

VITAL CARGO

Need to deliver vital supplies to an embattled stronghold? Need to extract a key military figure before their position is overrun? Then you need to employ the services of an Arvus Lighter, the logistical workhorse of the Aeronautica Imperialis.



The Arvus Lighter: Aeronautica's most adorable tiny plane, or a sturdy transport capable of flying through a war zone and emerging unscathed? The answer, of course, is both! For millennia, these plucky little craft have entered the most perilous war zones to deliver or recover valuable assets, weaving their way through devastating enemy fire while wishing they had something they could shoot back with.

In honour of the Arvus Lighter, we've put together two scenarios that centre on the diminutive craft. The first represents a desperate scramble to evacuate Imperial personnel from a collapsing war zone, while the second focuses on the activities of Orks whenever they manage to capture a number of these aircraft. It's fair to say that ramming is involved!

MORE AERIAL WARFARE

If you want to know more about Aeronautica Imperialis, then you can't go wrong with the *Wings of Vengeance* or *Skies of Fire* box set, which include everything you need to start playing. There are also two supplements – *Rynn's World Air War* and *Taros Air War* – which between them feature complete rules for Imperial, Ork and T'au air fleets.



EVACUATION

BACKGROUND

In an effort to rescue Imperial commanders trapped behind enemy lines, a squadron runs a risky gauntlet of enemy defences.

FORCES

Players should mutually agree on a points value and choose their forces accordingly. The attacker's force, drawn from the Imperial Navy Squadron List, should be between 100 points and 150 points. The attacker should also include a number of additional Arvus Lighters – this should be at least two and no more than four. The defender's force should be between 50 points and 100 points and should have 50 points fewer than the attacker. In addition, the defender gains a number of additional points equal to the total cost of Arvus Lighters the attacker has purchased.

Both players may take any aircraft. The attacker may not take Ground Defences or Arvus Lighters (other than the compulsory additional Arvus aircraft) while the defender can only take Ground Defences up to a total points value equal to the additional points they receive due to the attacker's Arvus Lighters.

SET-UP

This scenario is played on a Rolling Area of Engagement, as described in *Aeronautica Imperialis: Taros Air War*.

The attacker deploys first, placing all of their aircraft within five hexes of the Trailing edge of the Rolling Area of Engagement. The defender then sets up their aircraft within five hexes of the Leading edge of the Rolling Area of Engagement. Ground Defences may be set up in any hex within the Leading section of the Rolling Area of Engagement. Both players may choose the Speed and Altitude of each aircraft before setting up.

SPECIAL RULES

Rolling Area of Engagement

This scenario is played on a Rolling Area of Engagement.

Fighting at Low Altitude

This scenario uses the rules for Fighting at Low Altitude, as described in *Aeronautica Imperialis: Taros Air War*.

Night Fighting and Bad Weather

If both players agree, the rules for Night Fighting and/or Bad Weather may be used during this game.

Reuse and Recycle

When aircraft belonging to the defender are removed due to the Trailing section of the Rolling Area of Engagement being removed, they do not automatically Fall Behind. Roll a D6 for each aircraft. On a 4+, the aircraft does not Fall Behind and is instead immediately placed in Reserve.

Similarly, roll a D6 for each Ground Defence on the Trailing section when it is removed. On a 4+, that Ground Defence may immediately be placed within the new Leading section.

VICTORY CONDITIONS

The attacker is attempting to escort the Arvus Lighters to safety, while the defender is attempting to shoot them down.

At the end of a turn, if an Arvus Lighter is located on the sixth map section or further, it is removed from the Area of Engagement and is said to have escaped.

If two or more Arvus Lighters escape, then the attacker is the winner. If one Arvus Lighter escapes, the game is a draw. If all Arvus Lighters are destroyed, the defender is the winner.

GRAND GROT DERBY

BACKGROUND

Some reports speak of captured Arvus Lighters piloted by Grots being used for Orks' amusement in destructive air races. Those who dare speak such seditious nonsense are rightfully disciplined.

FORCES

Each player should have an equal number of Arvus Lighters, with two per player the recommended number.

SET-UP

This scenario is based in a city and uses the rules for Fighting at Low Altitude. The Area of Engagement should contain a moderate amount of urban terrain of various heights and sizes, such as buildings, cranes and other terrain hexes.

Players then assemble a bag of manoeuvre tokens. To do this, gather manoeuvre tokens 1-5 and add three of each manoeuvre to a bag; if playing with more than three players, add 1 of each manoeuvre token number per player (i.e. four players would have four 1s, four 2s, etc., five players would have five 1s, five 2s, etc.).

Starting with the winner of a roll-off, players take it in turns to draw a manoeuvre token from the bag and place it face up on any hex more than one hex from any edge of the Area of Engagement and more than two hexes from a previously placed token. A token cannot be placed on a terrain hex.

Do this until all tokens have been placed – if a token cannot be placed as described, the remaining tokens can be placed on any unoccupied hex.

Then players take turns, starting with the winner of the previous roll-off, to set up one aircraft touching an edge of the Area of Engagement, at least three hexes from any other aircraft.

SPECIAL RULES

Fighting at Low Altitude

This scenario uses the rules for Fighting at Low Altitude, as described in *Aeronautica Imperialis: Taros Air War*.

Grot Race

Before the start of the game, after the set-up step, the players should place one matching manoeuvre token for each group of numbers set up on the Area of Engagement into a bag (i.e. one 1, one 2, one 3, etc.). Then, at the start of the first turn, a player should blindly draw one token from that bag and reveal it to everyone – this is the current objective.

Each time an aircraft moves through a hex containing a manoeuvre token matching the current objective, they score that token – the player who controls that aircraft removes the token from the Area of Engagement and places it to one side.



When there are no tokens matching the current objective left on the Area of Engagement, the player with Initiative discards the objective and draws another token from the bag – this new token is now the current objective.

Ramming Speed

To the Grots, and Ork spectators, it wouldn't be a competition without a little violence! Whenever an aircraft moves through a hex containing another aircraft that is the same Altitude, it may attempt a ram. Each player rolls a D6 for their aircraft and adds their current Speed to the result. The aircraft with the lowest result loses a number of Structure points equal to the difference in result. If the ramming aircraft survives, it finishes its move, then reduces its Speed by 2 – this can cause it to Stall.

If the ramming aircraft is in the target's side arc add 1 to the result, or if it is in the target's rear arc add 2 to the result instead.

For example, Kye moves his Arvus Lighter through the same hex as Owen's and decides to ram it. Kye and Owen both roll a D6 and add the Speed of their aircraft – 5 and 2 respectively – leading Kye to get a 9 and Owen to get a 6. Owen's aircraft loses 3 Structure points and is destroyed. Kye then finishes his movement and reduces his aircraft's Speed to 4.

Players should keep a note of how many aircraft they destroy by ramming.

Always More Grots

Whenever an aircraft is destroyed, place it to one side. At the end of each turn, each player rolls a D6 for each of their destroyed aircraft. On a 3+, they may return the aircraft to the Area of Engagement, placing it touching an edge. The player may choose its Speed and Altitude.

Multiplayer

The Grand Grot Derby is a perfect multiplayer scenario. If playing with 4 or more players, a larger Area of Engagement might be needed. In addition, players may wish to use manoeuvres 6, 7 and/or 8 to increase the number of tokens. Lastly, when playing multiplayer games, roll off for Initiative as normal, with the player who rolls highest gaining it and the order of remaining players determined clockwise from the player with Initiative. If there is a tie for the highest roll, only those players who tied roll off.

VICTORY CONDITIONS

A player scores 5 Victory points for each token they have scored and 2 Victory points for each enemy aircraft they have destroyed by ramming – a player gains these points if they rammed an enemy aircraft or destroyed an aircraft when it rammed them. The player with the most Victory points is the winner.

In addition, the player who destroyed the most enemy aircraft via ramming gains the title of Chief Xploder.

