

AERONAUTICA
IMPERIALIS™

RYNN'S WORLD AIR WAR
CAMPAIGN SUPPLEMENT



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THE RYNN'S WORLD AIR WAR

The Rynn's World Air War was a massive campaign involving the combined Imperial forces of the Planetary Defence Force, Rynnsguard Airwing, what was left of the Crimson Fist chapter of Space Marines, and assorted other forces. For eighteen months they would fight a losing war before reinforcements finally arrived, suffering horrific losses as they desperately tried to stall the Ork invasion.

Aeronautica Imperialis: Rynn's World Air War Campaign Book provides six scenarios that, together, build a framework from which you can fight some of the key actions of this war. However, the fight for Rynn's World was massive and took place over many months. The *Rynn's World Air War Campaign Supplement* places those six scenarios in chronological order and introduces eight brand new scenarios that feature the key points of the invasion so you can play through the entire sixteen-mission narrative campaign.

All you will need to play this campaign is:

- The *Rynn's World Air War Campaign Book*
- An Imperial Navy air force totalling 200-300 points.
- An Ork Air Waaagh! totalling 200-300 points.
- A good selection of Ground Assets for both forces.
- The Rynn's World Area of Engagement set would be useful.

All models should, of course, be fully painted for each scenario. Real gentlemen and gentleladies would only play with painted models in a narrative campaign.

Players are also encouraged to read the account of the air war, starting on page 32 of *Aeronautica Imperialis: Rynn's World Air War Campaign Book*. This will provide the background needed to understand the importance of each mission, and add much greater weight to your games!



AERONAUTICA IMPERIALIS

SCENARIOS



BREAKTHROUGH

BACKGROUND

An invader is making the first landings on a target world, and massive landers are touching down to disgorge legions of troops and armoured vehicles. The defending air force must rally its fighters and break through the attacker's cordon to destroy the landers before they can create an unstoppable beachhead.

FORCES

Players should mutually agree a points value between 100 points and 200 points, and choose their forces accordingly.

Only Scouts and Fighters are allowed for this scenario.

SET-UP

In this scenario, one player is the attacker and the other the defender. The winner of a roll-off decides which they will be.

The defender deploys first, choosing one edge of the Area of Engagement and placing their aircraft within three hexes of that edge.

The attacker's aircraft are then set up within three hexes of the edge of the Area of Engagement opposite the defender's edge.

Both players may choose the Speed and Altitude of each aircraft before setting it up.

SPECIAL RULES

Orbital Bombardment

Before the invasion began, the entire area was pounded with ordnance launched from orbit, and the burning ruins of defences are filling the sky with smoke. The rules for Bad Weather must be used during this game and the Altitude level of the clouds of smoke is Altitude 1.

VICTORY CONDITIONS

The attacker is trying to break through the defensive fighter screen. Attacking aircraft may Voluntarily Disengage at any time from the defender's edge of the Area of Engagement without conceding any Victory points. Instead, the attacker earns Victory points equal to the aircraft's points cost.

However, the attacking pilots are under strict instructions not to get entangled with enemy fighters – their targets are the landers behind them. The attacker receives half the normal Victory points for destroyed, damaged, or disengaged enemy aircraft.

The game lasts for either 12 turns, or until one side disengages, or until only one player has aircraft left operating in the Area of Engagement.

When the game ends, calculate Victory points to determine the winner.

THE WAAAGH! DESCENDS

After the overwhelming defeat of the Imperial fleet around Rynn's World, the Orks wasted no time in sending down huge landers with tens of thousands of boyz onboard. While vulnerable to the fighters of the Rynnsguard Airwing, Dakkajets and Fighta-bommers soon swarmed to protect them and the Imperial pilots had a desperate fight on their hands as they struggled to shoot down the landers before they could disgorge their armies. Players can refight part of this massive dogfight with the Breakthrough scenario by adding the optional special rule presented below. In this scenario, the Imperial Navy are the attackers and the Ork Air Waaagh! are the defenders.

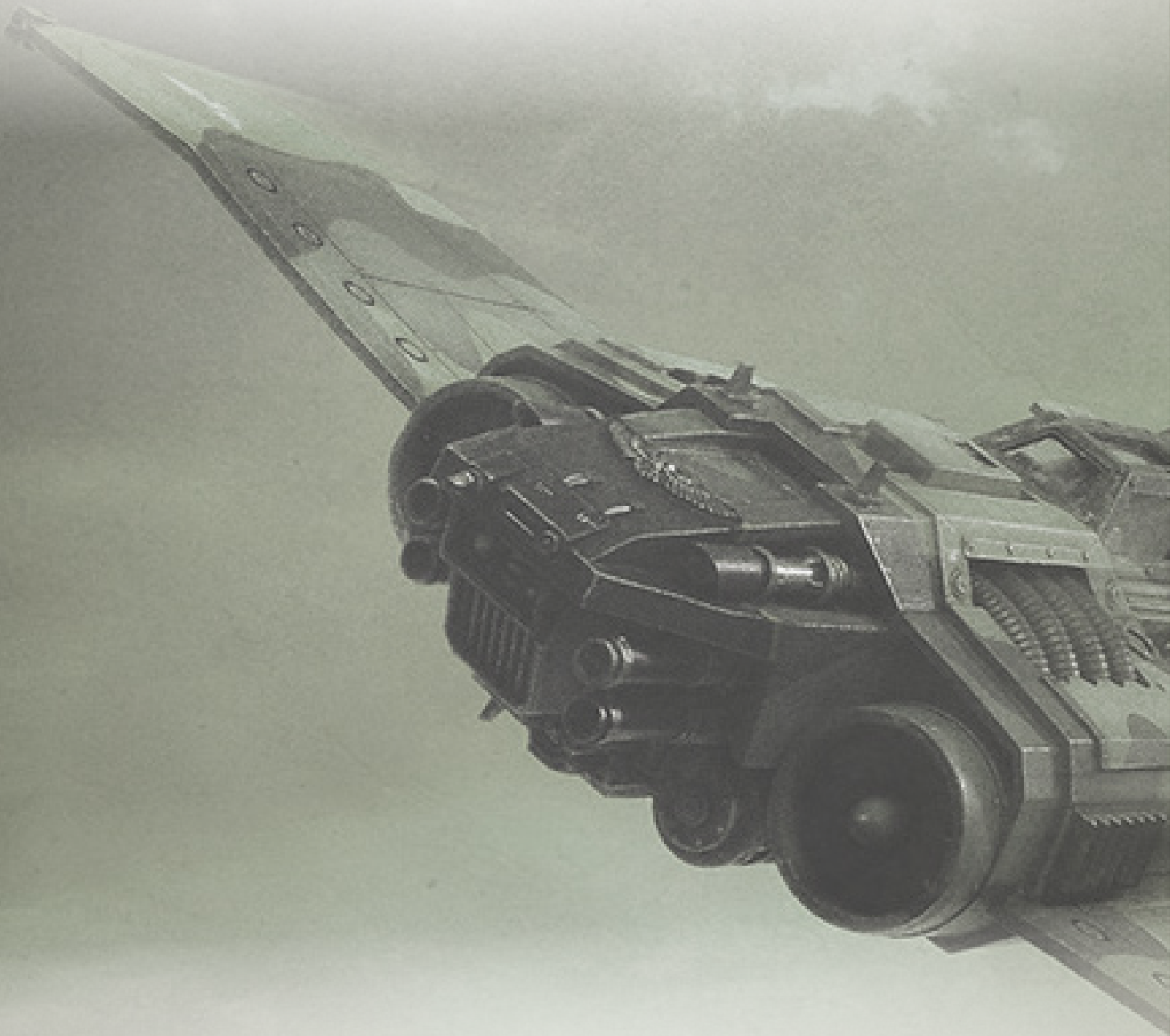
Optional Special Rule: Swirling Dogfight

This dogfight is part of a much larger battle stretching over a front dozens of miles long and five to six miles in height. Many engagements are taking place and, as fighters gain victory in one they will boost to the next fight to aid their allies. At the start of every turn after the second, before the Choose Manoeuvre phase, both players roll one dice. If either player rolls a 6, they may immediately place a new Scout or Fighter within three hexes of their edge of the Area of Engagement. This aircraft may not cost more points than any aircraft they started the game with. It enters the game at its Max Speed. Its Altitude dial may be set as the controlling player wishes.

BOMBING MISSION

Use the Bombing Mission scenario on page 59 of *Aeronautica Imperialis: Rynn's World Air War Campaign Book* to fight the New Rynn City Blitz.

The Ork Air Waaagh! player may take Sky Boss Toofkraker if they so wish.



GARRISON RELIEF

Use the Garrison Relief scenario on page 57 of *Aeronautica Imperialis: Rynn's World Air War Campaign Book* to fight the assault on Scar Lake Airfield.



THE STRAGGLER

Use The Straggler scenario on page 55 of *Aeronautica Imperialis: Rynn's World Air War Campaign Book* to fight the Long Flight retreat from Scar Lake Airfield.



AERONAUTICA IMPERIALIS

HIT AND RUN

BACKGROUND

A beleaguered air force is reeling from enemy attacks but small squadrons are rallying and fighting where they can. Roving airspace in search of weaker targets, they hope to hit the enemy where it hurts before overwhelming reinforcements can reach them.

FORCES

Players should mutually agree a points value between 50 points and 100 points, and choose their forces accordingly. The attacker has double this points value.

Only Scouts and Fighters are allowed for this scenario.

SET-UP

In this scenario, one player is the attacker and the other the defender. The winner of a roll-off decides which they will be.

The defender deploys first, placing their aircraft within three hexes of the centre of the Area of Engagement.

The attacker's aircraft are then set up within three hexes of any edge of the Area of Engagement.

The attacker may choose the Speed and Altitude of each aircraft before setting it up. The defender may choose the Speed of each aircraft before setting it up, but must place every aircraft at Altitude level 2.

SPECIAL RULES

Reserves

The defender must place aircraft in reserve with a total value equal to at least half that of their force. However, these aircraft start far away from the battle and suffer a -1 penalty when rolling to see if they arrive.

VICTORY CONDITIONS

The game lasts for either 12 turns, or until one side disengages, or until only one player has aircraft left operating in the Area of Engagement.

When the game ends, calculate Victory points to determine the winner.

ARCHIPELAGOS OF SARIBA & THE DANTINE STRAITS

Having suffered crushing losses during the initial invasion, Imperial squadrons were forced to operate from hidden airbases on islands. Using both terrain and heavy cloud cover to their advantage, they were able to send out flights of just a few aircraft to hunt down vulnerable targets and destroy them before Dakkajets could respond.

Players can refight these attacks with the Hit and Run scenario by adding the optional special rule presented below. In this scenario, the Imperial Navy are the attackers and should use Thunderbolts or Lightnings. The Ork Air Waaagh! are the defenders and should use Fighta-bommers in their initial set-up, with Dakkajets placed in Reserve. Optionally, the Ork player might like to try using a Bomber or two in their initial set-up.

Optional Special Rule: Cloud Cover

The Rynnsguard Airwing has picked this battlefield well and a thick cover of cloud lies across the sky. If Ork reinforcements turn up quicker than expected, the Imperial pilots may be able to dive into the cloud to evade or even escape retribution. The rules for Bad Weather are used at Altitude level 3 (but not at lower Altitude levels).

AIRFIELD STRIKE

BACKGROUND

A small strike force has located an enemy airfield with all its fighters either off fighting or on the ground being repaired and rearmed. If the strike fighters can act quickly and avoid the anti-aircraft fire, they may be able to destroy many enemies before they are able to take off and fight back.

FORCES

Players should mutually agree a points value between 100 points and 200 points, and choose their forces accordingly.

Only Scouts and Fighters are allowed for this scenario.

SET-UP

In this scenario, one player is the attacker and the other the defender. The winner of a roll-off decides which they will be.

The defender deploys first, placing their aircraft within three hexes of the centre of the Area of Engagement. Six Ground Defence assets may be placed within five hexes of the centre of the Area of Engagement.

The attacker's aircraft are then set up within three hexes of any edge of the Area of Engagement.

The attacker may choose the Speed and Altitude of each aircraft before setting it up. The defender's aircraft all start at Speed 0 and Altitude level 0, and must all be placed facing in the same direction.

SPECIAL RULES

Scramble!

At the start of every turn after the first, the defender rolls one dice for each of his aircraft, adding a cumulative +1 to the dice roll for every subsequent turn thereafter. On a roll of a 6 (or

a roll of 5 at the start of the third turn, 4 on the fourth turn, and so on), the aircraft can take off and begin fighting. Until this happens, the aircraft cannot take any action at all (but can still suffer damage).

VICTORY CONDITIONS

The game lasts for either 12 turns, or until one side disengages, or until only one player has aircraft left operating in the Area of Engagement.

When the game ends, calculate Victory points to determine the winner.

SEARCH AND DESTROY MISSIONS

While Imperial squadrons met some success when sending out small patrols to hunt vulnerable Ork aircraft, greater victories were possible when an airfield was found. Braving heavy fire from Ork flak gunz, even a small number of fighters could wreak havoc on an enemy squadron if it had yet to launch its aircraft.

Players can refight these attacks with the Airfield Strike scenario by adding the optional special rule presented below. In this scenario, the Imperial Navy are the attackers and the Ork Air Waaagh! are the defenders.

Optional Special Rule: Mekboyz

While this airfield is a temporary structure, there are plenty of mekboyz close by to fix aircraft and construct defences. At the start of every turn, the defender call roll D3 and repair that many lost Structure points from any Ground Defences and aircraft that have not yet taken off. Destroyed Ground Defences and aircraft cannot be repaired.

AIRFIELD STRIKE

BACKGROUND

Months of patrols and raids kept the Imperium's forces in the war, despite heavy losses. Many units achieved no little fame, such as the Ventura 29th Thunderbolt 'Venator Squadron', who waged constant attacks on Dakkajet patrols and Trukk convoys. However, a chance discovery led the notorious Ork ace, Da Black Barun and his Vulcha Skwadron, straight to the Venators hidden base. Despite valiant efforts to fight back, the Thunderbolts were quickly destroyed.

Use the Airfield Strike scenario on the previous page to fight the destruction of Venator Squadron.

The Ork Air Waaagh! player should take Da Black Barun.



TROOP LANDING

Use the Troop Landing scenario on page 58 of *Aeronautica Imperialis: Rynn's World Air War Campaign Book* to fight the reconquest fleet's assault on the primary starport of Rynn's World.

ORK GROUND DEFENCE 'EAVY ROKKIT

While many Mek Boyz swear by the use of big flakk guns and kannons to ward off enemy aircraft, there are a few who specialise in the use of Rokkits. Eschewing the smaller projectiles carried by Dakkajets and Fighta Bommers, these visionary Meks build huge Rokkits that carry massive warheads to the highest altitudes. Woefully inaccurate as they spiral ever upwards on a plume of dense black smoke, they are nevertheless devastating if they manage to explode anywhere near their target.



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POINTS

ORK GROUND DEFENCE 'EAVY ROKKIT

Structure	FPR	DMG	Ammo	Special
2	0-1-1	3+	1	Effective Altitude (5), Ground-to-Air Fire, Extra Damage (4+)



HEAVY BOMBING

BACKGROUND

A heavy bomber force, loaded with ordnance, is making its way to an important target. With only a light escort, the bombers must maintain a tight formation while enemy fighters swirl around them, making lightning fast attacks in an effort to find a weak spot in the bombers' defences.

FORCES

Players should mutually agree a points value between 150 points and 250 points, and choose their forces accordingly. Any Ground Attack weapons are free in this scenario and no points need be paid for them.

The defender may only select a maximum of two Fighters for this scenario. The rest of the defender's force must be Bombers. The attacker may only use Scouts and Fighters in this scenario.

SET-UP

In this scenario, one player is the attacker and the other the defender. The winner of a roll-off decides which they will be.

The defender deploys first, placing their first Bomber within one hex of the centre of the Area of Engagement. The next Bomber is then placed within two hexes of the first. Once this is done, the rest of the Bombers are placed so each is within two hexes of at least two other Bombers. No Bomber may be placed within five hexes of an edge of the Area of Engagement. The defender then places their Fighters anywhere within the Area of Engagement.

The attacker's aircraft are then set up within three hexes of any edge of the Area of Engagement.



The attacker may choose the Speed and Altitude of each aircraft before setting it up. The defender's aircraft all start at Speed 2 and Altitude level 3, and must all be placed facing in the same direction.

SPECIAL RULES

Bomber Formation

The Bombers are not moved as normal. Instead, at the start of every Movement Phase, every other aircraft is moved two hexes in the opposite direction to the Bombers' facing – it is assumed the Bombers are constantly moving forward at Speed 2, but we want to keep them in the centre of the action and so all other aircraft are moved relative to them.

Once this is done, every Bomber may be moved one hex in any direction (but may not change their facing or Altitude level) in order to maintain the coherence of their formation. No Bomber may move within five hexes of an edge of the Area of Engagement.

The Movement Phase then proceeds as normal.

So long as a Bomber is within two hexes of at least two other Bombers, add a bonus of +1 to each of its Firepower dice.

VICTORY CONDITIONS

The game lasts for either 10 turns, or until one side disengages, or until only one player has aircraft left operating in the Area of Engagement.

After 10 turns, if any Bombers are still flying, the defender will be able to launch their attack on the important target and gain victory. Otherwise, calculate Victory points to determine the winner.

AGAINST THE GARGANTS

With the starport now in the hands of the reconquest fleet, the Rynnsguard Airwing turned its attention to Snagrod's Gargants that were lumbering towards New Rynn City. The remnants of bomber squadrons were called up from all over the continent to launch a massive strike against the war machines before they could deliver a fatal blow.

Players can refight this attacks with the Heavy Bombing scenario by adding the optional special rule presented below. In this scenario, the Imperial Navy are the defenders and the Ork Air Waaagh! are the attackers. The Imperial Navy player may take Flight Commander Dagor-Jarni if they so wish.

Optional Special Rule: Ground Fire

Gargants are bedecked with guns, and a wing of bombers are far too tempting a target. At the start of the Firing phase of the 8th turn, and every turn thereafter, the Ork Air Waaagh! player rolls a D3. This is how many 'Eavy Flak Kannon can be fired at Imperial Navy aircraft in that turn, at Medium range.

SEARCH AND RESCUE

Use the Search and Rescue scenario on page 56 of *Aeronautica Imperialis: Rynn's World Air War Campaign Book* to fight the reclamation of the Crimson Fists' fortress-monastery, the Arx Tyrannus.



GARRISON RELIEF

Use the Garrison Relief scenario on page 57 of *Aeronautica Imperialis: Rynn's World Air War Campaign Book* to fight the retaking of Scar Lake Airfield. However, reverse the forces so the Imperial Navy are the attackers and the Ork Air Waaagh! are the defenders.



BANDITS OVER THE RIVER

Use the Bandits Over the River scenario on page 54 of *Aeronautica Imperialis: Rynn's World Air War Campaign Book* to fight the battle of Desolation Valley.

The Ork Air Waaagh! player may take Da Black Barun if they so wish, and the Imperial Navy player may take Flight Commander Dagor-Jarni.



OUTNUMBERED, OUTGUNNED

BACKGROUND

Over the course of many battles, a duel of sorts has been taking place between two opposing aces. They have fought many times in the war-torn skies but, so far, neither has been able to land a telling blow. However, one has managed to lay a trap for the other, and now the ambush has been sprung.

FORCES

Players choose one Fighter each.

SET-UP

In this scenario, one player is the attacker and the other the defender. The winner of a roll-off decides which they will be.

The defender deploys first, placing their aircraft within three hexes of any edge of the Area of Engagement.

The attacker's aircraft is then set up within three hexes of any other edge of the Area of Engagement. The attacker may also place any number of Ground Defences in the Area of Engagement, but no Ground Defence may be placed within six hexes of another.

The players may choose the Speed and Altitude of their aircraft before setting it up.

SPECIAL RULES

Ace of Aces

The defender has been caught in an almost perfect ambush, but the pilot is at the peak of their ability in a finely tuned aircraft. The defender may select any three aircraft upgrades from their squadron list and place them on their Fighter.

VICTORY CONDITIONS

The game lasts for either 12 turns, or until one side disengages. If the defender manages to disengage across the opposite edge of the Area of Engagement they started on, they will achieve victory. Any other result is a victory for the attacker.

DAWN SORTIE

Dragon Squadron had been achieving many successes during the reconquest of Rynn's World, but a trap laid for them saw half their aircraft torn apart by an Ork Traktor Web and the rest destroyed by anti-air guns. Da Black Barun took this opportunity to strike at Flight Commander Dagor-Jarni, who had no option but to turn and run.

Players can refight this ambush with the Outnumbered, Outgunned scenario by adding the optional special rule presented below. In this scenario, the Imperial Navy are the defenders and should use Flight Commander Dagor-Jarni. The Ork Air Waaagh! are the attackers and should use Da Black Barun.

Optional Special Rule: Downed System Ship

The wreckage of a crashed Imperium system ship may provide Dagor-Jarni with some much needed respite. The Imperial Navy player divides the Area of Engagement into four equal quarters, and then selects one to be the location of the crashed ship. While Dagor-Jarni is within this quarter, he may fly at Altitude level 0 without rolling to see if he crashes. In addition, Ground Defences may not target him while flying at Altitude level 0 in this quarter.

BRIDGE STRIKE

BACKGROUND

Huge ground armies have been using two bridges to cross a strategically placed valley, and have placed massive amounts of anti-aircraft batteries for miles around to protect them. However, a daring squadron has managed to gain entry into the valley and is now flying at hedge top height to avoid most of the anti-aircraft fire to deliver a devastating attack that will stymie the ground war for months.

FORCES

Players should mutually agree a points value between 50 points and 100 points, and choose their forces accordingly.

The attacker may not use Ground Defences, while the defender must take at least three.

SET-UP

In this scenario, one player is the attacker and the other the defender. The winner of a roll-off decides which they will be.

The Area of Engagement should be placed so that it is long rather than square with pronounced short and long edges. If using the Runn's World Area of Engagement boards, placed them so their short edges are touching, rather than their long edges.

The defender first places two bridges anywhere within ten hexes of the centre of the Area of Engagement but more than six hexes from any edge of the Area of Engagement, and no less than eight hexes from each other. A bridge should be a model or counter 1-3 hexes long.

The defender then deploys their aircraft anywhere more than six hexes from any edge of the Area of Engagement. Ground Defence assets must be placed within three hexes of a bridge and at least two hexes away from one another.

The attacker's aircraft are then set up within three hexes of either short edge of the Area of Engagement.

The defender may choose the Speed and Altitude of each aircraft before setting it up. The attacker may choose the Speed of each aircraft before setting it up, but they all start at Altitude level 1.

SPECIAL RULES

Heavy Flak

The defender may roll a D3 for each of the attacker's aircraft that is at Altitude level 3 or higher in every Firing phase. Each aircraft is attacked by that many Ground Assets of the defender's choice, at medium range.

Supply Bridges

Each bridge is treated as a ground target with Structure 8.

VICTORY CONDITIONS

The game lasts for either 12 turns, or until one side disengages, or until only one player has aircraft left operating in the Area of Engagement.

When the game ends, calculate Victory points to determine the winner. The attacker gains 50 Victory points for every bridge that is destroyed.

BOMMERZ OVER DA SULPHUR RIVER

As the Battle of Desolation Valley raged, the forces of the Imperium used two strategic bridges across the Sulphur River to move battalions into position. Through cunning and daring flying, Ork bombers managed to fly up the valley undetected until they rounded the last corner and the bridges were in sight.

Players can refight this attack with the Bridge Strike scenario by adding the optional special rule presented below. In this scenario, the Imperial Navy are the defenders and the Ork Air Waaagh! are the attackers.

Optional Special Rule: 'Ow 'E Would've Wanted It

The Ork pilots are vying with each other to be the one to destroy such a big target, and are not above sabotaging the efforts of their rivals by nudging wingtips or simply shooting them down at a critical point. Once in the game during any Movement phase, the Ork Air Waaagh! player can nominate one Ork aircraft within 3 hexes of a bridge. This aircraft is removed as it crashes into the bridge. Roll one dice – the bridge loses that many Structure points.

STRATEGIC TARGET

BACKGROUND

The war drags on but a chance has emerged to launch a devastating strike against an important target that will cripple the enemy's plans if destroyed and leave them wide open to a massive counterattack. However, the target is difficult to reach and requires careful aiming. The attacking bombers must fly into the teeth of enemy fire without interfering with one another's precise targeting.

FORCES

Players have set forces in this scenario.

The attacker has six Bombers of his choice, with whatever upgrades are available.

The defender has two Fighters, with whatever upgrades are available, and six Ground Assets.

SET-UP

In this scenario, one player is the attacker and the other the defender. The winner of a roll-off decides which they will be.

The Area of Engagement represents a relatively small battlefield, featuring the run up to the target. If using the Runn's World Area of Engagement boards, use just one.

The defender first places a model or counter representing the target anywhere within one hex of one short edge of the Area of Engagement. The target should be a model or counter 1-3 hexes long.

The defender then deploys their aircraft anywhere within six hexes of the target. Ground Defence assets must be placed within three hexes of the target or within two hexes of either long edge of the Area of Engagement. The defender may choose the Speed and Altitude of each aircraft before setting it up.

The attacker places their Bombers according to the Bombing Run special rule below.

SPECIAL RULES

Bombing Run

Due to the accuracy needed in destroying the target, each Bomber must make its own separate bombing run to the target. At the start of the first Choose Manoeuvres phase, the attacker places one Bomber within one hex of the short edge of the Area of Engagement opposite the target. The game then begins as normal.

The Bomber has four turns to reach the target and make an attack. Once this attack is complete, the Bomber is destroyed or four turns have been played, remove the Bomber from the Area of Engagement.

A new Bomber is then selected to make a bombing run, with the attacker placing it within one hex of the short edge of the Area of Engagement opposite the target at the start of a new Choose Manoeuvres phase. Each Bomber can only attempt one bombing run.

Strategic Target

The target is treated as a ground target with Structure 12.

VICTORY CONDITIONS

The game ends when the last Bomber has completed its bombing run or is destroyed, or the target is destroyed.

If the target has any Structure points remaining, victory will go to the defender. If the target is destroyed, the attacker earns the victory.

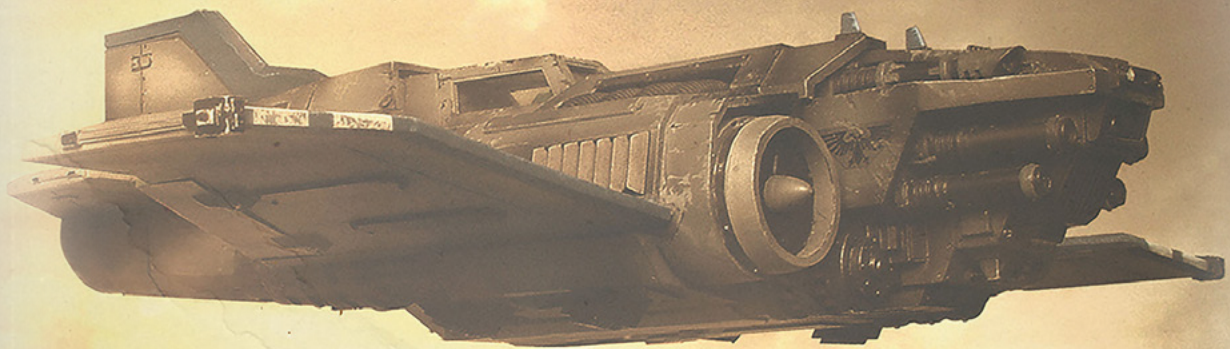
OVER THE MEK-YARDS

The Orks had constructed a massive force field array across the Sulphur River to power the infernal creations of their Mek Boyz. Though the nature of these projekts remained a mystery, it was clear the Orks were planning something catastrophic – and that destroying the force field generators that held the river back would instantly wipe them out.

Players can refight this attack with the Strategic Target scenario by adding the optional special rule presented below. In this scenario, the Imperial Navy are the attackers and the Ork Air Waaagh! are the defenders. The Imperial Navy player may take Flight Lieutenant Gallus Barret if they so wish, while the Ork Air Waaagh! player may take Da Black Barun.

Optional Special Rule: Dambusters

This is a pivotal battle in the reconquest of Rynn's World, and both the Imperial Navy and Ork Air Waaagh! are throwing everything they can into the battle. If the Ork Air Waaagh! has no Fighters when a new Bomber starts its bombing run, place a single Dakkajet anywhere within three hexes of the target. However, if the target is successfully damaged by a Bomber, the Bomber on the next bombing run receives a +1 modifier to each of its Firepower dice when rolling to hit the target as it uses targeting data and a tall column of smoke to guide it in.



**VALOUR IS
VICTORY!**

SEARCH AND DESTROY

BACKGROUND

An important target has been hidden in the wilderness, forcing flights of strike fighters to perform reconnaissance sweeps while under fire. However, if the pilots can brave the opposition, they will have a chance to deliver lasting damage to the enemy's war effort.

FORCES

Players should mutually agree a points value between 100 points and 200 points, and choose their forces accordingly.

Only Scouts and Fighters are allowed for this scenario.

SET-UP

In this scenario, one player is the attacker and the other the defender. The winner of a roll-off decides which they will be.

The defender deploys first, placing their aircraft within three hexes of any edge of the Area of Engagement.

The attacker's aircraft is then set up within three hexes of any other edge of the Area of Engagement. The attacker may also place any number of Ground Defences in the Area of Engagement, but no Ground Defence may be placed within six hexes of another.

The players may choose the Speed and Altitude of their aircraft before setting it up.

SPECIAL RULES

Reconnaissance

The Area of Engagement is divided into four equal quarters. At the end of every turn, the attacking player can choose one of his aircraft that performed Level Flight (Ace Manoeuvre 1) to perform a reconnaissance run in the quarter of the Area of Engagement it finished its movement within. Roll a dice – on a 5 or more, the target has been found and the defender places the target in any hex in that quarter. If three quarters of the Area of Engagement have already been reconnoitred without finding the target, it will

automatically be found in the last quarter once an attacking aircraft has performed reconnaissance.

Hidden Target

The target is treated as a ground target with Structure 6.

VICTORY CONDITIONS

The game lasts for either 12 turns, or until one side disengages, or until only one player has aircraft left operating in the Area of Engagement.

When the game ends, calculate Victory points to determine the winner. If the attacker successfully destroys the target, they gain an additional 50 Victory points.

SNAGROD RETURNS!

The Mek Boyz of the Orks, despite many setbacks from advancing forces of the Imperium, managed to construct a massive beacon that called every warboss in Waaagh! Snagrod's forces from light years around. Descending upon Rynn's World in massive Roks, they were fully capable of reversing the gains of the reconquest unless the beacon could be silenced.

Players can refight this battle with the Search and Destroy scenario by adding the optional special rule presented below. In this scenario, the Imperial Navy are the attackers and the Ork Air Waaagh! are the defenders.

Optional Special Rule: Mekboy Know-Wots

The beacon being used to call in the Roks of Waaagh! Snagrod is exceedingly powerful – perhaps a bit too powerful, as random spikes of green energy zap from it at inopportune times. Once the target has been discovered, roll a dice for every aircraft (both Imperial Navy and Ork!) within three hexes of it at the end of every turn. On the roll of a 6, that aircraft will lose one Structure point as it is blasted with green lightning.

AERONAUTICA IMPERIALIS

THE FIGHT CONTINUES

Despite the destruction of the Ork Roks and presumed death of the Arch-Arsonist Snagrod, the war for Rynn's World was far from over but a decisive turning point had been reached. Massive hordes of Orks remained on the planet, with Warbosses and Big Meks exerting their own control over how ever many Boyz they could bring into their warbands – some of these were able to amass mighty armies that, combined, would take a generation or more to defeat.

The air war would continue as well, though the Rynnsguard Airwing slowly gained dominance of the skies as they received reinforcements while the Orks were left to scavenge whatever they could from battlefields to maintain their own air Waaagh!

Constantly striking at every effort to rebuild Rynn's World, the Orks would continue to be a constant and powerful menace.

