



BATTLE FOR BACTRIA

Bactria, the verdant capital of the Taxila Sector, is now a crossroads for the armies of the 41st Millennium, with Imperials, Separatists and Xenos all vying for control

FORCES

Players must bring a fully-painted force to support two different lists:

- 100 points made up of only Scouts and Fighters.
- 150 points made up of Fighters, Bombers and Scouts. This list must include at least one aircraft with transport capacity.
- Upgrades may not be changed out between missions, however Optional and Additional Weaponry may be changed to suit the mission objectives, as long as the overall point value is still equal to or less than the scenario limit.

Additional assets such as Ground Defenses will be assigned by the scenario and provided by the organizers.

Orks are authorized to use Looted Imperial aircraft per page 37 of the AI Companion rules. Tau are authorized to bring Human Auxiliaries per page 41 of the AI Companion rules.

Custodes Ares Gunships can be taken as part of an Imperial force, either Adeptus Astartes, Imperial Navy or Astra Militarum. Alternatively, they can be taken as a force consisting entirely of Ares Gunships. Regardless of what force they are a part of, they may take any of the the standard Adeptus Astartes upgrades for their Ares Gunships.

EVENT FORMAT

The players will be sorted into two factions by the organizers for the purposes of game rotation. If there are specific players you would like to partner with or play against, let the organizers know at check in.

There will be a minimum of eight map boards set up. Two of the maps will be large 4'x6' maps for 4 players (2 from each faction). If space for extra maps can be arranged, waitlist players will be given a priority over walk-up players.

The event has been planned for three rounds, with each round being an hour and fifteen minutes long. This is not a tournament, so play quickly, but if you don't finish the game in 1+15, the organizers may show you a few more minutes of mercy to finish throwing yourself on the altar of pain.

RULES

The first rule is **HAVE FUN!**

The second rule is **THIS IS NOT A TOURNAMENT!**

Other than that, all rules will be per the Basic Aeronautica Imperialis rules and the previously valid FAQ. (We have no idea why it is no longer available on Warhammer Community - but it is on our Gathering of Eagles AI site listed below)

Expanded Rules from the AI Compendium are optional if agreed upon by all players at a table and points allow. Don't complain to us if your games run long using Expanded rules!

If there is a rules question/dispute that you would like to raise to the organizers, do so at your own peril - as the organizers reserve the right to either answer your question or decide your dispute through unilateral direct action, or refer you to the Dice Of Justice for their decision. Either way, the decision is binding.

AWARDS

The following awards will be presented at the end of the event:

Ace of Aces - Deadliest player, not just for overall total kills, but also for dramatic flair in which they decimate their enemies, and snatch victory from the jaws of defeat!

Best Painted - Voted on by the Lead Pursuit Podcast staff during the event.

Best Sportsman - Voted on by the players during the event.

Blue Falcon Award - Voted on by a combination of the players and Lead Pursuit Podcast staff during the event. If you play on the 4-player tables, you have a great chance of being in the running for this award! Remember, "Buddy is just half the word!" (if you don't know what a Blue Falcon is - use the internet.)

QUESTIONS

Email us at: info@leadpursuit.net

Visit the Gathering of Eagles site at:

<https://www.leadpursuit.net/goe>