AERONAUTICA IMPERIALIS™

AMBUSH IN THE CLOUDS

In the stormy skies above a strategically vital world, an elite squadron finds itself ambushed by enemy flyers hiding within dense cloud banks.

FORCES

Players should mutually agree a points value between 50 points and 150 points, and choose their forces accordingly.

The defender may take any aircraft. The attacker may only include Scouts and Fighters. Neither player may take Ground Defences.

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 chooses an edge of the Area of Engagement; this is the defender's edge. The attacker may then place up to four dense clouds on the battlefield. A dense cloud is a section of 2-10 continuous hexes anywhere on the Area of Engagement; the total number of hexes a cloud covers is chosen by the attacker. Each dense cloud must be separated from other dense clouds by at least two hexes. Additionally, hexes within four hexes of the defender's edge cannot be chosen as part of a dense cloud. Dense clouds can be represented by marking off sections of the Area of Engagement or with cotton wool.

The defender then places all of their aircraft within three hexes of their edge. The attacker then deploys their force, placing their aircraft in a dense cloud hex or touching the edge of the Area of Engagement opposite the defender's edge.

SPECIAL RULES

Dense Clouds

An aircraft in a dense cloud hex cannot be selected as a target by enemy aircraft nor can they target any enemy aircraft with an attack. In addition, at the end of the Firing phase roll a D6 for each aircraft within a dense cloud hex. On a 6+, the aircraft Stalls.

VICTORY CONDITIONS

The game lasts for either 12 turns, or until one side is forced to disengage, 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.