record how many aircraft you shot down, if you won or lost the mission and how many of your planes got shot down.

### CODE OF CONDUCT

At Warhammer World, we place great emphasis on playing excellent games of Aeronautica Imperialis with like-minded people at the home of Warhammer. Therefore we expect players to play each game with a certain code of conduct to support this.

Ensure you arrive on time at your table for your game, greet your opponent, introduce yourself, offer them a copy of your squadron roster and start the game promptly. We then expect players to treat each other positively, demonstrate good sportsmanship and play the game in a timely manner.

### FAVOURITE PLAYER VOTING

You can vote for the two opponents you enjoyed playing against the most (note that you can't vote for the same opponent twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game. You get two votes and you must vote only for those players you played against. This is also a secret ballot, so don't let anyone see who you've voted for!





## AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

### **BEST SQUADRON COMPETITION**

During the event we will hold the Best Squadron competition. This competition is separate from the main event, so will have no bearing on the overall rankings. It is there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable while maintaining consistency across their whole force. Entry is open to anyone taking part in the event, and the winners are determined by a player vote. You are eligible to enter if you have constructed and painted the squadron yourself.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding these competitions, feel free to contact us before the event at [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com).

### **WINGS OF DESTRUCTION**

For all players in the winning faction

### **FLY BOSS**

For the Ork player with the most enemy plane kills.

### **IMPERIAL ACE**

For the player with the most enemy plane kills.

### **PARACHUTE ENTHUSIAST**

For the Imperial player who has had the most friendly planes destroyed.

### **SCRAPJET SALESORK**

For the Ork player who has had the most friendly planes destroyed

### **FAVOURITE PLAYER**

For the player with the most Favourite Player votes, with highest overall ranking as the tiebreaker.

### **BEST IMPERIAL NAVY SQUADRON**

As voted by attendees, for the most impressive looking Imperial force.

### **BEST ORK AIR WAAAGH! SQUADRON**

As voted by attendees, for the most impressive looking Ork force.