



— FLIGHT OF THE GROT BOMMS —

After an especially raucous evening in the mekyard, involving too much squig-nog, Rudok Redz bet all the other Grots he could “bomm more ‘umies than any of ‘em” (completely oblivious to the fact that a successful Grot Bommer kills himself in the process). In an uncharacteristic display of spontaneous enthusiasm, the Grots scrambled to their aircraft to prove Rudok wrong... much to the confusion of the Ork flybosses who turned up the following morning to discover all their Eavy Bommers, Grot Bommers and Grot Bomms missing.

FORCES

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

The attacker can only take Eavy Bombers, Grot Bombers and Flyin’ Grot Bomms (see Special Rules). Up to 35% of the attacker’s points value can be spent on Flyin’ Grot Bomms. One Flyin’ Grot Bomm can be upgraded to Rudok Redz for +2 points – this upgrade cannot be taken on a Grot Bommer during this scenario.

The defender may take Ground Defences.

SET-UP

In this scenario, the Imperial Navy are the defenders and the Ork Air Waaagh! are the attackers.

The defender places a ground target with Structure 4 at least three hexes away from one edge of the Area of Engagement (AoE). This is the defender’s edge.

Then, starting with the attacker, players take it in turns to place four additional ground targets with Structure 2 anywhere on the AoE at least two hexes from a previously deployed ground target marker and within 12 hexes of the defender’s edge. The ground target markers represent Imperial hab-blocks.

The attacker must deploy first, placing all their aircraft within two hexes of the AoE edge opposite the defender’s edge.

The defender’s aircraft are set up within two hexes of the defender’s edge.

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

SPECIAL RULES

Flyin’ Grot Bomms

Determined to show Rudok what for, many Grot Bomms have flown off on their own to be the first to bomb the ‘umies. In this scenario, Grot Bomms can be bought separately, like any aircraft, at a cost of 5 points each – these are Flyin’ Grot Bomms. In addition, any Grot Bomm deployed during the battle also counts as a Flyin’ Grot Bomm.

A Flyin’ Grot Bomm is deployed like any other aircraft during set-up. In addition, enemy aircraft can target Flyin’ Grot Bomms during the Firing phase as they would another aircraft. Flyin’ Grot Bomms are counted as having 1 Structure Point. Regardless of Altitude, a firing aircraft hits a Flyin’ Grot Bomm on a 5+ at Short range and a 6+ at Medium range or Long range.

Flyin’ Grot Bomms follow all other rules for Autonomous Weapons as normal.

Night Fighting

If both players agree, the rules for Night Fighting may be used during this game. Note: This may make it considerably harder for the Imperial Navy player!

VICTORY CONDITIONS

If the attacker can destroy at least two Structure 2 ground targets and the Structure 4 ground target at the end of the game, they are the winner. If all Structure 2 ground targets have been destroyed at the end of the game but not the Structure 4 ground target, the game is a draw. Otherwise, the defender is the winner.

The game lasts for 12 turns, until one side is forced to disengage, or until only one player has aircraft left operating in the Area of Engagement.



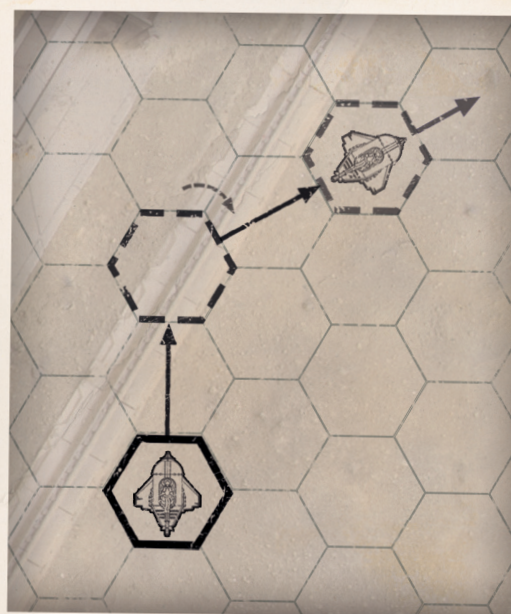
AUTONOMOUS WEAPONS

These are self-propelled guided missiles or bombs, capable of controlling their own flight path towards a target. They are deployed from an aircraft during the Firing phase when they are 'fired'. When fired, place a model representing the Autonomous weapon in a hex immediately adjacent to one of the Fire Arcs listed, as shown on the diagram. When fired, an Autonomous Weapon may choose its facing, as shown by the arrows in the diagram below. The firing aircraft may place a maximum of two Autonomous weapons in this way during a single Firing phase. Firing an Autonomous weapon does not require a target.



AW1.1: Graphic representation of deploying an Autonomous Weapon
(Drawn from Classified: A Primer of Treacherous Xenos Tactics)

Once deployed, the Autonomous weapon moves up to six hexes in a straight line directly away from the firing aircraft. From the next turn onwards, the Autonomous weapon will travel D3+3 hexes in the same direction at the end of each Movement phase, after all other aircraft have moved. During this movement, the Autonomous weapon may turn once to the left or right, as shown in the diagram below. Should the Autonomous weapon move beyond the edge of the Area of Engagement, it is removed from play.



AW1.2: Graphic representation of moving an Autonomous Weapon
(Drawn from Classified: A Primer of Treacherous Xenos Tactics)

If at the end of any Firing phase the Autonomous weapon occupies a hex adjacent to any other aircraft, roll a D6. If the result is a 2 or higher, the Autonomous weapon has hit the aircraft. Roll one Damage dice against the hit aircraft, as described on page 23 of *Aeronautica Imperialis: Rynn's World Air War*, after which the Autonomous weapon is removed from play. If the result of this hit roll is a 1, the Autonomous weapon misses and will continue to fly in the next turn. Note that Autonomous weapons are able to climb and dive extremely rapidly. Therefore, Autonomous aircraft ignore the Altitude of other aircraft when making this roll.

GROT BOMMER

Pushing bomms from open doors at high speed and high altitude is dangerous work. Consequently, most of the Orks that crew Eavy Bommers quickly figure out that it is work best performed by Grots. As a result, it often happens that Grots soon come to display the same manias as their larger kin, demonstrating a desire to pilot their own fast and deadly aircraft. These small, lightweight craft are usually deployed by larger craft, their speed combining with the Grot's desperation to engage with the enemy to make them the perfect homing missile!

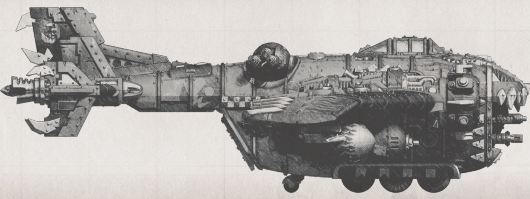
What's more, as many Orks seem to enjoy nothing more than flinging themselves from the open rear of low-flying aircraft to reach the action on the ground below, the internal capacity within the Grot Bommer is increased beyond that of Eavy Bommers to allow for the transport of rokket pack-equipped Stormboyz.

GROT BOMMER

CLASS: BOMBER

28

POINTS



STRUCTURE 6

TRANSPORT 3

FUEL -

THROTTLE 1

ACE MANOEUVRES 1-3

HANDLING 5+

MIN SPEED 2

MAX SPEED 4

MAX ALTITUDE 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Big Shootas	Front	8-4-0	5+	UL	-
Port Turret	Left Side, Up	2-1-0	5+	UL	-
Starboard Turret	Right Side, Up	2-1-0	5+	UL	-
Grot Bomms	Left Side - Front, Front, Right Side - Front	-	2+	2	Autonomous Weapon, Extra Damage (4+)

Pilot
Crew

ADDITIONAL WEAPONRY

A Grot Bommer may double its payload of Grot Bomms (increasing its AMMO from 2 to 4) for 8 points.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Grot Bomms	Front, Left Side - Front, Right Side - Front	-	2+	1	Autonomous Weapon, Extra Damage (4+)

A Grot Bomm is a type of guided missile, taking the form of a heavy rocket with a short-burn rocket engine and a powerful, explosive warhead. Unlike more conventional guided missiles, a Grot Bomm is constructed using the finest Orky kno-wotz – where other races might utilise complex augur arrays or advanced machine spirits to enable a missile to self-target, adjust flight path and home in on its target, Orks simply strap in a Grot pilot! The Grot pilots the missile as if it were a small aircraft, revelling in the speed and freedom, even as they hurtle towards their inevitable doom. The majority of Grot Bomms fall from the sky far from their original objective, their fuel supply quickly spent, ultimately causing more damage to the ground below than to enemy aircraft. But those that do find their targets cause quite horrific damage!

EAVY BOMMER

Ork aircraft are the ultimate expression of a particular mania that can grip the mind of the pilot. The afflicted Ork seeks ever greater stimuli from their vehicle, be it ever more speed or ever more dakka. In many cases such manias prove contagious, with whole groups of Orks becoming obsessed with the same desires. The most common mania personified by Ork flyboyz is that of the Speed Freek, but there are other instincts at work within the Ork psyche, and one is a desire for size. All Orks believe that bigger is better, be it bigger, louder gunz, or ever more monstrous vehicles.

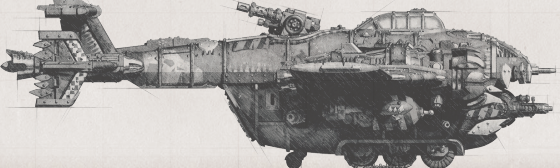
When an Ork pilot becomes gripped by the desire to fly an ever bigger aircraft, they find themselves attracting ever more crew members also possessed of a desire to be a part of it. Fighta Bommers get cut and shut with battlewagons and salvaged tanks, aircraft grow larger wingspans, bigger jet engines, and an ever greater bomb bay and transport capacity, complete with extra turrets and gun ports, all enabling the ever-increasing crew complement to get in on the action.

EAVY BOMMER

CLASS: BOMBER

28

POINTS



Aircraft Upgrades
Additional Weapons

STRUCTURE	6	THROTTLE	1	MIN SPEED	2
TRANSPORT	2	ACE MANOEUVRES	1-3	MAX SPEED	4
FUEL	-	HANDLING	5+	MAX ALTITUDE	4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Nose Turret	Front	4-2-0	5+	UL	-
Dorsal Turret	All Round, Up	3-2-0	5+	UL	Aerial Attack
Port Big Shootas	Left Side, Down	6-3-0	5+	UL	-
Starboard Big Shootas	Right Side, Down	6-3-0	5+	UL	-
Bombs	Rear	4-0-0	2+	1	Ground Attack, Extra Damage (5+)


Pilot
Crew

ADDITIONAL WEAPONRY

An Eavy Bommer may be equipped with three additional weapons, chosen from the following list at 2 points each.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Pair of Rokkits	Front	3-2-1	3+	1	-
	Pair of Wing Bombs	Rear	4-0-0	2+	1	Ground Attack, Extra Damage (5+)

Alternatively, an Eavy Bommer may be equipped with two additional weapons, chosen from the following list at 4 points each.

	Pair of Big Bombs	Rear	6-0-0	2+	1	Ground Attack, Extra Damage (4+)
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