

LONDON GRAND TOURNAMENT

PRESENTS

AERONAUTICA IMPERIALIS

The LGT is bringing Aeronautica Imperialis to the show for the first time for a Friday night special!

What:

Grab your Goggles, get those Chocks Away and Look to the Skies, because Aeronautica Imperialis is coming to the London Grand Tournament on Friday 27th September!

3 Games, 125 points each and a selection of balanced missions to test your handling.

This tournament is geared towards players from novice to 'Expanded Ace', with a gentler first game to whet your appetite and hone your skills, and a chance to 'skill up' during the event.

Reserve your spot at this early event and spend the rest of the weekend bathing in glory, taking in (or partaking in) the other weekend activities, or with a well earned rest.

When:

Friday Sept 27th 2024 from 14:45

Where:

The Lee Valley Indoor Athletics Centre, 61 Meridian Way, Edmonton, London N9 0AR, UK.

Where can I get tickets:

Tickets are available now, from our [webstore](#).

DAVOSTA VII

The seventh planet of the Davosta system was deemed 'unremarkable' by the exploratory survey ships. However, all that changed when certain artifacts started surfacing in the underhives of the surrounding sector, leading to a peaked interest from other races in the area. The Imperium dispatched what it believed to be a sufficient force of Imperial Guard, backed by the might of a small Space Marine contingent to contain, secure and then control Davosta. However, other parties had not been slow in seeking out this newfound power.

Welcome to Davosta VII

Your Squadron of aircraft has been dispatched to the area in support of your commander's objectives. Your mission is simple: Take control of the area and destroy any enemy that you encounter!

What you will need to bring

You should bring a Squadron of up to 125 points to meet a selection of balanced missions. You will also require up to 17 points of Ground Assets and a Ground Structure, which will be used in some of the missions. Your force is built using the standard squadron lists and rules from the Rulebooks, Campaign Books or Companion published by Games Workshop and as clarified by the FAQ / updated in the Taros Air War Campaign book / Aeronautica Imperialis Companion.

You will also need to bring any tokens, markers, dice and rulebooks required to play the game, along with a printed roster containing each of your Squadron Aircraft and Ground Defences, along with any selected upgrades.

We will not be using the Expanded Rules from the Companion, nor the Legion Specific Upgrades from the Warhammer The Horus Heresy Aeronautica Imperialis Rulebook in this Tournament. Progression will be represented by bonuses for completing certain mission objectives.

The Tournament

The Tournament will consist of 3 Games, using your 125 point Squadron (the same is used for each mission) along with 17 points of Ground Assets, used in the latter two missions, along with a non-point costed Ground Target, which may be represented by an available model, or suitable marker, provided this is clear to your opponent.

Each mission is scored as per the standard 'Victory Points for Aircraft', with additional Victory Points being available as per the Mission Scenario.

Event Timings

14:45 Briefing – Roll Call & Mission Parameters

15:00 Mission 1 – Below the Clouds

17:00 break

17:45 Mission 2 – Taking some Flak

19:45 Mission 3 – Take to the Ground

21:45 Debrief and Presentations

MISSION SCENARIOS

MISSION ONE -Below The Clouds

Electrical storms flare overhead as your squadron heads to destroy the temporary staging post that the enemy has erected before it can form a significant bridgehead. Unfortunately, it appears that the enemy has sent its own defence force to intercept.

SETUP AND FIRST TURN: Roll a D6 to decide who deploys first. The player who rolls highest picks a deployment zone and sets up their force in the darker shaded hexes of their zone. The player then deploys a single ground asset in the lighter shaded hex. Their opponent then sets up in the opposite zone in the same way. The player who rolled highest has Initiative for the first turn.

OBJECTIVES: Each player is seeking to destroy as much of the enemy force as possible, whilst conserving their own resources.

SPECIAL RULES: *Electrical Storm* – the storm overhead is restricting airspace: No aircraft may climb above altitude 3, or disengage from maximum altitude – they can only disengage from a board edge. *Ground Target* – each force includes a single ground target: Any suitable model or marker can be used, however, this target has a structure of 3 and no offensive capabilities.

VICTORY CONDITIONS: The game lasts for 12 turns, until one side is forced to disengage, or until only one player has aircraft left in the Area of Engagement. For each point of damage caused to the enemy's Ground Target, the player scores an additional 5VPs, plus a further 5VPs if it is destroyed (for a maximum of 20VPs). When the game ends, Calculate Victory Points to determine the winner.

If you successfully destroyed your opponent's Ground Target, you may select one of two bonuses, which can be used in the remaining missions.

MISSION TWO

-Taking some Flak

The enemy appears to have brought in additional resources and established a small base at the edge of the main combat zone. It is imperative that this is destroyed. However, we have a highly important secondary objective for your ears only!

SETUP AND FIRST TURN: Roll a D6 to decide who deploys first. The player who rolls highest picks a deployment zone and sets up their Ground Assets (17 points of Ground Defences + a Ground Target) in the lighter shaded hexes. Their opponent then deploys their Ground Assets in the same way. The player who rolled highest then sets up their Squadron in the darker shaded hexes of their zone, followed by their opponent deploying their Squadron in the same way. The player who rolled highest has Initiative for the first turn. If you have a bonus for this mission, you should let your opponent know prior to the first turn (your bonus will say when to reveal its effects).

OBJECTIVES: Each player is seeking to destroy the enemy's base (Ground Assets) whilst fending off the air support and as much of the enemy force as possible, whilst conserving their own resources. There is also a **Secret Objective** for each player, which may, or may not be the same.

SPECIAL RULES: *Ground Assets* – The 17 points of Ground Defences operate as described in The Rules. Each force also includes a single Ground Target: Any suitable model or marker can be used, however, this target has a structure of 3 and no offensive capabilities. *Secret Objective* – each player has a secret objective for this mission. Note: they may need to inspect your aircraft, ground assets and/or roster and may need to clarify how to identify various models prior to the start of the game

VICTORY CONDITIONS: The game lasts for 12 turns, until one side is forced to disengage, or until only one player has aircraft left in the Area of Engagement. For each point of damage caused to the enemy Ground Assets, the player scores an additional 5VPs, plus a further 5VPs if it is destroyed (for a maximum of 50VPs). The Secret Objective has additional victory conditions and should only be revealed to your opponent at the End of the Game. When the game ends, Calculate Victory Points to determine the winner.

If you successfully completed your Secret Objective, you may select one of two bonuses, which can be used in the remaining mission.

MISSION THREE

-Take to the Ground

It's time to settle this once and for all. We're going to provide you with all of the resources you need to rout the enemy from Davosta VII – By getting these to our troops behind enemy lines, they'll not have a chance to hold out here, and control of the precious artifacts will be ours!

SETUP AND FIRST TURN: Roll a D6 to decide who deploys first. The player who rolls highest picks a deployment zone and sets up their Ground Defences in the lighter shaded hexes. Their opponent then deploys their Ground Defences in the same way. The player who rolled highest then sets up their Squadron in the darker shaded hexes of their zone, followed by their opponent deploying their Squadron in the same way. The player who rolled highest has Initiative for the first turn. If you have any bonuses for this mission, you should let your opponent know prior to the first turn (your bonus(es) will say when to reveal their effects).

OBJECTIVES: Each player is seeking to deploy resources behind enemy lines. The risk of incoming ground fire and interception by enemy craft is high, however it's a risk worth taking to end this conflict once and for all.

SPECIAL RULES: *Ground Defences* – The 17 points of Ground Defences operate as described in The Rules. *Reserves* – Each player may keep up to two aircraft in reserve. The combined cost of these aircraft can be no more than 33% of the total points value of the Squadron.

VICTORY CONDITIONS: The game lasts for 12 turns, until one side is forced to disengage, or until only one player has aircraft left in the Area of Engagement. Each point of Transport Capacity landed within a Landing Zone is worth 10 VPs up to a maximum of 60 VPs. When the game ends, Calculate Victory Points to determine the winner.

One way or another, it all ends here!