



ACES HIGH!

The Sky-War Over Valia-Maximal

Rules for the Horus Heresy Aeronautica Imperialis Narrative Event
AdeptiCon 2023

Battles rage above the fabrication-cities of Valia-Maximal. Interceptors dive through toxic clouds to engage armoured transports, gunships strive against withering anti-aircraft fire, and everywhere pilots vie for superiority. The sky is a sprawling whirlwind of metal and fire where only the skilled or fortunate will emerge victorious!

The Defense of Valia-Maximal is a narrative campaign spanning three days and two game systems. This is the Aeronautica Imperialis element. This is Aces High!

TRAITORS AND LOYALISTS

Players will be divided equally between Loyalists and Traitors at registration. As much as (trans)humanly possible, we will divide Astartes Legions appropriately and according to player preference.

MISSIONS

This event is comprised of three games with a Mission briefing for each. Two of the Missions will very closely align with the The Age of Darkness Aeronautica Imperialis Rulebook. The third Mission will be an original, thematic scenario for the event.

Missions will be announced before each game with ten minutes allowed to choose and equip your squadrons appropriately.

Night Fighting and Bad Weather will be in play throughout the event.

Missions will include a variety of objectives, including troop landing and ground attack elements, so plan your squadrons with flexibility in mind.

POINTS

Squadron Pool

Players can build their event force from *either* the Divisio Aeronautica *or* Legion Astartes squadron lists.

Before the event, players should create a squadron of planes totaling no more than 200 points. This does not include ground defenses or any Legion-specific, or weapons upgrades. This group represents the available aircraft in your air wing, standing by for a mission at a moment's notice, fueled and ready.

Mission Points

Players will receive their mission parameters before each round, which will include a points range. You and your opponent will agree on a total within that range. You will then have ten minutes to construct your squadron for that mission, using the planes from your pool and then equipping them as you see fit for the task at hand. This may include purchasing ground defenses, if appropriate.

This represents the idea that aircraft will be equipped for a mission-specific role. Xiphons returning from an interception mission may have to land, refuel, and be armed for a ground attack in a matter of minutes. A Thunderhawk may have the luxury of an onboard Techmarine during one mission, only to find his services are desperately required elsewhere on the next.

SCHEDULE

Friday, March 24th

9:00-9:15 AM Registration

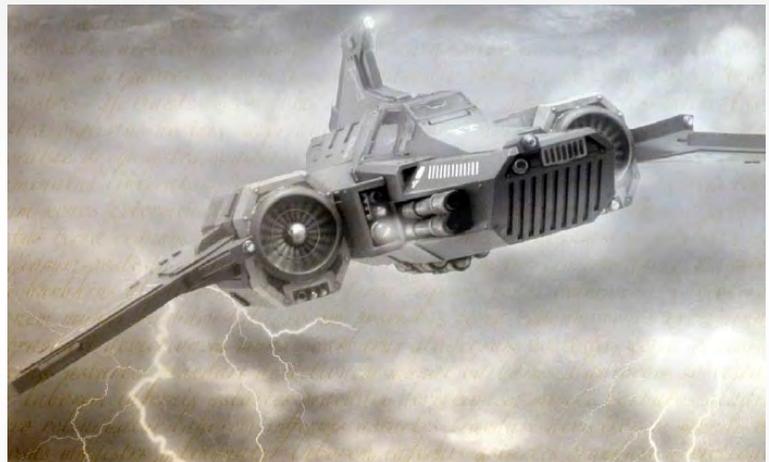
9:15-11:15 Mission One

11:15-1:15 Mission Two

1:15-1:45 Lunch Break

1:45-3:45 Mission Three

3:45-4:00 Awards, Debriefing



AWARDS

There will be four highly coveted accolades presented upon conclusion of the event.

Hero of Valia-Maximal will be awarded to the top player, based on accumulated Victory Points over the three Missions.

The Ace of Aces will be presented to the player with the most enemy Kills over the course of the three Missions. This can go to a player on either the Traitor or Loyalist side.

Horusian Panoply and *Imperial Artifice* will be presented to the players flying the best-painted forces from each side, as judged by our panel of Golden-Demon-winning painters.