



MATCHED PLAY

WARHAMMER WORLD

TM

AERONAUTICA IMPERIALIS



AERIAL ENGAGEMENT



AERONAUTICA IMPERIALIS: AERIAL ENGAGEMENT

Take to the skies for Warhammer World's latest Aeronautica Imperialis event: Aerial Engagement! Play fun, action packed 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 an event like no other.



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1.0 EVENT ESSENTIALS

System:	Aeronautica Imperialis.
Registration:	Sunday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Squadron Size:	120pts. (see Squadron construction)
Board size:	18 by 19 Hexes
Missions:	Duelling Aces, No Man's Land & Troop Insertion
No. of Games:	Four
Squadron Selection:	Follow the Squadron List rules.
Tools of War:	The event will provide the 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 Aeronautica Imperialis Ground Assets, tokens, all relevant rules publications and at least two copies of each of their squadron rosters.
Meals:	Lunch is provided on Sunday

2.0 SQUADRON CONSTRUCTION AND PAINTING

2.1 SQUADRON CONSTRUCTION

The Points limit of this event is 120 points. Each player is required to write two squadron lists totalling 120 points each. Each scenario type has certain criteria for a force (for example the Duelling Aces scenario requires at least one fighter or bomber). Players should keep this in mind when writing the two lists to ensure they can meet each scenario's requirements with at least one of their two lists.

Squadron rosters should be presented in an easy to read format. Please have at least one copy of each squadron roster to give to each of your opponents before each game begins.

2.2 MODELLING AND PAINTING

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). 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 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

3.0 PLAYER CONDUCT POLICIES

3.1 EVERYBODY LOSES FROM TIME TO TIME.

Be ready to lose a few games of Aeronautica Imperialis! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the day without a loss. Barring ties, half of you will lose your very first game of the day, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

3.2 JUDGES

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A NOTE ON ACTIVE JUDGING.

At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

3.3 QUIT POLICY

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points and records zero enemy planes destroyed and Maximum friendly planes destroyed. The winning player records a win and maximum number of enemy player planes destroyed, zero friendly planes destroyed.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

4.0 TOURNAMENT FORMAT

4.1 SCORING

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There may also be an option for reporting your results digitally on the day. The player with the most Victories will be the winner. A player will be awarded 3 Tournament points for a Victory and 1 Tournament point for a draw. In the case of a tie the players will be split using the following tiebreakers:

- Total Tournament Points
- Total Enemy Planes Destroyed
- Lowest Total of Friendly Planes Destroyed

4.2 EVENT SCHEDULE

Sunday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 11:45	Game 1: Duelling Aces
11:45 - 12:00	Break
12:00 - 13:30	Game 2: No Man's Land
13:30 - 14:30	Lunch & Best Squadron competition
14:30 - 16:00	Game 3: Troop Insertion
16:00 - 16:15	Break
16:15 - 17:45	Game 4: Duelling Aces
18:00	Award Ceremony



4.0 TOURNAMENT FORMAT (CONT.)

4.3 EVENT AWARDS

The Aeronautica Imperialis hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Aerial Engagement 1st, 2nd, 3rd - these will be the players with the best record.
- Favourite Player (player voted)
- Best Squadron (player voted)

4.4 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.

4.5 PAIRINGS

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.



5.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Email: whworldevents@gwplc.com

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

