# AERONAUTICA IMPERIALIS

## AERIAL COMBAT IN THE 41ST MILLENNIUM

GAME RULEBOOK

ForgeWorld

# AERONAUTICA IMPERIALIS

## THE GAME OF AERIAL COMBAT
## IN THE 41st MILLENNIUM



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Games Workshop

Forge World

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# PREFACE

## by Rick Priestley

Welcome to Aeronautica Imperialis – the game of aerial combat in the Warhammer 40,000 universe. It might come as a surprise to discover a new game from the folks at Forge World - indeed it is the very first complete game from the Forge World design stable – but I must say I find it all the more welcome for being a surprise and a very exciting one at that. The Aeronautica Imperialis game combines all the features of high-speed aerial combat including intercepts, bombing missions, reconnaissance, ground support and dog-fights. Most of the principal antagonists of the Warhammer 40,000 universe are represented: from the well-armed and armoured aircraft of the Imperial Navy, the ramshackle but deadly Ork flying machines, the sleek and nimble aircraft of the Eldar, and not to mention the awesomely aerodynamic ships of the Tau.

It is especially satisfying to be presented with this game, because it fulfils a long-held desire of mine to see the Warhammer 40,000 universe represented by a series of games of all kinds – from the most detailed urban conflicts of the Underhive to wars in the cold depths of interstellar space. Some of those ambitions were met years ago with games such as Necromunda, Gorkamorka and Battlefleet Gothic, but for every game realised in this way, there were hundreds that never quite made it into production. Necromunda – a highly detailed game of individual combat in the underhives of the Imperium – was always intended to expand into a series of games set on worlds every bit as unusual and characterful as the Hives of Necromunda: Machine Worlds of the Adeptus Mechanicus, Death Worlds such as Catachan, the Craftworlds of the Eldar and the labyrinthine warp-tunnels of their Dark Eldar kin. At the other end of the scale, Battlefleet Gothic introduced spacecraft and battles in the depths of space. The vast gulf between these two gaming genres suggests something of the scope for further exploration – a canvas of endless war painted across a galaxy of planets.

Now at last, part of that scope has been addressed with the creation of Aeronautica Imperialis – introducing a fast paced yet highly detailed rules system for aerial warfare in the skies of the far future. The game has been built upon the existing range of 'epic' scale aircraft from the Forge World range, with the introduction of a rather clever base that both poses the models in flight whilst recording height and speed by means of handy dials inset into the bases themselves. The Forge World team – and especially designer Warwick Kinrade – are to be congratulated for a fine job of work that bodes well for future developments. The opportunities for further additions of aircraft as well as craft for new races or factions are both obvious and enticing. I hope the initial range of aircraft models will be joined by many new models, sculpted and manufactured to the uncompromisingly high standards that have become synonymous with the Forgeworld name. The waiting is over – let the skies blaze with the fire of battle!

# AERONAUTICA IMPERIALIS

*Welcome to Aeronautica Imperialis, the game of aerial combat set in the 41st Millennium: a grim dark age of humanity, where the Imperium of Man fights constant battles of survival in a hostile galaxy. Aeronautica Imperialis allows you to command squadrons of aircraft in deadly battles, high amongst the clouds and vapour trails as fighters twist and turn in dogfights, and bomber waves unleash devastation from the sky.*

The first section of this book details the core rules of the game – the basic rules which apply in all games for how aircraft move, climb, dive and fire their weapons. Later sections cover the aircraft of the 41st Millennium, be they Imperial Navy aircraft and the many hostile alien races that battle against the Imperium. Beyond the rules you'll find details, technical drawings, background information and colour schemes for many of the aircraft included in the game. For more information on the Warhammer 40,000 universe in general, see Games Workshop's extensive range of books.

You don't need to have learnt all the rules by heart before you play. Our advice is to read through the rules once, then get some aircraft models on the tabletop and play a basic game, such as a dogfight between two or three fighters. This will help you get a handle on the basics before moving onto larger games, involving different types of aircraft, anti-aircraft fire and special manoeuvres, etc.

The game has been designed to allow players to pit squadrons of between (approximately) 2 and 12 aircraft a side. A game involving 2 aircraft may take only an hour to play; a larger game involving 12 aircraft will take several hours to complete.

Players should also note that this is a game, not an aircraft simulation. In reality, aerial combat is amazingly complex and technical. The game represents this in a simplified manner, using basic rules to cover highly complex situations. Detail has been sacrificed to (hopefully) create a game that is fast and fun to play, but rewards players for forward thinking, good tactics and planning.

Whilst these rules cover all the basics, situations may arise on the tabletop that cause players problems. This is the 'what happens if?' question, when a set of extraordinary circumstances collide. No rules set can cover all eventualities. If players come to an impasse and the rulebook does not solve the problem, then put the enjoyment of the game first, roll a dice for it, and let the game continue. In the end, the only rule that really matters is that both players are enjoying themselves.

That said, gentlemen, man your aircraft and prepare for take-off.

## WHAT YOU WILL NEED

As well as this rule book, there are number of other things you will require in order to play Aeronautica Imperialis. To start with you will need two or more players. Most games are played one player against another, but larger games can include several players on each side, each commanding their own aircraft.

Each player will need their own model aircraft. All the aircraft involved in this game are sold by Forge World. Although it is not strictly necessary, it is very useful if these aircraft are based upon Aeronautica Imperialis bases. This special base provides details of an aircraft's speed and altitude. You can play be simply

keeping track of this information on a sheet of paper, but the bases save a lot of time and bookkeeping, and mean all the players can easily see what speed and height an enemy aircraft is travelling at. You will also need a tabletop to play on. This can be any flat area – a kitchen table will do fine. Even better than this is a custom made gaming table. Generally, a 6' by 4' board will suffice, although a larger board will allow players to play larger games. This board often has terrain on it, maybe grasslands, a sand desert or artic wastes, etc. As a game of aerial combat, what the ground terrain is has little effect in this game, but a themed board with aircraft similarly themed, will enhance the gaming experience and add to the enjoyment. On the gaming board you will place relevant terrain pieces, such as target buildings, bunkers, anti-aircraft positions and enemy vehicles, etc. Terrain for an air combat game does not have to be as detailed as for a ground combat game, as the players are only really interested in the position of their targets.

As well as players, model aircraft, and a gaming board there are a few other things that are required. You will need at least one measuring device, ie, a tape measure – all distances in this book are given in inches. You will also need some ordinary six-sided dice (five or six will be enough), a pen and a copy of the air combat record sheet for keeping track of aircraft details (see page 7 for a description of the air combat record sheet).

## FIRST PRINCIPLES

Before we start on the rules of the game, it is worth establishing some initial principles about it:

### Measuring Distances

When measuring distances for movement and ranges, always use the base edge rather than the model or the base stem. Weapons are measure from base to base to see if they are in range. If an aircraft base moves off the table (rather than a wing or tail fin), then the aircraft is assumed to have disengaged and returned to base. The aircraft may not return to the board in this game.

### Round Up Rule

In Aeronautica Imperialis, players will sometimes be required to divide numbers in half or quarter. This will often be to calculate Victory points at the end of a game, to determine who has won. In all cases round fractions up. So, if you are dividing 27 by 2 (13.5), round up to 14.

### Dice Rolls

Throughout the game you will be required to roll dice to determine aircraft actions, whether they hit, or whether they inflict damage, etc. There are some occasions when you will be asked to roll a D6, this is a standard six-sided dice rolled once. 2D6 would mean rolling two dice and adding the scores together, so rolls of a 3 and a 4 would total 7. You may also be asked to roll a D3, this is a six sided dice, with the result divided

by 2. Remembering the round up rule above, this will give a result between 1 and 3.

**The Infinite Skies**

The sky is a very big place, with plenty of room for all the aircraft to operate. Aircraft cannot collide even if the models do so, or the bases overlap. If this situation should occur, the aircraft are assumed to have simply passed very close to each other. If bases overlap then position the aircraft being moved as close as you can to the correct position, so that the models are still facing the correct direction and can still stand up.

## AIRCRAFT TYPES

Aeronautica Imperialis allows you to fight battles in the cloud-strewn wilderness of the sky. The miniatures used to play Aeronautica Imperialis represent various aircraft of the 41st Millennia. These are broadly divided into three types:

**Fighters:** These are small aircraft. They tend to be fast, manoeuvrable and well-armed. Fighters are generally used for air to air combat, intercepting and attacking other aircraft, but many also use their weapons to strafe the enemy on the ground and some can also carry bombs and rockets beneath their wings to increase their firepower against ground targets. Some smaller aircraft are classed as fighters even though they are not really designed for combat, like the Arvus lighter, a transport shuttle with no weapons at all.

**Bombers:** These are larger aircraft. Although generally less manoeuvrable than fighters, they can take more damage, carry heavy payloads of bombs and rockets and have many defensive weapons. Some bombers are specially designed for low-level ground attacks as well as high level bombing. Some larger transport aircraft are also classified as bombers due to their size.

**Ground Defences:** These aren't aircraft at all, but ground mounted weapons capable of attacking aircraft, anti-aircraft missiles or flak guns, for example. Used to defend ground targets against aircraft attacks, ground defences can also be attacked and destroyed by aircraft.
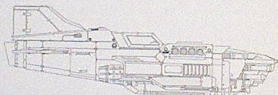
## AIRCRAFT DATA SHEETS

In the squadron lists sections you will find a complete set of statistics for each aircraft. These tell you how fast, manoeuvrable and well-armed they are. The table below represents the characteristics of an Imperial Navy Thunderbolt fighter.

**Class:** This will be either Fighter or Bomber. An aircraft's class affects what type of ground attacks it can make, and in which scenarios it can be used.

**Hits:** The total number of hits an aircraft can take before being shot down. An aircraft that takes half hits in damage is considered to be seriously damaged when calculating Victory points. The more hits an aircraft has, the more resistant it is to damage. Hits can also represent how well armoured an aircraft is.

**Speed Min:** The minimum speed an aircraft can travel. If an aircraft ends its movement under its minimum speed, it stalls and crashes.

**Speed Max:** The maximum speed the aircraft can travel at. An aircraft cannot exceed its maximum speed, even if a dive manoeuvre would accelerate it past its maximum speed. If, at



## THUNDERBOLT

| | |
|---|---|
| TYPE: Fighter | MANOEUVRE: High |
| HITS: 2 | MAX SPEED: 6 |
| TRANSPORT: 0 | MIN SPEED: 2 |
| | MAX ALTITUDE: 9 (rocket booster) |
| | THRUST: 2 |

### WEAPONRY

| WEAPON | FIREARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Quad Autocannons | Front | 4-6-0 | 4+ | 4 | |
| 2. Twin Lascanons | Front | 0-1-1 | 2+ | 3 | extra damage 6 |

### ADDITIONAL WEAPONS

A Thunderbolt may be armed with an additional weapons load.

| WEAPON | FIREARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| 4. Skystrike missiles | Front | 0-1-2 | 3+ | 1 | aerial attack, extra damage 6 |
| **Weapons Load 2** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| **Weapons Load 3** | | | | | |
| 3. Bombs | Rear | 4-0-0 | 2+ | 1 | ground attack, extra damage 6 |
| **Weapons Load 4** | | | | | |
| 3. Skystrike missiles | Front | 0-1-2 | 3+ | 1 | aerial attack, extra damage 6 |

**Special Rules: Durable.** If the Thunderbolt takes its second hit then it may roll a dice. On a 6 the hit is ignored and the aircraft continues with one hit still remaining.

the end of its movement an aircraft exceeds its maximum speed, it simply remains at maximum speed.

**Altitude:** The maximum altitude an aircraft can fly at, rated between 0 and 9, with 0 representing the ground. An aircraft cannot exceed its maximum altitude. If it ends its move at a higher altitude than allowed, the aircraft stalls and crashes.

**Thrust:** Thrust allows an aircraft to accelerate and decelerate independently of climbing and diving manoeuvres. Thrust is used at the start of an aircraft's movement to affect its speed, either by accelerating or decelerating.

**Manoeuvre:** Rated either Low, High or Very High, with Very High as the most manoeuvrable aircraft and Low as the least. An aircraft's manoeuvre rating dictates which Manoeuvre cards it can use, and how fast it can climb or dive on each Manoeuvre card. Larger aircraft tend to be less manoeuvrable than smaller ones.

**Transport:** Aircraft which can carry men and fighting equipment are rated with a transport number. This number represents the fighting strength of any units delivered to the ground and is used in scenarios that require transport aircraft to land troops in a landing zone.

**Weaponry:** This lists what the aircraft is armed with as standard, including details of fire arcs, firepower, how much damage the weapon will inflict, how much ammunition is carried and any special rules that apply to the weaponry.

**Special Rules:** Any special rules unique to the aircraft.

**Additional Weapons:** As well as its standard weapons, some aircraft can carry an additional weapons load. This extra ordnance, such as bombs or rockets, is often carried under the wings or fuselage. An aircraft must pay extra points to have an additional weapons load.

## THE AIR COMBAT RECORD SHEET

To play the game, each player will require an air combat record sheet. This sheet contains information about each aircraft controlled by the player, and space to write down which manoeuvre an aircraft will make each turn. You can photocopy the air combat record sheet for your own personal use, or you can record this information on a separate piece of paper.

**Name/Type:** Write in here a way of identifying the aircraft. This could be a type and number, such as Thunderbolt 1, or a brief description such as Yellow nose, or Blue Thunderbolt. It will help if each aircraft is easily identifiable to avoid confusion. By far the best way of doing this is by giving each aircraft its own number when painting the model.

**Weapons Load:** If the aircraft is carrying an additional weapons load, note down which number here. For example, for a Thunderbolt carrying four Skystrike missiles, you would write down number 4 here to show it has paid the points cost for additional weapons load 4.

**Ammo:** Each ammunition box (numbered 1, 2, 3 and 4) relates to a weapon on the aircraft data sheet. If you are using ammunition then make a tally mark under the relevant weapon each time it fires. This will act as a reminder to tell you when an aircraft is out of ammunition.

**Damage:** Keep a record of any damage the aircraft has suffered here. Once an aircraft has taken damage equal to its hits, it is shot down and removed from play.

**Kills:** Keep a record of any kills the aircraft inflicts, including ground targets. Once an aircraft has scored five kills, the pilot becomes an Ace. Once an aircraft has inflicted 10 kills, the pilot becomes a Double Ace.

**Manoeuvre Turn 1, etc:** At the start of each turn you must write down which Manoeuvre card each aircraft will be using. For full details of Manoeuvre cards see page 10, suffice to say, each card is numbered, so if you want an aircraft to make a Power Slide manoeuvre this turn, you would write down number 3, Power Slide being card number 3.

# THE TURN

During aerial combat a tremendous amount of action happens in a very short space of time. Aircraft climb and dive, weaving to avoid fire, banking and rolling left and right. Weapons blaze away, taking snap-shots as aircraft cross through a pilot's crosshairs. Aeronautica Imperialis represents the ebb and flow of aerial combat using a turn sequence in which players take turns to move their aircraft and fire their weapons.

A turn is split into phases. Once each of the phases is complete, move onto the next phase. Once all the phases are complete the turn ends, and a new turn begins. A single turn runs as follows:

## TURN SUMMARY

### 1. CHOOSE MANOEUVRES

Both players write down a manoeuvre for each aircraft on their air combat record sheet.

### 2. INITIATIVE

Roll a dice, highest score wins the Initiative.

### 3. TAILING FIRE

Aircraft in a position for Tailing may fire at the tailed aircraft. Initiative winner may fire first.

### 4. MOVEMENT

Initiative winner may choose an aircraft to move. Players then alternate aircraft until all aircraft have moved.

### 5. FIRING

Initiative winner may choose an aircraft to fire. Players then alternate aircraft until all aircraft that wish to have fired.

### 6. END PHASE

Determine if either side must disengage. If this is the last turn of the game, work out Victory points.

## PHASE 1. CHOOSING MANOEUVRES

Using their air combat record sheets, both players write down which Manoeuvre card each of their aircraft will use this turn. This should be kept secret from your opponent. Players must choose a manoeuvre for each aircraft. Where the Manoeuvre cards have options for flying straight or turning left or right, this does not need noting down, as the pilot can use his reactions to decide which way to turn during the movement.

A Manoeuvre card should be written as a number. Each Manoeuvre card is numbered. So if your aircraft wants to go Straight write down 1, if you want it to Turn, write down 2.

Every aircraft must have a manoeuvre written down. If it does not have a manoeuvre at the start of the turn, then the aircraft is assumed to go Straight. Once both players have noted down all their manoeuvres, move on to Phase 2. Once the Initiative dice has been rolled (see phase 2), an aircraft's chosen Manoeuvre card cannot be changed.

## PHASE 2. DETERMINE INITIATIVE

This will determine which player goes first in both the Moving and Firing phase. Both players roll a dice. The player that rolls the highest wins and has the Initiative.

If the roll is a tie then the player who currently has the greatest number of aircraft on the table wins the Initiative.

If both players have the same number of aircraft on the table then the player with the fastest moving aircraft on the table wins the Initiative. If this is still equal, re-roll the dice.

## PHASE 3. RESOLVE TAILING FIRE

Starting with the player with the Initiative, players may select an aircraft that is in a tailing position (see Tailing later) to fire at the tailed aircraft. Players should alternate aircraft to fire. This phase allows an aircraft that has manoeuvred into a tailing position to take a 'bonus' shot before their target gets to move away. Tailing fire is resolved just like normal fire, and ammunition is expended as normal.

## PHASE 4. MOVEMENT

The player with the Initiative chooses an aircraft to activate. He then moves and manoeuvres that aircraft, using the Manoeuvre card already recorded in Phase 1. Players then alternate between aircraft until all the aircraft on the tabletop have been moved. So, the player with the Initiative moves an aircraft, then the player without the initiative moves an aircraft. Player with the initiative moves his next aircraft, player without the initiative moves his next aircraft, and so on.

When alternating between aircraft, a player with more aircraft will eventually be left with just his aircraft to move. In this case he may now continue moving his remaining aircraft in any order he wishes until all have moved. When every aircraft on the tabletop has been moved, move onto the Firing phase.

## PHASE 5. FIRING

The player with the Initiative chooses an aircraft, or ground defence, to fire. In order to fire at an enemy, the target must be within the fire arc, in range, and not more than one altitude level above or below the firer.

Once the firing is resolved, the players then alternate aircraft and ground defences until all the aircraft and ground defences that wish to fire have done so, at which point move onto Phase 6. Any aircraft or ground defences which are destroyed before they have had a chance to fire may not fire.

## PHASE 6. END PHASE

Check to see if either side must disengage next turn. If either side has lost over half its starting total of aircraft, then it must disengage. If both sides have lost over half their total strength they must both disengage.

If this turn was the 'disengagement turn' (see later), then the game ends. Add up Victory points to determine who has won

# MOVEMENT

During the Movement phase, aircraft manoeuvre into position to bring their targets into their sights – whether diving low to make strafing runs or powering high to intercept enemy bombers, predicting the enemy's movements and manoeuvring to intercept the enemy is vital. Such is the speed of aerial combat that a pilot must always seek to attack where he thinks his target will be, rather than where he currently is.
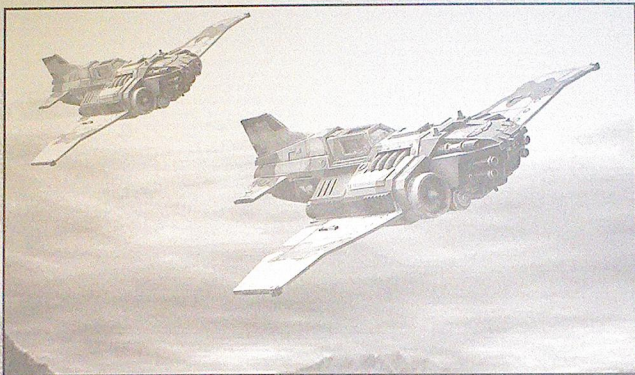
## THE MOVEMENT SEQUENCE

The Movement phase is split into a sequence of actions. Each player should run through this sequence as they move an aircraft, before moving onto the next aircraft. Each aircraft follows the sequence below when moving:

**Apply Thrust.** Use the aircraft's Thrust rate to adjust speed for this turn.

**First Move.** An aircraft may move any amount of its total speed in a straight line before manoeuvring.

**Manoeuvre Card.** An aircraft plays its pre-chosen Manoeuvre card and adjusts altitude and speed for the manoeuvre at the same time.

**Complete Move.** Any remaining movement not used before the manoeuvre is now completed in a straight line.

## THRUST

Each aircraft has a Thrust rating, this allows the aircraft to accelerate or decelerate before it moves. Thrust is used at the start of an aircraft's Movement phase. Each point of thrust allows an aircraft to accelerate 1 speed point, or to decelerate 1 speed point. After expending thrust an aircraft will have its speed for that turn set. Remember, after expending thrust an aircraft will also modify its speed by climbing and diving (see Manoeuvre cards), but whilst a manoeuvre will adjust an aircraft's speed, it will not affect the distance it moves that turn.

*Example: A Thunderbolt ended last turn at Speed 5. Before moving this turn it can apply its 2 points of thrust either to accelerate to Speed 6 (its maximum speed) or decelerate to Speed 3.*

## SPEED

An aircraft's speed is recorded using the speed dial on its base. An aircraft must move 2" on the tabletop per point of speed. It must move its full distance for the speed indicated (after expending thrust). It cannot move more and it cannot move less.

| Speed Dial | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|---|
| Movement | 0" | 2" | 4" | 6" | 8" | 10" | 12" | 14" | 16" | 18" |

An aircraft may play its chosen Manoeuvre card at any time during its movement. A Manoeuvre costs no movement distance and is made in addition to the rest of an aircraft's movement. Accelerating and decelerating during a Manoeuvre only affects an aircraft's speed for next turn's movement, it does not affect an aircraft's movement distance for this turn. Once the aircraft has manoeuvred, complete all its remaining movement in a straight line.

### Minimum Speed

Each aircraft has a minimum speed recorded on its data sheet. If an aircraft ends its movement at a speed below its minimum speed then the aircraft stalls and crashes. Remove it from play.

## Maximum Speed

Each aircraft has a maximum speed recorded on its data sheet. An aircraft cannot exceed its maximum speed. If an aircraft ends its movement at a speed higher than its maximum (for example, due to making a dive manoeuvre), then it simply remains at its maximum speed.

*Example: A Thunderbolt fighter has a minimum speed of 2 (4") and a maximum speed of 6 (12"). If it ends its turn at Speed 0 or 1 then it stalls and crashes. If it accelerates to Speed 7, it simply remains at Speed 6.*

## Speed 0 – Hovering

Some aircraft have a minimum speed of 0, this means they can hover in a stationary position. An aircraft at Speed 0 is hovering. It does not move at all and makes no Manoeuvres. It may turn to face any direction. A hovering aircraft may use its Thrust rating to accelerate, allowing it to move and manoeuvre as normal.

## MANOEUVRE CARDS

In Aeronautica Imperialis aircraft turn, climb and dive by using Manoeuvre cards. Different types of aircraft can use different cards, but each card provides a template which allows you to move the aircraft model accurately on the tabletop.

On each aircraft's data sheet is its Manoeuvre rating. This represents how agile an aircraft is, how hard and fast it can turn, or how steeply it can climb or dive. Aircraft Manoeuvre ratings are either Low, High or Very High. An aircraft rated Very High is very manoeuvrable and agile, whilst an aircraft rated Low is ponderous and cannot turn or climb steeply.

An aircraft's Manoeuvre rating dictates which Manoeuvre cards it can use. Low rated aircraft can only make Low rated manoeuvres, cards numbered 1 to 4. High rated aircraft can make Low and High rated manoeuvres, cards numbered 1 to 8. Very High rated aircraft can make Very High, High, and Low rated manoeuvres, cards numbered 1 to 10 (ie, all of them).

At the start of each turn, the players must choose one Manoeuvre card for each aircraft from the Manoeuvre deck. The number of the card each aircraft wishes to use is written on the player's air combat record sheet. Once a turn starts (by rolling for Initiative) the chosen manoeuvre cannot be changed. Each aircraft can only make a single manoeuvre each turn.

The chosen manoeuvre can be made anytime during an aircraft's movement.

To make a manoeuvre place the card on the table in front of the aircraft, lining up the arrow mark on the card with the arrow mark on the front of the aircraft's base. Move the aircraft to line up its rear arrow mark with the arrow on the other end of the card, this shows the aircraft's new direction of travel. In this way the aircraft moves completely over the card, it does not sit on top of the card. Some cards invert an aircraft's direction of travel, in this case line up the arrow on the front of the base with the direction arrow on the other end of the card. This only applies to the Wing-over and Half loop manoeuvres.

Each Manoeuvre card also notes whether the aircraft can (or must) climb or dive during the manoeuvre, and any corresponding speed change involved for the manoeuvre or the altitude change. Some of the manoeuvres allow higher rated aircraft to make extra dives or climbs.

For example, a High rated aircraft making a Turn (card number 2) can choose to dive or climb two levels whilst turning, a Low rated aircraft can only climb or dive one level whilst turning.

## Illegal Manoeuvres

If an aircraft chooses to make an illegal manoeuvre (one that it is not rated for, eg, a High manoeuvre when it is a Low rated aircraft), or the manoeuvre would take it above its maximum altitude, or if a player turns an aircraft further than its manoeuvre card allows (so no cheating!) then the aircraft goes out of control and crashes. Remove it from play.

## ALTITUDE

Altitude represents how high an aircraft is above the ground. Like speed, an aircraft's altitude is recorded on its base – 1 is the lowest altitude and 9 is the highest. 0 altitude is the ground.

An aircraft can alter its altitude whilst manoeuvring. Each Manoeuvre card gives details of whether an aircraft can dive or climb, and by how much. In general an aircraft that climbs one altitude band during a manoeuvre loses a point of speed, due to the effects of gravity. Conversely, an aircraft that dives one altitude band during a manoeuvre gains a point of speed.

Adjust an aircraft's altitude dial and speed dial when a Manoeuvre card is played. This now sets a new altitude and speed for the start of next turn.

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### MOVEMENT EXAMPLE

The Thunderbolt starts its turn travelling at Speed 4, Altitude 5.

1. Adjusts Speed with Thrust to Speed 6. (12" movement).
2. Moves 9" straight forward.
3. Plays Manoeuvre card, climbs to Altitude 6, reduces Speed to 5.
4. Completes remaining 3" of movement straight forwards.
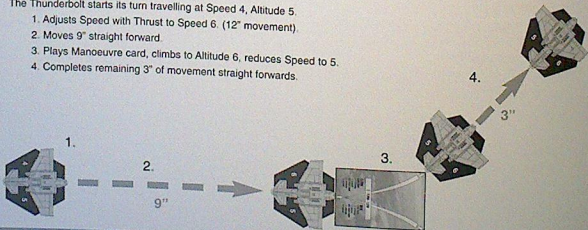
# SPECIAL MANOEUVRES AND RULES

## LANDING

Any aircraft can land during a game. Although very risky whilst under enemy fire, transport aircraft will sometimes be required to land in order to drop off troops in a landing zone. To land, an aircraft must be at Altitude level 1 and travelling at minimum speed (after applying thrust). It then performs a straight manoeuvre (number 1). After completing this move and manoeuvre, place the aircraft's Speed and Altitude at 0. The aircraft is now stationary on the ground. Aircraft cannot fire any weapons whilst on the ground.

## TAKING-OFF

To take-off, an aircraft with 0 Speed and 0 Altitude must make a Straight manoeuvre (number 1). The aircraft automatically accelerates to minimum speed, and is placed at Altitude 1, no aircraft may climb higher than altitude 1 in the turn it takes off. In subsequent turns an aircraft continues to move and manoeuvre as normal.

## TRANSPORT AIRCRAFT

Some aircraft are rated with a Transport number. This represents the amount of troops, vehicles, weapons, etc, it can deliver to a landing zone. To deliver these troops, a transport aircraft must land in a landing zone. A landing zone will be designated by the scenario. The scenario will also state how many Victory points a player gets for each Transport point delivered to a landing zone. A player whose mission involves landing troops should keep track of how many Transport points worth of troops have been landed.

## JUMP TROOPS

Some transport aircraft can deliver troops without landing. The troops inside can leap from the aircraft and drop to the ground on jump packs, grav-chutes or jet packs. Some transport aircraft are given the option of upgrading their transport rating to Jump Troops, this is shown on the aircraft's data record sheet.

Instead of landing in a landing zone, jump troops will drop onto it. To drop its jump troops, an aircraft must be over the landing zone designated by the scenario. Roll a D6 for each point of transport being dropped. If the dice roll is greater than the aircraft's current altitude, then the troops land safely and count when totalling up Victory points. If the dice roll is equal to or lower than the aircraft's Altitude, the troops are scattered, injured or killed and do not count towards Victory points.

## ROCKET BOOSTERS

In the 41st Millennium, some aircraft are also capable of operating in space. These aircraft are noted as having the rocket booster special rule. An aircraft with rocket boosters can disengage by using its rocket boosters to exit the atmosphere. If the aircraft is at Altitude 9, it can fire its rocket boosters and immediately exit the table. It counts as having disengaged just as if it had flown off a table edge.

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An aircraft that reaches Altitude 0 at any stage during its manoeuvre crashes into the ground and is destroyed, unless it is completing a landing manoeuvre (see Landing).

All altitude and speed changes are completed when the Manoeuvre card is played and are recorded by adjusting dials on the aircraft's base. The new altitude level is used for resolving firing against the aircraft in the Firing phase. Any speed changes do not alter the distance the aircraft must travel this turn, but set a new speed for the next turn.

In this way, an aircraft does not feel the effects of a speed change for a manoeuvre until its subsequent turn.

If a speed change for diving means an aircraft would ends its turn travelling faster than its maximum speed, the aircraft remains at maximum speed, do not adjust your dial.

*Example: A Thunderbolt is travelling at Speed 4 (8" movement), Altitude 3. After moving 4" it makes a High-G turn and also climbs to Altitude 4. This climb reduces its speed by 1, decelerating the Thunderbolt to Speed 3. The Thunderbolt must still move another 4" this turn, as the speed change for climbing does not affect this turn's movement. At the start of next turn, the Thunderbolt will be travelling at Speed 3.*

*Aircraft Movement Example.*

*A Thunderbolt is flying at Speed 5 and Altitude 5. It has chosen to make a Power Dive manoeuvre – number 4. When it becomes the Thunderbolt's turn to move, it follows the Movement sequence:*

*1. First it uses its Thrust to decelerate by 2 to Speed 3.*

*2. Next it makes its first move in a straight line. At Speed 3 it has 6" to travel in total. In its first move, the Thunderbolt moves just 2" straight forwards.*

*3. Next it manoeuvres. The player places the Power Dive card in front of it. As it dives, the Thunderbolt also turns right. The Power Dive adds +2 to its Speed (increasing the Thunderbolt to Speed 5), and loses D3+1 Altitude (in this case 3), reducing the Thunderbolt to Altitude 2.*

*4. Having manoeuvred, the Thunderbolt must now complete its remaining 4" of movement in a straight line.*

*At the start of the next turn, the Thunderbolt will be travelling at Speed 5 and Altitude 2.*

# FIRING

*In the Firing phase your aircraft, and your ground defences, get to unleash their weaponry upon their targets – cannons blaze, rockets and missiles fly, bombs are dropped. You will also get to attack other aircraft and ground defences with your aircraft, and enemy aircraft with your ground defences.*
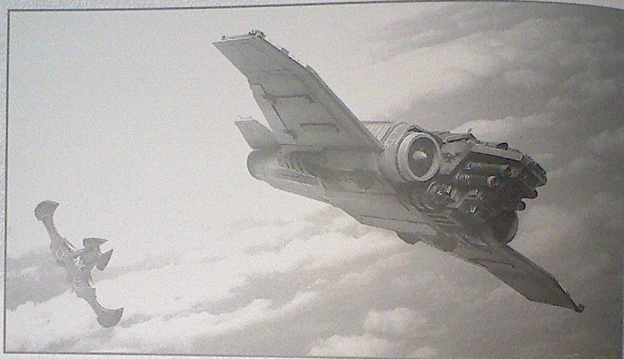


## AIR TO AIR FIRE

Air to air firing is aircraft firing at other aircraft, ie, both firer and target are airborne. As well as in the Firing phase these rules also apply to firing that is resolved in the Tailing Fire phase. Tailing is explained later.

### TARGETING

In order for an enemy model to be targeted, it must be within your weapon's fire arc, in range, and within one altitude level, up or down, of the firer.

An aircraft may target one enemy model that is within a Fire arc. As some aircraft have weapons that fire in different arcs (for example, an Ork Fighta-Bommer has a rear turret as well as forward facing big shootas), this means an aircraft can fire at several different targets in a turn. In the example above, an Ork Fighta-Bommer could engage one enemy aircraft in its forward arc and one enemy aircraft in its rear arc.

Aircraft which have multiple weapons firing in the same Fire arc must fire them all at the same target, so a Thunderbolt could not shoot at one target in its front Fire arc with its autocannons and another target with its lascannons. Both weapons have to shoot at the same target.

### FIRE ARCS

Aircraft weapons are limited to firing in the direction they are facing. Each data sheet records which weapons face in which direction, this is called a Fire arc. For ease of play, Fire arcs are marked on the aircraft's base.

**Front:** This is 60° directly forwards.

**Rear:** This is 60° directly backwards.

**Left Side:** This is 120° to the left.

**Right Side:** This is 120° to the right.

**All round:** Some weapons can fire 360 degrees, ie, in any direction.

**Up:** Means this weapon may only engage targets which are on the same level or 1 altitude level above the firer.

**Down:** Means this weapon may only engage targets which are on the same level or 1 altitude level below the firer.

### RANGE

As well as being in the weapon's Fire arc, a target must also be in range. For all weapons there are three range bands. Always measure the distance from firer to target from base edge to base edge. Players may not pre-measure before declaring a shot, and shots which are declared still use ammunition even if they are out of range.

| | |
|---|---|
| **0-6"** | Short range. |
| **6-12"** | Medium range. |
| **12-18"** | Long range. |

# SPECIAL SITUATION - TAILING

Tailing is a term that refers to one aircraft being behind another aircraft. This is a very good position from which to attack an enemy aircraft, firstly because most do not have any weapons capable of shooting back, and secondly because a pilot can easily see how his target is manoeuvring, and quickly react to keep his enemy in the crosshairs.

If an aircraft can draw a line from its front fire arc through the rear fire arc of an enemy aircraft, is within 12", and within one altitude level of the target aircraft, then it is tailing.

A Tailing aircraft can fire at the tailed aircraft in the Tailing Fire phase. This is an extra chance to attack, allowed because the tailing aircraft has manoeuvred into such an advantageous position. Roll to hit and damage as for all other firing. Tailing fire also expends ammunition as normal.

This Fighta-Bommer is tailing the Thunderbolt. The Ork aircraft is within 1 altitude of the Thunderbolt (7 to 8), within 12" and can draw a line from its front arc through the Thunderbolt's rear arc.
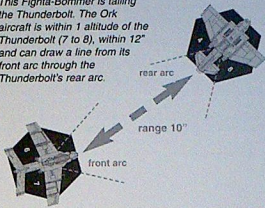
Not all weapons can fire at all ranges, some can only be fired at short and medium range, whilst others weapons, such as anti-aircraft missiles, can only be fired at long range. This information is recorded as firepower on the aircraft's data card.

## FIREPOWER

All weapons are rated for the three range bands. The first number is a weapon's firepower at short range, the second number is the weapon's firepower at medium range, and the third number is the weapon's firepower at long range.

A weapon's firepower rating is the number of dice that weapon rolls to hit.

An Ork Fightas' big shootas firepower is written as 8-4-0, meaning it will roll 8 dice to hit at short range, 4 dice at medium range and no dice at long range (ie, it is out of range).

Some weapons are more or less effective at longer ranges. This can be for a variety of reasons, be it targeters acquiring lock, or the convergence of weapon systems meaning they are more effective at range than close in, or the aircraft's manoeuvrability allowing it to stay on target.

## TO HIT

If the target aircraft is at the same altitude level as the firer, any rolls of 5+ score a hit.

If the target aircraft is 1 altitude level above or below the firer, any rolls of 6 score a hit.

You cannot target aircraft that are more than 1 altitude level above or below the firer.

## DAMAGE

Just because an aircraft is hit by fire doesn't mean that anything is seriously damaged. Many shots will pass straight through an aircraft's light airframe without hitting anything important. Each dice that scores a hit must roll to see if that hit causes damage. Each weapon is rated with a dice roll score it needs to cause damage. Larger, more powerful weapons are more likely to cause damage than smaller weapons.

Each dice that successfully causes damage reduces the target's hits by 1. This should be recorded on the air combat record sheet. When an aircraft has no hits left, it is shot down, remove it from play.

# WEAPON SPECIAL RULES

Special rules are exceptions or additions to the basic rules. Special rules will be noted on an aircraft's data sheet. Some weapons may have a combination of these special rules.

## EXTRA DAMAGE

Some weapons are so powerful they can cause more damage than a normal hit. If a weapon has the extra damage special rule, it will also have a number after the extra damage note, ie, extra damage 6+ or extra damage 4+.

When rolling for damage, if the dice roll is higher than this number, the weapon causes two hits instead of one. In some cases this extra damage will be enough to shoot down smaller aircraft with one hit.

Example: A lascannon causes damage on a 2+, and has the extra damage 6 special rule. When rolling to damage, the

lascannon will cause one hit on a dice roll of 2-5, but if the dice roll is a 6, it will cause two hits.

## GROUND ATTACK

Some weapons are only designed to be used to attack ground targets. Weapons with the ground attack special rule may only be fired at ground targets, they can never be used to fire at airborne aircraft.

## AERIAL ATTACK

Some weapons are only designed to be used to attack aerial targets. Weapons with the aerial attack special rule may only be fired at flying aircraft, they can never be used to fire at ground targets.

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Air to ground fire covers aircraft firing at anything on the ground. This could be enemy vehicles, anti-aircraft weapons, buildings, bunkers, other landed aircraft and anything on the ground.

There are two types of ground attack: Strafing Runs and Bombing Runs. In general, fighters and bombers can make strafing runs, whilst only bombers can make bombing runs. There are a few exceptions to this rule which are noted on the individual aircraft's datasheet.

Ground targets are fired at just like aerial ones, but can be attacked in addition to aerial targets. So, a bomber could drop its bombs on a ground target at the same time as firing its other weapons at enemy aircraft.

## STRAFING RUN

A strafing run is the term for a low level attack against a ground target, usually with a fighter, but some specialised ground attack bombers can also make strafing runs. To make a strafing run, an aircraft must be at altitude level 1. Any higher and ground targets cannot be attacked, even with bombs.

Check fire arcs and range using exactly the same rules as for air to air firing.

### TO HIT

To hit a ground target, roll the normal number of dice equal to the firepower of the weapon being used.

To hit any ground target with a strafing run requires a roll of 5+ on each dice.

### DAMAGE

Roll for damage for each hit using the weapon's normal damage rating.

### GROUND TARGET HITS

Just like aircraft, ground targets are rated with hits. Once a ground target has 0 hits left, it is destroyed. We cannot give a complete list of possible ground targets and their hits, but what follows is a list of common targets. If a scenario contains a ground target which is an exception to this list, it will noted in the scenario.



| Ground Target | Hits |
|---|---|
| Light vehicle/fuel dump/grounded fighter | 1 |
| Armoured vehicle (Chimera, Leman Russ) | 2 |
| Grounded bomber | 2 |
| Hydra/Manticore platform | 2 |
| Small Building | 2 |
| Medium Building | 3 |
| Landing Pad | 3 |
| Bunker/Hardened target | 4 |
| Large Building | 4 or more |

*Strafing Run example: An Ork Fighta-bommer is making a strafing run against a target bunker. It is 10" away, meaning it can hit with its 'eavy stubbers and rokkits. The 'eavy stubbers have a firepower of 4, requiring 5+ to hit the bunker. It scores two hits, which then inflict one point of damage. The 2 rokkits also require 5+ to hit. One hits, and also damages the bunker. The bunker is reduced from four hits to two by the strafing run.*

## BOMBING RUN

A bombing run is a high level attack, used to saturate a target area with bombs. Only bomber class aircraft can make bombing runs. The bomber must be between height levels 3-8 to make a bombing run. Bombs cannot be dropped from altitude level 1-2 (too low), or at altitude level 9 (too high).

### TO HIT

The only weapons that can be used in bombing runs are (unsurprisingly) bombs. All the bombs carried as a single weapon system by a bomber are dropped at once.

    To hit with bombs at height level 3 or 4 requires a 4+
    To hit with bombs at height level 5 or 6 requires a 5+
    To hit with bombs at height level 7 or 8 requires a 6+

After rolling to hit for each bomb, roll for damage as normal.

### BOMB CREEP

Of course, dropping bombs from altitude isn't very accurate, and the destruction caused by heavy bombing isn't confined to a single target. Any other ground targets within 3" of the target of a bombing run can also be hit. Roll one dice for each potential target, on a 2+ it is also hit as it is caught in the storm of fire, blast and shrapnel. Roll for damage against targets hit by bomb creep as normal.

*Bombing Run example: A Marauder bomber unleashes the contents of its bomb bay on an enemy building from height level 4. The bomb bay contains 12 bombs. Twelve dice are rolled, needing 4+ to hit. Six hits are scored. Rolling for damage, five of the bombs cause damage, one of these rolls a 5+, so causes 2 hits. This is a grand total of 6 damage points, which easily destroys the building.*

*There are also two other buildings within 3" of the target. A dice is rolled for each, on a 2+ they are hit by the bomb creep. Rolling for damage as normal, one takes a single hit, whilst the second suffers extra damage and takes two hits.*

# GROUND TO AIR FIRE
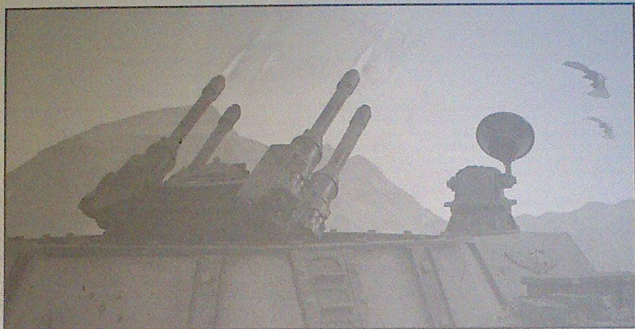


This covers ground defences firing at enemy aircraft. Ground to air fire is also known as anti-aircraft fire, AA or flak. Ground targets are often defended against air attack by anti-aircraft weapons, and most races have their own variety of AA weaponry.

A player may elect to fire an AA weapon in the Firing phase as if it was another aircraft, so he may fire the weapon as his first selection, or his last, or anywhere in between.

## TARGETING

AA weapons can target a single enemy aircraft if it is in range and within the weapon's Altitude bands. Not all ground weapons can reach high altitude, some can only engage low flying aircraft. The weapon's altitude band tells you how high it can fire. When on the ground, Altitude 0, a Hydra can fire to level 3. If the Hydra was on a level 1 hill, it could fire to Altitude 4.

All AA weapons have an all round Fire Arc.

## TO HIT

AA weapons have the same range bands as aircraft weapons, and are rated for firepower just like aircrafts, with close range, medium range and long range firepower. They roll to hit and damage in exactly the same way as air to air firing.

To hit an aircraft with any ground fire requires a dice roll of a 6.

## AA WEAPONS DATA

| | Firepower | Altitude | Damage | Ammo | Notes |
|---|---|---|---|---|---|
| **Imperial Weapons** | | | | | |
| Sabre AA platform | | | | | |
| Autocannons | 4-2-0 | +1 | 4+ | ul | |
| Heavy bolters | 6-3-0 | +1 | 5+ | ul | |
| Heavy stubbers | 12-6-0 | +1 | 6+ | ul | |
| Hydra | 6-4-2 | +3 | 4+ | ul | |
| Manticore AA missiles | 1-1-1 | +8 | 2+ | 4 | extra damage 5+ |
| Heavy Flak gun | 1-2-3 | +6 | 2+ | ul | extra damage 6 |
| **Ork Weapons** | | | | | |
| Ork flak wagon | 8-4-0 | +2 | 5+ | ul | |
| 'eavy flak kannon | 1-2-3 | +6 | 3+ | ul | extra damage 6 |
| **Eldar** | | | | | |
| Firestorm | 9-6-3 | +3 | 5+ | ul | |
| **Tau** | | | | | |
| Sky Ray | 2-2-2 | +6 | 3+ | 3 | extra damage 6 |
| **Space Marines** | | | | | |
| Hyperios | 1-1-1 | +5 | 2+ | 6 | extra damage 6 |

# END PHASE

In the End phase, players determine whether either side must disengage. Very few forces will fight to the last man, and once one side has inflicted heavy casualties on the other, it will be forced to disengage and head for its base. The end phase is also the time when both players can update their air combat record sheets, recording kills, ammunition expenditure, etc.

## DISENGAGING

Any aircraft that leaves the table is assumed to have disengaged from the battle. The aircraft may not return to the game, and is assumed to fly back to its base. An aircraft might leave the table because its manoeuvre takes it off the table, or a damaged aircraft (or one that has run out of ammunition), might choose to disengage in order to save Victory points.

## ENDING THE GAME

Once one side has lost over half their aircraft (either from being shot down, crashing or from having already disengaged) the rest of the force must disengage from the battle and return to base.

After one side has been reduced to under half its total strength in aircraft, play one more turn, this is called the Disengagement turn. Any disengaging aircraft that escape off the table via any table edge (or by using their rocket boosters) will help save the player Victory points. The game finishes at the end of the extra disengagement turn. Both sides should then add up Victory points to determine the winner.

## FUEL LIMIT

The air combat record sheet allows space for 12 turns. Turn 11 is marked with a 'fuel low warning', meaning that this is the last actual turn of the game. Turn 12 is automatically the disengagement turn, regardless of whether either side has lost over half its starting strength or not. On turn 12 both sides must disengage and return to base regardless of losses, due to fuel restrictions. On completion of turn 12 the game ends. Add up Victory points as normal.

## VICTORY POINTS

Victory points are a way of measuring how well a player has done, and who has won the game. Players gain Victory points for damaging and shooting down enemy aircraft, damaging or destroying ground targets, and in some scenarios, landing troops in a landing zone. Extra Victory points can also be earned for completing mission objectives. These special conditions will be detailed in the scenario being played.

## VICTORY POINTS FOR AIRCRAFT

Victory points are a percentage of an aircraft's total points value (including any additional weapons loads). The table at the bottom of this page summarises the percentage value of each aircraft when adding up Victory points.

*Example: A Thunderbolt (with additional weapons load) is worth 24 points. If it is destroyed it is worth 100%, so 24 Victory points. If the Thunderbolt disengaged after being seriously damaged (but had ammunition remaining when it did so) it would be worth 25%, or 6 pts. If the Thunderbolt disengaged after expending all its ammunition it would have been worth 0 Victory points.*

## VICTORY POINTS FOR GROUND TARGETS

As well as destroying and damaging enemy aircraft, players also get Victory points for seriously damaging and destroying enemy ground targets. A player receives 10 Victory points for each point of damage inflicted upon ground targets that are seriously damaged or destroyed.

*Example: If a player destroys a target bunker with four hits, he receives 40 Victory points. If he had only managed to do one point of damage to the bunker, he would receive no Victory points as the bunker isn't seriously damaged.*

## VICTORY POINTS FOR LANDING TROOPS

If a scenario requires a player to land troops in a landing zone then he also scores Victory points for each points worth of transport successfully landed. A player scores 5 Victory points per transport point in a landing zone.

*Example: A Thunderhawk Gunship drops its jump troops in a landing zone. Five out of a possible six points landed successfully, scoring the Space Marine player 25 Victory points.*

## WINNING

The side that scores the most Victory points wins the game. The greater the difference in Victory points, the greater the victory.

## AIRCRAFT VICTORY POINTS TABLE

| AIRCRAFT DESTROYED | AIRCRAFT ENGAGED (model still on table at end of game) | | | | AIRCRAFT DISENGAGED (model left table during the game) | | | |
|---|---|---|---|---|---|---|---|---|
| | UNDAMAGED | | SERIOUS DAMAGE | | UNDAMAGED | | SERIOUS DAMAGE | |
| | w/ammo | wo/ammo | w/ammo | wo/ammo | w/ammo | wo/ammo | w/ammo | wo/ammo |
| 100% | NONE | NONE | 50% | 50% | 100%* | NONE | 25% | NONE |

\* If an undamaged aircraft with ammunition disengages in the final turn of the game, it is worth no Victory points.

# ADVANCED RULES

The previous chapters have described the core game rules for moving and shooting your aircraft. This chapter adds some extra depth and detail to the game which may mean some additional bookkeeping and gaming complexity.

These advanced rules will not be to every player's taste, and the advanced rules given here are optional. Players should decide between themselves whether they are playing with the advanced rules or not. It is suggested that players at least play a few games using the core rules to get a good grasp of the basics before introducing the Advanced rules.

## ADVANCED RULE 1
## AMMUNITION

Keeping track of each aircraft's ammunition adds some bookkeeping to the game but also adds an element of realism. A feature of aircraft combat is the restrictions on ammunition, as aircraft, by their very nature, cannot carry huge quantities of heavy ammunition, and therefore must conserve ammunition in a dogfight.

On the data sheets each aircraft's weapon is rated for ammunition. This is the number of times an aircraft can fire that weapon before needing to re-arm it. Each time the weapon fires, reduce the ammunition stored by 1, until it has none left. The air combat record sheet provides a space to do this. A weapon with 0 ammunition can no longer fire.

A weapon marked with 'u' means it has unlimited ammunition. This aircraft is so large, and the ammunition is small enough that there will be so much onboard it is not worth recording it.

Note: Playing with ammunition will bring an added level of realism to game, as players will have to consider whether each shot is worth it, will just waste ammunition, or whether he can manoeuvre for a better shot next turn. It will also mean aircraft that have engaged the enemy and survived but used up their ammunition will have a reason to head for home, and damaged aircraft which are low on ammunition might be better off disengaging rather than giving the enemy extra kills and additional Victory points.

## ADVANCED RULE 2
## PILOT SKILL

Pilot skill introduces a new level of detail, allowing aircraft to make extra-ordinary manoeuvres. Pilot skill also allows players to keep track of individual pilots during campaigns, for example pilots can develop into Aces as they get more experienced. In non-campaign games, all pilots are assumed to have their starting skill roll value.

### STARTING SKILL

All pilots start with the skill level listed as follows. When required to make a Pilot Skill test the player must roll a D6 result equal to or higher than the number listed. A pilot's Skill roll can be increased by becoming an Ace.

### Starting Pilot Skill Rolls

| | |
|---|---|
| Chaos | 5+ |
| Ork | 5+ |
| Imperial Navy | 4+ |
| Tau | 4+ |
| Space Marine | 3+ |
| Eldar | 3+ |

### ACE PILOTS

When a pilot achieves five enemy kills, he becomes an Ace. A kill includes destroying (not just damaging) any enemy aircraft or ground target. With five kills a pilot's skill is increased by +1. For each additional five kills, his skill is increased by another +1. So a Tau pilot with 10 kills (a double Ace) would have a pilot skill of 2+. A pilot's skill can never exceed 2+.

### EMERGENCY MANOEUVRES

If an aircraft makes a manoeuvre that would cause it to stall, ie, drop below minimum speed, or hit the ground and crash, then a pilot can try to avoid this desperate situation. Make a Pilot Skill test. If the pilot passes the test then the situation is narrowly avoided – probably by some seat of the pants flying!

If the aircraft would have stalled, then it is placed at minimum speed instead. If the aircraft would have crashed, then it is placed at Altitude 1 instead. If it has exceeded its maximum Altitude it remains at maximum altitude instead. If the roll is failed then the aircraft stalls or crashes as normal – unlucky!

### EJECTING

When an aircraft is destroyed, either by enemy fire or by crashing, a pilot may try to eject to save himself. Roll a Pilot Skill test. If successful the aircraft is lost but the pilot survives to fight another day. If the skill is failed then the pilot is lost along with his aircraft. Ejecting only really matters in campaigns where Aces might survive the loss of an aircraft to fight again.

### ADVANCED TAILING

If an aircraft is in a position to tail an enemy (see Tailing), then after resolving tailing fire (and assuming the enemy aircraft is still in the sky), the tailing player may request that his opponent reveals what manoeuvre the tailed aircraft will make this turn. Once he knows this, the tailing aircraft may take a Pilot Skill test. If the skill test is passed then the tailing aircraft may change his manoeuvre choice, allowing the tailing aircraft to try to stay behind its opponent.

### YO-YOING

This is a technique used by fighter pilots to effectively slow down their aircraft without loosing speed. By yo-yoing the aircraft (ie, slight dips and climbs), the aircraft is covering a greater distance to reach the same point, taking longer even though the aircraft has not actually been slowed down.

A pilot may attempt to yo-yo. Roll a Skill test. If passed he may move his aircraft as if it is travelling one speed band less than it currently is. Do not adjust the aircraft's speed dial, it retains its speed, but moves 2" less than it should. The aircraft manoeuvres as normal and may still use its Thrust as normal. Yo-yoing will never cause an aircraft to stall.

*Example: An Ork Fighta travelling at Speed 3 wishes to turn tightly, but cannot go any slower than speed 3 without stalling. The pilot tries a yo-yo, and passes the Skill test. Instead of moving 6" with this manoeuvre, it will just move 4", but still counts as Speed 3 next turn.*

## SUSTAINED BURST

Once in position to open fire upon the enemy, a pilot may attempt to really let his target have it with a sustained burst. Whilst wasteful on valuable ammunition, a pilot may feel it necessary to take full advantage of a good position whilst he can.

To fire a sustained burst, a pilot must first pass a Skill test (to keep the enemy in his sights long enough). He expends two shots (so he must have two shots of ammunition remaining). For this shot the weapon's firepower is increased by 50%.

A sustained burst can only be made by a single weapon system per aircraft per turn, so a Thunderbolt could not fire sustained bursts with both its autocannons and lascannons. Weapons which have unlimited ammunition, or that only have 1 ammunition point remaining, cannot make a sustained burst.

*Example: A Ork Fighta-bommer has got within 12" of a enemy aircraft, and decides to try a sustained burst with its big shootas. Passing the required Skill test, the Fighta-bommer's big shootas firepower is increased from 4 to 6 for this shot, but expends two points of ammunition.*

## EXTREME MANEOUVRES

Once per game a pilot can try to pull off an extreme manoeuvre, something out of the ordinary, pushing his aircraft beyond its limits. Only an Ace pilot may attempt an extreme manoeuvre – you've got to be good to pull off this kind of fancy flying!

When choosing manoeuvres write down a second manoeuvre after the first. When it comes to that aircraft's turn to move, it automatically makes the first manoeuvre as normal, then rolls a Pilot Skill test. If the test is passed the aircraft can make the second manoeuvre, otherwise it just completes its move as normal. The second manoeuvre is completed as normal, with height and speed changes, and can still cause an aircraft to stall. The aircraft's Thrust is not affected by making an extreme manoeuvre.

# ADVANCED RULE 3
# NIGHT FIGHTING & BAD WEATHER

Not all combat takes place in daylight or sunshine. Aircraft often have to operate at night or under the clouds in rain or mist.

Finding and hitting targets at night is a lot harder than in daylight. During night fighting, aircraft may only fire at targets at close and medium range. Firepower at medium range is halved. Firepower at close range remains the same.

In bad weather roll a D6, to sets the cloud level. Above this the normal firing rules apply, at this level or lower the night fighting rules above apply.

At the start of any game in which Night Fighting and Bad Weather will be used, roll a D6. On a 1-3 the weather is fine, use the normal rules. On 4-5 there is Bad Weather. On a 6 the game is a Night Fight.

# ADVANCED RULE 4
# TERRAIN HEIGHT

Terrain generally does not play much part in aerial combat, but some hills and mountains are tall enough to affect aircraft. Players may chose to use Terrain height. In this case, any hills may be designated an altitude level. A small hill might be level 1, medium hills might be as tall as level 3. Mountains can be up to level 7.

Aircraft must fly higher than a feature to pass over it, otherwise they will crash into the hillside and be destroyed.

Any ground defences sited upon these features can fire as high as the terrain height plus the weapon's altitude rating.

# SQUADRON LISTS

## PICKING A SQUADRON

Players use the Squadron lists to select their squadron before a game. Many of the scenarios in this book list the aircraft and ground defences available to each side, but also allow missions to be re-fought with other races. Players should choose a squadron up to the points value allowed.

Some scenarios restrict the availability of fighters, bombers and ground defences, whilst other scenarios allow players to pick freely. Players should write their squadron list down on a piece a paper before the battle, and each aircraft or ground defence chosen must be represented by the appropriate model.

### IMPERIAL NAVY SQUADRON

| Fighters | Points |
|---|---|
| Thunderbolt | 20 |
| with additional weapons load | +4 |
| Lightning | 16 |
| with additional weapons load | +4 |
| Lightning Strike | 16 |
| with additional weapons load | +4 |
| Valkyrie | 10 |
| with additional weapons load | +2 |
| upgrade Transport to Jump Troops | +5 |
| Vulture | 8 |
| with additional weapons load | +10 |
| Aquila Lander | 8 |
| Arvus Lighter | 4 |

| Bombers | Points |
|---|---|
| Marauder Bomber | 16 |
| with additional weapons load | +12 |
| Marauder Destroyer | 22 |
| with additional weapons load | +8 |

| Ground Defences | Points |
|---|---|
| Sabre AA platform | 4 |
| Hydra Flak platform/tank | 12 |
| Manticore AA missiles platform/tank | 16 |
| Heavy Flak gun | 12 |

### SPACE MARINE CHAPTER

| Bombers | Points |
|---|---|
| Thunderhawk gunship | 24 |
| with additional weapons load | +6 |
| upgrade Transport to Jump Troops | +15 |
| Thunderhawk transporter | 18 |
| with additional weapons load | +6 |

| Ground Defences | Points |
|---|---|
| Hyperios | 8 |

### TAU AIR CADRE

| Fighters | Points |
|---|---|
| Barracuda | 18 |
| with additional weapons load | +6 |

| Bombers | Points |
|---|---|
| Tiger Shark | 20 |
| Tiger Shark AX-1-0 | 16 |
| with additional weapons load | +6 |
| Orca | 16 |
| with additional weapons load | +6 |
| upgrade Transport to Jump Troops | +10 |
| Manta | 96 |
| with additional weapons load | +14 |

| Ground Defences | Points |
|---|---|
| Sky Ray | 12 |

### ORK AIR WAAAGH!

| Fighters | Points |
|---|---|
| Fighta | 14 |
| with additional weapons load | +2 |
| Fighta-Bommer | 16 |
| with additional weapons load | +6 |

| Ground Defences | Points |
|---|---|
| Flak Wagon | 8 |
| 'eavy Flak Kannon | 10 |

### ELDAR SKY HOST

| Fighters | Points |
|---|---|
| Nightwing | 28 |
| Phoenix | 30 |

| Bombers | Points |
|---|---|
| Vampire Raider | 24 |
| upgrade Transport to Jump Troops | +15 |
| Vampire Hunter | 22 |

| Ground Defence | Points |
|---|---|
| Firestorm | 9 |

### CHAOS RAIDERS

| Fighters | Points |
|---|---|
| Hell Blade | 12 |

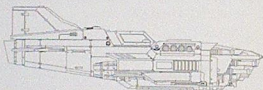| Bombers | Points |
|---|---|
| Hell Talon | 24 |
| with additional weapons load | +4 |

# AIRCRAFT DATA SHEETS

Aircraft data sheets give you all the information you need to know about each aircraft to use it in games of Aeronautica Imperialis. Each data sheet lists how many hits an aircraft has, how manoeuvrable it is, how many troops it can carry, maximum and minimum speeds, etc, as well as standard weapons, and any additional weapon loads available for different missions.

You will regularly need to refer to the datasheets during games to check on firepower rating and such like. In order to speed up play, players might consider photocopying the datasheets and keeping the relevent datasheets close at hand during a game, this will cut down the amount of time spent referring to the rule book whilst a game is in progress. Quick reference sheets are also provided in the appendix of this book.

Data sheets are also included for ground defences. These are a repeat of the statistic given on page 15, but include a line drawing so players will be able to tell what these ground defences look like, and thus use the appropriate models.

Listed here are all the aircraft currently available as models from Forge World. In the future we may expand the range of aircraft available, and in turn we will also create new data sheets for any new models. These data sheets will be made available via the Forge World website or in future Aeronautica Imperialis gaming supplements.

# IMPERIAL NAVY SQUADRON



### THUNDERBOLT

| | |
|---|---|
| TYPE: Fighter | MANOEUVRE: High |
| HITS: 2 | MAX SPEED: 6 |
| TRANSPORT: 0 | MIN SPEED: 2 |
| | MAX ALTITUDE: 9 (rocket booster) |
| | THRUST: 2 |

## WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Quad Autocannons | Front | 4-6-0 | 4+ | 4 | |
| 2. Twin Lascannons | Front | 0-1-1 | 2+ | 3 | extra damage 6 |

## ADDITIONAL WEAPONS
A Thunderbolt may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| 4. Skystrike missiles | Front | 0-1-2 | 3+ | 1 | aerial attack, extra damage 6 |
| **Weapons Load 2** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 2 | ground attack, extra damage 6 |
| **Weapons Load 3** | | | | | |
| 3. Bombs | Rear | 4-0-0 | 2+ | 1 | ground attack, extra damage 6 |
| **Weapons Load 4** | | | | | |
| 3. Skystrike missiles | Front | 0-1-2 | 3+ | 2 | aerial attack, extra damage 6 |

**Special Rules: Durable.** If the Thunderbolt takes a second hit then it may roll a D6. On a 6 the hit is ignored and the aircraft continues with one hit still remaining

# LIGHTNING

| | |
|---|---|
| **TYPE:** Fighter | **MANOEUVRE:** Very High |
| **HITS:** 2 | **MAX SPEED:** 6 |
| **TRANSPORT:** 0 | **MIN SPEED:** 2 |
| | **MAX ALTITUDE:** 9 (rocket booster) |
| | **THRUST:** 2 |

## WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Autocannon | Front | 2-2-1 | 5+ | 6 | |
| 2. Twin Lascannons | Front | 0-1-1 | 2+ | 3 | extra damage 6 |

## ADDITIONAL WEAPONS
A Lightning may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| 4. Skystrike missiles | Front | 0-1-2 | 3+ | 1 | aerial attack, extra damage 6 |
| **Weapons Load 2** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 2 | ground attack, extra damage 6 |
| **Weapons Load 3** | | | | | |
| 3. Bombs | Rear | 4-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| **Weapons Load 4** | | | | | |
| 3. Skystrike missiles | Front | 0-1-2 | 3+ | 2 | aerial attack, extra damage 6 |

# LIGHTNING 'STRIKE'

| | |
|---|---|
| **TYPE:** Fighter | **MANOEUVRE:** Very High |
| **HITS:** 2 | **MAX SPEED:** 6 |
| **TRANSPORT:** 0 | **MIN SPEED:** 2 |
| | **MAX ALTITUDE:** 9 (rocket booster) |
| | **THRUST:** 2 |

## WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Hellstrike | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| 2. Twin Lascannons | Front | 0-1-1 | 2+ | 3 | extra damage 6 |

## ADDITIONAL WEAPONS
A Lightning may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| 4. Skystrike missiles | Front | 0-1-2 | 3+ | 1 | aerial attack, extra damage 6 |
| **Weapons Load 2** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 2 | ground attack, extra damage 6 |
| **Weapons Load 3** | | | | | |
| 3. Bombs | Rear | 4-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| **Weapons Load 4** | | | | | |
| 3. Skystrike missiles | Front | 0-1-2 | 3+ | 2 | aerial attack, extra damage 6 |

## VALKYRIE
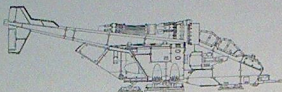
| | | | | |
|---|---|---|---|---|
| **TYPE:** Fighter | | **MANOEUVRE:** Very High | | |
| **HITS:** 2 | | **MAX SPEED:** 3 | | |
| **TRANSPORT:** 2 | | **MIN SPEED:** 0 | | |
| | | **MAX ALTITUDE:** 7 | | |
| | | **THRUST:** 1 | | |

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Multi-laser | Front | 3-2-0 | 5+ | 5 | |
| 2. Heavy Bolters | All round, down | 3-2-0 | 6+ | 5 | ground attack |

### ADDITIONAL WEAPONS

A Valkyrie may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| **Weapons Load 2** | | | | | |
| 3. Rocket Pods | Rear | 6-4-0 | 6+ | 2 | ground attack |

## VULTURE

| | | | | |
|---|---|---|---|---|
| **TYPE:** Fighter | | **MANOEUVRE:** Very High | | |
| **HITS:** 2 | | **MAX SPEED:** 3 | | |
| **TRANSPORT:** 0 | | **MIN SPEED:** 0 | | |
| | | **MAX ALTITUDE:** 7 | | |
| | | **THRUST:** 1 | | |

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Heavy Bolter | Front | 3-2-0 | 6+ | 3 | |

### ADDITIONAL WEAPONS

A Vulture may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 2. Autocannons | Front | 2-3-0 | 4+ | 4 | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| **Weapons Load 2** | | | | | |
| 2. Missile Launcher | Front | 2-2-2 | 3+ | 4 | ground attack |
| 3. Rocket Pods | Front | 6-4-0 | 6+ | 2 | ground attack |
| **Weapons Load 3** | | | | | |
| 2. Lascannons | Front | 0-1-1 | 2+ | 3 | ground attack, extra damage 6 |
| 3. Bombs | Rear | 6-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| **Weapons Load 4** | | | | | |
| 2. Multi-lasers | Front | 3-2-0 | 4+ | 5 | |
| 3. Rocket Pods | Front | 6-4-0 | 6+ | 2 | ground attack |
| **Weapons Load 5** | | | | | |
| 2. Rocket Pods | Front | 6-4-0 | 6+ | 2 | ground attack |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 1 | ground attack, extra damage 6 |
| **Weapons Load 6** | | | | | |
| 2. Autocannons | Front | 2-3-0 | 4+ | 4 | |
| 3. Hunter-killer missiles | Front | 2-2-2 | 4+ | 3 | ground attack |

## MARAUDER

**TYPE:** Bomber
**HITS:** 4
**TRANSPORT:** 0

**MANOEUVRE:** Low
**MAX SPEED:** 5
**MIN SPEED:** 2
**MAX ALTITUDE:** 9
**THRUST:** 1

### WEAPONRY

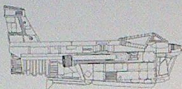| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Lascannons | Front | 0-1-1 | 2+ | 3 | extra damage 6 |
| Dorsal turret | All round, up | 3-2-0 | 5+ | ul | |
| Rear turret | Rear | 3-2-0 | 5+ | ul | |
| 2. Bomb bay | Rear | 12-0-0 | 2+ | 1 | ground attack, extra damage 5+ |

### ADDITIONAL WEAPONS

A Marauder may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 3. Wing bombs | Rear | 12-0-0 | 2+ | 1 | ground attack, extra damage 5+ |

**Special Rules: Bomber.** The Marauder may not make Strafing Runs.

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## MARAUDER DESTROYER
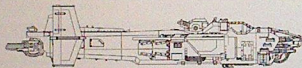
**TYPE:** Bomber
**HITS:** 4
**TRANSPORT:** 0

**MANOEUVRE:** Low
**MAX SPEED:** 5
**MIN SPEED:** 2
**MAX ALTITUDE:** 9
**THRUST:** 1

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Autocannons | Front | 6-9-0 | 4+ | 2 | ground attack |
| Dorsal turret | All round, up | 3-2-0 | 5+ | ul | |
| Rear turret | Rear | 6-3-0 | 5+ | ul | |
| 2. Bomb bay | Rear | 6-0-0 | 2+ | 1 | ground attack, extra damage 5+ |

### ADDITIONAL WEAPONS

A Marauder may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 3. Wing bombs | Rear | 8-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| **Weapons Load 2** | | | | | |
| 3. Hellstrike missiles | Front | 4-4-4 | 3+ | 2 | ground attack, extra damage 6 |

## AQUILA LANDER
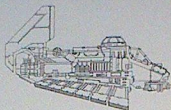
**TYPE:** Fighter
**HITS:** 2
**TRANSPORT:** 1

**MANOEUVRE:** High
**MAX SPEED:** 5
**MIN SPEED:** 1
**MAX ALTITUDE:** 9 (rocket boosters)
**THRUST:** 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Heavy Bolter | Front | 3-2-0 | 6+ | 3 | |

## ARVUS LIGHTER
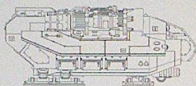
**TYPE:** Fighter
**HITS:** 2
**TRANSPORT:** 1

**MANOEUVRE:** Low
**MAX SPEED:** 4
**MIN SPEED:** 1
**MAX ALTITUDE:** 9 (rocket boosters)
**THRUST:** 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| None | | | | | |

## HYDRA

| FIRE ARC | ALTITUDE | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| All round | +3 | 6-4-2 | 4+ | ul | – |

## MANTICORE
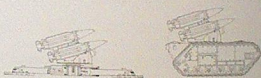
| FIRE ARC | ALTITUDE | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| All round | +8 | 1-1-1 | 2+ | 4 | extra 5+ |

## SABRE WEAPONS PLATFORM

| FIRE ARC | ALTITUDE | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| Autocannons | | | | | |
| All round | +1 | 4-2-0 | 4+ | ul | – |
| Heavy Bolters | | | | | |
| All round | +1 | 6-3-0 | 5+ | ul | – |
| Heavy Stubbers | | | | | |
| All round | +1 | 12-6-0 | 6+ | ul | – |

## HEAVY FLAK GUN

| FIRE ARC | ALTITUDE | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| All round | +6 | 1-2-3 | 2+ | ul | extra 6 |

# SPACE MARINE CHAPTER

## THUNDERHAWK GUNSHIP
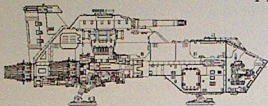
TYPE: Bomber    MANOEUVRE: Low
HITS: 6    MAX SPEED: 6
TRANSPORT: 6    MIN SPEED: 2
MAX ALTITUDE: 9 (rocket boosters)
THRUST: 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Quad heavy bolters | Front | 6-4-0 | 5+ | 3 | |
| 2. Quad heavy bolters | All round, down | 6-4-0 | 5+ | 3 | |
| 3. Lascannons | Front | 0-1-1 | 2+ | 5 | ground attack, extra damage 6 |
| Turbo laser | Front | 0-1-1 | 2+ | ul | ground attack, extra damage 3+ |

### ADDITIONAL WEAPONS

A Thunderhawk may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 4. Wing bombs | Rear | 6-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| **Weapons Load 2** | | | | | |
| 4. Hellstrike missiles | Front | 2-2-2 | 3+ | 3 | ground attack, extra damage 6 |

## THUNDERHAWK TRANSPORTER
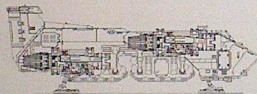
TYPE: Bomber    MANOEUVRE: Low
HITS: 6    MAX SPEED: 6
TRANSPORT: 4    MIN SPEED: 2
MAX ALTITUDE: 9 (rocket boosters)
THRUST: 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Quad heavy bolters | All round, down | 6-4-0 | 5+ | 3 | |
| 2. Quad heavy bolters | All round, down | 6-4-0 | 5+ | 3 | |

### ADDITIONAL WEAPONS

A Thunderhawk Transporter may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 3. Wing bombs | Rear | 6-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| **Weapons Load 2** | | | | | |
| 3. Hellstrike missiles | Front | 2-2-2 | 3+ | 3 | ground attack, extra damage 6 |

# ORK AIR WAAAGH!

## FIGHTA

| | | | | | | |
|---|---|---|---|---|---|---|
| TYPE: Fighter | | | MANOEUVRE: High | | | |
| HITS: 2 | | | MAX SPEED: 7 | | | |
| TRANSPORT: 0 | | | MIN SPEED: 3 | | | |
| | | | MAX ALTITUDE: 8 | | | |
| | | | THRUST: 1 | | | |

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Quad Big Shootas | Front | 8-4-0 | 5+ | 5 | |

### ADDITIONAL WEAPONS

A Fighta may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| Weapons Load 1 | | | | | |
| 2. Rokkits | Front | 0-2-1 | 3+ | 1 | |
| Weapons Load 2 | | | | | |
| 2. Bombs | Rear | 2-0-0 | 2+ | 1 | ground attack, extra damage 5+ |

## FIGHTA-BOMMER
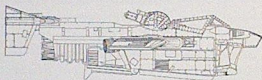
| | | | | | | |
|---|---|---|---|---|---|---|
| TYPE: Fighter | | | MANOEUVRE: High | | | |
| HITS: 2 | | | MAX SPEED: 6 | | | |
| TRANSPORT: 0 | | | MIN SPEED: 2 | | | |
| | | | MAX ALTITUDE: 8 | | | |
| | | | THRUST: 1 | | | |

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Quad Big Shootas | Front | 8-4-0 | 5+ | 5 | |
| 2. Turret Big Shootas | Rear, up | 4-2-0 | 5+ | 3 | |

### ADDITIONAL WEAPONS

A Fighta-Bommer may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| Weapons Load 1 | | | | | |
| 3. Rokkits | Front | 0-2-1 | 3+ | 1 | |
| 4. Bombs | Rear | 4-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| Weapons Load 2 | | | | | |
| 3. Bombs | Rear | 6-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| Weapons Load 3 | | | | | |
| 3. Bombs | Rear | 2-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
| 4. Grot Bombs | Front | - | - | 2 | see Grot Bombs |

## FLAK WAGON
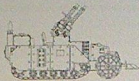


| FIRE ARC | ALTITUDE | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|----------|----------|-----------|--------|------|---------|
| All round | +2 | 8-4-0 | 5+ | ul | |

## 'EAVY FLAK KANNON



| FIRE ARC | ALTITUDE | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|----------|----------|-----------|--------|------|---------|
| All round | +6 | 1-2-3 | 3+ | ul | extra 6 |

## GROT BOMB



| | |
|---|---|
| **TYPE:** Fighter | **MANOEUVRE:** High |
| **HITS:** 1 | **MAX SPEED:** 9 |
| **TRANSPORT:** 0 | **MIN SPEED:** 3 |
| | **MAX ALTITUDE:** 7 |
| | **THRUST:** 3 |

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|--------|----------|-----------|--------|------|---------|
| Grot Bomb | - | 1 | 2+ | 1 | extra damage 5+ |

**GROT BOMB POSITIONING**
*Place in contact with Fighta-bommer as shown, at same speed and altitude. They move independantly next turn.*



### SPECIAL RULES

Grot bombs are small rocket powered missiles guided by Gretchin pilots. They are fired in the Firing phase like other weapons. When fired, place the Grot Bomb model base in contact with the Fighta-bommer's base, facing the same direction. A Fighta-bommer may fire one or two Grot Bombs in a turn. The Grot bomb starts at the same altitude and speed as the aircraft that launched it. In the next Movement phase the Grot bombs can fly independently of the Fighta-bommer.

Grot Bombs fly using the normal aircraft rules, choosing a Manoeuvre card like all other aircraft. If, in the Firing phase, a Grot bomb is within 3" of an enemy aircraft and on the same altitude level, it may attempt to collide with the enemy. The Grot Bomb rolls to hit, needing a 5+. If it hits, roll for damage as normal. Remove the Grot Bomb from play. If it misses leave the Grot Bomb in place and it continues to fly next turn.

After playing 3 Manoeuvre cards the Grot Bomb runs out of fuel and crashes to the ground. Afer three turns remove it from play in the End phase. Any Grot Bombs which are destroyed (but not by self-detonation), are worth 6 Victory points.

# TAU AIR CADRE

## BARRACUDA

**TYPE:** Fighter  **MANOEUVRE:** High
**HITS:** 2  **MAX SPEED:** 6
**TRANSPORT:** 0  **MIN SPEED:** 1
  **MAX ALTITUDE:** 9
  **THRUST:** 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Ion cannon | Front | 3-2-1 | 4+ | 4 | |
| 2. Missile pods | Front | 2-2-0 | 3+ | 3 | |
| 3. Drone burst cannons | All round, down | 4-0-0 | 6+ | 3 | |

### ADDITIONAL WEAPONS

A Barracuda may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 4. Seeker missile | All round | 1-1-1 | 3+ | 4* | ground attack, extra damage 6 |

## MANTA

**TYPE:** Bomber  **MANOEUVRE:** Low
**HITS:** 14  **MAX SPEED:** 7
**TRANSPORT:** 20  **MIN SPEED:** 0
  **MAX ALTITUDE:** 9 (rocket bosters)
  **THRUST:** 1

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Burst cannons | All round, up | 16-8-0 | 6+ | 6 | |
| 2. Burst cannons | All round, down | 16-8-0 | 6+ | 6 | |
| 3. Missile pods | Front | 2-2-0 | 3+ | 6 | |
| 4. Ion cannon battery | Front | 6-3-1 | 3+ | 5 | |
| 5. Ion cannon battery | Front | 6-3-1 | 3+ | 6 | |
| 6. Railguns | Front | 2-2-2 | 2+ | 6 | ground attack, extra damage 4+ |

### ADDITIONAL WEAPONS

A Manta may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| **Weapons Load 1** | | | | | |
| 7. Seeker missile | Front | 1-1-1 | 3+ | 10* | extra damage 6 |

---

**\* Seeker Missiles.** A Tau aircraft may fire up to its ammunition limit in Seeker missiles in a turn. Roll to hit for each missile fired. Once all the missiles have been fired it may not fire again. Some Seeker missiles are ground attack only weapons. It is assumed Tau forces on the ground are marking targets for the aircraft to attack. Those Seeker missiles that are not ground attack only have their own markerlight systems and may target enemy aircraft or ground targets as normal. They may engage a different target to other weapons with the same fire arc.

## TIGER SHARK

| | | | | | |
|---|---|---|---|---|---|
| TYPE: Bomber | | | MANOEUVRE: Low | | |
| HITS: 4 | | | MAX SPEED: 6 | | |
| TRANSPORT: 2 | | | MIN SPEED: 1 | | |
| (Jump Troops) | | | MAX ALTITUDE: 9 | | |
| | | | THRUST: 1 | | |

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Ion cannon | Front | 3-2-1 | 3+ | 5 | |
| 2. Missile pods | Front | 2-2-0 | 3+ | 3 | |
| 3. Drone burst cannons | All round, down | 4-0-0 | 6+ | 4 | |

## TIGER SHARK AX-1-0

| | | | | | |
|---|---|---|---|---|---|
| TYPE: Bomber | | | MANOEUVRE: Low | | |
| HITS: 4 | | | MAX SPEED: 6 | | |
| TRANSPORT: 0 | | | MIN SPEED: 1 | | |
| | | | MAX ALTITUDE: 9 | | |
| | | | THRUST: 1 | | |

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Rail gun | Front | 2-2-2 | 2+ | 3 | ground attack, extra damage 4+ |
| 2. Missile pods | Front | 2-2-0 | 3+ | 3 | |
| 3. Drone burst cannons | All round, down | 4-0-0 | 6+ | 4 | |

### ADDITIONAL WEAPONS

An AX-1-0 may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| Weapons Load 1 | | | | | |
| 4. Seeker missile | Front | 1-1-1 | 3+ | 6* | extra damage 6 |

## ORCA
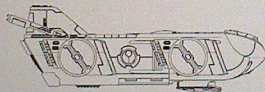
| | | | | | |
|---|---|---|---|---|---|
| TYPE: Bomber | | | MANOEUVRE: Low | | |
| HITS: 4 | | | MAX SPEED: 5 | | |
| TRANSPORT: 4 | | | MIN SPEED: 0 | | |
| | | | MAX ALTITUDE: 9 (rocket boosters) | | |
| | | | THRUST: 2 | | |

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1.Burst cannons | All round, down | 4-2-0 | 6+ | 3 | |
| 2. Missile pod | All round, down | 2-2-0 | 4+ | 2 | |

### ADDITIONAL WEAPONS

An Orca may be armed with an additional weapons load.

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| Weapons Load 1 | | | | | |
| 3. Seeker missile | All round | 1-1-1 | 3+ | 4* | ground attack, extra damage 6 |

# ELDAR SKY HOST

## NIGHTWING

TYPE: Fighter    MANOEUVRE: Very High

HITS: 2    MAX SPEED: 9

TRANSPORT: 0    MIN SPEED: 2

MAX ALTITUDE: 9

THRUST: 3

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Shuriken cannons | Front | 6-3-0 | 5+ | 5 | |
| 2. Brightlance | Front | 1-1-0 | 2+ | 4 | extra damage 6 |

**Special Rules: Eldar Field.** The Nightwing's protective holo-field gives it a 5+ save against all damage it receives.

## PHOENIX

TYPE: Fighter    MANOEUVRE: Very High

HITS: 2    MAX SPEED: 7

TRANSPORT: 0    MIN SPEED: 2

MAX ALTITUDE: 9

THRUST: 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Shuriken cannons | Front | 6-3-0 | 5+ | 5 | |
| 2. Brightlance | Front | 1-1-0 | 2+ | 4 | extra damage 6 |
| 3. Missile launcher | Front | 4-3-0 | 3+ | 4 | ground attack |

**Special Rules: Eldar Field.** The Phoenix's protective holo-field gives it a 5+ save against all damage it receives.

## VAMPIRE RAIDER

TYPE: Bomber    MANOEUVRE: High

HITS: 4    MAX SPEED: 7

TRANSPORT: 6    MIN SPEED: 2

MAX ALTITUDE: 9 (rocket booster)

THRUST: 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Scatter laser | Front | 6-3-0 | 6+ | 5 | |
| 2. Pulse laser | Front | 2-2-2 | 2+ | 4 | extra damage 5+ |

**Special Rules: Eldar Field.** The Vampire's protective holo-field gives it a 5+ save against all damage it receives.
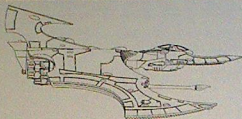
## VAMPIRE HUNTER



**TYPE:** Bomber
**HITS:** 4
**TRANSPORT:** 0

**MANOEUVRE:** High
**MAX SPEED:** 7
**MIN SPEED:** 2
**MAX ALTITUDE:** 9 (rocket booster)
**THRUST:** 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Scatter laser | Front | 6-3-0 | 6+ | 6 | |
| 2. Pulsars | Front | 3-2-1 | 2+ | 4 | extra damage 4+ |
| 2. Missile launcher | Front | 4-3-0 | 3+ | 4 | ground attack |

**Special Rules: Eldar Field.** The Vampire's protective holo-field gives it a 5+ save against all damage it receives.

## FIRE STORM



| FIRE ARC | ALTITUDE | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| All round | +3 | 9-6-3 | 5+ | ul | |
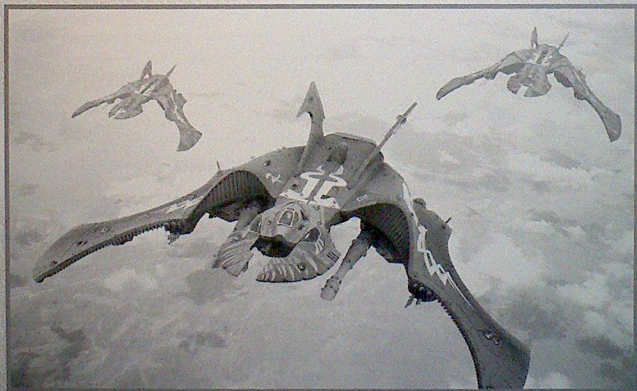
# CHAOS RAIDERS

## HELL BLADE



**TYPE:** Fighter    **MANOEUVRE:** Very High
**HITS:** 1    **MAX SPEED:** 8
**TRANSPORT:** 0    **MIN SPEED:** 3
   **MAX ALTITUDE:** 9
   **THRUST:** 3

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Quad Autocannons | Front | 4-6-0 | 4+ | 4 | |

## HELL TALON



**TYPE:** Bomber    **MANOEUVRE:** High
**HITS:** 3    **MAX SPEED:** 7
**TRANSPORT:** 0    **MIN SPEED:** 3
   **MAX ALTITUDE:** 9
   **THRUST:** 2

### WEAPONRY

| WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 1. Autocannon | Front | 2-3-0 | 5+ | 4 | |
| 2. Lascannons | Front | 0-1-1 | 2+ | 3 | extra damage 6 |

### ADDITIONAL WEAPONS

A Hell Talon may be armed with an additional weapons load

| WEAPON Weapons Load 1 | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|
| 3. Bombs | Rear | 4-0-0 | 2+ | 1 | ground attack, extra damage 5+ |
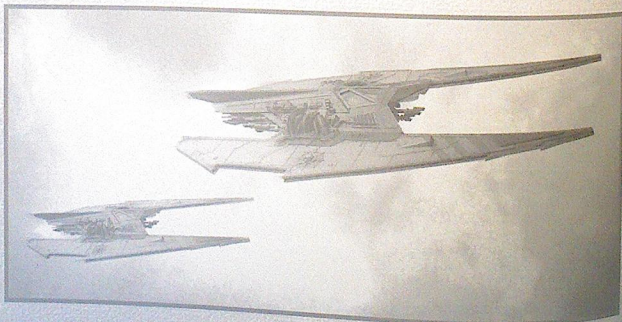
# IMPERIAL
# NAVY
# AIRCRAFT

# THUNDERBOLT



## BACKGROUND

The Thunderbolt is the Imperium's frontline, single-seater, heavy fighter. It is the main-stay of Imperial Navy Fighter wings, a very tough, well-armed, versatile aircraft, with good top speed and manoeuvrability, powerful nose mounted armaments and wing hard points for additional missiles or bombs. It is well liked by its pilots, and has provided good service to the Imperial Navy for many centuries.

Durable and dependable in a fight, the Thunderbolt's main role is as an air superiority fighter, to seek and engage enemy aircraft in dogfights or hunting down enemy bombers to establish air superiority over the battlefield. One of the Thunderbolt's greatest strength is its versatility; with good performance as a high altitude escort fighter or a low level fighter bomber, as a night fighter or even as a reconnaissance aircraft. It is commonly used in all these roles.

The Thunderbolt's wing hard points can carry up to four bombs, air-to-surface Hellstrike missiles or, for intercepting enemy aircraft, Skystrike air to air missiles. A Thunderbolt can also be equipped with under-wing fuel tanks to increase the aircraft's range, but as the Thunderbolt already has a long range for a single-seater fighter this modification is not often required.

Quad nose-mounted autocannons and twin-linked lascannons give the Thunderbolt a reputation for ferocious firepower. The lascannons are mainly used in a ground attack role to engage enemy vehicles, whilst the autocannons are the weapons of choice for dog fighting and strafing enemy infantry.

As well as its twin jet engines, the Thunderbolt is also equipped with a rocket booster. This can be engaged to give the fighter limited operational capability in space. This is only used for transport and deployment, not for combat, and Thunderbolts are not true 'star-fighters', this role is left to Imperial Furies. The rocket engine allows a Thunderbolt to deploy from a spaceship in low planetary orbit into the atmosphere, and can be engaged once the aircraft has reached its atmospheric ceiling to boost the fighter back to the waiting mothership.

## SPECIFICATIONS

**Type:** Multi-role heavy fighter/interceptor.

**Powerplant:** Twin F122v afterburning turbofans.

**Performance:** Maximum speed 2200kph (1375mph) at 5,000 feet, cruising speed 1200kph (750 mph), range 12,000km approx.

**Weight:** 14 tonnes (empty).

**Dimensions:** Wingspan 16.06m, length 14.2m; height 3.5m (with landing gear down).

**Armament:** Four nose-mounted autocannons, two nose-mounted lascannons, four under-wing hardpoints.
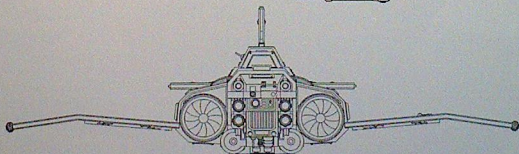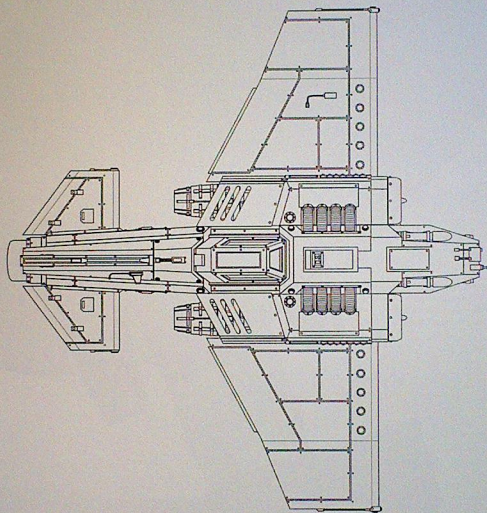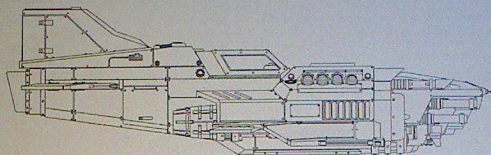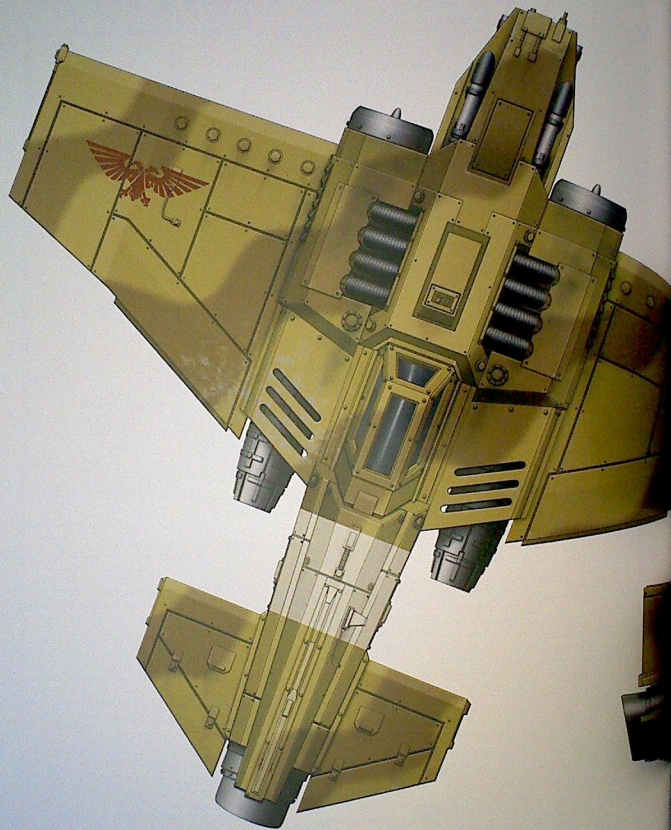
# THUNDERBOLT FIGHTER

The standard equipment of most Imperial Navy fighter wings, the Thunderbolt is a rugged, versatile and brutal fighting machine, well suited to warfare in a wide variety of different environments.

It carries massive firepower in its nose, which can be augmented with more weapons on the under-wing hardpoints, usually a bomb load or missiles, depending on the mission. Additional fuel tanks can also be mounted for increased range on escort missions.

It is capable of being deployed for a variety of missions; as a fighter-interceptor, as an escort fighter, as a ground attack fighter-bomber or even on long-range reconniassance missions, the Thunderbolt can handle just about anything the enemy can throw at it.

The aircraft shown here is a Cypra-Mundi pattern Thunderbolt allocated to 18th Fighter Group, 477th Fighter Wing on Ceres IV, seen here during fighting against rebel forces in the planet's and lowlands. This is the 7th aircraft of the wing's 3rd squadron. The pilot has added shark's grin nose art, a non-standard addition to the officially approved Imperial eagles on the wing and fuselage. No doubt, all have been added to seek the blessing of the Emperor, and thus his protection, in battle.

Unofficial nose art, added for morale purposes and often overlooked by wing commanders.
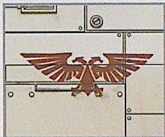
The Imperial eagle pronounces loyalty and faith in the Emperor. In this case it is stencilled onto a white identification stripe.

Thunderbolt of 442nd Imperial Navy Fighter Wing. 7th aircraft of G squadron, supporting the Galan V Expedition Force.

Thunderbolt of 2188th Imperial Navy Fighter Wing. Deployed as part of the defence of Hammun's World against the Tyranids of Hivefleet Kraken.

Thunderbolt of 83rd Imperial Navy Fighter Wing. 201 is the aircraft of the squadron's second-in-command, shown here in the colours of Bellis XII campaign.

Thunderbolt of 680th Imperial Navy Fighter Wing. Part of the garrison force on Denkari Minoris against the Orks of the Great Tyrant of Jagga.

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# IMPERIAL NAVY THUNDERBOLT PILOT

*This is Wing-Sergeant Olic Koroman, second in command of 83rd Imperial Navy Fighter wing, 'Eagle' squadron. A veteran of seven campaigns, Koroman became an ace during the Balte Prime deployment where he scored six confirmed kills against the Orks of Waaagh! Ugskraga during the defence of Balte Alpha.*

He is armed with a las pistol, a standard side arm issued to all pilots should they be shot down over enemy territory. Many prefer not to carry this bulky weapon inside the cramped confines of the cockpit.

## 3. PRESSURE VEST

The pilot's pressure vest is worn to help alleviate the effects of high Gs whilst airborne. The vest contains pockets which self inflate when subjected to centrifugal forces. The additional pressure restricts the blood flow. Blood would naturally be pushed to the extremities of the body, so the vest helps force the blood to remain close to vital organs, such as the lungs and heart.

The vest is also a floatation aid. Should the pilot crash land or eject into water, it will keep him from sinking. It also adds another layer of thermal protection against the extreme cold of high altitude flying, or should the Thunderbolt be required to exit an atmosphere, where its rocket engines allows for limited manoeuvrability.

The vest bears the pilot's insignia. On his left breast he bears the Aeronautica Imperialis badge, which marks him as a pilot of the Imperial Navy. On his right shoulder he wears an embroidered Imperial Eagle, this shows he is a veteran pilot and ace. The left shoulder bears the 83rd fighter wing's badge.

The pressure vest also doubles as a survival vest with the front pouch containing a ration pack. The vest's durable construction means that it offers some protection against enemy fire.

## 4. FLIGHT SUIT

Underneath the pressure vest is the flight suit. It is made of flame retardant material with a thick, self-heating thermal lining. Flight suits are provided in a variety of colours, and there is little standardization amongst pilots. The suit has additional self-inflating pockets to assist the pressure vest. Its pockets contain other survival equipment, a compass, communicator and signal flares are standard issue.

A tactical map is carried in the right leg's map pocket, for easy reference when seated in the cockpit.

The flying boots are fur lined, and some advanced types also have small heating elements inside to prevent a pilot's toes from freezing during long high altitude flights.

## 5. LIFE SUPPORT UNIT

Wing Sergeant Koroman is carrying a replacement life support unit. This equipment box will fit behind the pilot's seat inside the cockpit. It is part of the Thunderbolt's oxygen supply system and is used for recycling the air. It contains an oxygen regulator and $CO_2$ scrubbers, used when the aircraft is operating outside of the atmosphere.

## 1. HELMET

The pilot's helmet is a Ryza pattern type IV flight helmet, with a photo-chromatic anti-flash visor and tactical display. The helmet is always worn with a leather inner helmet, which contains the helmet's secure comms receiver.

The helmet leads plug into the aircraft system controls for life support, tactical and targeting readouts for all the aircraft's weapons, as well as the aircraft's damage diagnosis system, all of which can be easily read on the inside of the visor. The aircraft also contains back-ups to these vital controls, should the helmet malfunction.

The helmet also contains internal pressure protection, to help negate the effects of high Gs when turning or accelerating hard, and helps prevent pilot black out.

Wing Sergeant Koroman has personalized his helmet with the addition of a hand painted Imperial Eagle, a common motif amongst pilots, worn as a symbol of faith and loyalty to the Emperor.

## 2. EQUIPMENT

The pilot carries a variety of equipment about his uniform. He has an oxygen mask, which affixes to the helmet and plugs into the aircraft's internal oxygen supply. The mask also contains his communications mike, so he can talk to other pilots in his squadron as well as ground controllers.

He wears a pressure gauge on the right side of his chest. This is part of the pressure suit and indicates how much pressure the pilot is experiencing (it is often difficult for a pilot to tell as the pressure vest compensates). Manipulating the gauge allows the pilot to change the settings of his pressure vest for different atmospheric conditions on different planets.

Pilot's standard issue side arm.
Accatran pattern, MkII heavy laspistol.

# LIGHTNING



## BACKGROUND

Following the Saint-Saen Crusade, which liberated twelve worlds in the Segmentum Obscurus, the STC patterns for the Lightning were recovered on Karnak II by Adeptus Mechanicus exploration teams. The plans were immediately placed in the hands of the Adeptus Mechanicus lords of Cypra Mundi. These ancient lords then sat in judgement, took readings of the Emperor's Tarot and the advice of their oldest and wisest technicians. The plans were cross referenced with the archives of Mars before deciding that the omens were favourable, and they could begin work on the fighter with the Machine God's favour. It took over half a millennia of research, trials, testing and devotions to the Machine God before the first Lightning saw service with Battlefleet Obscurus. After initial problems with the swept wing design were corrected, the fighter was given approved status and went into full production, supplying the fleet carriers and cruisers.

Slowly, the STC technology has been disseminated to two other major Naval centres at Bakka and Hydraphur, and Lightnings are now in service alongside the more common Thunderbolts in the fleets of Segmentum Tempestus and Segmentum Pacificus as well.

The fighter's main role is engaging enemy aircraft and establishing air superiority over the battlefield. Based on orbiting spaceships or on rapidly established forward air bases, squadrons of Lightnings fly patrols, intercept missions and supply fighter cover to Marauder bomber missions. Plummeting from orbit or scrambling from ground airfields, Lightnings are given licence to engage targets of opportunity on the ground should they identify an enemy threat. Although this is not their primary function, the addition of up to four Hellstrike air to surface missiles make the Lightning an effective ground attack aircraft.

The Lightning 'Strike' variant is actually the same aircraft as a Lightning, only with a different weapons fit. The ventral-mounted autocannon is removed to save weight, and missile racks added under the fuselage. Along with the wing hardpoints, this allows a Lightning Strike to carry up to six Hellstrike missiles. This weapons fit is only used on Lightnings that are in a dedicated ground attack role, with the primary mission of targeting enemy armour.

## SPECIFICATIONS

**Type:** Fighter/interceptor.

**Powerplant:** 2 x F100-XB afterburning turbofans.

**Performance:** Maximum speed 2400kph (1500mph) at 5,000 feet, cruising speed 1100kph (690mph); range 8,000 km approx.

**Weight:** 9.8 tonnes (empty).

**Dimensions:** Wingspan 13.75m; length 10.8m; height 3.4m (landing gear down).

**Armament:** Single ventral mounted autocannon, two wing tip mounted lascannons, four under-wing hardpoints.
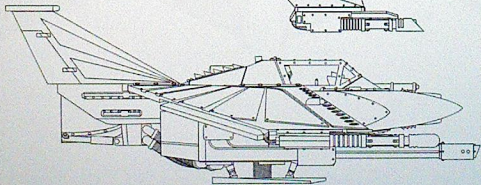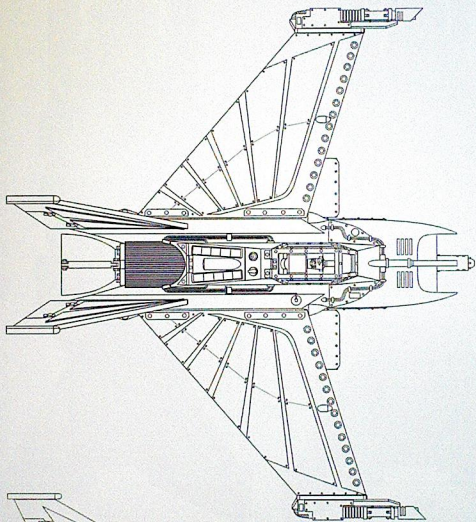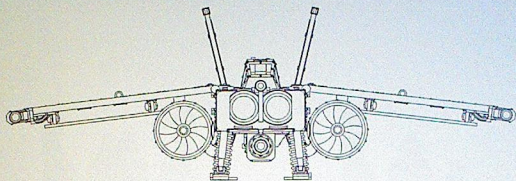
Lightning of the 3206th Fighter Wing. Stationed on the cruiser *Cardinal Demus*, part of Battlefleet Cadia.
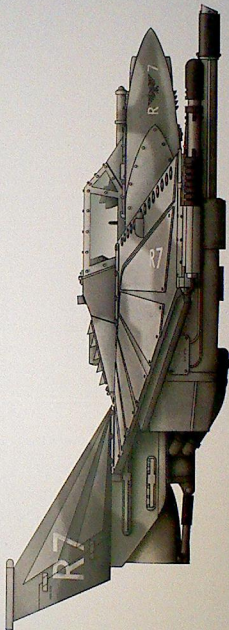
Lightning of the 787th Fighter Wing in disruptive camouflage pattern during the Zho-Khan Uprising.

Lightning of the 955th Fighter Wing. The distinctive pattern on the tail fin identifies this aircraft as belonging to wing commander and ace pilot, Erlich Zyko.

Lightning Strike variant of the 2872nd Fighter Wing. This aircraft provided ground attack support for the 8th Palladius Regiment during the Atria Wilderness campaign.

# VALKYRIE



## BACKGROUND

The Valkyrie airborne assault carrier is the aircraft issued to Imperial Navy tactical wings and airmobile Imperial Guard 'drop' infantry regiments. The Valkyrie provides rapid transport and support fire for a squad of up to 11 Storm Trooper or Drop Troops.

The Valkyrie utilises advanced vector engines for vertical take off and landings, giving it very high manoeuvrability and the ability to hover by directing the engine thrust through its wing exhausts. It is an atmospheric aircraft and cannot operate in the vacuum of space, although it can be sealed against hostile environments. The Valkyrie lacks the high top-speed of a true fighter aircraft, but its ability to hover means troops can land with great accuracy at their drop zone or on their objective. This can be done by a variety of methods. At low level, troops use rappel lines to slide down to the ground. From higher altitudes, drop troops jump using grav-chutes.

The Valkyrie is an advanced piece of hardware, containing many systems comparable with those found in Space Marine vehicles. Only a few Forge worlds can manufacture them, and all the Valkyries that are built are supplied to the Storm Troopers or 'Drop Troop' Imperial Guard regiments, such as those recruited from Elysia and Harakon.

As well as carrying troops, a Valkyrie can also be used to transport support equipment, such as Drop sentinels, Cyclops demolition vehicles and Tarantula sentry guns. When carrying heavy loads or travelling long distances, the Valkyrie must be equipped with the under-wing Hellstrike missiles but give the aircraft extra versatility and range as a heavy lifter.

Only the very best Imperial Navy pilots fly the Valkyrie. These pilots consider themselves an elite force in their own right. They are trained for dangerous insertion missions behind enemy lines, night flying and manoeuvring the aircraft in close confines and at very low altitudes. Each Valkyrie has a crew of four; a pilot, a co-pilot (who is also the weapons operator) and two door gunners to fire the heavy bolters, which provide valuable close support fire as the troops deploy.

## SPECIFICATIONS

**Type:** Airborne assault carrier

**Powerplant:** Twin F75-MV afterburning vector-turbojets.

**Performance:** Maximum speed 1100kph (690mph) at 5,000 feet; cruising speed 800kph (500 mph), range 2,000km approx.

**Weight:** 13 tonnes (empty).

**Dimensions:** Wingspan 18.9m, length 18.5m, height 4.8m.

**Armament:** Hull mounted lascannon (or multi-laser), two door-mounted heavy bolters, two under-wing hardpoints.

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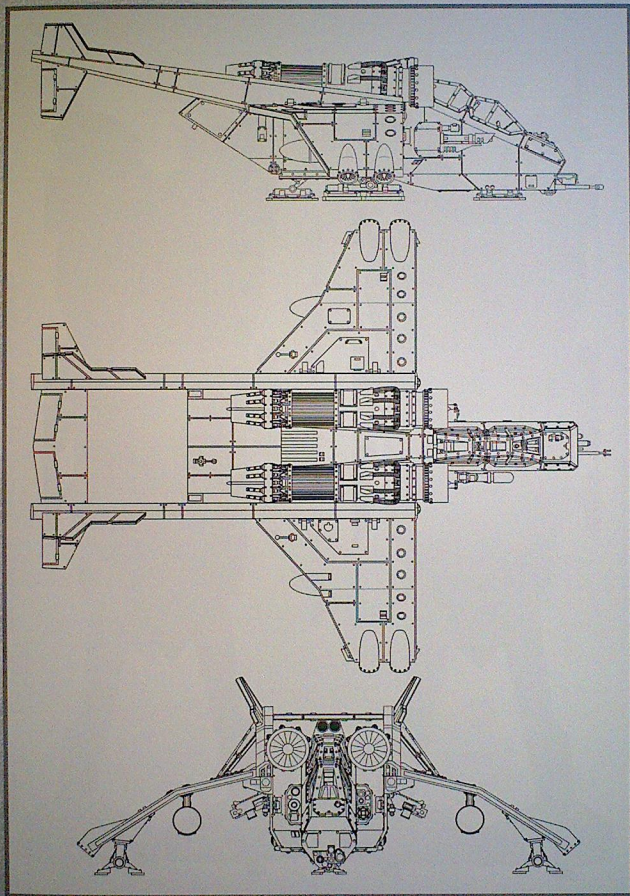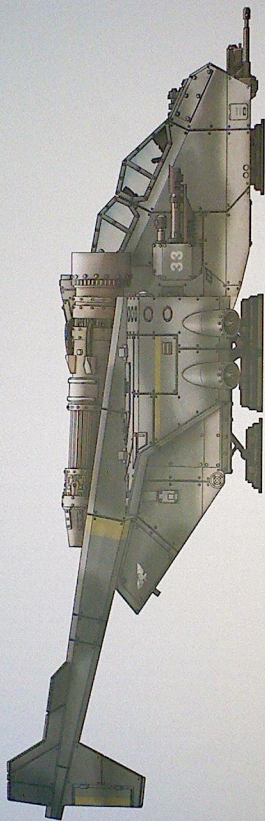
Valkyrie of 2nd Imperial Navy Tactical Wing. Operating on Cadia during the 13th Black Crusade.

Valkyrie of 23rd Elysian drop troop regiment, fighting Tau forces in the deserts of Taros.
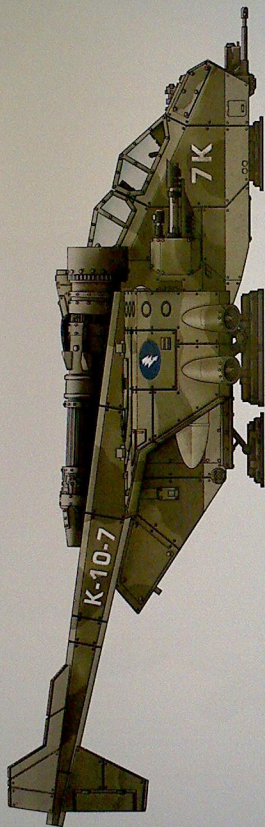
Valkyrie of the 206th Imperial Navy Tactical Wing, Tartarus extraction force, Armageddon Prime
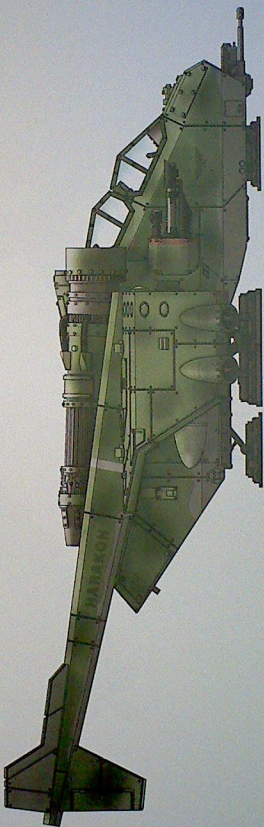
Valkyrie of 31st Harakonian Warhawks regiment, fighting Orks of Kogazz Ironbustz' warband on Balur Secundus.

# VALKYRIE AIRBORNE ASSAULT CARRIER

## VOSS PATTERN

1. Navigational antenna.
2. Main weapons sensor, multimode search and weapons guidance control. Also contains the IFF transponder.
3. Primary secure communications receiver and transmitter.
4. Extra armour plate protecting flight controls within.
5. Maintenance access hatch to flight control systems and sensor equipment.
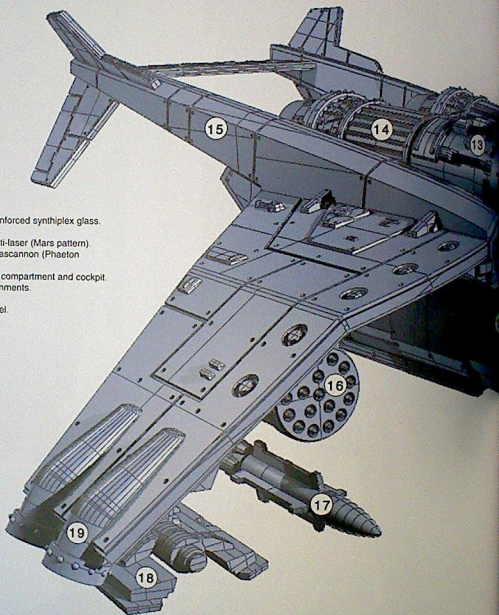
6. Pilot's cockpit canopy, reinforced synthiplex glass.
7. Co-pilot's cockpit canopy.
8. Hull weapons mount, multi-laser (Mars pattern).
9. Alternative hull weapon, lascannon (Phaeton pattern).
10. Air intakes for passenger compartment and cockpit. Sealable in hostile environments.
11. Engine air intake fan.
12. External door control panel.
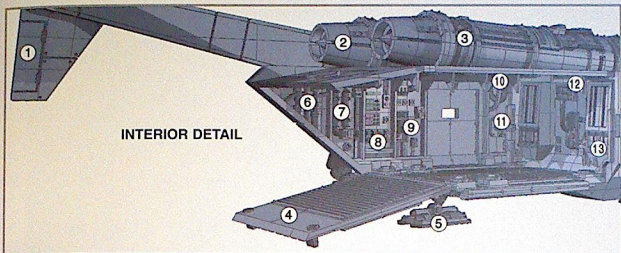
**INTERIOR DETAIL**

**Interior**

1. Tail fin elevator.
2. Engine nozzle.
3. Afterburner fuel lines.
4. Armoured rear ramp.
5. Rear landing foot (retractable).
6. Ramp hydraulics.
7. Interior oxygen supply bottles (for use in hostile environments).
8. Recharge cells for lasgun powerpacks and medikit.
9. Interior environment controls.
10. Heavy bolter ammunition feeds.
11. Heavy bolter on swivel mount for door gunner, stowage area (weapon not shown).
12. Maintenance control panel for avionics compartment.
13. Powerpack for hull weapon (adjustable for lascannon or multi-laser).
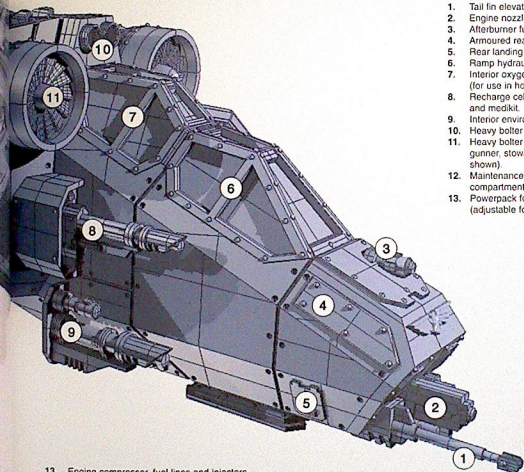
13. Engine compressor, fuel lines and injectors.
14. Engine combustion chamber and turbines.
15. Tail boom, contains avionics for tail fin control.
16. Under wing hard point weapons mount. Rocket pod (Voss Pattern).
17. Alternative weapon, Hellstrike missile (Mars Pattern).
18. Landing foot.
19. Engine vector nozzle for VTOL flight.

# VULTURE
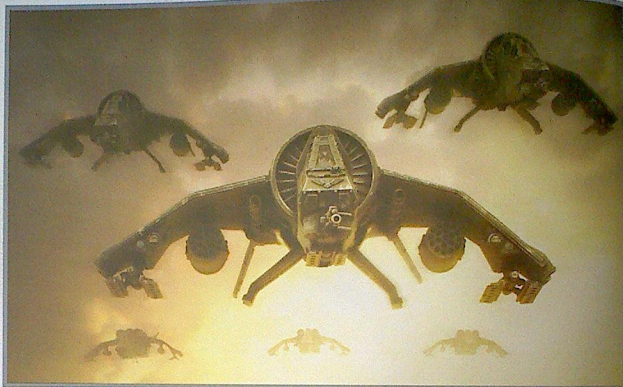


## BACKGROUND

The Vulture is closely related to the Valkyrie. Whilst the Valkyrie is a transport aircraft for carrying troops and equipment into the battle zone, the Vulture is a multi-role gunship, sacrificing the troop transport compartment in favour of a large weapons load.

Like the Valkyrie, it is far slower than a Lightning or Thunderbolt, but carries a far larger weapons payload for its size. Its ability to hover over the battlefield means it is always close to the action and in direct support of a ground battle.

Vultures usually fly in support of Valkyrie operations, providing heavy firepower as the airborne troops go in. A flight of Valkyries will generally be supported by a single Vulture. Its task is to engage the enemy with maximum firepower at the moment of insertion, when the infantry are at their most vulnerable.

Vultures also provide hard hitting firepower for lightly equipped drop troops regiments, who lack tank and artillery support. The Vulture's highly variable weapons configuration means it can fulfil any role the drop troops need it to, from anti-tank fire with its Hellstrike missiles, to strafing infantry with cannons and fragmentation rockets, to attacking a strongpoint with bombs and krak missiles.

A Vulture has two Imperial Navy crewmen, a pilot and a weapons operator, who aims and fires all the various weapon systems. What combination of weapons the Vulture actually carries depends upon what its mission is and the enemy it is likely to encounter.

For increased range, a Vulture can be fitted with external fuel tanks, and although this reduces the weapons payload, it does allow the Vulture to accompany Valkyries on long-range insertion operations.

Like the Valkyrie, the Vulture can hover in place, and is mobile enough to squeeze into small spaces, such as between buildings, for low level attack runs. It is flown as part of Imperial Navy Tactical wings just like its transport partner. The Vulture is an atmospheric aircraft, and cannot operate in the vacuum of space.

## SPECIFICATIONS

**Type:** Ground attack gunship.

**Powerplant:** Twin F200-KW4 afterburning vector turbojets.

**Performance:** Maximum speed 1100kph (690mph) at 5,000 feet; cruising speed 800kph (500mph); range 2,000km approx.

**Weight:** 9 tonnes (empty).

**Dimensions:** Wingspan 14.2m; length 19.2m; height 4.9m.

**Armament:** One nose-mounted heavy bolter, four under-wing hardpoints.
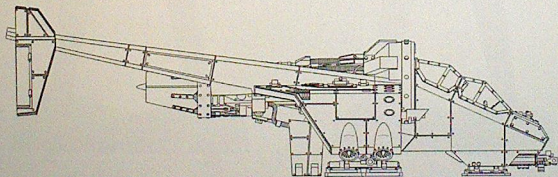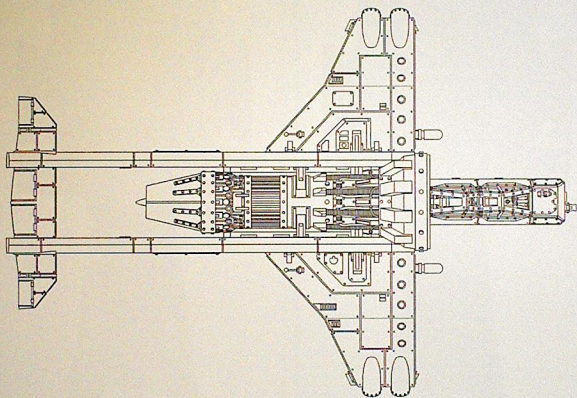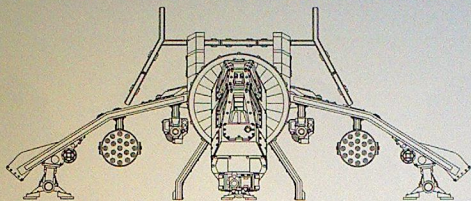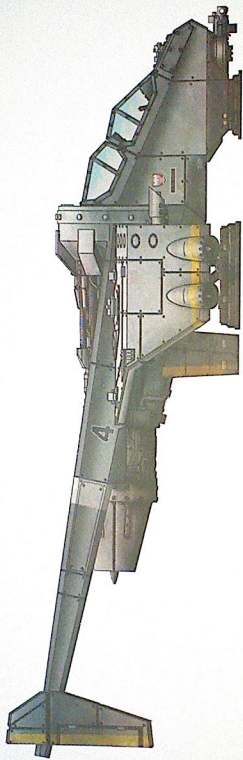
Vulture gunship of 2nd Imperial Navy Tactical Wing Operating on Cadia during the 13th Black Crusade.
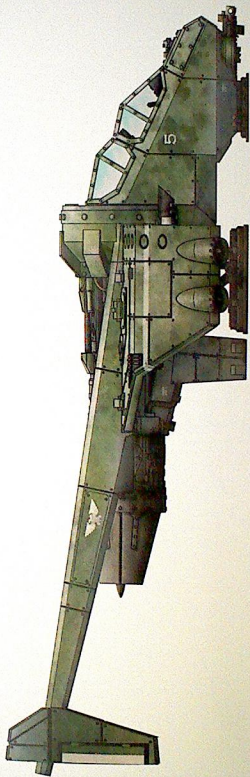
Vulture gunship of 99th Elysian Drop Troop regiment. Moran II drop force.

Vulture gunship of 544th Imperial Navy Tactical Wing. Deployed to the ocean world of Lyyr Primus.

Vulture gunship of 71st Imperial Navy Tactical Wing. Woodland camouflage scheme used during the Helion V campaign.

# AQUILA LANDER
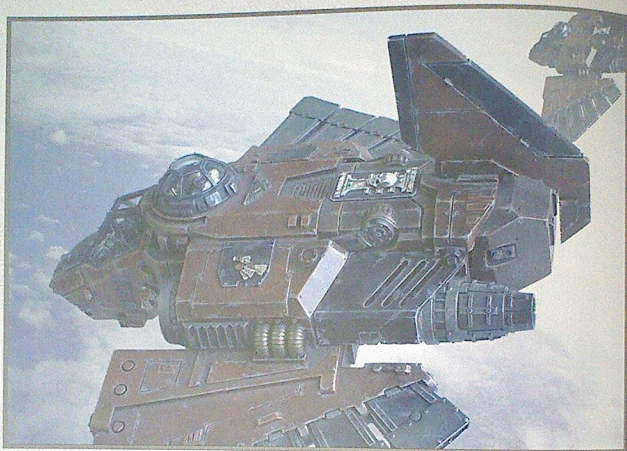


## BACKGROUND

The Aquila Lander is a light personnel shuttle, used by the Imperial Navy to transport dignitaries, officials and other important personnel from ship-to-ship or from orbit to a planet's surface. The Aquila is a common aircraft, used in both space and inside planetary atmospheres. They are carried by many Imperial Navy warships for routine transport and liaison duties, alongside their compliment of fighters and bombers. It is crewed by just a single pilot.

The Aquila is not a combat aircraft. Each lander is only armed with a chin-mounted heavy weapon for self-defence. Usually this is an autocannon, heavy bolter or multi-laser, although some Aquilas' do mount other weapons. By comparison with most aircraft, the Aquila is well armoured, this is for the protection of its important passengers.

The Aquila uses an unusual wing design. Its multiple independent engine vents form a distinctive 'wing-feather' appearance, from which the aircraft gets its name. In an atmosphere, these vents give the aircraft very good manoeuvrability, which is the aircraft's best defence if caught in air to air combat.

The transport compartment holds six men, enough for an official and a small retinue or bodyguard. The official is also provided with a command chair, including communication equipment. There is also an observation dome for the dignitary. On landing, the entire transport compartment lowers down to ground level to allow access.

Aquilas are just one of the many different auxiliary aircraft operated by the Imperial Navy for non-combat duties. As needed they will be used by Inquisitors, Adeptus Mechanicus, Administratum officials, Adeptus Arbites officers, Imperial Guard commanders and high ranking members of the Ecclesiarchy.

## SPECIFICATIONS

**Type:** Lander (personnel shuttle).

**Powerplant:** 2 x RX-40-08 rocket engines.

**Performance:** Maximum speed 1900 kph (1200 mph) at 5,000 feet, cruising speed 1100 kph (690 mph), range 24,000 km approx.

**Weight:** 42 tonnes (empty).

**Dimensions:** Wingspan 21.45 m, length 11.8m, height 8.1m.

**Armament:** Chin turret mounted autocannon, heavy bolter or multi-laser.
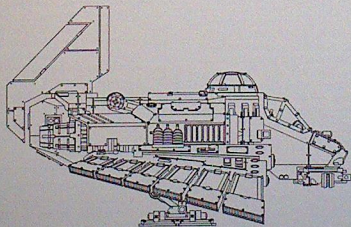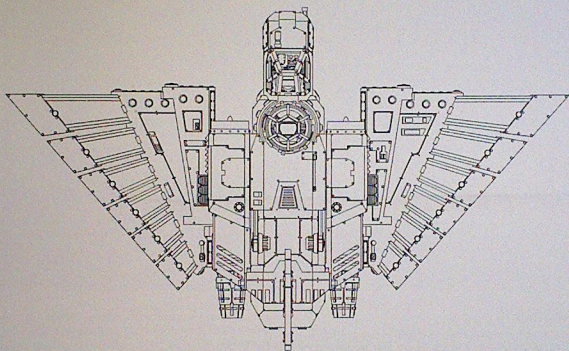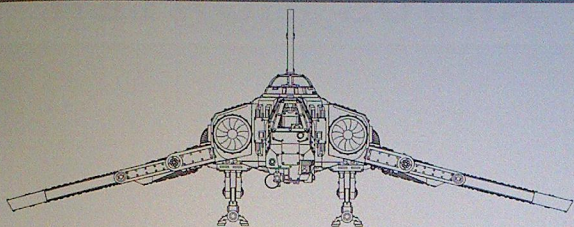
# ARVUS LIGHTER
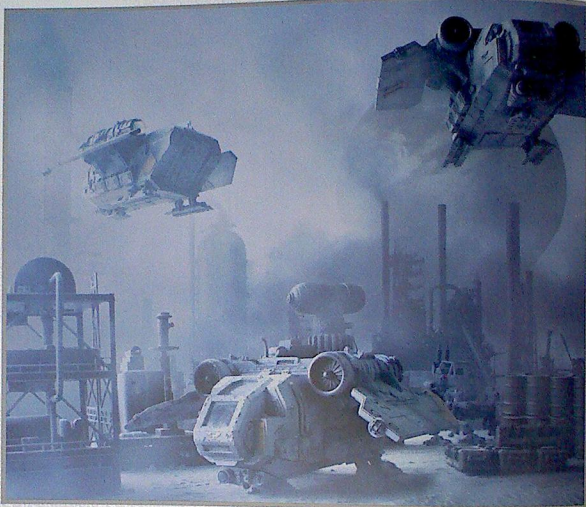


## BACKGROUND

The Imperial Navy commonly employs a wide variety of smaller craft aboard its vessels, from brigs, dories and pinnaces to couriers and lighters. One such lighter (a lightweight cargo shuttle) is the Arvus class.

The Arvus is a small utility cargo shuttle, used by the ships of the Imperial Navy for transferring supplies or small units of personnel from ship-to-ship, or ship-to-planet. Whilst the Aquila lander is a well-appointed and equipped personnel shuttle, specifically designed for transporting VIPs and their retinues, the Arvus is a solid and reliable workhorse shuttle. It is squat and durable, with two powerful engines for carrying heavy loads. As standard, the Arvus has no armament; it is not a combat vehicle and is not expected to engage the enemy. The Arvus is commonly seen on the launch decks of large Imperial Navy ships, or making repeat runs from surface to ship, transporting supplies and men.

The Arvus, itself only one of a wide variety of shuttles and lighters, can also be modified. Imperial Navy crews on long-range patrols adapt their vessels to their own requirements. Arvus lighters have been converted into fuel-carrying tanker variants, or have longer hulls for increased cargo capacity (and reduced speed and handling). Some have been armed for self-

defence when operating on hostile worlds, but this is discouraged as it tempts pilots to get involved in a fight that they should avoid.

At need, the Arvus can be employed as a stand-in assault boat, although it is not designed for this purpose. It can transport a squad of infantry or a small Imperial Navy boarding party in only basic comfort. The interior of the Arvus is very basic, and does not include many advanced systems beyond standard navigational and sensor equipment and proximity alarms. The pilot has a small cramped cockpit. The cockpit's screen swings up to allow the pilot access from the front. There is also a small hatchway to allow the pilot access to the cargo compartment should he need it.

## SPECIFICATIONS

**Type:** Lighter (small utility cargo shuttle).

**Powerplant:** Two RX-60-22 rocket engines

**Performance:** Maximum speed 1600kph (1000 mph) at 5,000 feet, cruising speed 700kph (440mph); range 22,000km approx.

**Weight:** 15 tonnes (empty)

**Dimensions:** Wingspan 8.2m, length 8.52m, height 3.7m.

**Armament:** None.
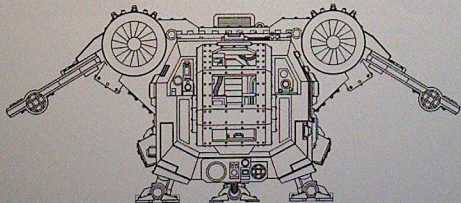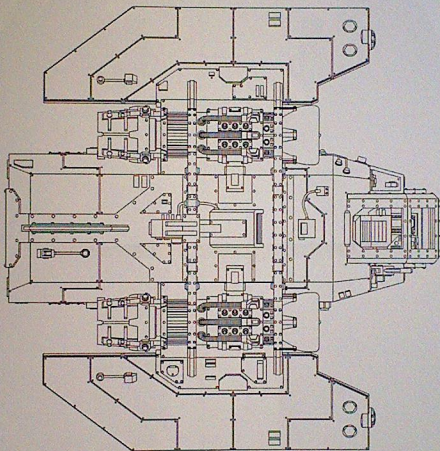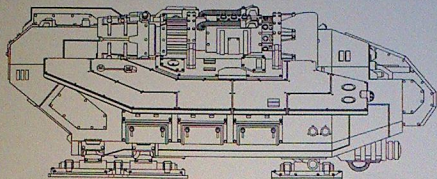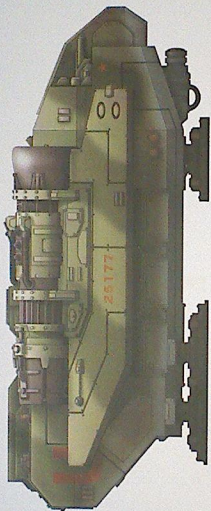
Arvus Lighter of the 273rd Cadian Regiment, part of the garrison force of Levilnor IV.
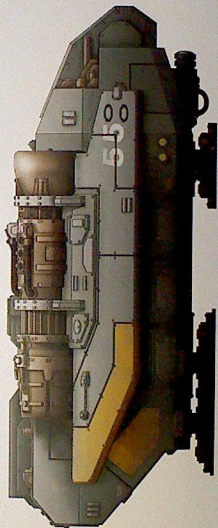
Arvus Lighter attached to a Departmento Munitorum supply company, Stygies VIII forge world
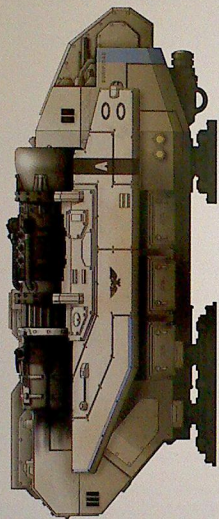
Arvus Lighter of the Imperial Navy Dictator class cruiser *Euripidae*. This is aircraft A of the ship's compliment of 12 lighters.
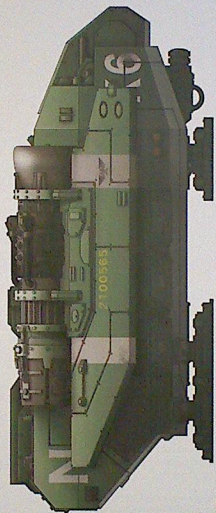
Arvus Lighter supporting the 148th Catachan regiment. Derkari-Prime deathworld

# MARAUDER



## BACKGROUND

Whilst the Thunderbolt is the mainstay of Imperial Navy Fighter wings, the Marauder is the mainstay of Imperial Navy Bomber wings. Although a completely different aircraft it has much in common with the fighter, like a reputation for ruggedness, and the versatility to operate in any environment.

Marauders have a crew of six. These are the pilot (and commander), co-pilot (navigator), bombardier, nose turret gunner, dorsal turret gunner and rear turret gunner.

The Marauder itself is the workhorse of the Imperial Navy's heavy bombing missions. It has a very long range with good speed and a large payload of bombs. Commonly, Marauders are used in one of three roles:

Firstly, in a strategic bombing role. These are long range attacks on enemy held cities, spaceports, industrial centres and supply routes. In this strategic role, the squadron can operate at high altitude, beyond the range of most anti-aircraft weapons, with Thunderbolt fighters escorting to provide anti-fighter defence.

Secondly, in a free ranging interdiction role. Squadrons fly deep into enemy territory seeking targets of opportunity; supply convoys, fuel dumps, troops in the open, etc, to attack. These targets may have already been identified by aerial or orbital reconnaissance but the aircraft are not acting in concert with ground troops.

Thirdly, in a dedicated ground attack close support role, flying directly in support of ground troops and engaging specific targets on the frontline. These are by far the riskiest missions, being much closer to friendly forces and generally taking place at very low altitude. Close support missions are fraught with

difficulty. The problem of identifying targets and getting the information rapidly and clearly to an incoming aircraft in time, whilst the situation on the ground is constantly changing, has been tackled in various ways.

The Marauder is capable of flying all of its three mission types successfully, but it is felt that its payload is a little too small to be a truly effective strategic bomber, and it lacks the correct weaponry to be at its most efficient in a dedicated ground attack role. It is in the second, interdiction role that a Marauder is most effectively deployed.

## SPECIFICATIONS

**Type:** Tactical bomber

**Powerplant:** Four J79-CS afterburning ramjets

**Performance:** Maximum speed 1800kph (1125mph) at 5,000 feet, cruising speed 1200kph (750mph); range 15,000km approx.

**Weight:** 41 tonnes (empty).

**Dimensions:** Wingspan 24.6m, length 19.2m, height 4.8m (landing gear down)

**Armament:** Two nose-turret lascannons, two dorsal turret heavy bolters, two rear turret heavy bolters, 6000lbs bomb bay payload, four under-wing hardpoints.
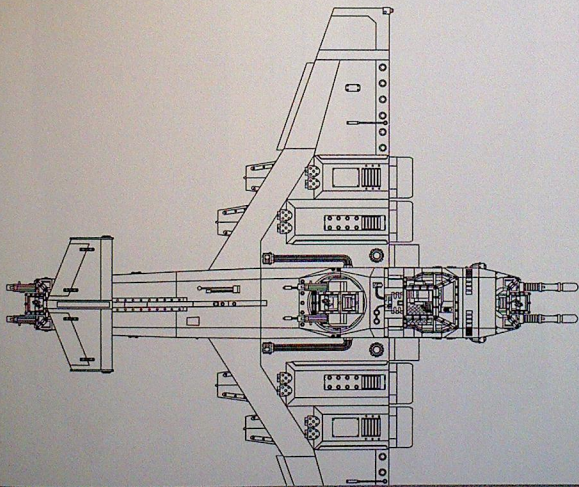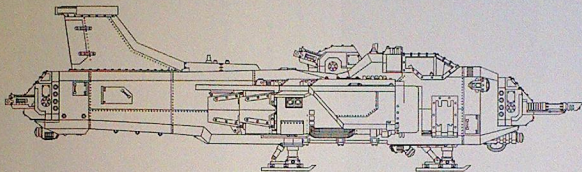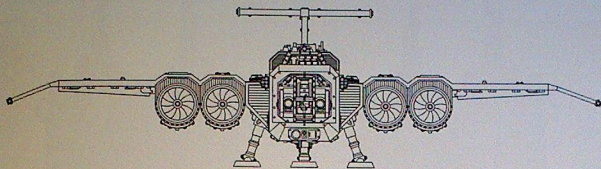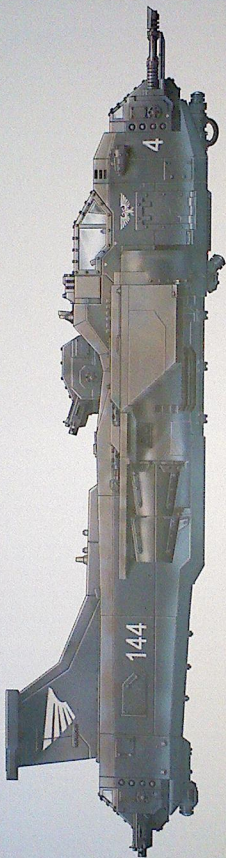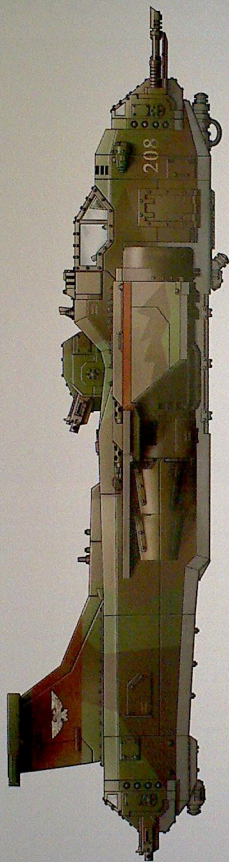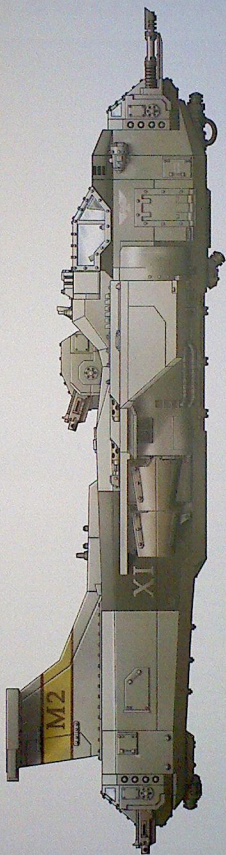
Marauder Bomber of 144th Bomber wing. The wing's fourth aircraft, based at Hive Infernus during the second Armageddon War.
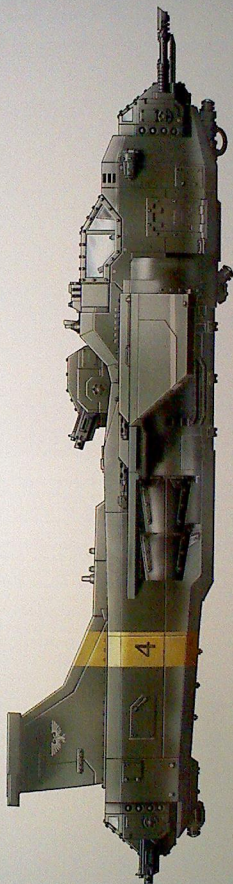
Marauder Bomber of 1167th Bomber wing, based on Cadia.

Marauder Bomber of the 'mighty' 208th Bomber wing, seen here during a raid on the Koralkal oilfields.

Marauder Bomber of the 2010th Bomber wing, Belialis V.

# MARAUDER DESTROYER



## BACKGROUND

The Destroyer is the name given to a particular variant of the Marauder bomber designed for dedicated ground attack missions. The Marauder Destroyer specialises in low level attacks. It has a reduced bomb payload in favour of increased firepower. It bristles with weaponry: its nose cone mounts six autocannons, capable of unleashing a maelstrom of fire. Under the wings are eight racks for Hellstrike missiles. The tail turret replaces the standard defensive heavy bolters with two assault cannons, which are used to strafe targets after the main attack run is complete and the Marauder is climbing away from the target.

The Marauder is primarily equipped for deployment in close ground support. It lacks the bomb payload for any other role, although it can search for emerging targets behind the lines with its missiles and reduced bomb-load, but there are generally too few Destroyers for it to be wasted in the 'interdiction' role.

Records show that the first use of the Marauder Destroyer was during the Second War for Armageddon, after heavy losses in the Naval airforces. Ork dominance of the skies over certain areas of Armageddon forced the few remaining Marauders to be refitted to operate at night; flying at extremely low level where they could evade detection. Given the new low-level tactics, a new weapons payload was sanctioned.

Airbases, headquarters and supply depots are all high priority targets, which, if neutralised, can drastically reduce combat effectiveness. Unfortunately for Imperial forces, they are also among the most heavily defended. If attacking such targets with the standard Marauder, the Imperial Navy might use an entire squadron, carpet bombing enemy positions from high altitude. The Destroyer however, crewed by hand picked Imperial Navy pilots, allows Imperial commanders to strike hard at these key targets with far less risk of failure.

The heavy firepower also means a Destroyer is the weapon of choice for close ground support. As an added bonus, the deafening roar of a low-flying Marauder Destroyer's quad ramjets, as it comes in for an attack run, is a great boost to friendly ground troops' morale.

## SPECIFICATIONS

**Type:** Ground attack bomber

**Powerplant:** Four J79-CS afterburning ramjets

**Performance:** Maximum speed 1800kph (1125mph) at 5,000 feet, cruising speed 1200kph (750mph); range 12,000km approx.

**Weight:** 43 tonnes (empty)

**Dimensions:** Wingspan 24.6m; length 23.2m; height 4.8m (landing gear down).

**Armament:** Six nose-mounted autocannons, two dorsal turret heavy bolters, two rear turret assault cannons, 3000lb bomb bay payload, eight under-wing hardpoints.
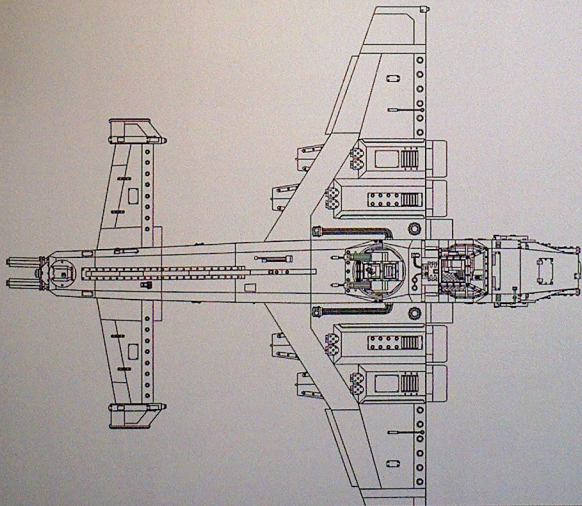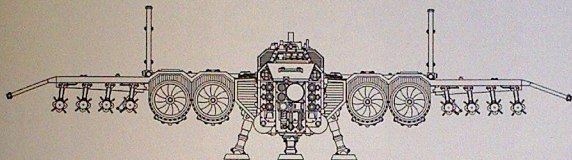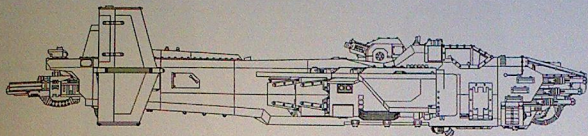
Marauder Destroyer of Strike Force 'Sorym', during operation 'Executioner's Sword', against Ork-controlled manufacturum facilities of Tigrus.
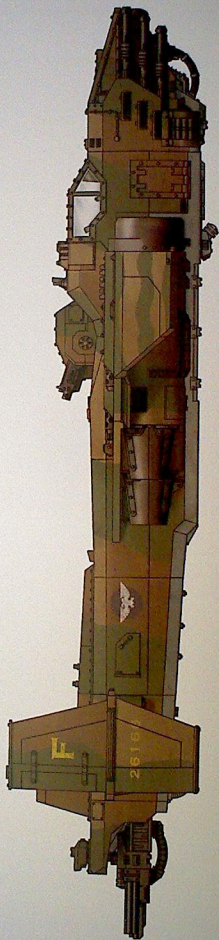
Marauder Destroyer of the 52nd Bomber wing, Helion V campaign.

# SPACE MARINE
# AIRCRAFT

# THUNDERHAWK GUNSHIP



## BACKGROUND

Perhaps more than any other vehicle, the Thunderhawk Gunship is the lynchpin of a Space Marine Chapter. A versatile aircraft combining orbital drop ship, gunship and medium bomber roles, it is a Chapter's fleet of Thunderhawks that allow its forces to rapidly assault anywhere on a planet's surface from a strike cruiser in orbit.

A Thunderhawk gunship is amongst the most advanced and technologically sophisticated vehicles deployed by any Imperial force. Each gunship is packed with advanced targeting, sensory, communication, avionics and navigational equipment, protected inside a heavily armoured hull.

The armour is a layered composite of ablative ceramite layer, over a ceramite absorption and energy dissipation layer, over a thermoplas fibre mesh, over titanium rolled plates, over an adamantium inner hull. This provides superb protection from all incoming fire. The ceramite layers and thermoplas fibre mesh in the Thunderhawk are increased in depth to provide extra heat shielding during entry into a planet's atmosphere. The Thunderhawk must be able to withstand repeated atmospheric entries, and as such the ceramite layers have been increased. The Thunderhawk is strongly constructed to withstand enemy fire and the worst of atmospheric conditions. A Thunderhawk can take an immense amount of damage and keep flying. This allows a Thunderhawk to bludgeon its way through enemy interceptors and flak fire to land its cargo safely into the heart of any battle. Despite their complex systems, they have a well-deserved reputation for being rugged and reliable.

As well as armour construction, a Thunderhawk has other advanced systems. Multi-spectral remote targeting surveyors control the primary dorsal weapon and forward heavy bolters, relaying information to the aircraft's gunner on the flight deck.

As a gunship, the Thunderhawk carries a fearsome array of weaponry and ordnance. Its primary weapon is the limited traverse dorsal mounted weapon, either a turbo-laser or battle cannon. For additional power in ground attacks, it mounts twin lascannons, and, for engaging enemy interceptors or sweeping landing zones with suppressive fire, up to eight heavy bolters in remote turrets. The gunner, assisted by the Thunderhawk's Machine-Spirit, controls all these weapons from the flight deck. In addition, a Thunderhawk can carry various payloads of missiles and bombs for specific bombing missions.
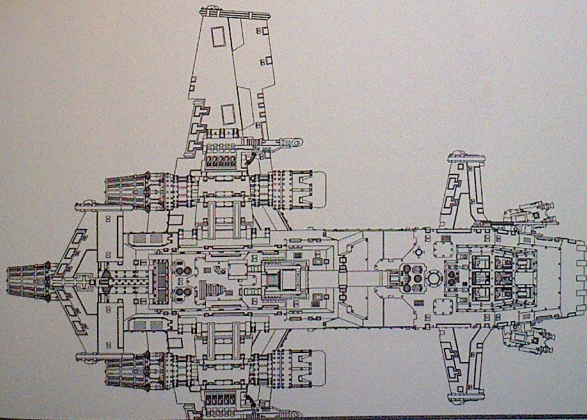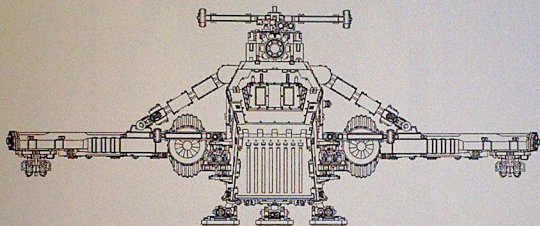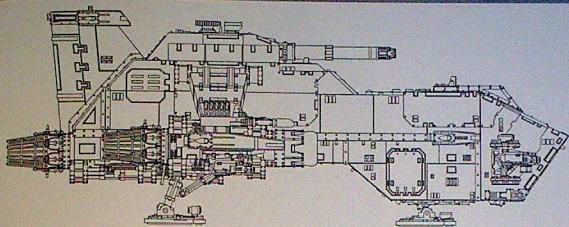
## SPECIFICATIONS

**Type:** Gunship

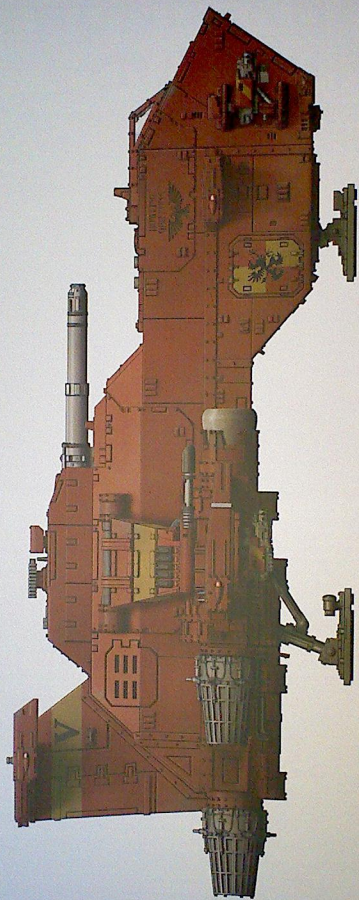**Powerplant:** 3 x RX-92-00 combination rocket/afterburning turbofans

**Performance:** Maximum speed 2000 kph (1250 mph) at 5,000 feet, cruising speed 1400 kph (875 mph), range 28,000 km approx
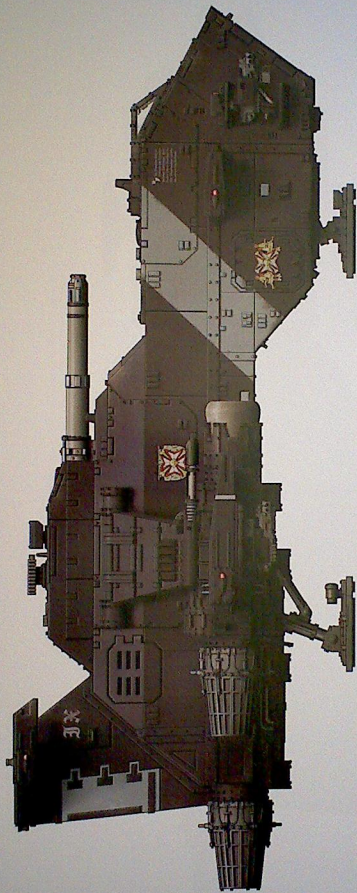
**Weight:** 121 tonnes (empty)

**Dimensions:** Wingspan 26.65 m, length 26.6m, height 9.8m

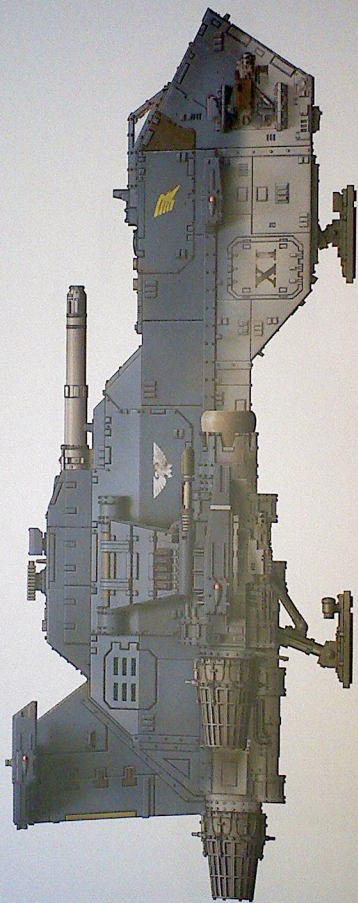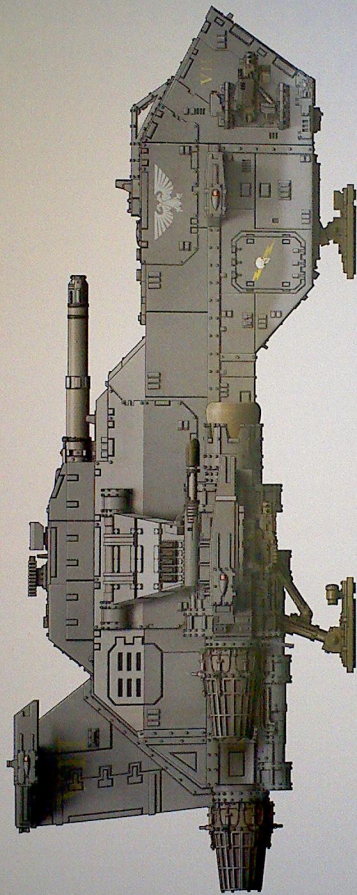**Armament:** Dorsal mounted turbo-laser, two lascannons, eight heavy bolters

Thunderhawk Gunship of the Howling Griffons Chapter. Fifth aircraft of the Dennar IV suppression force.

Thunderhawk Gunship of the Black Templars Chapter, deployed during the Third Armageddon War

Thunderhawk Gunship of the Death Strike Chapter, Verdan II counter-strike force.

Thunderhawk Gunship of the Revilers Chapter. This is the Chapter Armoury's seventh aircraft, deployed for the Azoth landings.

# THUNDERHAWK
# TRANSPORTER



## BACKGROUND

The Thunderhawk transporter is the logistical support variant of the standard gunship. It is used to quickly move a Space Marine Chapter's vehicles from strike cruisers in orbit to a planet's surface, or from one ground operation to another. The transporter does not carry troops unless they are pre-loaded into the vehicles. It is armed with four heavy bolter turrets for self-defence, but can also carry wing mounted hellstrike missiles for attacking a landing zone. This is rarely required, as most of transporter's work is done after a landing zone has been secured. During planetary assaults, transporters fly non-stop missions ferrying vehicles and supplies to the Space Marines on the ground.

Twin-winged and powered by four RX-92-00 combination rocket/turbofan engines, the transporter is powerful enough to lift two fully loaded Rhinos or a single Land Raider, using large magnetic clamping arms to lock its cargo in place. It has four arms mounted upon runners on the fuselage, so they can be moved into position on a vehicle's side. The jointed arms then clamp the vehicle and lift it off the ground into the carry position. Upon landing, the arms will be lowered to place the under-slung vehicles on the ground, allowing the transporter to swoop in, drop off its cargo and quickly blast off. This minimizes the time a transporter is stationary on the ground and thus vulnerable to enemy attacks.

As well as carrying vehicles, a Thunderhawk transporter can also be equipped with an under-slung supply pod for moving ammunition, fuel or other important supplies to a planet's surface. Transporters also carry other useful equipment such as winches and a drop pod recovery sling. They have a standard crew of two: a pilot and a co-pilot.

Tactically, the transporter is a vital addition to any Space Marine strike force. Whilst gunships can transport men and their heavy weapons and provide heavy fire support, transporters must land the force's vehicles and supplies, without which a strike force could not operate on the ground for long.

## SPECIFICATIONS

**Type:** Heavy transport dropship

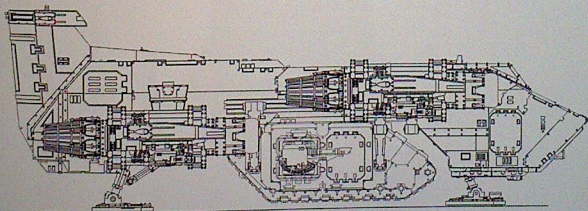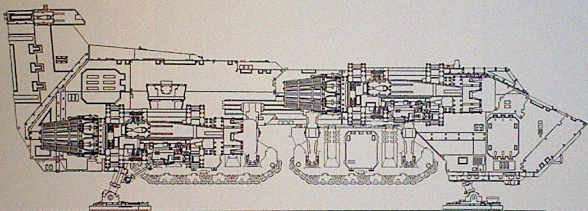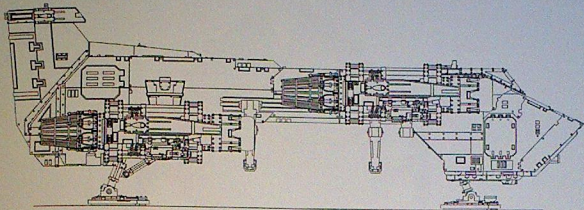**Powerplant:** 4 x RX-92-00 combination rocket/afterburning turbofans

**Performance:** Maximum speed 2000 kph (1250 mph) at 5,000 feet, cruising speed 1400 kph (875 mph), range 28,000 km approx.
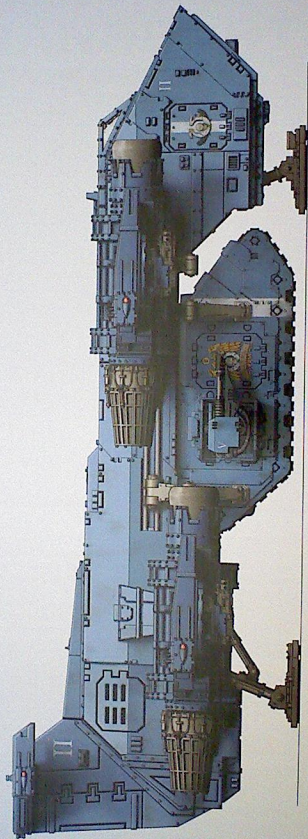
**Weight:** 105 tonnes (empty)

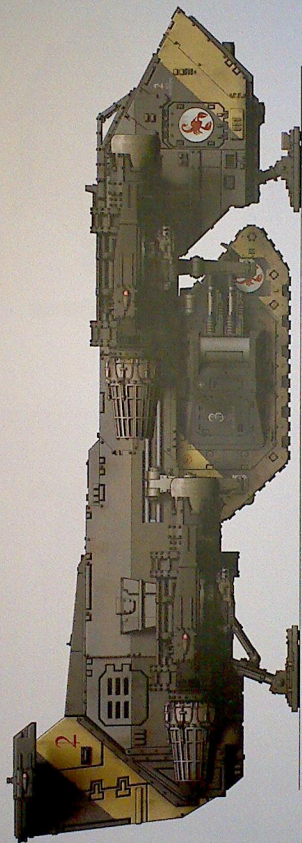**Dimensions:** Wingspan 26.65 m, length 28.8m, height 8.6m
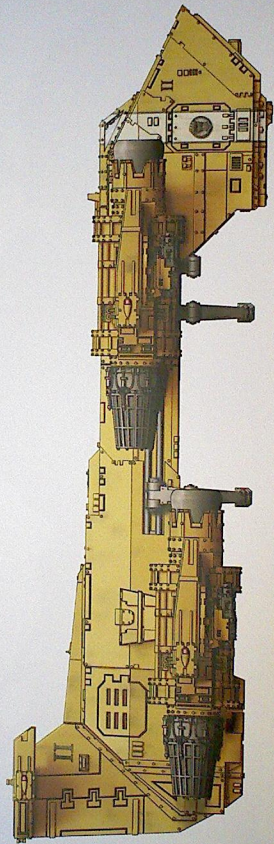
**Armament:** Eight heavy bolters

Thunderhawk Transporter of the Ultramarines Chapter, part of Strike Force Idaeus, deployed for protection duties with Explorator Force Delpha.
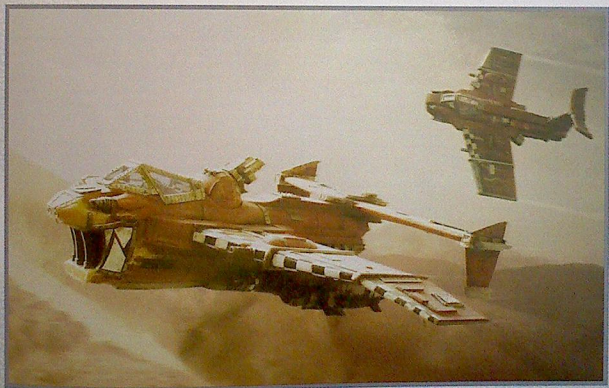
Thunderhawk Transporter of the Red Scorpions Chapter, seen here during the Moran Extraction.

Thunderhawk Transporter of the Imperial Fists Chapter, the second aircraft of Strike Force Action, Balle Alpha deployment.

# ORK AIRCRAFT

# FIGHTA



## BACKGROUND

Like all Ork vehicles, Ork aircraft are constructed by their Mekboyz – a breed of Ork technicians who have a natural affinity for making certain objects (mostly to do with waging war, such as tanks, guns and aircraft). When building vehicles, Mekboys tend to stick to familiar design, which they seem to have an innate ability to build and repair. How a Mekboy knows what to build, even he would not be able to tell you. There is no training for Mekboyz, they just have an inbuilt aptitude for building mechanical objects. All the Mekboy knows is that this is the way to do it, and this way works, so he just replicates the design, with little desire to alter it. As a result many Ork vehicles are very similar, with only cosmetic differences, and many alterations are often added by the vehicle's owner or crew.

Some Mekboys, usually those that have taken serious head injuries, will come up with a brand new design, or a plan to alter a vehicle to improve it. To conservative Mekboyz, these mad Meks are looked on with grave suspicion and shunned. Why change a design that works?

Ork fightas are the smallest type of Ork aircraft. Built for speed and firepower, a fighta can only carry a small wing-mounted payload of bombs or rockets, but do carry multiple 'eavy shootas in the nose and wings, producing a lethal hail of bullets, especially at close ranges. Ork fighta pilots love nothing better than to get close to a target before pouring fire (known as dakka to Orks) into it to tear it apart. Rookie (or green) pilots are taught to fire long, uncontrolled bursts, the more bullets flying the better. Ammunition expenditure is never a consideration.

The fighta's powerful engine is crude but remarkably effective, producing a huge amount of thrust (and often an alarming trail of black smoke). Flying in a straight line, a fighta is easily a match for any Imperial fighter. It retains its manoeuvrability by utilising two vector engine nozzles, which can divert some of the thrust and thus change the aircraft's trajectory. Using these engine nozzles tends to throw the aircraft violently into its new direction, giving the appearance that the Ork pilot is wildly out of control. This is a feature that appeals to the Ork pilot, as he careens through the sky, the wilder the ride the better.

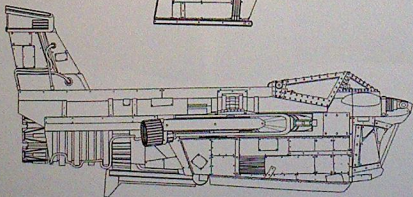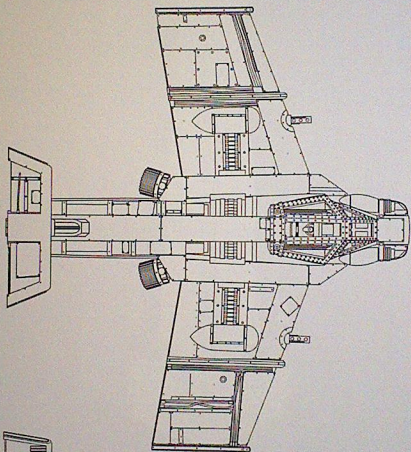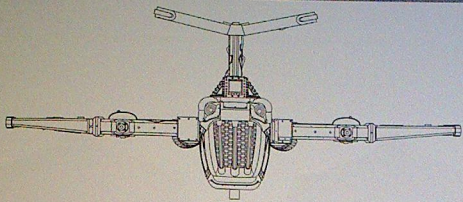## SPECIFICATIONS

**Type:** Fighter, interceptor.

**Powerplant:** Unknown.

**Performance:** Maximum speed 2100kph (1312mph) at 5,000 feet; cruising speed 1900kph (1188 mph); range 9,000km approx.

**Weight:** 11 tonnes (empty).

**Dimensions:** Wingspan 13m; length 11.8m; height 3.75m.

**Armament:** Two nose-mounted 'eavy shootas, two wing-mounted 'eavy shootas, two under-wing hardpoints.

Fighta of Warlord Maddog da Mighty, operating over Yarant II.

Fighta of the Ork ace 'da Black Barun', Desolation Valley, Rynn's World.

Fighta of Warlord Grimfhag Bighoof's warband of the Bad Moons tribe, Balur Secundus.

Fighta in the common red colours of the Kult of Speed, Sulphur river attack force, Rynn's World.

Fighta of Waaagh! Ugskraga, Balle Alpha.

Fighta of 'Vulcha squadron', operating in the Fire Wastes during the Third Armageddon War

# FIGHTA-BOMMER



## BACKGROUND

The fighta-bommer is the most commonly encountered Ork aircraft. Heavier than the fighta, it carries a larger payload of bombs and rockets for ground attack missions, the favoured tactics of all Ork airforces. The fighta-bommer is very similar to the fighta, but being larger and heavier lacks the straight line speed of the fighta. It uses the same engine layout and, in many cases, the same engine – salvaged from crash sites.

Ork aircraft take-off using a launch trolley. Once 'bombed-up', the aircraft is loaded onto a trolley and then pulled onto the runway. The aircraft's engines then power the aircraft, trolley-and-all, down the runway until take-off speed is achieved. As the aircraft starts to rise, the trolley is released and crashes back to earth. To land, the aircraft slows down until it almost stalls, then slides on its reinforced belly onto the runway in a barely controlled skid. Each aircraft has a landing hook which drags along the ground to slow the aircraft until it comes to a halt in a steaming cloud of exhaust fumes and dust.

The main differences between the fighta-bommer and its smaller cousin are its wing mounted payload and the addition of a rear facing ball turret for self defence whilst the aircraft is making its attack runs. The crew of two is usually an Ork pilot and his Gretchin gunner, who clambers through the cockpit and is then sealed into the ball turret before take-off. If the crew should need to eject, the pilot may escape from the cockpit, but there is no provision for the Gretchin gunner to escape.

Instead of bombs or rockets, the fighta-bommer is large enough to carry two grot bombs. Grot bombs are guided missiles, piloted by Gretchin who fly the missile at its target, blissfully unaware of the fatal effects of the missile's detonation.

Ork pilots are themselves outcasts from Ork society. Most Orks prefer to keep their feet firmly on the ground, and believe real fighting is done up close and personal. There are some unstable individuals amongst a tribe that crave to fly through the sky like a bird. The Orks call them Flyboyz, and they all belong to a sub-cult known as Speed Freaks. It seems that for a Flyboy their demand for extra speed cannot be satisfied by land based vehicles. They take to the sky in search of ever greater exhilaration. Their reckless flying, diving bombing and strafing runs, as well as the search for greater and greater speeds, seem to change their brain wave patterns, inducing a state of manic euphoria. Other Orks consider them to be quite mad, and avoid them. Flyboyz live in semi-exile from the tribal hierarchy, only associating with other Flyboyz, Gretchin slaves and gunners and the Mekboyz who build and maintain their aircraft.

## SPECIFICATIONS
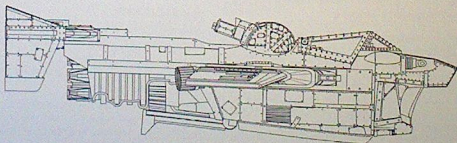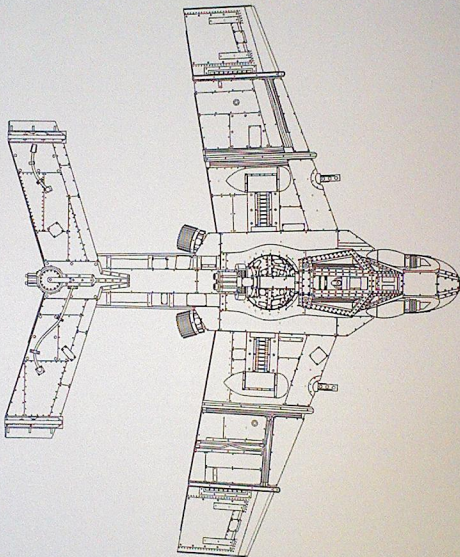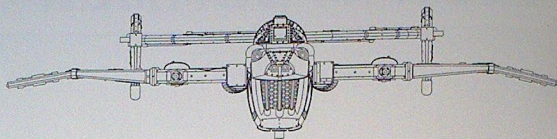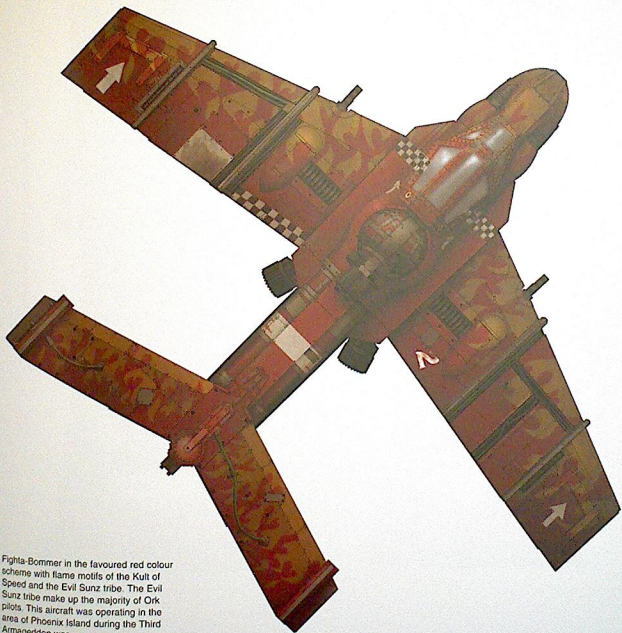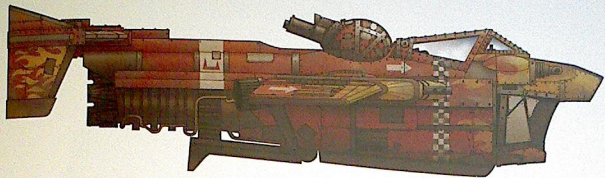
**Type:** Fighter-bomber

**Powerplant:** Unknown

**Performance:** Maximum speed 1900kph (1188mph) at 5,000 feet; cruising speed 1400kph (875 mph); range 9,000km approx

**Weight:** 13.5 tonnes (empty).

**Dimensions:** Wingspan 17.9m, length 14.2m, height 3.75m.

**Armament:** Two nose-mounted 'eavy shootas, two wing-mounted 'eavy shootas, two ball turret-mounted 'eavy shootas. Four under-wing hardpoints.

Fighta-Bommer in the favoured red colour scheme with flame motifs of the Kult of Speed and the Evil Sunz tribe. The Evil Sunz tribe make up the majority of Ork pilots. This aircraft was operating in the area of Phoenix Island during the Third Armageddon war.
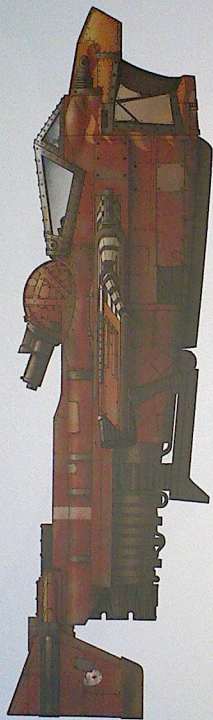
Fighta-Bommer based at Lagrot's Gulch airbase, Golgotha Prime
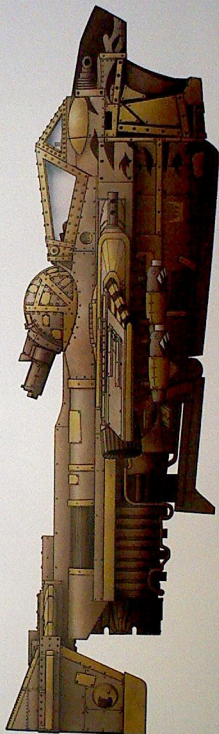
Fighta-Bommer of Warlord Ugkra Badun, Lovvinor IV
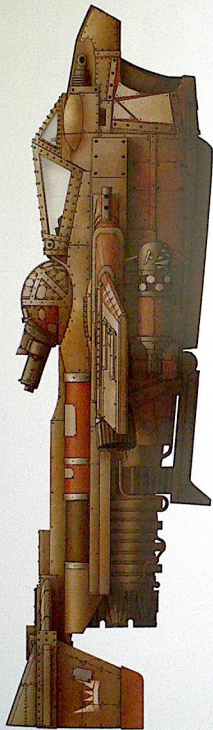
Fighta-Bommer shot down over the Desolation Valley, Ryrin's World

Fighta-Bommer of Warlord Krugga Ironbutz Tanka boyz, a Blood Axe tribe notorious for imitating Imperial Guard forces.

Grot bomb: Armageddon

Grot bomb: Rynn's World

Figtha-Bommer identified supporting Ork warbands on Medusa V

# TAU AIRCRAFT

# BARRACUDA



## BACKGROUND

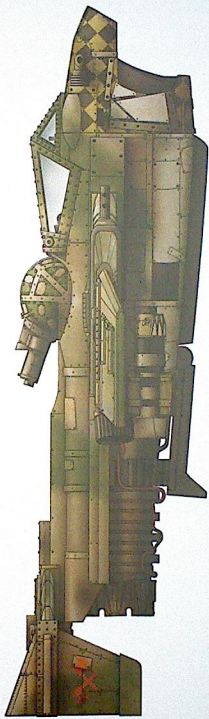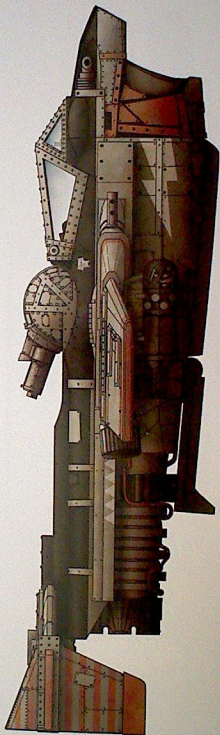The Barracuda air superiority fighter is the Tau's most common atmospheric aircraft. Faster than the Imperial Navy's Marauder bomber, but lacking the flat out top speed of the Thunderbolt or Lightning fighter, it makes up for this due to its sophisticated electronic systems and pilot's natural talents. In a dogfight, Thunderbolts and Barracuda are very closely matched, with the Thunderbolt having the edge on speed, and the Barracuda having the manoeuvrability. The Imperium's pilots often have a hard edge of combat experience that the Tau Air Caste find hard to match.

All Tau pilots come from the Air Caste. Air Caste members live almost exclusively off-world in orbital stations and habitats. Over time their long-term exposure to lower gravity has affected their physiognomy. This means that, even when operating in a gravity well, the Air Caste have developed superior three-dimensional awareness and marginally better acceleration and gravitational tolerances that their human opponents. Physically, this makes a Tau pilot naturally better suited to the rigours of air to air combat than a human pilot, able to make tighter turns and hold them longer, and push the gravity envelope further. Utilising these advantages, the Barracuda excels in air to air combat, but this is only a part of its role. Ground attack is the second part, flying in direct support of Hunter Cadres.

A Barracuda is armed with a nose-mounted, pilot aimed, ion cannon. This is the aircraft's primary weapon for use in dogfights, backed up by two drone controlled burst cannons in the wings. For ground attacks, it is primarily armed with wing mounted missile pods. When used in a ground attack role, a

Barracuda can carry additional armament of up to four Seeker missiles. These are not controlled by the pilot but by a Markerlight operator on the ground.

All Barracudas are equipped with escape pods. In the event that the aircraft sustains serious damage, the pilot can eject. The entire cockpit capsule disconnects and has limited gravitic mobility to return the pilot safely to earth. Once on the ground, the pilot must make his own escape.

Different Air Caste Septs have been identified operating slightly different versions of the Barracuda. Some are equipped with night-fighting filters, whilst other utilise disruption pods and decoy launchers for additional protection.

## SPECIFICATIONS

**Type:** Air Superiority fighter.
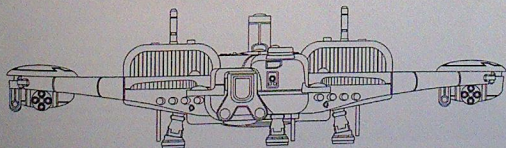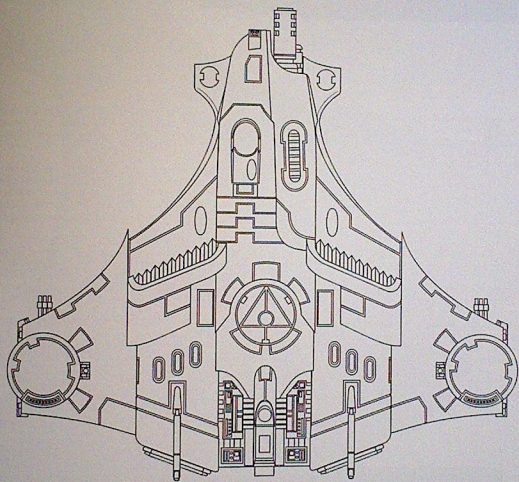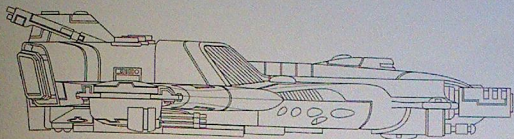
**Powerplant:** Unknown.

**Performance:** Maximum speed 2100kph (1312mph) at 5,000 feet; cruising speed 1400kph (875 mph); range unknown.

**Weight:** 7 tonnes (empty).

**Dimensions:** Wingspan 12.5m; length 11.4m; height 3.25m.

**Armament:** Nose-mounted ion cannon, two wing-mounted missile pods, two wing-mounted drone-controlled burst cannons, missile bay for four Seeker missiles.

The Barracuda is the standard frontline fighter of the Tau's Air Cadres. Small, mobile and well-armed for dogfighting or, when equipped with additional Seeker missiles for ground support, the Barracuda is a direct match for the Imperial Navy's main fighters. It is generally deployed in the same battlefield roles.

The Barracuda's main armament is its ion cannon, off-set in the nose, this heavy weapon is mainly used to engage other aircraft. The Barracuda's second armament is its wing-mounted missile pods. The pods carry small, rapid firing, direct fire missiles but ammunition is limited due to weight restrictions. Finally, for all-round protection the Barracuda has wing-mounted, drone-controlled burst cannons. These are generally used in dogfights to provide defensive fire against enemy fighters.

The aircraft shown here is a Barracuda identified supporting Hunter Cadre El'Corri during the second battle of Nimbosa City, on Nimbosa. During the Nimbosa campaign Tau forces, under Commander Brightsword, attacked and captured the Imperial colony after protracted fighting against the armed colonists. It is thought that no colonists survived the first battle of Nimbosa City. The Imperial response to the loss of Nimbosa was to launch a counter-invasion, and Nimbosa City was one of the invasion's targets. Heavy fighting took place against Tau Hunter cadres who had fortified their positions amongst the already devastated city.

The 167th Turian Imperial Guard regiment, supported by Imperial Navy fighter and bomber wings, and spearhead by an Imperial Fists strike force, attempted a landing close to Nimbosa City. A four day battle ensued.

The Tau's defences were strengthen by the deployment of a full Air cadre, approximately 25 Tau aircraft were identified over the course of the battle. The Barracuda's main role was to intercept the Imperial Navy's bomber wing and escorting fighters, as the Marauders sought to destroy the Tau strongpoints amongst the ruins below.

The effectiveness of the Tau's aerial defense proved a crucial factor in the outcome of the battle. The loss of 15 Marauder bombers over the four days meant that the Guardsmen on the ground lacked the heavy bomber support they were relying on, and their attack was halted by fierce street-fighting.

Eventually, the Turian regiment was forced to withdraw with heavy losses, and was later annihilated at the Koloth Gorge massacre, which saw the final defeat of the Imperium's attempt to recapture the Nimbosa colony.

This aircraft was confirmed as shot down over Nimbosa City on day three of the battle.



The nose and cockpit of this Barracuda bear the aircraft's identification markings. Ordo Dialogus research believes that the larger symbol on the nose roughly represents the fourth digit in the Tau's numeric system.

The multiple slash markings on the rear of the cockpit may be the rank of the Air Caste pilot whocrews this aircraft, although it might also designate the aircraft's sub-unit within the Air cadre.

The writing has not been translated, but might be a warning or instruction stencil, especially as it is on top of the cockpit's hatch. Direct comparison with human norms is impossible.

Barracuda, shot down over the Iracunda Isthmus, T'ros.
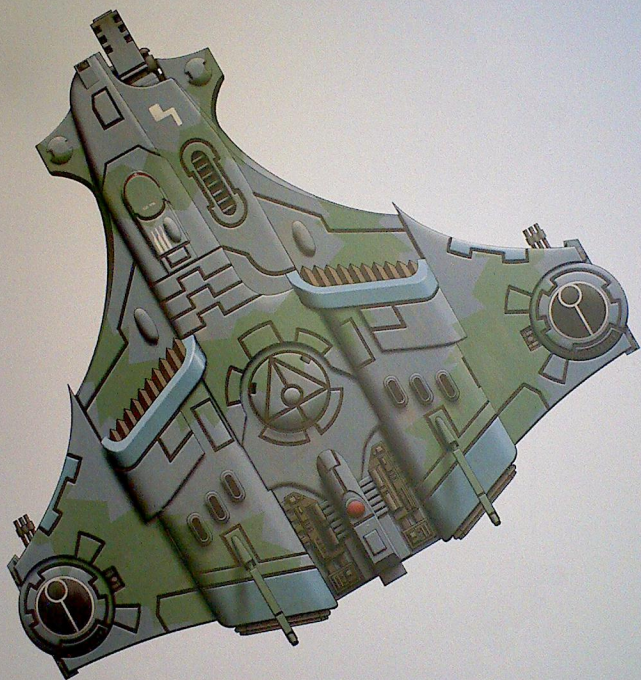
Barracuda, deployed against Orks warbands on Firios.

Barracuda of the Dal'yth Prime defence force

Barracuda of the Dyanoi colony. Deployed against Tyranids on the artic world of Ik'yabar

# TIGER SHARK



## BACKGROUND

The Tiger Shark is the Barracuda's larger cousin. It is a large aircraft deployed in the fighter-bomber role. Often encountered flying in support of Tau Hunter Cadres during majo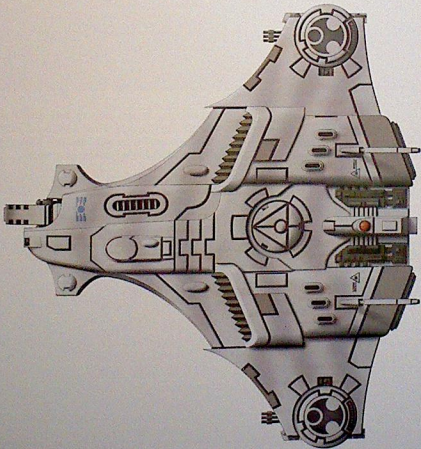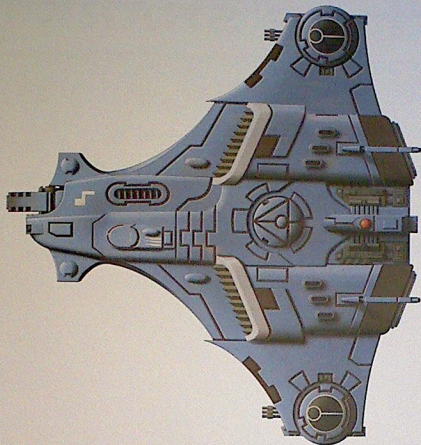r operations, it is faster and more manoeuvrable than the Imperium's direct equivalent – the Marauder bomber - but the Tiger Shark lacks the large bomb payload.

Tiger Sharks are never as numerous as the Barracuda, but have many features and systems in common with it. All crew come from the Air Caste, giving them the natural advantage of superior three-dimensional awareness and tolerance for higher acceleration speeds and more Gs in the turn than a human pilot. Like the Barracuda, different Air Caste Septs operate slightly different versions. Other Tiger Shark variants have been identified armed with multiple burst cannons and Seeker missiles.

The Tiger Shark's main role seems to be the deployment of drones. Its drone racks can deploy a shower of remote weapons platforms anywhere over the battlefield, as well as strafing with its ion cannons and wing-mounted missile pods. It is armed with ion-cannons and missile pods for ground attacks, and drone-controlled burst cannons for defence against enemy fighters, although a flight of Tiger Sharks will usually also be accompanied by Barracudas as fighter cover.

The aircraft has two crew, a pilot and a navigator/weapons operator. Their cockpit is also an escape pod, which can detach from the aircraft's fuselage and has limited gravitic mobility to bring the crew safely back to the ground.

On Taros, Tiger Sharks supported Tau operations as a rapid response force. Flying from well-hidden bases on the Iracunda Isthmus, Tiger Sharks were often the first Tau forces to respond to the Imperial Guard's advances, quickly seeding an area with Drone squadrons, whilst other Tau ground forces were moved into place. Tiger Sharks were the first Tau forces to reach hydro-processing plant 23-30 after the Elysian Drop Troops' surprise attack, quickly reinforcing the garrison with Drone squadrons.

## SPECIFICATIONS

**Type:** Bomber

**Powerplant:** Unknown.

**Performance:** Maximum speed 2100kph (1312mph) at 5,000 feet; cruising speed 1400kph (875 mph); range unknown.

**Weight:** 25 tonnes (empty).

**Dimensions:** Wingspan 21; length 14.1m; height 2.31m.

**Armament:** Two ion cannons, two wing-mounted missile pods, two wing-mounted drone-controlled burst cannons, missile bay for six Seeker missiles.
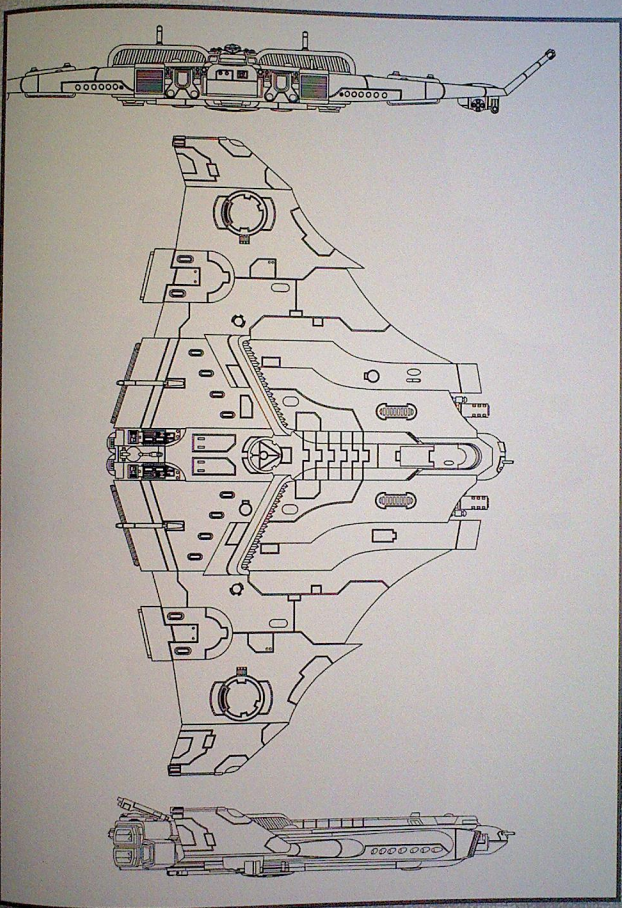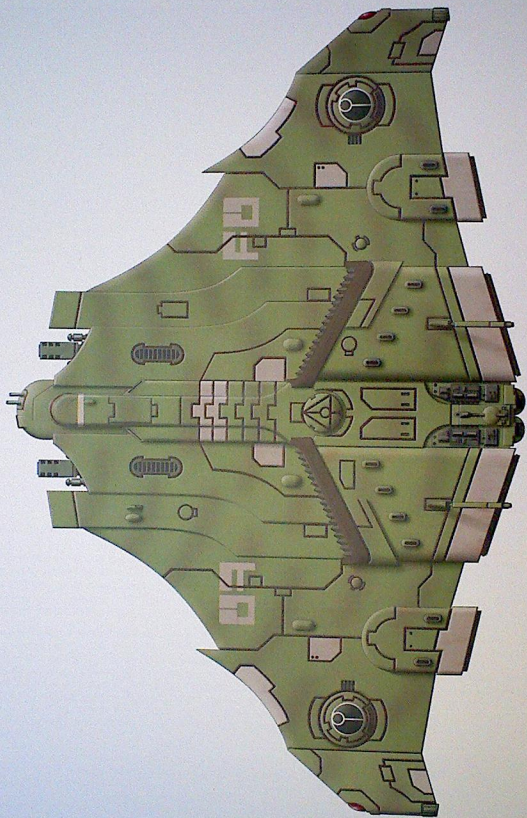
Tigershark, deployed on Ȟrios.
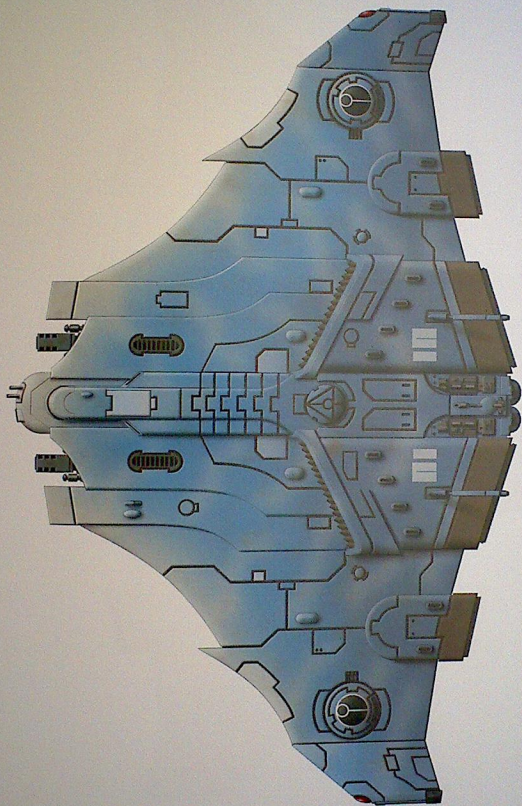
Tigershark, part of the Dal'yth defence force.
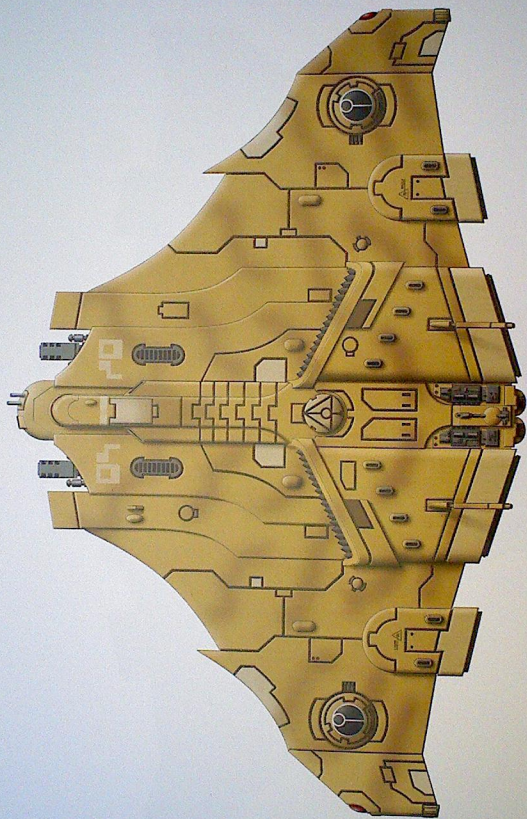
Tigershark, deployed during the T'ros campaign.
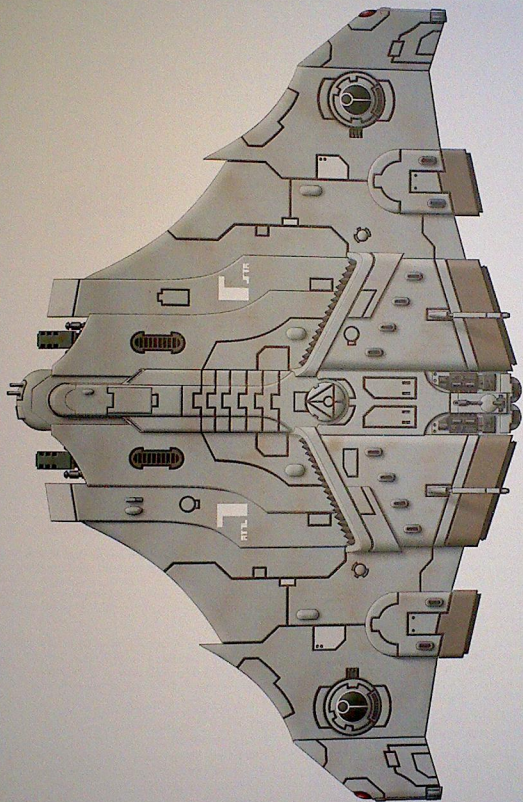
Tigershark, deployed during the Koloth Gorge Massacre, Nimbosa.

# TIGER SHARK AX-1-0



The Tiger Shark AX-1-0 is a new variant of the standard aircraft, re-armed for a ground attack role. The Tau Air caste deployed its new variant for the first time on Taros, where the Imperial Navy command codified it as the AX-1-0. Only one aircraft was encountered, but since then its use has spread to other war zones on the fringes of the Tau Empire.

The aircraft is a heavily armed Tiger Shark, replacing all its drone racks and ion cannons with two heavy railguns and a Seeker missile array. These massive weapons, usually mounted on the far larger Manta, turn the Tiger Shark into a formidable ground attack bomber, capable of engaging and destroying super heavy tanks and Titans. It is thought that the AX-1-0 was developed as a direct response to the Imperium's largest Titans. Until the Taros campaign, the Tau had very few weapons capable of stopping the Imperium's greatest war machines. But now it seems that the Air Caste and Earth Caste had secretly been developing a weapon capable of countering this threat.

It was during the breakthrough to the Iracunda Isthmus that the Tau first unleashed their latest weapon, with spectacular results. The sudden destruction of the Warhound Titan *Advensor Primaris* by a Tiger Shark attack caused the remaining Titans to be withdrawn from the frontline. Since its first success the AX-1-0 has seen service with other Tau Air cadres supporting the Third Sphere expansion. The aircraft has proved itself a valuable

addition to the Tau's armoury, and its railguns are capable of engaging and destroying just about any ground target.

As yet, AX-1-0 have not been encountered in large numbers, and they have only been used for special missions against specific hard targets that other Tau weaponry is not suited to engaging. Targets include enemy command and communication bunkers, hardened weapon positions, missile silos and super heavy vehicles.

The AX-1-0 is a large and comparatively cumbersome aircraft, and so must be deployed with a fighter escort for its own protection. The AX-1-0's potent weaponry makes it a priority target for enemy pilots and anti-aircraft crews.

## SPECIFICATIONS

**Type:** Ground Attack Bomber.

**Powerplant:** Unknown.

**Performance:** Maximum speed 2050kph (1312mph) at 5,000 feet; cruising speed 1400kph (875 mph); range unknown.

**Weight:** 26 tonnes (empty).

**Dimensions:** Wingspan 21; length 13.2m, height 2.31m.

**Armament:** Two heavy railguns, two wing-mounted missile pods, two wing-mounted drone-controlled burst cannons, missile bay for six Seeker missiles.
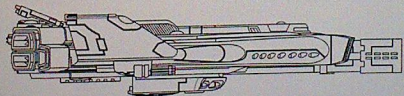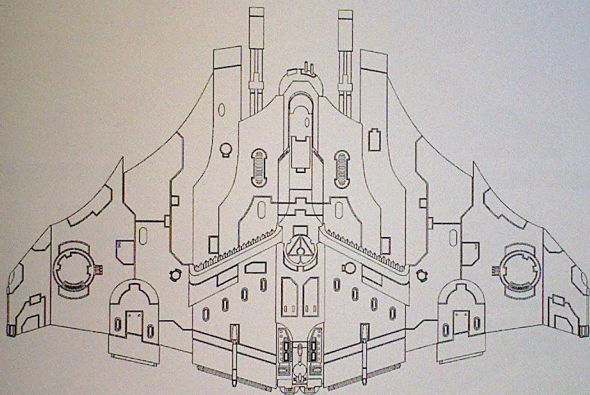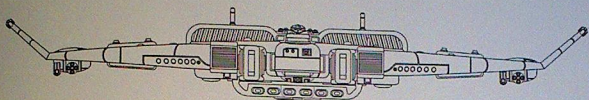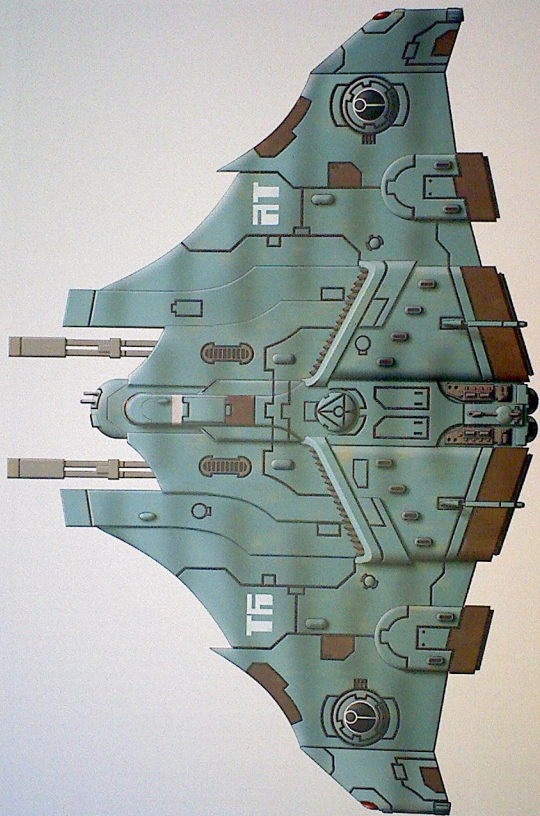
Tiger Shark AX-1-0, part of Commander Shadowsun's force during a raid of Dyrios III.
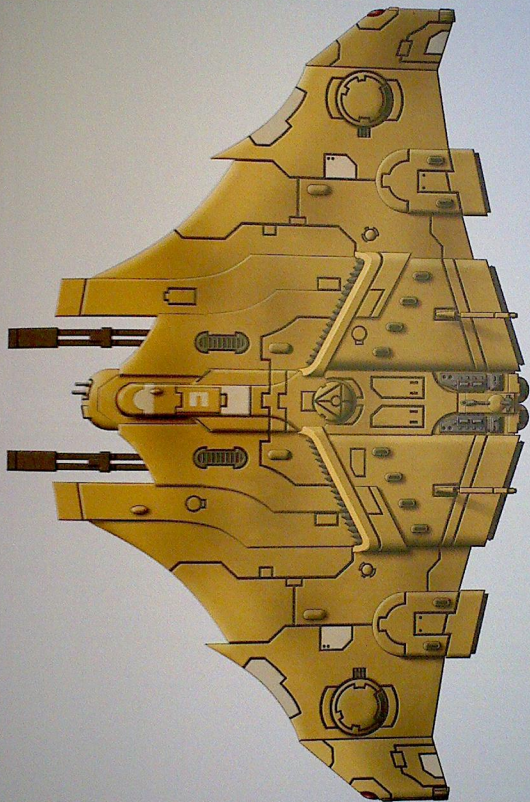
Tiger Shark AX-1-0. It bears no Sept markings and may be a newly built aircraft not yet issued for service

# ORCA
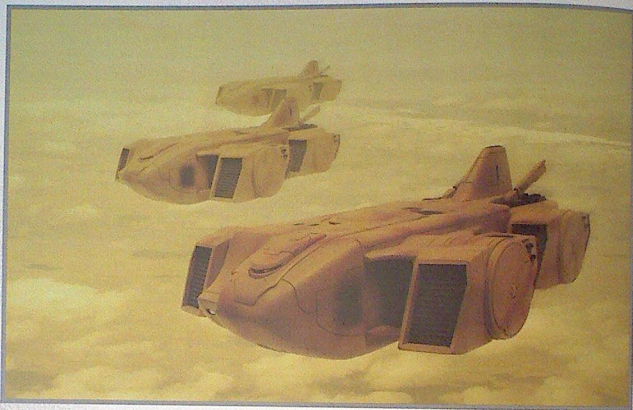


## BACKGROUND

The Orca is a dedicated orbital transport vehicle – a shuttle for moving troops, equipment and supplies from spaceships in orbit to a planet's surface. Unlike the Space Marine Thunderhawk gunship, or the Tau's own far larger Manta, the Orca is not a front line combat vehicle, armed and armoured to take part in a battle. The Orca is only equipped for self-defence. Its primary function is transportation.

An Orca's large hold can carry up to 48 Tau Fire Warriors and their equipment. Two or three Orcas can transport an entire Hunter Cadre's worth of troops, drones and battlesuits onto a planet's surface. These would not usually be dropped directly in combat, but would more likely be inserted onto the planet's surface some distance from the enemy to take up positions before a battle. During large planetary invasion operations, the Orca provides important support to the Manta. Whilst Mantas transport the bulk of the Tau forces, Orcas allow a Shas'o to be flexible in the deployment of his Hunter Cadres, using the Orca for special missions.

On dangerous missions, or if they have to approach a battlefield, a flight of Orcas will be defended by Barracudas, whose job is to intercept enemy fighters or engage ground targets that threaten an Orca and its cargo. The Orca's ventral, pop-down turret mounted weaponry is not well suited to dog-fighting, although it provides some protection from interceptors attacking from below, climbing to intercept the descending Orca. The weaponry's main use is for sweeping a landing zone with fire prior to a landing.

Using the Tau's anti-grav technology, and powered by quad ramjets, the Orca is fast and highly manoeuvrable for its size and bulky appearance.

The Orca is crewed by a single Air Caste pilot, and its command centre is controlled by two Fire Caste operators A Tau commander, or Ethereal, can oversee operations from there.

## SPECIFICATIONS

**Type:** Dropship.

**Powerplant:** Unknown.

**Performance:** Maximum speed 2000kph (1250mph) at 5,000 feet; cruising speed 1200kph (780 mph), range unknown.

**Weight:** 25 tonnes (empty).

**Dimensions:** Wingspan 14m; length 21.45m; height 4.95m.

**Armament:** Two burst cannons and a missile pod mounted in a drop-down ventral turret.
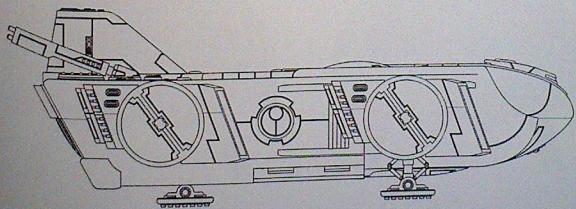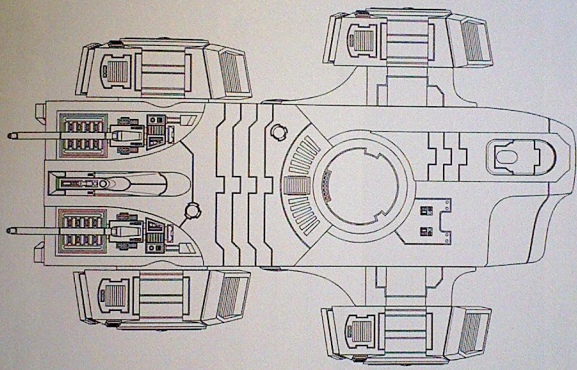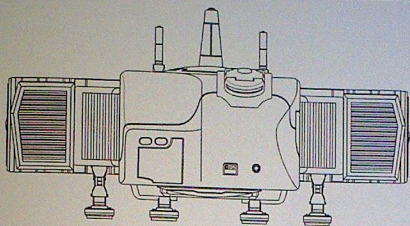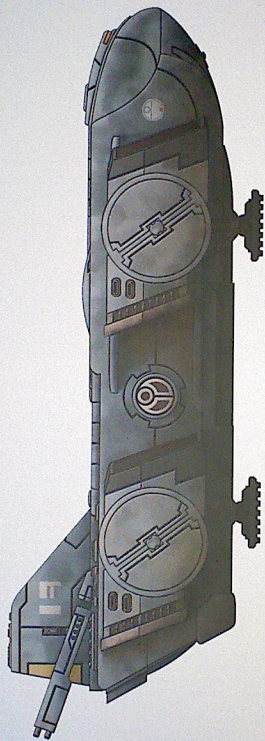
Orca dropship, part of the Nimbosa task force
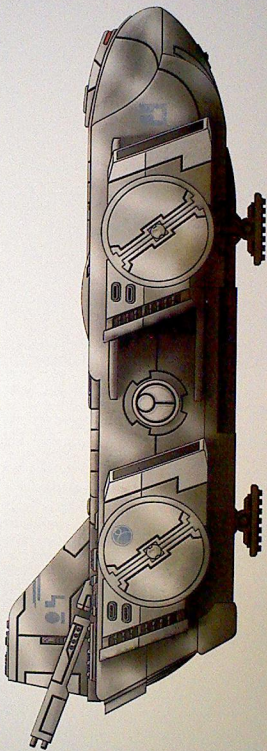
Orca dropship supporting Tau forces fighting Tyranids on Ikyabar
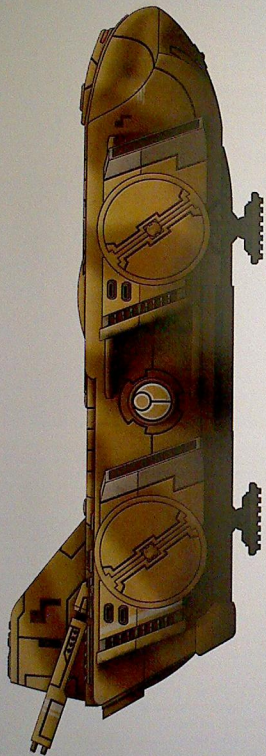
Orca dropship deployed during the Tros campaign.

Orca dropship deployed against Ork warbands on Frios.

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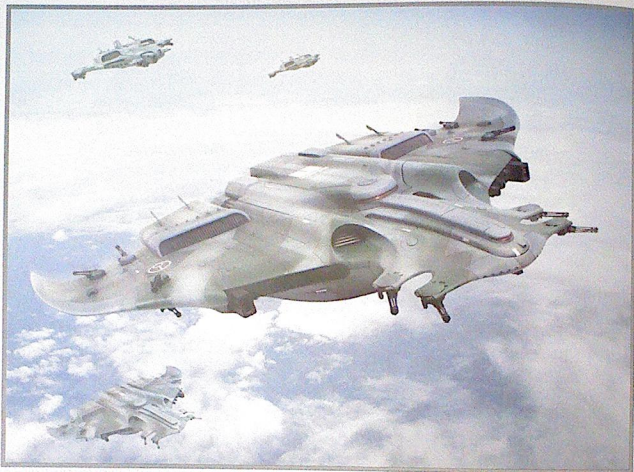
# MANTA



## BACKGROUND

The Manta is the Tau's super-heavy dropship, it is so large that it is actually a small spacecraft. The Manta is the Tau's closest equivalent to the Imperium's Titans or Ork Gargants, and carries comparable firepower. It is well armed and armoured for use in front line combat, where it is expected to deploy and fight as an attack craft.

A Manta carries a fearsome amount of firepower. Its main weapons are twin heavy railguns. These guns fire a fin-stabilised round for extra range (and therefore extra range) whilst in an atmosphere. The heavy railgun's sub-munitions shell is equipped with a drone processor, which is programmed to direct the shell to its target. This is mostly used during starship combat, to find weak points in the armour of enemy ships (sub-munitions lacking the penetrating power of the standard round), but is also useful in ground combat. As back-up to the main weapons, the Manta mounts twin ion cannon batteries in its wings. These provide shorter ranged saturation fire when in the thick of battle.

The rest of the Manta's arsenal consists of prow-mounted launch ports for up to ten Seeker missiles. These can be controlled by the crew, or by other Markerlight operators on the ground. The Manta's last weapons is its 16 drone-controlled burst cannon turrets. These are positioned all around the Manta's hull for close defence whilst landed and as anti-aircraft weapons when in flight. The turrets are positioned so that all angles of approach are covered by multiple burst cannons.

The Manta is the Tau's smallest interstellar capable spacecraft. It has limited etherdrive capacity, but because of its size, a Manta can only make very short hops, restricting its use. For longer trips it must be transported inside the far larger carriers. As a spacecraft, Mantas are entirely crewed by members of the Air Caste.

As well as its firepower, the Manta has a large transport capacity. The ship's main body is split into two transport decks. The upper deck holds troops or battlesuits, whilst the cavernous lower deck can hold up to four (fully loaded) Devilfish or Hammerheads. The entire lower transport deck is an elevator, which is lowered to allow access. It can also be fitted to carry extra troops, battlesuits, Kroot, or just about any vehicle or equipment operated by the Fire Caste.

As well as its own cockpit, each Manta also contains a sophisticated command bridge. From here a Tau commander can oversee battlefield operations.

## SPECIFICATIONS

**Type:** Super-heavy Dropship.

**Powerplant:** Unknown.

**Performance:** Maximum speed 2600kph (1625mph) at 5,000 feet, cruising speed 1600kph (1000 mph); range unknown.

**Weight:** 382 tonnes (empty).

**Dimensions:** Wingspan 52m, length 32m; height 8m.

**Armament:** Two heavy railguns, two triple ion cannon batteries, sixteen drone-controlled burst cannon, ten Seeker missiles.
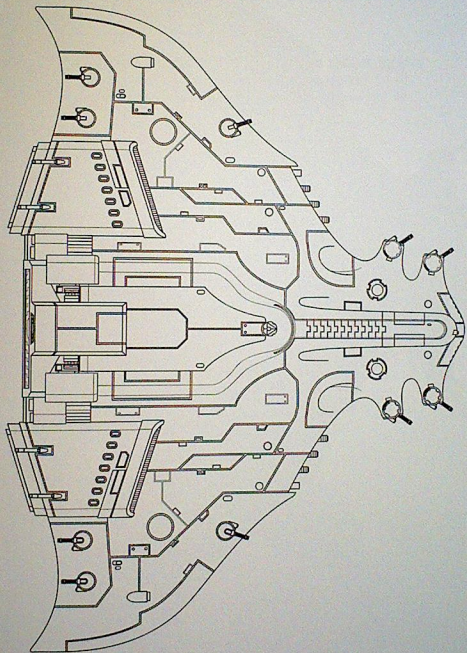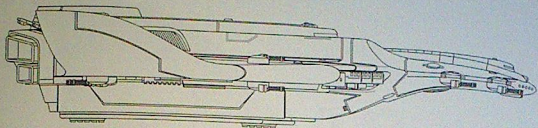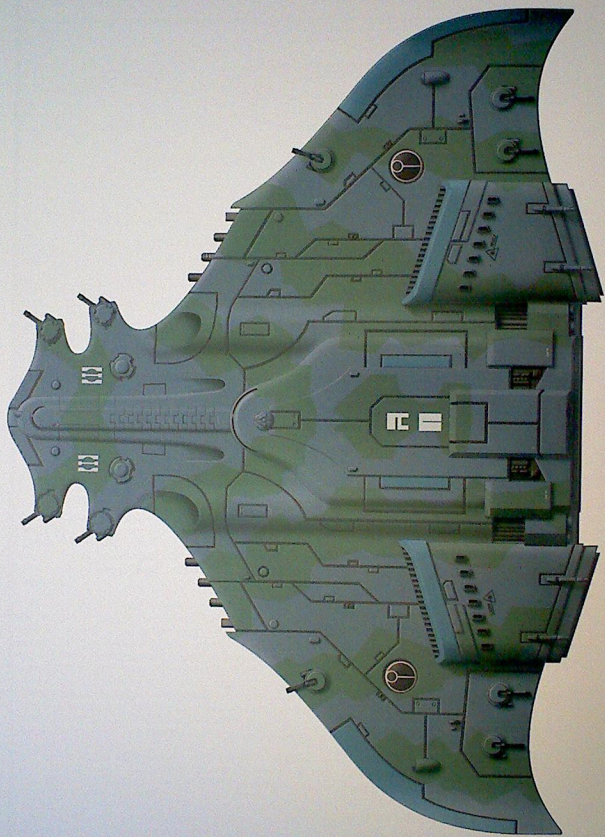
Manta of Hunter Cadre El'Corm during the second battle of Nimbosa City, Nimbosa.

# ELDAR AIRCRAFT

# NIGHTWING



The Eldar's frontline fighter aircraft is the infamous Nightwing. Hated by all enemies of the Eldar, it is a sleek and deadly aircraft, capable of out-matching just about any other aircraft in the sky. The Nightwing is the pinnacle of Eldar aircraft technology, a superbly designed fighter-interceptor that provides Eldar craftworld forces, and Eldar corsair raiding parties, with the decisive edge in aerial combat. Utilising the Eldar's sophisticated anti-gravity technology, the Nightwing is capable of aerobatics feats most Imperial Navy pilots would consider impossible.

The Nightwing is extremely fast in a straight line, utilising its swept wing design for extra speed. With its wing in the backwards position it can easily outpace any Imperial fighter. For extreme manoeuvres the wings sweep forwards, allowing the Nightwing to pull high speed, high-g turns, and brake the aircraft very rapidly during a dogfight. Eldar pilots master this manoeuvre, suddenly braking and swerving hard to throw off pursuit.

Dogfighting is where the Nightwing really excels. It is not heavily armed for ground attack missions, although its brightlances are still powerful enough to destroy enemy tanks. For specialist ground attack missions, the Eldar usually turn to the Nightwing's larger cousin, the Phoenix. The Nightwing's armament is primarily designed for engaging and destroying enemy aircraft.

Like other Eldar vehicles, the Nightwing relies on speed and agility to avoid damage rather than armour. The Nightwing is protected from enemy fire by image distorting holo-fields. The field generator makes it difficult for enemy targets to lock-on to the Nightwing, and throws out false images which confuse enemy pilots.

A notable feature of the Nightwing (and other Eldar aircraft) is that it has no landing gear. Due to the Eldar's mastery of anti-grav technology, when the aircraft has landed, it still sits upon an anti-grav field, allowing it to hover just above the ground.

Nightwing pilots are almost always young Eldar who have yet to travel the darker Aspect paths. Many do have previous experience as Jetbike riders or from crewing Vypers or Falcons. Those with the desire and the aptitude move on to fly Nightwings. Many pilots will also go on to walk the Path of the Outcast, and Eldar corsair bands are often well equipped with Nightwings to support their lightning raids.

## SPECIFICATIONS

**Type:** Fighter/interceptor.

**Powerplant:** Unknown.

**Performance:** Maximum speed 3600kph (2250mph) at 5,000 feet; cruising speed 2300kph (1430mph); range unknown.

**Weight:** Approx 5 tonnes (empty).

**Dimensions:** Wingspan 15.4m; length 12m; height 4.3m.

**Armament:** Two nose-mounted shuriken cannons, two ventral mounted brightlances.
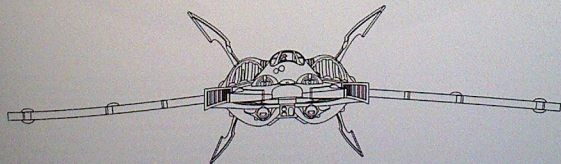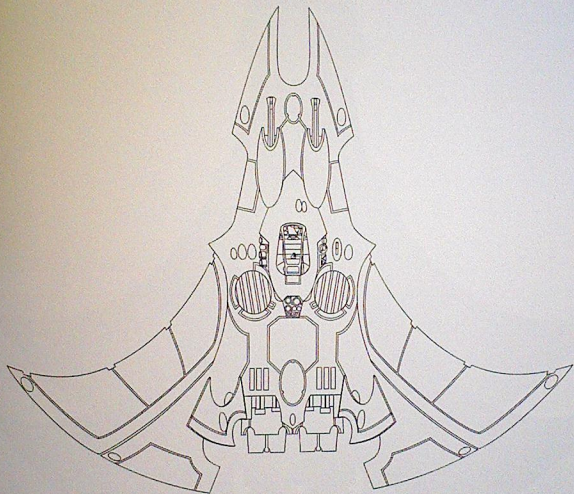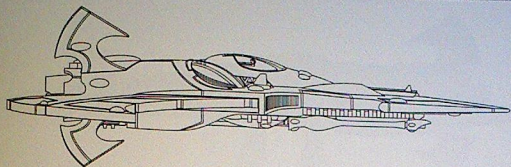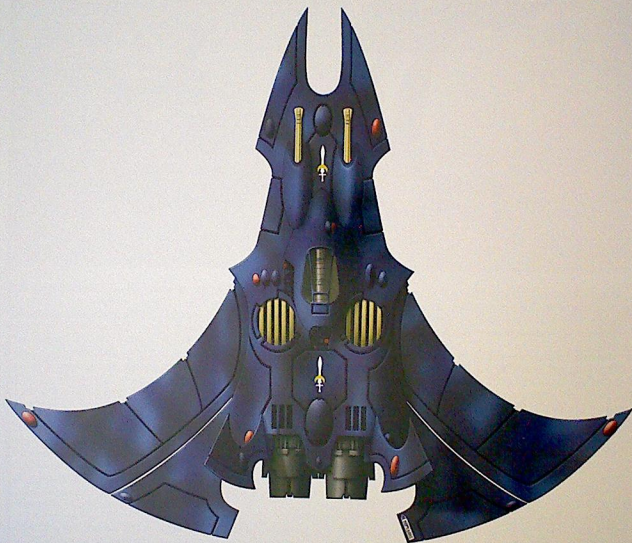
A Nightwing of Alaitoc craftworld, as deployed during the infamous attack on Krayak's Moon.The Eldar's sudden attack on the Imperial garrison on Krayak's Moon remains unexplained, although serves as an example of why the Eldar are considered untrustworthy and unpredictable by most Imperial commanders.

The Alaitoc strike force struck with speed and precision, having already thoroughly scouted the Imperial base's defences. A squadron of Nightwings opened the attack, targeting the outpost's air defences and destroying them, laying the base open to attacks by a following wave of Phoenix. With the base badly damaged by the attacks, the Eldar's ground forces moved in to overwhelm the surviving defenders.
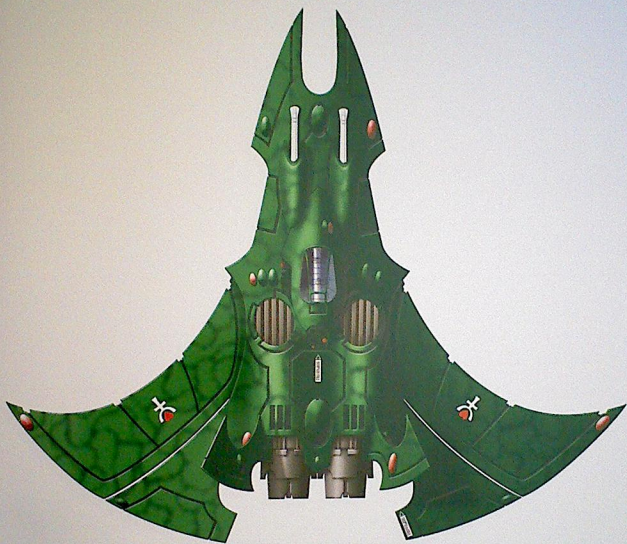
Nightwing of Biel-Tan craftworld, identified in the area of the Karsundi river, Lammas campaign.
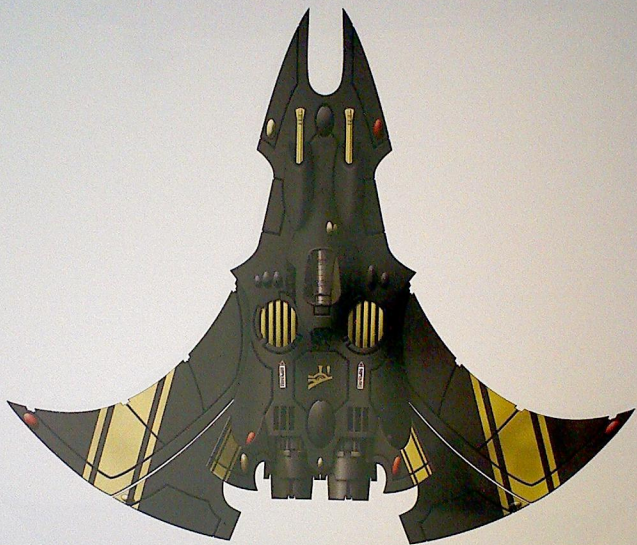
Nightwing of Ulthwe craftworld, part of the Belial strike force.
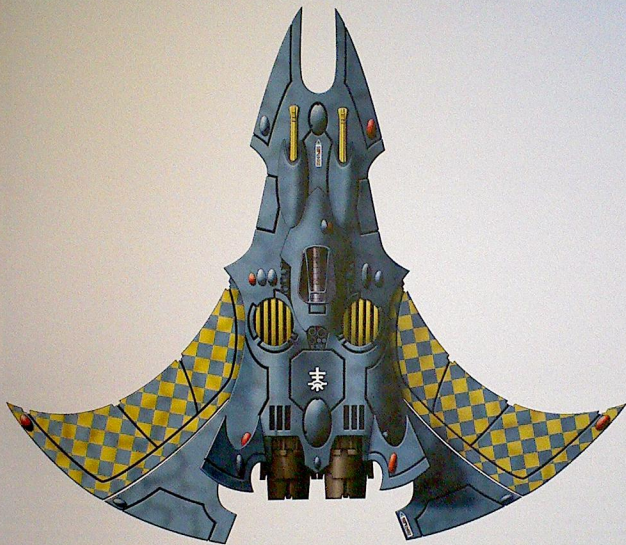
Nightwing of the infamous Eldritch Raiders corsairs band, Ceres XII raiding party.

# PHOENIX



## BACKGROUND

The Phoenix has many features in common with the Nightwing, but lacks the straight line speed and top end manoeuvrability of the fighter, instead carrying a larger weapons payload for its role as a ground attack fighter. Despite its loss of speed, the Phoenix is still an outstanding aircraft, capable of tangling with most enemy fighter aircraft and still coming out on top.

The Phoenix's weapons load includes two, nose-mounted shuriken cannons, primarily for use against enemy aircraft. Below the fuselage is a single centreline mounted pulse laser, a powerful, rapid firing laser weapon used for pinpoint accuracy against hard targets. The fuselage also holds the Phoenix's main ground attack weapon, two rapid firing Eldar missile launchers, armed with plasma missiles. This is an area saturation weapon, obliterating a target in a hail of expanding plasma explosions.

The Phoenix has two crew, one pilot to fly the aircraft, whilst the co-pilot operates the weapons systems. Like the Nightwing, the aircraft is well protected inside its disruptive holofield.

Like all Eldar aircraft, the Phoenix is constructed of complex psychoplastics, formed into solid shapes under psychic pressure by the Eldar's Bonesingers. The fuselage is reinforced by wraithbone, for extra strength and resilience, this also means the crew will be psychically attuned to their aircraft, improving response times and allowing the pilots to control the aircraft with the utmost efficiency.

Phoenix are common throughout all the Eldar craftworlds, and amongst Eldar corsair bands. Those aircraft from craftworlds bear the usual colours associated with it. Corsair bands use more flamboyant colour schemes and motifs, often allowing pilots to individually decorate their aircraft with flames, skulls and mythical beasts being common devices.

The Eldar's long history of warfare has taught them the value of air power, and their aircraft have been developed to give them aerial supremacy over any battlefield they must fight on, against any foe. With Nightwings flying as escort cover to intercept and destroy enemy fighters, this clears the way for the Phoenix to swoop in low against enemy ground targets.

## SPECIFICATIONS

**Type:** Ground attack fighter-bomber

**Powerplant:** Unknown

**Performance:** maximum speed 3100kph (1930mph) at 5,000 feet; cruising speed 1900kph (1180mph), range unknown

**Weight:** Approx 6 tonnes (empty).

**Dimensions:** Wingspan 14.75m; length 12.6m, height 3.4m.

**Armament:** Two nose-mounted shuriken cannons, two under-wing Eldar missile launchers, ventral-mounted pulse laser.
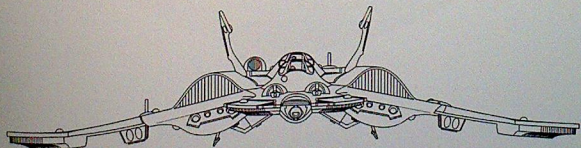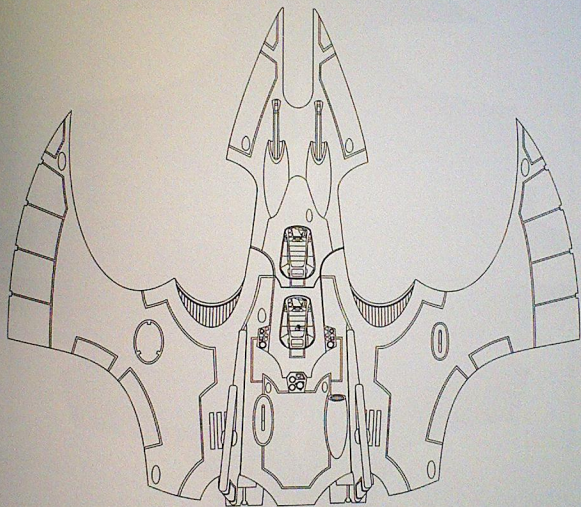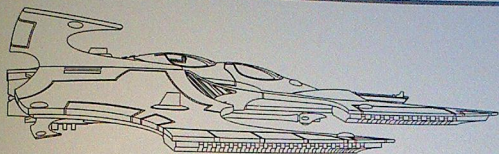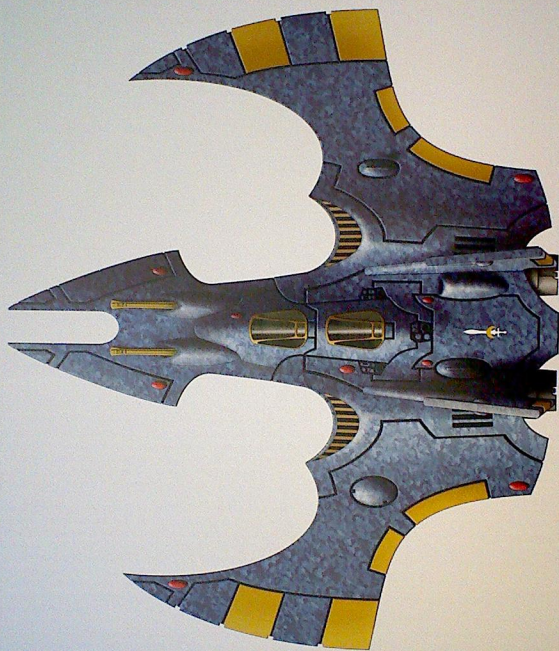
Phoenix of Iyanden craftworld, part of the force that devastated Assyri Prime.
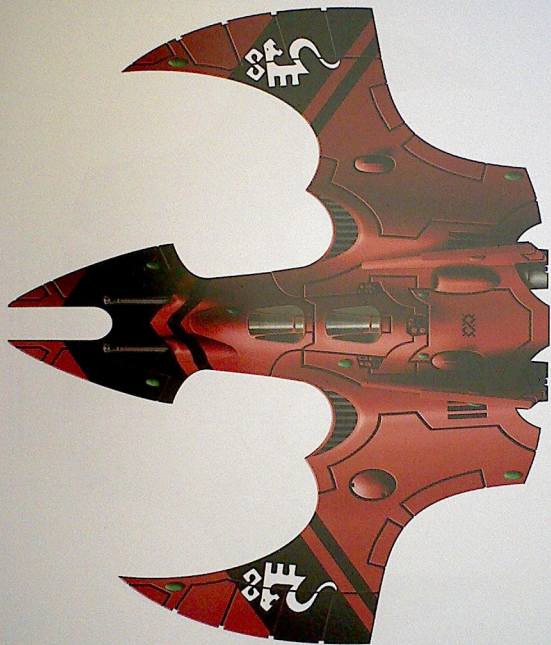
Phoenix of Saim-Hann craftworld, supporting the Wild Riders during the Battle of Barbarus.
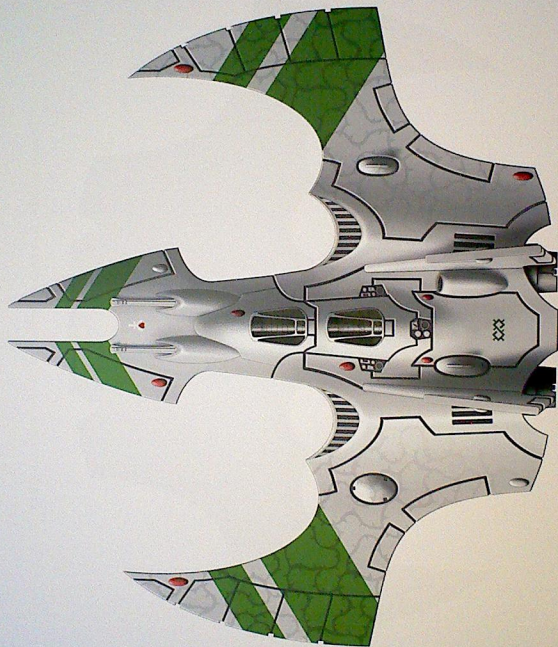
Phoenix of Biel-Tan craftworld, supporting the Swordwind Host in fighting against the Orks of the Empire of Octarius.
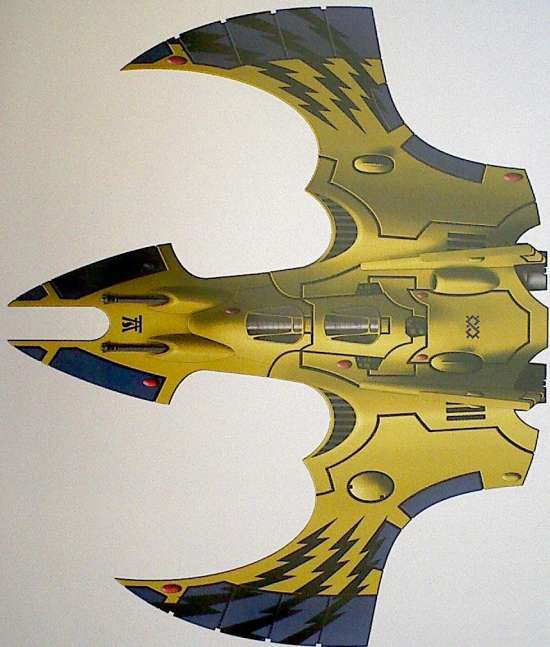
Phoenix of Prince Galudhar the Grey's corsair band, encountered on Duros. This corsair band is believed to have close links with Iyanden craftworld.

# VAMPIRE RAIDER



## BACKGROUND

The Vampire Raider is the Eldar's largest atmospheric aircraft, although as a drop ship it can also operate in the hard vacuum of space. It is used primarily as a transport for Eldar assault forces, descending from orbiting spacecraft to strike their targets before quickly withdrawing. As a drop ship it is highly favoured by Eldar corsair bands, who make wide use of Vampires to land their raiding parties.

For its size the Vampire is fast, agile and well-armed – mainly for supporting fire as it approaches a landing zone. It has a nose mounted scatter laser and two underwing hardpoints which mount twin-linked pulse lasers. It also has a holo-field for protection. When Vampires are required to land troops they usually fly with an escort of Nightwings.

The Vampire can carry up to 30 troops in its passenger compartment and has two crew, a pilot and co-pilot. Other variants of the standard raider have been identified, one particular modification is the inclusion of heavier weapons for ground attack bombers.

## SPECIFICATIONS

**Type:** Dropship.

**Powerplant:** Unknown.

**Performance:** Maximum speed 3100kph (1930mph) at 5,000 feet; cruising speed 1900kph (1180mph), range unknown.

**Weight:** Approx 56 tonnes (empty).

**Dimensions:** Wingspan 13.2m; length 26m, height 7.1m.

**Armament:** One nose-mounted scatter laser, four wing-mounted pulse lasers.
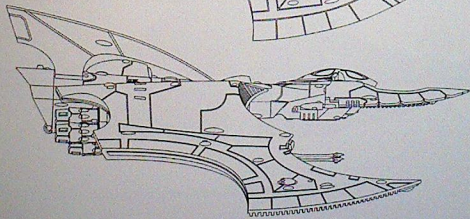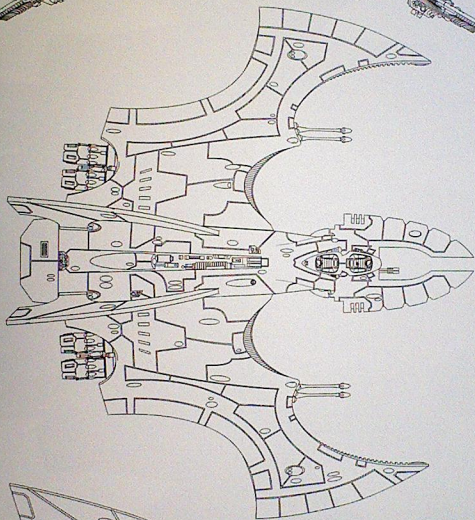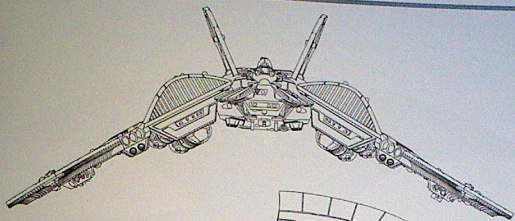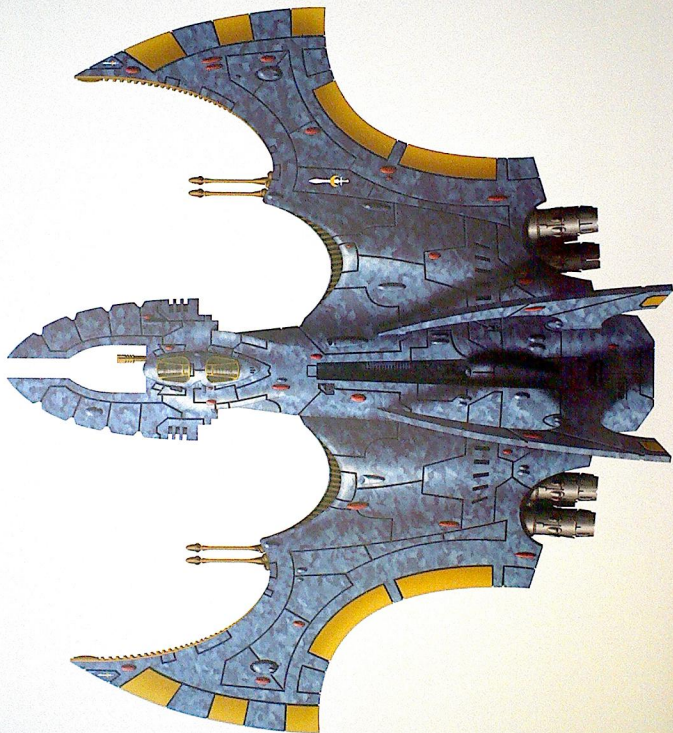
Vampire Raider of Iyanden craftworld during the devastation of Assyri.

Vampire Raider of Biel-Tan craftworld engaged against Ork forces of the Overfiend of Octarius.

# VAMPIRE HUNTER



## BACKGROUND

The Vampire Hunter is a variant of the Vampire Raider, converted for use as a heavy ground attack bomber rather than as a troop shuttle. It foregoes any transport capacity for additional heavy armament, and carries massive pulsars and multiple missile launchers. The Vampire Hunter is a super heavy gunship, capable of taking on the heaviest enemy units, including Titans, and is only deployed onto the fiercest battlefields against large targets. They fly on missions to engage specific enemy targets, such as an attacking Titan, and each Vampire Hunter will usually have its own Nightwing fighter cover to support their attack runs and keep enemy aircraft at bay. Vampire Hunters are not a common aircraft, and their specialised role means they are only deployed during large Eldar operations.

The Hunter is just one of several identified variants of the basic Vampire, usually carrying different armaments, which are used by different craftworlds and corsair bands. Despite its heavy weapons load, the Hunter retains the Vampires amazing manoeuvrability and speed for such a large aircraft, and like all Eldar aircraft, is protected by a holofield.

## SPECIFICATIONS

**Type:** Ground attack bomber.

**Powerplant:** Unknown.

**Performance:** Maximum speed 3100kph (1930mph) at 5,000 feet; cruising speed 1900kph (1180mph); range unknown.

**Weight:** Approx 57 tonnes (empty).

**Dimensions:** Wingspan 13.2m; length 26m, height 7.1m.

**Armament:** One nose-mounted scatter laser, two wing-mounted pulsars, two under-fuselage missile launchers.
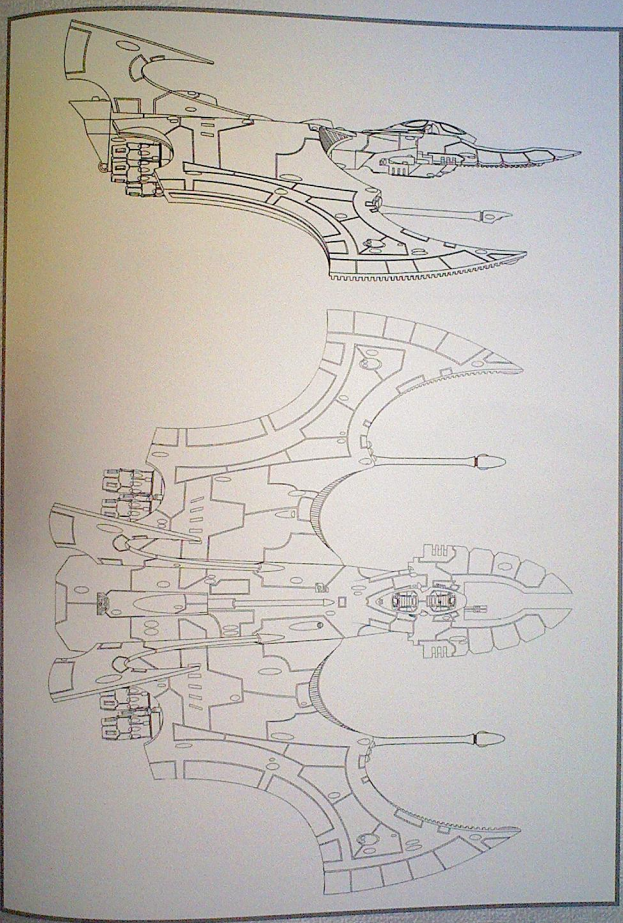
Vampire Hunter of Ulthwe craftworld, supporting the Belial strike force.

# CHAOS AIRCRAFT

# HELL BLADE



## BACKGROUND

Secret Ordo Malleus reports speculate that hidden within the Eye of Terror there lies a traitor forge world, a hellish place run by renegade Adeptus Mechanicus Techpreists, the so called Dark Priesthood. Codenamed Xana II, it is believed that this forge world churns out infernal war machines and weapons for the heretic legions of the Warmaster of Chaos, Abaddon the Despoiler. When Abaddon's legions spew forth from the warp to raid Imperial worlds, they are often accompanied by daemonically powered war machines and aircraft created on Xana II.

The Ordo Malleus believe that the Hell Blade is a product of Xana II. Its slim form races through the skies issuing horrific shrieks, wails and screams as it dives and climbs. They are flown with reckless abandon by corrupted servitors, cursed souls who are hardwired into the cockpit and may never leave.

A Hell Blade is fast, agile and well-armed with quad autocannons under its fuselage for its role as an interceptor. They are designed to engage other aircraft in dogfights, leaving the ground attacks to the larger Hell Talon.

During his massive assault on the Cadian Gate, Abaddon's 13th Black Crusade, Hell Blades became a common sight in the dark skies over besieged Imperial worlds. Again and again heavily outnumbered Imperial Navy fighter squadrons engaged swarms of small, darting Hell Blades in desperate swirling dogfights. Throughout the crusade, aerial battles saw heavy loses on both

sides. Claims of over 2,000 Hell Blades destroyed over Cadia alone have not been confirmed, and Imperial Navy losses are still being calculated by Departmento Auditors. Who knows how many daemonically powered aircraft are being stockpiled within the Warp for the Warmaster's next assault?

## SPECIFICATIONS

**Type:** Fighter/interceptor.

**Powerplant:** Unknown.

**Performance:** Maximum speed 2800kph (1750mph) at 5,000 feet; cruising speed 2000kph (1250mph); range unknown.

**Weight:** Approx 3.5 tonnes (empty).

**Dimensions:** Wingspan 5.6m; length 13.8m; height 1.65m.

**Armament:** Four autocannons.
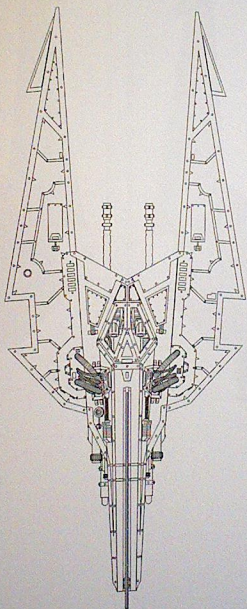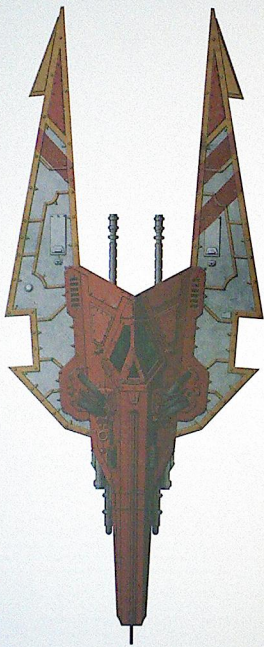
Hell Talon of an unidentified Chaos legion, encountered over Cadia, 13th Black Crusade.

Hell Talon supporting the Night Lords warband of Lord Verdelet during the scourging of Agripinaa.
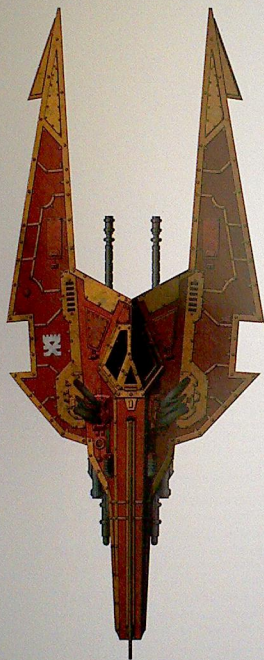
Hell Talon dedicated to the Chaos God Khorne, supporting the World Eaters warband, encountered on St Josamine's Hope.
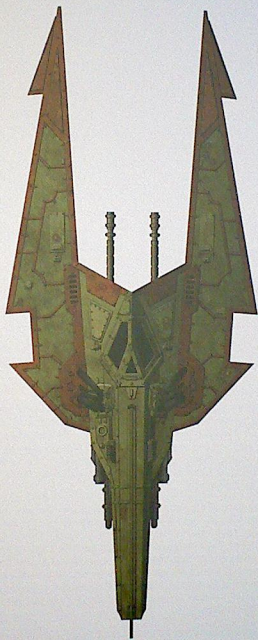
Hell Talon dedicated to the Chaos God Nurgle, encountered on Belis Corona during fighting against Tyrhus' warband.

# HELL TALON



## BACKGROUND

The Hell Blade's larger cousin is the Hell Talon, a heavier aircraft used in the fighter-bomber role, and capable of carrying a large under-wing payload of incendiary bombs. The Hell Talon swoops in low, bombing and strafing, whilst the Hell Blades cover them, by intercepting enemy fighters. As well as up to eight bombs, the Hell Talon is also armed with lascannons and an autocannon under the fuselage.

It is thought that the Hell Talon was created upon the orders of Abbadon himself, as part of the preparations for his 13th Black Crusade. Upon the traitor forge world of Xana, the corrupt adepts of the Dark Priesthood used their heretical knowledge to meld machine, man and daemon into a single war engine. The blasphemous processes used to create such horrors are beyond the bounds of the Adeptus Mechanicus' knowledge, regarded as the worst of heresies against the machine god and the path to eternal damnation.

The Hell Talon is flown by three Chaos servitor which are all hardwired into the cockpit. As it flies, the Hell Talon issues wails, screams and groans – the tortured screams of those sacrificed to awaken the daemons within the aircraft. The Hell Talon's daemonic spirit seemingly tears through the very fabric of the sky, accompanied by crackling lightning and black storm clouds as the Warp leaks through into reality in the wake of the aircraft's passage. Literally, the skies darken when the Hell Talons fly.

During Abaddon's massive assault upon the Cadian Gate, Hell Talons became a common sight over besieged Imperial worlds. The defenders of Doas were bombed for 22 consecutive days by Hell Talons. The fires started created a firestorm that razed it to the ground and tens of thousand died in the conflagration which still smoulders to this day.

## SPECIFICATIONS

**Type:** Fighter-bomber.

**Powerplant:** Unknown.

**Performance:** Maximum speed 2350kph (1500mph) at 5,000 feet; cruising speed 1700kph (1050mph); range unknown.

**Weight:** Approx 17 tonnes (empty).

**Dimensions:** Wingspan 10.4m; length 20.3m; height 3m.

**Armament:** Two lascannons, one autocannon and up to eight incendiary bombs.
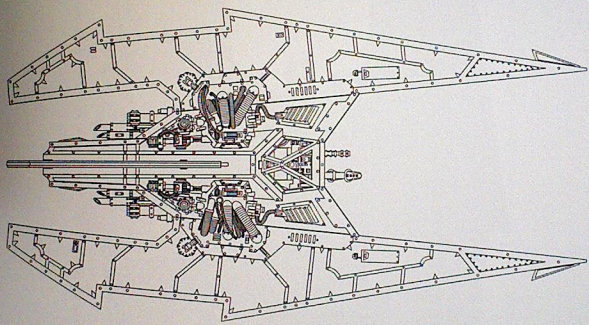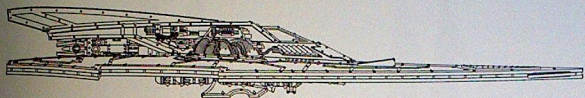
Hell Talon encountered during the siege of Vraks. This may be part of an Iron Warriors warband, but this cannot be confirmed.
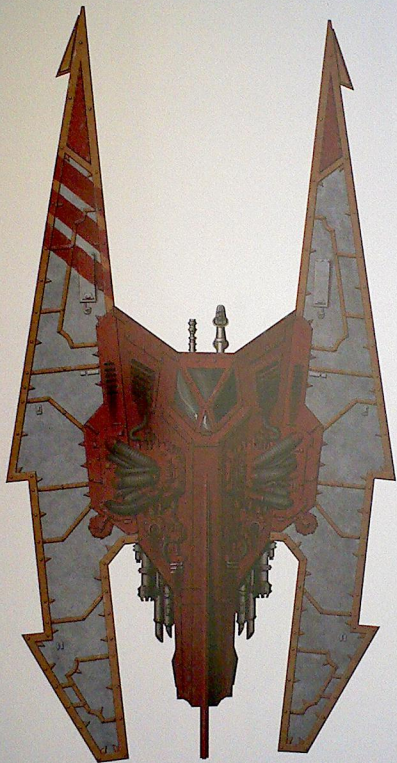
Hell Talon of an unidentified Chaos warband, encountered during Lord Creed's counter-attack, Operation Chrysos, on Cadia.
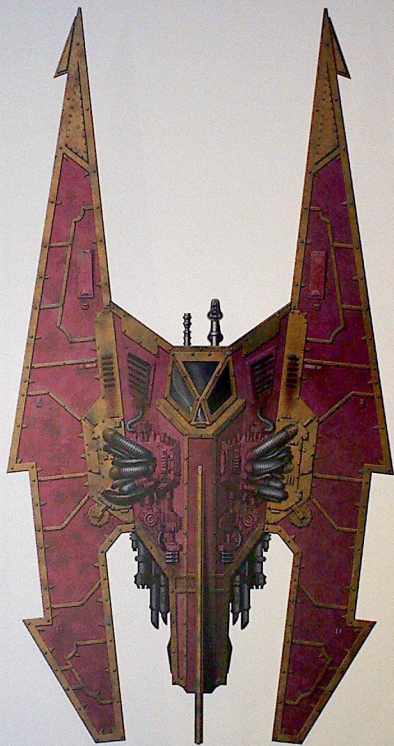
Hell Talon of the renegade Emperor's Children warband of Lord Vexcarnel the Butcher of Sheolax', during the Sheolax uprising

# SCENARIOS

# SCENARIOS

This section provides you with rules and guidelines for fighting different types of battles. Many battles will be straight forward affairs, such as the Dogfight scenario which basically pits two patrols against each other in a straight fight. Other games are more complex, and require the positioning of ground targets and landing zones, or have other victory conditions, such as escorting a supply convoy. The final part of this section deals with playing a series of linked games in a campaign.

## CHOOSING A SCENARIO

For your first game of Aeronautica Imperialis, we recommend that you play the introductory scenario 'Dogfight'. This scenario will allow you to learn the basics of moving and firing aircraft before tackling other rules such as ground attacks and landing troops. Once you have a grasp of how the basic rules work, move on to playing other games, gradually introducing more rules, until you have mastered them all.

The quickest and easiest method of choosing which scenario to use is for both players to agree which scenario to play before hand. This will allow players to pick their squadrons for the game and be ready to play when the time comes. Of course players can't always agree on which scenario to play, so there is also the random method.

Roll a dice for the size of game: 1–4 – Small game. 5–6 – Large game. Roll again for which scenario will be used.

**Small games. D6 result.**

1. Bandits over Karsundi River.
2. Behind Enemy Lines.
3. Straggler over Varestus Prime.
4. Search and Rescue.
5. Grey Knight Strike.
6. Clash of Aces.

**Large games**

1. Ground Attack.
2. Convoy Intercept.
3. Troop Landing.
4. Bomber Mission.
5. Convoy Escort.
6. Air Raid.

Finally, determine who will be the attacker and who will be the defender. Roll a dice, the player that scores highest will be the attacker for this game.

## SCENARIO FORMAT

All the scenarios are presented with the following format:

**Background:** A brief overview of the battle, who was involved and where it occurred.

**Forces:** Shows what forces were involved in the battle for both sides along with any additional weapons loads for each aircraft.

**Alternative Forces:** Details any restrictions and points values should you wish to replay the battle with different forces than those that were actually involved.

**Set-up:** How to set up the battlefield and where to deploy forces.

**Special Rules:** Any special rules that apply solely to this scenario.

**Victory Conditions:** How to determine who has won the game.

## RESERVES

Some scenarios use the Reserve rules. Reserves are friendly aircraft that happened to be in the same area, or additional aircraft directed to a battle to reinforce a squadron that is already engaged. Aircraft in reserve are not deployed at the start of the game, but will become available in later turns.

To see if reserves arrive roll a dice at the start of each turn, before writing down manoeuvres. The Reserve Table shows the dice roll result required for reserves to arrive.

**Reserves Table**

|  | Turn 1 | Turn 2-5 | Turn 6-9 | Turn 10+ |
|---|---|---|---|---|
| Reserves arrive on: | n/a | 6+ | 5+ | 4+ |

When reserves arrive write down a Manoeuvre card for each aircraft, and it will move on from its side's table edge. Unless stated in the scenario, reserves forces will enter the table at maximum speed and at any permitted altitude, but individual scenarios may change this.

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## INTRODUCTORY SCENARIO – DOGFIGHT

**Background**

In this scenario two combat air patrols clash head-on in a swirling dogfight.

This is a basic scenario that allows players to fight a straight dogfight, fighter against fighter, and get used to the basic rules and tactics of the game.

Set a mutually agreeable points value for the scenario. For small games we suggest 60 pts a side. For a large game try up to 200 pts aside.

**Forces**

Only fighters may be taken for this scenario. Bombers are not allowed. No ground defences can be used.

**Set-up**

The sides start at opposite ends of the table. They take turns placing an aircraft with the bases touching their table edge.

Players may choose the speed and altitude for each aircraft to start the game on before placing it on the table.

**Victory Conditions**

The game lasts until one side is forced to disengage. Then total up Victory points.

# BANDITS OVER THE KARSUNDI RIVER



**Background**

3659th Figher wing, deployed on the planet of Lammas, were conducting a routine combat air patrol, flying as protection for Imperial Guard ground forces advancing to the Karsundi river. Suddenly they came under unexpected attack from Eldar aircraft. Caught by surprise, the Thunderbolts of 3659th squadron fought a desperate dogfight against the fast and manoeuvrable Nightwings, losing two of their number before disengaging and returning to base. There were no confirmed losses for the Eldar forces.

**Alternative Forces**

To play this game with other forces, both players may spend up to 80 pts on their squadron. Both sides can only use fighters. Bombers and ground defences are not allowed.

**Set-up**

Play along the length of a 6' x 4' table. The defenders must deploy first. Place all the defender's aircraft within 12' of the centre of the table, all facing the same short table edge. They may start the game at any altitude and speed.

The attacker's aircraft are placed behind the defenders, with their bases in contact with the short table edge. They may be travelling at maximum speed as they race after their targets.

**Special Rules**

The Eldar have surprised the Imperial Navy pilots and automatically win the initiative on the first turn. Roll for initiative as normal from turn 2 onwards.

**Victory Conditions**

Play until one side is forced to disengage, then add up Victory points to determine the winner.



ATTACKERS

Nightwing

Nightwing

Nightwing

DEFENDERS

Thunderbolt
with weapons load 1

Thunderbolt
with weapons load 4

Thunderbolt

Thunderbolt
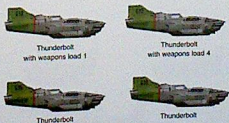
# BEHIND ENEMY LINES

**Background**

Deep in the deserts of Taros, far behind enemy lines, a Tau Pathfinder cadre has completed its reconnaissance mission and the teams have to await extraction via Orca dropship. An Orca has been ordered to the pick-up point, along with Barracudas flying in escort, but the Imperial Navy have detected the approaching Tau aircraft and vectored the closest combat air patrols to intercept. The Tau must protect the Orca and get their troops out.

**Alternative Forces**

To play this game with other forces, both players may spend up to 80 pts on their forces. The defender can take any aircraft, although he must include at least one aircraft with a transport capacity (to pick up the troops). The attacker may only spend his points on fighter aircraft. Neither side may include any ground defences in his force.

**Set up**

Play the game along the length of a 6' by 4' table. Place a unit marker 18" from the attacker's table edge in the centre of the table. This is the spot where the Tau Pathfinder teams are awaiting extraction.

The defender deploys first. Place the Orca and Barracudas against their board edge, at any permitted speed and altitude. Next, deploy the attackers against his board edge at any permitted speed and altitude.

**Victory Conditions**

The Orca must land within 6" of the Pathfinder team to pick them up. It must then take-off and escape off either of the long board edges or its own board edge. Note, the attackers may not target the Pathfinder teams on the ground, they do not know they are there!

In this game neither side will disengage. Fight until the Orca either escapes or is shot down. If the Orca escapes off the table with the Pathfinder teams, the Tau win, if not, the Imperium win.



| ATTACKERS | RESERVES | | DEFENDERS |
|---|---|---|---|
| Lightning | Thunderbolt | Orca | **RESERVES** |
| | | Barracuda | Barracuda |
| Lightning | Thunderbolt | Barracuda | Barracuda |

---

# STRAGGLER OVER VARESTUS PRIME

**Background**

Returning from a bombing mission, a single Marauder bomber has been hit and lost engine power. Unable to maintain formation with the rest of its squadron, the straggler is left behind to make its own way back to base. Two Thunderbolt fighters have been detailed to escort the straggler, but the enemy have spotted the damaged aircraft and are moving in for the kill.

**Alternative Forces**

To play this game with other forces, both players may spend up to 50 pts on their forces. The attacker can only use fighters. The defender must take a single bomber as the straggler, and spend the rest of his points on fighters. No ground defences may be taken by either side.

**Set-up**

Play along the length of a 6' x 4' table. The defenders must deploy first. Place the Marauder bomber in contact with the centre of a short board edge. It may start the game at any altitude. Place both Thunderbolts anywhere within 12" of the Marauder.

The defenders are placed in contact with the opposite board edge. They may start the game at any permissable altitude and speed.

**Special Rules**

**Straggler.** The Marauder bomber is damaged and restricted to a maximum speed of 2. It cannot exceed speed 2, but may change altitude as normal.

**Victory Conditions**

Play until one side is forced to disengage, then add up Victory points. If the Marauder Bomber exits from the opposite table edge, the defender automatically wins regardless of Victory points.



| ATTACKERS | | DEFENDERS |
|---|---|---|
| Fighta with weapons load 1 | Fighta with weapons load 1 | Marauder Bomber |
| | Fighta with weapons load 1 | Thunderbolt  Thunderbolt |

# SEARCH AND RESCUE, YARANT II

**Background**

During fighting against Orks in the equatorial jungles of Yarant II, an Imperial Navy bomber crew have been shot down whilst dropping incendiary bombs to defoliate the dense jungles. Whilst the fires rage, the Imperial Navy launches an urgent search and rescue mission to find the missing crew and bring them back...

**Alternative Forces**

To play this game with other forces, both players may spend up to 60 pts on their forces. The attacker can only use any aircraft, but at least one aircraft must have a transport capacity. The defender may use any forces, but must include at least one aircraft.

**Set-up**

Play along the length of a 6' x 4' table. Before deploying any forces, the defender must place six counters anywhere on the table. Counters may not be within 12" of each other. One of these counters is marked with an X on the underside. This is the downed aircrew. To reveal a counter the attacker's aircraft must end its move within 6" of it, it can then be turned over in the End phase. Once revealed, the aircrew can be picked up by landing within 6" of the counter.

**Special Rules**

The Imperial forces have been burning the jungles, and the lower atmosphere is full of smoke, making visibility difficult. At altitudes 1 and 2, no aircraft may fire at long range, and medium range firepower is halved (round fractions up). Firing at short range is treated as normal. At altitude level 3 and above the smoke has cleared and firing is resolved as normal.

**Victory Conditions**

If the attackers find the aircrew and escape with them off the table, the attackers win. Otherwise the defender wins. Neither side will disengage in this mission. Instead, play until either aircrew escape, or until they can no longer escape.



ATTACKERS

Valkyrie

Valkyrie

Lightning with weapons load 1

Lightning with weapons load 1

DEFENDERS

Fighta

Fighta

Fighta

# GREY KNIGHT STRIKE, CORIOLANTHE

**Background**

During heavy fighting against traitor forces on the world of Coriolanthe, a strike force of elite Grey Knight Space Marines led the Imperium's counter-attack, deploying directly into the battle via Thunderhawk gunship. The Imperial Navy flew close escort to this valuable Thunderhawk as it encountered enemy fighters on its approach.

**Alternative Forces**

To replay this game with alternative forces, the attacking force should consist of 70 pts, and at least one aircraft must have at least 1 point of transport capacity. The force may consist of either fighters or bombers. The defender's force should consist of up to 70 pts and can be either fighters, bombers or ground defences.

**Set-up**

Play the game along the length of the table. One short board edge is the Chaos player's, the other is the Imperium's. The Grey Knights strike force must be landed in a landing zone. This is a 12" square area in the centre of the Chaos player's board edge. The Thunderhawk must land in this area to deploy its troops.

The Attackers sets up first. Place the Thunderhawk against the Imperium player's board edge. It must start the game at Altitude 9 (having just entered the atmosphere) and at maximum speed. The Lightnings are deployed against the Imperium player's board edge, and can start the battle at any permissable altitude and speed.

The Chaos forces set up second. Place all their aircraft against their table edge, at any permissable altitude and speed.

**Victory Conditions**

Do not use Victory points in this game. Neither side will disengage in this scenario. Play until either the Thunderhawk is shot down or escapes off the table. The Imperium player must land the Thunderhawk's troops in the landing zone, then escape back off the Imperial player's board edge. If the Thunderhawk lands its troops and escapes, then the Imperium player wins. If the Thunderhawk lands its troops but does not escape, it is a draw. If the Thunderhawk fails to land its troops, then the Chaos player wins.



ATTACKERS

Thunderhawk with weapons load 1

Lightning with weapons load 4

Lightning with weapons load 4

DEFENDERS

Hell Blade

Hell Blade

Hell Blade

Hell Blade

Hell Blade

Hell Blade

# TROOP LANDINGS, OPERATION COMET

### Background

Operation 'Comet' was the Imperial Guard plan to land a large force of Elysian drop troops to capture an important hydro-processing plant on Taros. The Elysian regiment was transported to the target in their Valkyrie aircraft, with Vultures in attendance to provide supporting ground fire, and Thunderbolts of the 386th squadron providing escort protection.

As the Elysian air convoy reached the landing zone, the Tau attacked in force, both on the ground and in the air, and fierce fighting ensued.

### Alternative Forces

To play this game with other forces, the attacking force can spend 200 pts. The defender can spend 150 pts. The attacker must include at least two aircraft with a transport capacity. The attacking force may consist of fighters and bombers, no ground defences may be used. The defending force may include fighters and bombers and ground defences.

### Set up

Play the game along the length of a 6' x 4' table. The Elysians landing zone is an area up to 24" from the Tau table edge. Within this area place four industrial buildings to represent the hydro-processing plant.

These buildings may be attacked by the Tau player, each building has 3 hits.

Deploy the attacking force first, against their table edge, at any permissable altitude and speed. Next, deploy the defending force, against the opposite table edge at any permissable altitude and speed. The defender's ground defences can be placed anywhere on the table, excpet for within the landing zone.

### Victory Conditions

At the end of the game add up Victory points. The attacker scores VPs for destroying enemy aircraft, ground defences and landing troops in the landing zone. The defenders scores points for destroying enemy aircraft and damaging the buildings.



ATTACKERS

Valkyrie
with jump troops

Valkyrie
with jump troops

Valkyrie
with jump troops

Valkyrie
with jump troops

Thunderbolt
with weapons load 1

Thunderbolt
with weapons load 1

Thunderbolt
with weapons load 1

Thunderbolt
with weapons load 1

RESERVES

Valkyrie
with jump troops

Valkyrie
with jump troops

Valkyrie
with jump troops

Vulture
with weapons load 1

DEFENDERS

Barracuda

Barracuda

Barracuda

Skyray

RESERVES

Barracuda

Barracuda

RESERVES

Tiger Shark

Tiger Shark

# CLASH OF ACES, RYNN'S WORLD

**Background**

Rynn's World is a planet ravaged by years of war. After the initial Ork invasion and subsequent counter-invasion by the Imperium, war has raged constantly for almost 20 years.

In those years both sides have won victories and suffered defeats. Both sides have their heroes. For the Orks it is the famous 'Black Barun', an extraordinary Ork with a genius for flying, and the leader of the Ork air force on Rynn's world. For the Imperium, there is the brilliant Flight-Commander Richter Dagor-Jarni in his distinctive Red Thunderbolt.

The two aces finally met in combat over the Desolation Valley. As Dagor-Jarni led a patrol of 672nd fighter wing, he spotted and engaged an incoming Ork attack. The two aces met head to head, and there would be only one survivor...

**Alternative Forces**

To play this game with other forces, both players may spend up to 90 pts on their squadron. Both sides can only use

fighters. Bombers and ground defences are not allowed. Both players must upgrade one of their fighters to an Ace pilot for free. The Ace should be identified to your opponent.

**Set-up**

Play along the length of a 6' x 4' table. Players choose a short table edge each as their table edge. Players then take it in turns to deploy an aircraft at a time, starting with the attacker. Aircraft may start the game at any permissable speed and altitude.

**Special Rules**

None.

**Victory Conditions**

Play until one side is forced to disengage, then add up Victory points. If one side manages to shoot down the opposing Ace, they score an automatic victory, regardless of Victory points.

# CLASH OF ACES FORCES

**ATTACKERS**


Fighta
'Da Black Barun' – Ork double ace
with weapons load 1


Fighta


Fighta


Fighta-Bommer


Fighta-Bommer

**DEFENDERS**


Thunderbolt
Commander Dagor-Jami – Double Ace


Thunderbolt


Thunderbolt


Thunderbolt

# GROUND ATTACK FORCES

**ATTACKERS**


Fighta-Bommer
with weapons load 1


Fighta-Bommer
with weapons load 1


Fighta-Bommer
with weapons load 1


Fighta
with weapons load 2


Fighta
with weapons load 2


Fighta-Bommer
with weapons load 2


Fighta-Bommer
with weapons load 3

**DEFENDERS**


Vulture
with weapons load 6


Thunderbolt
with weapons load 1


Thunderbolt
with weapons load 1


Thunderbolt
with weapons load 1


Thunderbolt
with weapons load 1


Hydra


Hydra

**RESERVES**


Fighta
with weapons load 1


Fighta
with weapons load 1

**RESERVES**


Thunderbolt
with weapons load 2


Thunderbolt
with weapons load 2

# GROUND ATTACK, PLAINS OF AZOTH
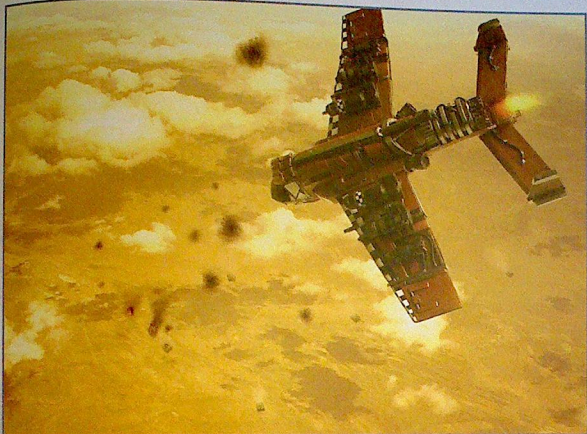


## Background

Imperial Guard forces of the 14th Cadian Armoured regiment were engaged in an offensive across the barren Plains of Azoth. With the tanks and armoured vehicles already heavily engaged against Ork battlewagons and battle-fortress in a fierce tank battle, the Ork Fighta-bommers appear overhead, diving down to strafe and rocket the attacking Leman Russes and Chimeras. The Imperial Navy's air cover responded quickly, and as the Orks swooped down to destroy the lead tanks, the Thunderbolts were quickly on their tails.

## Alternative Forces

To replay this game with other forces, both sides may spend up to 180 pts on their forces. Both the attacker and the defender can use fighters, bombers and ground defences.

## Set-up

Play the game along the length of a 6' x 4' table. The defender should place 10 armoured vehicles anywhere in his half of the table. These are the lead elements of the Cadian 14th Armoured regiment which the Orks are trying to destroy. These can be any armoured vehicle, each has 2 hits regardless of type.

The attacker should place five Ork armoured vehicles in his half of the table, these are the Ork's ground forces, which the Imperial forces may try to destroy. Each has two hits regardless of type. The armoured vehicles do not move during the game.

The attacker deploys first. Position all his aircraft against his board edge at any permitted speed and altitude.

Next, deploy the defender's forces against his board edge at any permitted speed and altitude. Finally, the defender's ground defences may be positioned anywhere in his half of the table.

## Victory Conditions

Both sides must inflict as much damage on his enemy as possible. At the end of the game add up Victory points for destroyed and damaged aircraft and ground targets as normal. The side with the most Victory points wins.

# BOMBER MISSION, 'ARC LIGHT'



## Background

During fighting on Balle Prime, Orks of Waaagh! Ugskraga captured the starport at Balle-Delta and quickly began utilising it for their own ends. They were soon landing more troops and supplies and operating their own aircraft from it. 1167th Bomber wing were tasked with destroying the starport, and planned Operation 'Arc Light'. A forces of heavily armed Marauders bombers, with a fighter escort, would attack at dawn and pound the starport into smoking rubble.

The Thunderbolts would fly as a first wave. Armed with Hellstrike missiles they would target the star port's anti-aircraft defences. The Marauders and their escorting Lightnings would follow behind as a second wave to unleash destruction and destroy the star port.

### Alternative Forces

To play this game with other forces, the attacking player may spend up to 300 pts on their forces. The defender may spend up to 200 pts. Both sides can use fighters and bombers, but only the defender may use ground defences.

## Set-up

Play along the length of a 6' x 4' table. Place the starport anywhere in the Ork's half of the table. It consists of at least five buildings (any of which may be targeted). These are warehouses, control buildings and hangars (all have 3 hits). There is also a large landing pad and three defensive bunkers. The landing pad can be targeted and can take 10 hits before it is destroyed. All the starport buildings, etc, must be placed within 24" of each other.

Place the attacker's first wave against a short table edge, at any permissible speed and altitude. The second wave arrive from the same board edge at any permissible altitude and speed. The defender then deploys his aircraft against his short table edge, at any permissible altitude and speed. Ground defences maybe placed anywhere on the table. The Ork aircraft that are on the ground are on the landing pad and may start to take off from turn 3.

### Victory Conditions

Play until one side is forced to disengage, then add up Victory points as normal.

**ATTACKERS**

*First Wave*

Thunderbolt
with weapons load 2

Thunderbolt
with weapons load 2

Thunderbolt
with weapons load 2

Thunderbolt
with weapons load 2

*Second Wave*

Marauder
with weapons load 1

Marauder
with weapons load 1

Marauder
with weapons load 1

Marauder
with weapons load 1

Lightning
with weapons load 4

Lightning
with weapons load 4

Lightning
with weapons load 4

Lightning
with weapons load 4

**DEFENDERS**

Fighta
with weapons load 1

Fighta
with weapons load 1

Fighta
with weapons load 1

Fighta
with weapons load 1

'eavy flak kannon

'eavy flak kannon

'eavy flak kannon

Flak wagon

Flak wagon

Aircraft on the ground at start of game

Fighta

Fighta

Fighta

Fighta

Fighta-Bommer

Fighta-Bommer



6
7
8
9
10
11
12
13

# CONVOY INTERCEPT, KASR GEHR

## Background

During the 13th Black Crusade, the garrison of Kasr Gehr on Cadia were cut off by a surprise landing by Chaos raiders. The Cadian Guardsmen where surrounded and outnumbered but fought on, even though they were in desperate need of new supplies.

Before a full relief force could be organised it was vital that the garrison be re-supplied if it was to hold out. An emergency supply mission was launched. A convoy of Arvus Lighters would ferry the supplies, whilst Thunderbolt fighters provided escort protection against the Chaos interceptors that were already patrolling the skies above the Kasr.

## Alternative Forces

To play this game with other forces, both players may spend up to 120 pts on their forces. The defender can take any aircraft, although he must include at least 1 aircraft with a transport capacity (it is carrying the supplies) The defender may also include a maximum of 1 ground defence in his force. The attacker may spend his points on any aircraft he wishes, fighters or bombers, but he may not include any ground defences.

## Set-up

Play along the length of a 6' x 4' table. Mark an area 24" wide by 12" deep in the centre of the attacker's table edge. This is the landing zone.

The attacker must deploy first. Place all the attacker's aircraft in contact with his table edge. They may start the game at any permitted altitude or speed. The defender then deploys all his forces against the opposite table edge. The Arvus Lighters have just entered the atmosphere and so must start the game at altitude 9, they may be at any speed.

The rest of the defender's aircraft may start the game at any permissable altitude and speed. Finally, the defender's ground defence must be placed in the landing zone.

## Victory Conditions

The defender must deliver the supplies to the embattled ground forces by landing the Arvus Lighters in the landing zone. At the end of the game add up Victory points as normal. The defender gains a bonus 10 Victory points for each transport points worth of supplies landed in the landing zone at the end of the game.

---

**ATTACKERS**

Thunderbolt
with weapons load 4

Thunderbolt
with weapons load 4

Thunderbolt
with weapons load 4

Thunderbolt
with weapons load 4

Arvus

Arvus

Arvus

Hydra Platform

**DEFENDERS**

Hell Talon

Hell Blade

Hell Blade

Hell Blade

Hell Blade

Hell Blade

Hell Blade

Hell Blade

# AIR RAID, SUPPLY BASE CASTOR 242

## Background

Castor 242 was the codename of a large supply base in the Funeral Hills on Rynn's World. It was established to support the Imperial Guard's offensive against Ork forces in the Desolation Valley. The base's large underground warehouses contained thousands of tonnes of ammunition and fuel, and were well defended.

The Ork's Vulcha Sqwadron, commanded by their infamous ace, the self styled 'Black Barun', launched a large air raid to destroy the base. Attacking in waves, the fighta's and fighta-bommers raced in low, bombing and strafing as the base's ground defences returned fire. Thunderbolts scrambled to meet the attack found themselves heavily engaged by more waves of Fightas. But despite losses, and damage to the base's surface defences, the reinforced warehouses survived undamaged.

## Alternative Forces

To replay this game with different forces, the attacker can take up to 200 pts worth of aircraft – these can be fighters or bombers. The defender gets 150 pts and this can be spent on fighters and ground defences only.

## Set Up

The base and its ground defences should be placed within 12" of the centre of the table. The base consists of two bunker entrances, three watchtowers, six parked vehicles and five assorted light buildings. All these are targets. Ground defences should also be placed within 12" of the table centre.

The Ork forces are divided into two attack groups. Deploy one group on each of the short table edges. They may start the game at any permissible altitude and speed.

The defender's reinforcements may enter from either of the long board edges.

## Victory Conditions

The Orks must destroy the underground storage warehouses. To do this they must first destroy the bunker entrances (which have 4 hits each), and then attack the destroyed bunkers. Each additional point of damage has a chance of denotating the ammo and fuel below. Roll a dice for each point of damage, on a 6 the stores explode. If the Orks destroy both warehouses they win, if they destroy one it is a draw, if they destroy neither, the Imperial player wins.

# AIR RAID ON CASTOR 242 FORCES

**ATTACKERS**

Attack Group 1


Fighta
'Da Black Barun' – Ork double ace
with weapons load 1


Fighta-Bommer
with weapons load 1


Fighta-Bommer
with weapons load 1


Fighta
with weapons load 2


Fighta
with weapons load 2

Attack Group 2


Fighta-Bommer
with weapons load 3


Fighta-Bommer
with weapons load 2


Fighta-Bommer
with weapons load 2


Fighta
with weapons load 1


Fighta
with weapons load 1

**DEFENDERS**


Thunderbolt
with weapons load 4


Thunderbolt
with weapons load 4


Thunderbolt
with weapons load 4


Thunderbolt
with weapons load 4


Hydra platform


Hydra platform


Hydra platform


Hydra platform

# SURGICAL STRIKE FORCES

**ATTACKERS**


Nightwing


Nightwing


Nightwing


Nightwing


Vampire Raider
with jump troops


Vampire Raider
with jump troops

**DEFENDERS**


Hell Blade


Hell Blade


Hell Blade


Hell Blade


Hell Blade


Hell Blade


Hell Talon


Hell Talon

# SURGICAL STRIKE, THE ELDAR'S WRATH



## Background

The Eldar craftworld of Ulthwe drifts forever in the shadow of the Eye of Terror, and must constantly stand prepared to counter any threat from the Chaos forces that seek to destroy it. The warriors of Ulthwe are required to be constantly ready for action against the direst of foes.

When the followers of the infamous Chaos Lord Heinrich Bale discovered an ancient webway entrance and his sorcerers attempted to open it, the Seer Council of Alaitoc craftworld had already seen the future, and predicted the threat to their brethren upon Ulthwe. The Seers of Alaitoc ordered that the abandoned portal must be destroyed before the Chaos followers succeeded in finding a way into the webway that might lead them to Ulthwe itself.

An alliance was formed and plans where made. A diversionary attack was dispatched by Ulthwe to engage Bale's main warband, whilst a second Alaitoc force launched a lightning raid to capture, then destroy, the portal.

## Alternative Forces

To replay this game with different forces, the attacker can take up to 200 pts worth of aircraft, these can be fighters or bombers, but must include at least one aircraft with a transport capacity. The defender gets 150 pts and this can be spent on fighters, bombers and ground defences.

## Set Up

The Eldar player chooses a short table edge as his table edge. The Chaos players gets the opposite short table edge. Place the webway portal in the centre of the table, two thirds of the table length away from the Eldar player's table edge. (so, on a 6' long table this would be 48") Deploy all the Eldar aircraft first. Place them in contact with their table edge at any permissible altitude and speed. The Chaos player then deploys his aircraft against his table edge at any permissible altitude and speed. Ground defences may be placed anywhere on the table.

## Victory Conditions

The Eldar must land their troops close to the webway portal so that they can secure the area and destroy the portal. As well as scoring Victory points for damaging aircraft, the Eldar gain Victory points for each point of troop landed within 6" of the portal.

# AIR SUPERIORITY
## CAMPAIGNS

**B**attles do not take place in isolation; they are part of an ongoing war, where troop losses in one battle will affect the outcome of future battles. A campaign allows you to fight an ongoing war, where you will be required to achieve objectives set by higher command. You will have to husband your forces as best you can, and commit reinforcements carefully to defeat your enemy and achieve finally victory.

This campaign pits two opposing air forces against each other in a battle for air superiority over a war zone. It is assumed that there is a ground war already going on, and both sides are seeking to drive the enemy air force from the skies and achieve air supremacy over the battlefield below. They must also assist ground forces with bombing raids and close air support.

## CAMPAIGN SIZE

Players should feel free to choose a size, in points value, for the campaign. This should be based on the size of their own miniatures collections. As a guideline the table below suggests a points value for various sizes of campaign:

| | |
|---|---|
| Small campaign | 400 pts per side |
| Medium campaign | 600 pts per side |
| Large campaign | 800 pts per side |

## PICKING A CAMPAIGN SQUADRON LIST

Each player must pick a campaign squadron list, up to the total points value of the campaign. This list is all the forces a player has available to him at the start of the campaign, and should include fighters, bombers and ground defences, as well as any additional weapons loads taken (but you do not need to know which weapons load, as this can change for each game).

The players should keep a detailed list of what forces they have – it will be important as the campaign progresses that an accurate record is kept of which aircraft have been destroyed, and which aircraft have had Ace pilots, etc.

There are no restriction on what forces can be taken, although players should beware that Higher Command will require them to carry out a variety of different missions, both offensive and defensive. As a campaign of aerial combat, no force may spend over 50% of its total points on ground defences.

Imperial Navy squadrons may also select forces from the Space Marine Chapter squadron list, but may not spend more points on Space Marine forces than on Imperial Navy aircraft. Once both players have a finalized campaign squadron list, they are ready to begin the campaign.

## THE CAMPAIGN TURN

The campaign runs over a series of turns. Each campaign turn (like a game turn) runs through a series of phases. Each campaign turn will consist of a single battle fought on the table. Which mission this battle is will be determined by each player's strategy and a random dice roll.

### PHASE 1. SELECT A CAMPAIGN STRATEGY

Firstly, both players should choose a campaign strategy for this turn. This can be either Offensive or Defensive. Players should write down their strategy on a piece of paper then reveal it. Offensive means the player is going on the attack, looking to hit the enemy where it hurts most. Defensive means the player is looking to husband his forces, minimize damage and absorb whatever the enemy can throw at him.

### PHASE 2. RECEIVE MISSION

Higher command will require players to accomplish missions. The winner of each mission will receive Campaign points.

Campaign points will eventually determine who has achieved aerial supremacy in the war zone. Each campaign turn consists of a single mission, played as a game on the tabletop.

Missions are randomly determined. Cross-reference the player's strategies, and roll on the appropriate mission table.

## MISSION TABLES
### Offensive Squadron vs Offensive Squadron

| D6 | Mission | Attacker |
|---|---|---|
| 1 | Combat Air Patrol | n/a |
| 2 | Troop Insertion | random |
| 3 | Troop Insertion | random |
| 4 | Air Raid | random |
| 5 | Air Raid | random |
| 6 | Ambush | random |

### Offensive Squadron vs Defensive Squadron

| D6 | Mission | Attacker |
|---|---|---|
| 1 | Combat Air Patrol | n/a |
| 2 | Troop Insertion | Offensive player |
| 3 | Ambush | Defensive player |
| 4 | Bomber Intercept | Offensive player |
| 5 | Bomber Intercept | Offensive player |
| 6 | Air Raid | Offensive player |

### Defensive Squadron vs Defensive Squadron

| D6 | Mission | Attacker |
|---|---|---|
| 1 | Target Recon | random |
| 2 | Target Recon | random |
| 3 | Combat Air Patrol | n/a |
| 4 | Combat Air Patrol | n/a |
| 5 | Bomber Intercept | random |
| 6 | Ambush | random |

### PHASE 3. DETERMINE ATTACKER/DEFENDER

The Mission tables tell you who will attack and who will defend in the mission. If it says random, then both players roll a dice. Whoever rolls highest is the attacker. N/a means not appropriate, as there is no attacker or defender in a Combat Air Patrol, just a chance meeting between both sides.

### PHASE 4. DETERMINE MISSION SIZE

Now you know what mission will be played, and who will be attacking, you must determine the size of the battle. The attacking player can choose the game to be either small, medium or large, ie. committing the size of his forces to attack he wishes. A small game consists of 100 pts per side. A medium game consists of 200 pts per side. Large games consist of 300 pts per side. Note: Combat Air Patrols and Target Recon missions are always small games.

### PHASE 5. PICK MISSION FORCE

Both players now pick forces to fight the battle. The forces must be selected from the campaign squadron list and must conform to the mission restrictions. The forces cannot exceed the points value for the mission. In most cases players will find it difficult to exactly match the points value allowed with the forces at their disposal, ie. in a 100 pt game they may not be able to select exactly 100 pts. Players may choose to use less points than

allowed, but players must always field at least two aircraft in any mission. If they cannot, then the mission is automatically a massacre to their opponent.

## PHASE 6. PLAY MISSION

Now it is time to play the game. Use the mission profile to set up the board, then get playing!

## PHASE 7. CAMPAIGN POINTS

The winner of the game scores 1 Campaign point. If the margin of victory was greater than 50% of the loses Victory point total, then it was a superior victory and the winner gains 2 Campaign points. If the winner scored double, the loses Victory points total then it is a massacre, and the winner gains 3 Campaign points.

## WINNING THE CAMPAIGN

The first player to amass 7 Campaign points is the overall winner. The winner must reach 7 with a 2 point margin in order to win. So a score of 7-6 means the campaign is not yet finished, but a result of 7-5 means victory. If there is no margin then continue the campaign until one player or the other has enough of a margin to win.

## Example.

After many battles between an Imperial squadron and an Ork squadron the campaign score is 7-6 to the Orks. This is not enough of a margin for the Orks to be declared the winners, so another game must be played. Any victory for the Orks will see them win the campaign. If the Imperial squadron manages to win by a massacre then the score will be 8-6 to him, and they will win the campaign. If the Imperial squadron wins by any other margin, then the campaign will continue with another turn, until one side has a 2 point margin of victory.

## SPENDING CAMPAIGN POINTS

Although campaign points will eventually decide victory, players may also spend them. Between campaign turns a player may choose to spend a campaign point in one of two ways, by requesting reinforcements, or by planning a special mission.

## REQUESTING REINFORCEMENTS

A player may spend a maximum of 1 Campaign point per turn on requesting reinforcements. Spending a point allows a single roll on the Reinforcements table.

| D6 | New forces available |
|----|---------------------|
| 1 | No forces available |
| 2 | 50 pts of any forces |
| 3 | 50 pts of fighters only |
| 4 | 50 pts of bombers only |
| 5 | 75 pts of fighters only |
| 6 | 75 pts of any forces |

The player should add any new forces to his campaign squadron list.

## SPECIAL MISSIONS

A player may spend 1 Campaign point on a special mission. Instead of randomly generating a mission this turn, the player may choose which mission to be played. He will always be the attacker in this mission. If both players wish to buy a special mission, then roll a dice, the player that rolls highest may choose. The loser retains his Campaign point.

## LOSS OF FORCES

Over the course of a campaign, both players will lose forces. Aircraft that are destroyed should be removed from the campaign squadron list, and cannot be used in future missions. Aircraft that are damaged at the end of a mission are assumed to make it back to their base and are repaired. All aircraft start each mission with their full hits.

If a squadron is reduced to no aircraft (not ground defences), then it has been annihilated and cannot continue the mission. The opposition automatically win, regardless of the Campaign points situation.

## ACES

Players should keep track of how many kills each aircraft scores. If an aircraft scores five kills then its pilot becomes an Ace. If an aircraft scores 10 kills, then its pilot becomes a Double Ace, with the appropriate increase in pilot skill. Pilots that successfully eject from destroyed aircraft are assumed to survive, and can be transferred into another aircraft (it must be the same type of aircraft – fighter or bomber).

# CAMPAIGN MISSIONS

## COMBAT AIR PATROL

A routine patrol receives instructions that enemy aircraft are approaching. You are vectored to intercept and destroy them.

**Set-up**
Set up the table in any mutually agreeable manner. Both sides deploy on opposite sides of the table, in base contact with their board edge. Players take it turns to deploy an aircraft at a time. Aircraft may start at any permissible altitude and speed.

**All Forces**
Combat Air Patrols are always 100 point games. Both sides may select from Fighters or Bombers. No Ground defences may be used. There is no attacker or defender in this mission.

**Victory Conditions**
Add up Victory points for destroyed and damaged aircraft as normal to determine the winner of the mission.

## BOMBER INTERCEPT

An enemy bomber force has been identified. You have been scrambled to intercept the bombers before they reach their targets, but be beware of escorting enemy fighters.

**Set-up**
The defender chooses a short table edge and deploys his entire force, with the aircraft at any permissible altitude and speed. The attacker then deploys his ground defences, anywhere on the table, but not within 18" of an enemy aircraft. Finally, the attacker deploys his fighters in contact with the opposite short table edge, at any permissible altitude and speed.

**Attacking Forces**
The attacking force only gets 75% of the points value of the defending force. The attacking force can consist of fighters and ground defences. It cannot include any bombers.

**Defending Forces**
The defender can choose from fighters or bombers. It cannot include any ground defences

**Victory**
The defender scores bonus Victory points for each bomber that exits the opposite board edge. A bomber is worth half its points value if it is undamaged, and quarter its points value if it is seriously damaged.

## AMBUSH

Higher Command has directed your patrol to intercept an enemy formation, which is unaware that you are in the area. You get the jump on them, make it count...

### Set-up

The defender must set up all his forces first. Mark the centre of the table. All his aircraft must be placed within 12" of the centre point, and all must be facing one table edge (defenders may choose which). They start at any permissible speed and altitude.

The attacker then deploys, placing all his aircraft against any table edge, at any permissible speed and altitude.

### Attacking Forces

The player doing the ambushing is the attacker. He may choose from Fighter or Bombers. No ground defences can be used.

### Defending Forces

The player being ambushed is the defender. The defender gets 75% of the total points value (ie. 75 pts against the attacker's 100). He may choose from Fighter or Bombers. No ground defences can be used.

### Special Rules

The attacking player automatically wins the Initiative in the first two turns of the game. Do not roll for Initiative until turn 3, when you resume rolling as normal.

### Victory

Add up Victory points for destroyed and damaged aircraft as normal to determine the winner of the engagement.

## TROOP INSERTION

As the ground war rages, you are required to land additional troops and supplies to assist in the battle. A landing zone has been designated, your mission is to safely land as many forces as you can in that landing zone.

### Set-up

Set up the terrain in any mutually agreeable manner. One short table edge should be chosen as the defender's table edge. The landing zone for troops is anywhere within 12" of this table edge. The opposite short table edge is the attacker's table edge.

Players should take it in turns to deploy one aircraft at a time, placing each aircraft in base contact with their table edge. They may start the game at any permissible altitude and speed.

### Attacking Forces

The attacker may spend his points on fighters or bombers. No ground defences can be used. The attacker must include at least one aircraft with a transport capacity.

### Defending Forces

The defender may spend points on fighters, bombers and ground defences.

### Special Rules

**Ork and Chaos Forces:** Ork and Chaos forces do not tend to use Troop Insertions. Should they be the Attacker in a Troop Insertion mission, then the Ork or Chaos player may opt to be the attacker in a different mission of his choosing.

### Victory

Both sides should add up Victory points at the end of the game. The attacking player gains additional Victory points for each point of transport capacity landed in the landing zone.

## AIR RAID

To assist the ground war, High Command has identified enemy ground targets that must be eliminated. These targets might be enemy tanks, command or communication bunkers, or important factory buildings. Your mission is to destroy them.

### Set-up

Players should choose a short table edge as their deployment zone. The defending player may then place the target (or targets) anywhere on the table, but not within 12" of any board edge. The defender may also place his ground defences anywhere on the table.

### Attacking Forces

The attacker may use fighters and bombers. No ground defences can be used.

### Defending Forces

The defender gets 75% of the points value of the attacker (ie. 75 pts vs 100 pts of attacker). The defender may use fighters, bombers and ground defences. Ground defences can be placed anywhere on the table.

### Special Rules

**Your target is...** the target of an air raid will vary. Before starting the game, roll a dice for the target. Then place appropriate target models on the table.

| D6 | Target |
|----|--------|
| 1-2 | Enemy ground forces. Place five enemy armoured vehicles as targets. |
| 3 | Command bunkers. Place two bunkers as targets. |
| 4 | Factory building. Place a single large building as the target. The factory building has 8 hits. |
| 5 | Bridge. Place a single bridge as the target. The bridge has 8 hits. |
| 6 | Airfield. Place a single bunker and four grounded aircraft as targets. They must all be deployed within 12" of each other. |

### Victory

Add up Victory points at the end of the game. The attacker gains additional Victory points for damage inflicted upon his targets.

## TARGET RECON

High Command requires detailed scans of an area they are planning to attack. You must supply an aircraft and its escort for a reconnaissance mission over enemy territory.

### Set-up

Set up the table in any mutually agreeable manner. Both sides deploy on opposite sides of the table, in base contact with their board edge. Players take it in turns to deploy one aircraft at a time. Aircraft may start at any permissible altitude and speed.

### Attacking Forces

The attacker may use fighters and bombers, no ground defences can be used.

### Defending Forces

The defender may use fighters, bombers and ground defences.

### Special Rules

At the start of the game, the attacking player secretly notes down which of his aircraft is the reconnaissance aircraft.

### Victory

Add up Victory points as normal. If the attacker's reconnaissance aircraft spends eight or more turns on the table then the attacker receives a bonus 50 Victory points.

# SAMPLE CAMPAIGN

## AIR WAR OVER THE DESOLATION VALLEY

On Rynn's World, Imperial Guard forces are launching a new offensive against Ork warbands in the Desolation Valley. This campaign will chart the course of the struggle for air supremacy over the valley between the Imperial Navy and the Orks.

It will be a medium sized campaign, with 600 pts on each side. First, both players pick their campaign squadron lists.

### IMPERIAL NAVY SQUADRON CAMPAIGN LIST

| Fighters | Pts |
|---|---|
| 10 x Thunderbolts with additional weapons | 240 |
| 4 x Valkyries | 68 |
| with additional weapons and jump troops | |
| 2 x Vultures with additional weapons | 36 |
| **Bombers** | |
| 4 x Marauder Bombers with additional weapons | 104 |
| 2 x Marauder Destroyers with additional weapons | 60 |
| **Ground Defences** | |
| 5 x Hydras | 60 |
| 2 x Manticores | 32 |
| **Total** | **600** |

### ORK AIR WAAAGH! CAMPAIGN LIST

| Fighters | Pts |
|---|---|
| 12 x Fightas with additional weapons | 192 |
| 13 x Fighta-Bommers with additional weapons | 286 |
| **Ground Defences** | |
| 6 x Flak wagons | 48 |
| 7 x 'eavy flak kannons | 70 |
| **Total** | **596** |

## CAMPAIGN TURN ONE

Both players choose a strategy. The Imperial Navy player chooses to be on the offensive, and being Orks, so does his opponent. They roll for a mission on the Offensive vs Offensive Mission table. The result is a 4. The first mission will be an Air Raid. Rolling-off for who will be the attacker, the Imperial Navy player wins.

So, the Imperial Navy will launch an air raid against the Orks. Rolling for a target it will be a factory building. As the attacker, the Imperial player decides to start with a medium sized game, 200 pts aside. They both pick forces for the mission from their campaign squadron lists.

### TURN ONE – IMPERIAL NAVY ATTACKERS

| Fighters | Pts |
|---|---|
| 3 x Thunderbolts | 60 |
| 2 x Thunderbolts with additional weapons 1 | 48 |
| **Bombers** | |
| 2 x Marauder Destroyers with additional weapons | 60 |
| 1 x Marauder Bomber with additional weapons | 26 |
| **Total** | **194** |

### TURN ONE – ORK DEFENDERS

| Fighters | Pts |
|---|---|
| 5 x Fightas | 70 |
| 2 x Fighta-Bommers with additional weapons 3 | 44 |
| **Ground Defences** | |
| 3 x 'eavy flak kannons | 30 |
| **Total** | **144** |

The Imperial Navy destroy the target and gain a superior victory, scoring 2 Campaign points. Both players remove the aircraft and ground defences that were destroyed from their campaign squadron lists, and record kills towards Ace pilots.

### CAMPAIGN TURN TWO

The Imperial player decides to spend one campaign point on a special mission, and chooses a Troop Insertion mission, in which he will automatically be the attacker. As the attacker he decides it will be a small game at 100 pts aside.

### TURN TWO – IMPERIAL NAVY ATTACKERS

| Fighters | Pts |
|---|---|
| 3 x Valkyries | 51 |
| with additional weapons 1 and jump troops | |
| 2 x Thunderbolts with additional weapons load 1 | 48 |
| **Total** | **99** |

### TURN TWO – ORK DEFENDERS

| Fighters | Pts |
|---|---|
| 3 x Fightas with additional weapons 1 | 48 |
| **Ground Defences** | |
| 3 x Flak wagons | 24 |
| **Total** | **72** |

This time the Imperial player just wins, scoring a single Campaign point. Again, both players remove the aircraft and ground defences that were destroyed from their campaign squadron lists, and record kills towards ace pilots.

### CAMPAIGN TURN THREE

With the Imperial Navy winning 2-0 after two battles, the Ork player changes strategy, and goes on the defensive. The Imperial Navy are still on the offensive. Rolling for the mission, the result is a 1, a Combat Air Patrol mission. It will automatically be another 100 pt game.

### TURN THREE – IMPERIAL NAVY

| Fighters | Pts |
|---|---|
| 4 x Thunderbolts with additional weapons 4 | 96 |
| **Total** | **96** |

### TURN THREE – ORKS

| Fighters | Pts |
|---|---|
| 3 x Fightas with additional weapons 1 | 48 |
| 2 x Fighta-Bommers with additional weapons 3 | 44 |
| **Total** | **92** |

In this battle the Orks secure a superior victory and 2 campaign points. It is now 2-2 in campaign points after three battles, but both sides have suffered heavy losses. The Ork player decides to request reinforcements.

He rolls on the Reinforcements table and gets a 5, meaning he has 75 pts to buy new fighters. Having lost a lot of Fightas, he replaces them with five more Fightas with additional weapon loads (the Meks have been busy!). He adds these new aircraft to his campaign squadron list before turn 4.

### CAMPAIGN TURN FOUR

With the Imperial Navy winning 2-1 they stay on the offensive, and the Orks chose to go back on the offensive too. The roll for a mission results in a 2, another Troop Insertion. The roll-off results in the Orks attacking. The special rule for Troop Insertion missions means the Ork player can ignore this and choose another mission. He goes for a Bomber Intercept instead, as a medium sized, 200 pts game.

... and so the campaign continues until one side reaches the 7 campaign points required to achieve aerial superiority.

# AIR COMBAT RECORD SHEET

## FIGHTER QUICK REFERENCE SHEET

|  |  |  |  | SPEED | | ALTITUDE | | | | | | | |
| NAME | TYPE | HITS | MAN | MAX | MIN | MAX | THRUST | WEAPON* | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Thunderbolt | Fighter | 2 | High | 6 | 2 | 9 | 2 | 1 Autocannon<br>2 Lascannons | Front<br>Front | 4-6-0<br>0-1-1 | 4+<br>2+ | 4<br>3 | extra 6 |
| Lightning | Fighter | 2 | V.High | 6 | 2 | 9 | 2 | 1 Autocannon<br>2 Lascannons | Front<br>Front | 2-2-1<br>0-1-1 | 5+<br>2+ | 6<br>3 | extra 6 |
| Lightning 'Strike' | Fighter | 2 | V.High | 6 | 2 | 9 | 2 | 1 Hellstrikes<br>2 Lascannons | Front<br>Front | 2-2-2<br>0-1-1 | 3+<br>2+ | 1<br>3 | g.attack, extra 6<br>extra 6 |
| Valkyrie | Fighter | 2 | V.High | 3 | 0 | 7 | 1 | 1 Multi-laser<br>2 Hvy Bolters | Front<br>All rnd.down | 3-2-0<br>3-2-0 | 5+<br>6+ | 5<br>5 |  |
| Vulture | Fighter | 2 | V.High | 3 | 0 | 7 | 1 | 1 Hvy Bolter | Front | 3-2-0 | 6+ | 3 | g.attack |
| Arvus | Fighter | 2 | Low | 4 | 1 | 9 | 2 | None |  |  |  |  |  |
| Fighta | Fighter | 2 | High | 7 | 3 | 8 | 1 | 1 Big Shootas | Front | 8-4-0 | 5+ | 5 |  |
| Fighta-Bommer | Fighter | 2 | High | 6 | 2 | 8 | 1 | 1 Big Shootas<br>2 Big Shootas | Front<br>Rear, up | 8-4-0<br>4-2-0 | 5+<br>5+ | 5<br>3 |  |
| Grot Bomb | Fighter | 1 | High | 9 | 3 | 7 | 3 | Grot Bomb | - | 1 | 2+ | 1 | extra 5+ |
| Barracuda | Fighter | 2 | High | 6 | 1 | 9 | 2 | Ion cannon<br>Missile pods<br>Burst cannons | Front<br>Front<br>All rnd. down | 3-2-1<br>2-2-0<br>4-0-0 | 4+<br>3+<br>6+ | 4<br>3<br>3 |  |
| Nightwing | Fighter | 2 | V.High | 9 | 2 | 9 | 3 | 1 Shuriken cannon<br>2 Brightlances | Front<br>Front | 6-3-0<br>1-1-0 | 5+<br>2+ | 5<br>4 | extra 6 |
| Phoenix | Fighter | 2 | V.High | 7 | 2 | 9 | 2 | 1 Shuriken cannon<br>2 Brightlances<br>3 Missile incher | Front<br>Front<br>Front | 6-3-0<br>1-1-0<br>4-3-0 | 5+<br>2+<br>3+ | 5<br>4<br>4 | extra 6<br>g.attack |
| Hell Blade | Fighter | 1 | V.High | 8 | 3 | 9 | 3 | 1 Autocannons | Front | 4-6-0 | 4+ | 4 |  |

* Additional weapons loads are not shown.

# APPENDIX II

# BOMBER QUICK REFERENCE SHEET

| NAME | TYPE | HITS | MAN | SPEED MAX | SPEED MIN | ALTITUDE MAX | THRUST | WEAPON | FIRE ARC | FIREPOWER | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Marauder Bomber | Bomber | 4 | Low | 5 | 2 | 9 | 1 | 1 Lascannons | Front | 3-1-1 | 2+ | 3 | extra 6 |
| | | | | | | | | Dorsal turret | All ind. up | 3-2-0 | 5+ | ul | |
| | | | | | | | | Rear Turret | Rear | 3-2-0 | 5+ | ul | ground attack, extra 5+ |
| | | | | | | | | 2 Bomb Bay | Rear | 12-0-0 | 2+ | 1 | |
| Marauder Destroyer | Bomber | 4 | Low | 5 | 2 | 9 | 1 | 1 Autocannons | Front | 6-9-0 | 4+ | 2 | |
| | | | | | | | | Dorsal turret | All ind. up | 3-2-0 | 5+ | ul | |
| | | | | | | | | Rear Turret | Rear | 6-3-0 | 5+ | ul | ground attack, extra 5+ |
| | | | | | | | | 2 Bomb Bay | Rear | 6-0-0 | 2+ | 1 | |
| Thawk Gunship | Bomber | 6 | Low | 6 | 2 | 9 | 2 | 1 Heavy bolters | Front | 6-4-0 | 5+ | 3 | |
| | | | | | | | | 2 Heavy bolters | All ind. down | 6-4-0 | 5+ | 5 | ground attack, extra 6 |
| | | | | | | | | 3 Lascannons | Front | 0-1-1 | 2+ | 5 | ground attack, extra 3+ |
| | | | | | | | | Turbo laser | Front | 0-1-1 | 5+ | 1 | |
| Thawk Transporter | Bomber | 6 | Low | 6 | 2 | 9 | 2 | 1 Heavy bolters | All ind. down | 6-4-0 | 5+ | 3 | |
| | | | | | | | | 2 Heavy bolters | All ind. down | 6-4-0 | 5+ | 3 | |
| Tiger Shark | Bomber | 4 | Low | 6 | 1 | 9 | 1 | 1 Ion cannon | Front | 3-2-1 | 3+ | 5 | |
| | | | | | | | | 2 Missile pods | Front | 2-2-0 | 3+ | 3 | |
| | | | | | | | | Burst cannons | All ind. down | 4-0-0 | 6+ | 3 | |
| Tiger Shark AX-1-0 | Bomber | 4 | Low | 6 | 1 | 9 | 1 | 1 Rail guns | Front | 2-2-2 | 2+ | 3 | ground attack, extra 4+ |
| | | | | | | | | 2 Missile pods | Front | 2-2-0 | 3+ | 3 | |
| | | | | | | | | 3 Burst cannons | All ind. down | 4-0-0 | 6+ | 3 | |
| Orca | Bomber | 4 | Low | 5 | 0 | 9 | 2 | 1 Burst cannons | All ind. down | 2-2-0 | 6+ | 3 | |
| | | | | | | | | 2 Missile pod | Front | 2-2-0 | 4+ | 3 | |
| Manta | Bomber | 14 | Low | 7 | 0 | 9 | 1 | 1 Burst cannons | All ind. up | 16-8-0 | 6+ | 6 | |
| | | | | | | | | 2 Burst cannons | All ind. down | 16-8-0 | 6+ | 6 | |
| | | | | | | | | 3 Missile pods | Front | 2-2-0 | 6+ | 6 | |
| | | | | | | | | 4 Ion cannons | Front | 6-3-1 | 3+ | 6 | |
| | | | | | | | | 5 Ion cannons | Front | 6-3-1 | 3+ | 6 | |
| | | | | | | | | 6 Railguns | Front | 2-2-2 | 2+ | 6 | ground attack, extra 4+ |
| Vampire Raider | Bomber | 4 | High | 7 | 3 | 9 | 2 | 1 Scatter laser | Front | 6-3-0 | 6+ | 5 | |
| | | | | | | | | 2 Pulse lasers | Front | 2-2-2 | 3+ | 4 | extra 5+ |
| Vampire Hunter | Bomber | 4 | High | 7 | 2 | 9 | 2 | 1 Scatter laser | Front | 6-3-0 | 6+ | 6 | extra 4+ |
| | | | | | | | | 2 Pulsars | Front | 3-2-1 | 2+ | 6 | |
| | | | | | | | | 3 Missile incher | Front | 4-3-0 | 3+ | 4 | ground attack |
| Hell Talon | Bomber | 3 | High | 7 | 3 | 9 | 2 | 1 Autocannons | Front | 2-3-0 | 5+ | 4 | extra 6 |
| | | | | | | | | 2 Lascannons | Front | 0-1-1 | 2+ | 3 | |

\* Additional weapons loads are not shown.

# APPENDIX III
## THE AERONAUTICA IMPERIALIS HOBBY

As well as a tabletop wargame of aerial combat, Aeronautica Imperialis is also a wider hobby, which involves other aspects aside from playing the game on the tabletop. There are model aircraft to collect, build and paint. There is also ground targets and terrain to collect, build and paint, as well other modelling details like explosions and aircraft damage markers which you can make to improve your games.

### COLLECTING A SQUADRON

To start with you'll want to collect your own squadron with which to play games. The best way to start a collection is to start small and build up over time. First choose which squadron you would like to play, Imperium, Orks, Tau, Eldar or Chaos. Next, choose which aircraft your squadron will include.

Eventually, you will want to increase the size of your model collection to allow more flexibility in your games, but to start with, just choose some basic fighters, a few bombers and a few ground defences and then build up from there.



A small Imperial Navy squadron.



A large Ork squadron of Fightas and Fighta-Bommers.

# BASIC PAINTING

You will want to paint your squadron. What colour scheme you use is up to you, but we have provided many examples of aircraft colour schemes throughout this book to inspire you, or for you to simply copy.

Once your aircraft model has been carefully constructed, start by undercoating the model. Use either a black, grey or white spray paint as undercoat. The undercoat will provide a good base for the following paint to adhere to. Which colour undercoat you use will depend on the final colour scheme that you are planning to paint. Lighter colour schemes work best over a lighter undercoat. Use a white or grey undercoat if you intend your final models to be mostly white.

After undercoating start on the base coat. Simply block in the areas with flat colour. Try to keep the painting neat and tidy, and do not use too much paint on your brush. Too much paint will be difficult to control, and will dry so thickly as to obscure the small model's finer detail.

Once the entire model has been base coated, you can move on to the highlighting and detailing. These are the final touches which help bring the model to life. Finally, you can also add details (such as identification numbers, stripes or letters). These are important to help identify your model during games.



1. Undercoated in Chaos Black spray paint.

2. A neat basecoat.

3. Highlighting and details added, as well as a camouflage scheme and number.

# BASING

Once a model is painted you will need to base it. For Aeronautica Imperialis you will need to base each aircraft on the special Aeronautica base. Each base is supplied with a clear plastic stem. Players might like to vary the angle of their aircraft to be climbing, diving and/or banking. This just adds interest and prevents all your models from looking exactly the same.
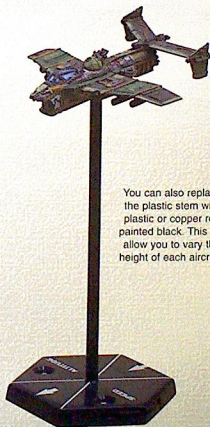


You can also replace the plastic stem with plastic or copper rod painted black. This will allow you to vary the height of each aircraft.

# ADVANCED PAINTING

As your painting experience develops there are further techniques you might want to use. There are many techniques used by modellers for painting their models, such as dry brushing, blending and washes. Combining these techniques will allow you to improve your painting and help add extra detail, such as weathering and damage. The photos below show some well-painted models using advanced painting techniques.
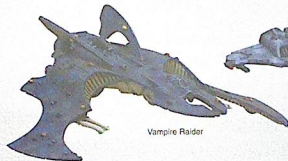
Thunderbolt

Lightning

Orca

Valkyrie

Arvus

Tiger Shark

Vulture

Vampire Raider

Barracuda

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# MODELLING DAMAGE AND EXPLOSIONS

You can enhance your games further by including modelled markers for aircraft damage and explosions. Damage markers are placed on an aircraft to show when it has been seriously damaged. The easiest method is to use black or grey hamster bedding, arranged to represent smoke trailing from an engine. More advanced damage markers can be made by using wire wool threaded over a piece of fuse wire for strength. Spray the wire wool black and add flames by dipping one end in plaster, allow it to dry then painting the plastered area as flames.

Explosions are used to mark ground targets that have been destroyed. They can be made from wire wool, glued to a metal washer and sprayed black. For flames, paint around the base of the explosion white, then over paint the white with yellow and red.

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# BASIC TERRAIN

Being a game of aerial combat, Aeronautica Imperialis does not require much terrain. For your first game you could get away with no terrain at all. Otherwise, you will need models for ground targets, be it buildings, bridges, bunkers or ground vehicles. Some other ground terrain will add interest to the game, but too much will become a hindrance to placing the aircraft where they need to be.
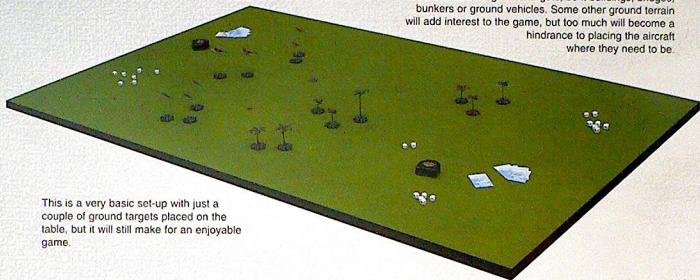


This is a very basic set-up with just a couple of ground targets placed on the table, but it will still make for an enjoyable game.

# GROUND TARGETS

As well as your squadron you will need a collection of ground targets – these can be vehicles from our range of Epic scale models. You will also find a few buildings, bunkers, weapon emplacements and the like useful as targets. Very ambitious players can build entire airbases or supply dumps to attack. Here are a few examples of ground targets.



Ammo dump



Communications bunker



Missile silo



Ruin



Large building

# THEMED TERRAIN AND SQUADRONS

## Deserts of Taros
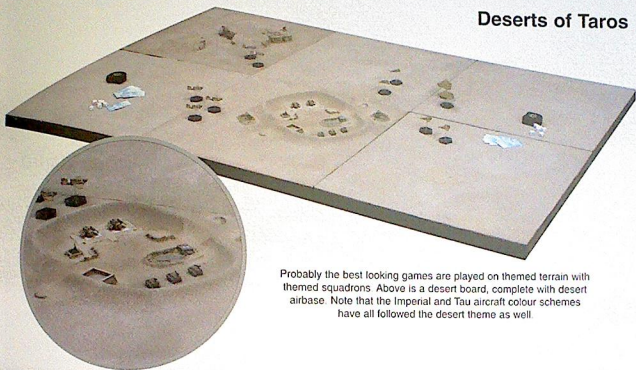


Probably the best looking games are played on themed terrain with themed squadrons. Above is a desert board, complete with desert airbase. Note that the Imperial and Tau aircraft colour schemes have all followed the desert theme as well.

## Oceans of Lyyr-Prime



This game is being played between the Eldar and the Orks, over an ocean board, with all the targets on islands. Here an Ork airbase is under attack.
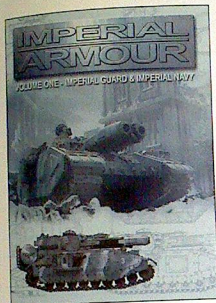
A Tau Air Cadre.
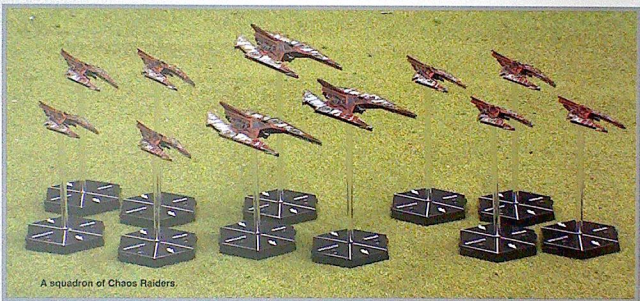
A squadron of Chaos Raiders.

An Eldar Sky Host of Biel-Tan craftworld.

# IMPERIAL ARMOUR

## VOLUME ONE – IMPERIAL GUARD & IMPERIAL NAVY



**ALSO AVAILABLE FROM FORGE WORLD**

This 288-page hardback book provides detailed information on the war engines and weapons of the 41st millennium. From Leman Russ battle tanks, Chimera armoured carriers and Basilisk self-propelled artillery, to Tarantula sentry guns, Thunderbolt fighter aircraft and Super-heavy Tanks like the Baneblade and Shadowsword, this book describes them all in superb detail. It contains information, in exacting detail, on 32 vehicles, weapons and aircraft. There is background, interior details, technical specifications, colour schemes and rules for using all these vehicles in games of Warhammer 40,000

Heavily illustrated with over 120 colour and black and white pictures, 200 full-colour vehicle profiles, over 120 technical drawings, plus organisation charts, combat formations, battle reports and tactics, to add depth and character to the Warhammer 40,000 universe

In addition to all this, there is a new army list for Imperial Guard Armoured Battlegroups, background and rules for variable ammunition types and rules for four of the Imperial Guard's most famous tank aces.

Appendices contain all the rules you will need to use Super-heavy vehicles and aircraft in your games, as well as detailed information on Imperial camouflage schemes, unit numbering and a general description of how vehicles are designed and built in the 41st millennium.

## VOLUME TWO – SPACE MARINES & FORCES OF THE INQUISITION

This book provides detailed information on the war engines and weapons of the 41st millennium. From Land Raider battle tanks, Rhino armoured personnel carriers and Whirlwind missile launchers, to Tarantula sentry guns, Dreadnought armour and Super-heavy aircraft, like the Thunderhawk gunship, this book describes them all in superb detail.

It contains information, in exacting detail, on 30 vehicles, weapons and aircraft. There is background, interior details, technical specifications, illustrations, colour schemes and rules for using all these vehicles in games of Warhammer 40,000.

Heavily illustrated with 100 colour and black and white pictures, 150 full-colour vehicle profiles, over 130 technical drawings, plus organisation charts, tactics and combat formations to add new depth and character to the Warhammer 40,000 universe.

Appendices contain all the rules you will need to use Super-heavy vehicles and aircraft in your games, as well as detailed information on Space Marine colour schemes and markings, unit numbering and a general description of how Space Marine vehicles are designed and built in the 41st millennium.
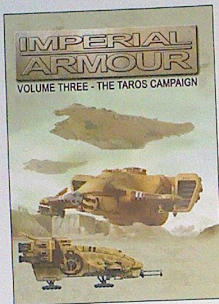
*This book provides the definitive overview of the armoured fighting vehicles of the Space Marines, the Inquisition and the Sisters of Battle for Warhammer 40,000 enthusiasts.*
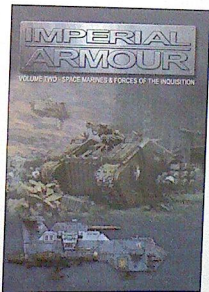


*Both of these books contain more background and aircraft colour schemes.*

# IMPERIAL ARMOUR



# VOLUME THREE
# THE TAROS CAMPAIGN

When the Imperium discovers that the Planetary Governor of Taros has been illicitly trading with the alien Tau Empire, selling valuable mineral resources, the Imperium are forced to remove the traitor. The Tau respond in force, and the desert mining world of Taros plunges into war. This book details the history of that war, the units involved, the strategies employed and the battles won and lost.

This 320 page hardback book provides in exacting detail, information on Tau vehicles, aircraft, their allies and the Tau fleet. Also covered are new fighting machines of the Imperium. There is background, interior details, technical specifications, illustrations, colour schemes and rules for using all these vehicles and aircraft in games of Warhammer 40,000. Heavily illustrated with 120 colour and black and white pictures, 110 full-colour vehicle profiles, over 80 technical drawings, plus organisation charts, tactics and scenarios to add new depth to the Warhammer 40,000 universe.

There are also army lists for the Elysian Drop Troops, the Tau forces in Epic, and additions to the Tallarn Imperial Guard regiments and Tau forces in Warhammer 40,000. Appendices contain all the rules you will need to use Super-heavy vehicles and aircraft in your games, as well as detailed information on Tau colour schemes, markings and aircraft variants.

**ALSO AVAILABLE
FROM FORGE WORLD**

# VOLUME FOUR
# THE ANPHELION PROJECT

When Ordo Xenos Inquisitor Solomon Lok receives orders to investigate the loss of astropathic communications from a moon in the Anphelion system, he begins a journey into darkness, horror and treachery. Assisted by Space Marines of the Red Scorpions Chapter, Elysian Drop Troops of Special Detachment D-99 and Cadian Guardsmen of 266th regiment, Lok's forces are faced by mist-enshrouded swamps and a deserted laboratory facility. They set about discovering the secrets within.

Unknown to the Imperium's forces they are not alone. Soon Lok and his men encounter the horror of the laboratory's escaped subjects – the Tyranids. Amongst the ammonia-swamps of Beta Anphelion IV, and along the corridors of the Anphelion base, Lok must fight to recover the lab's secret data and escape before being overrun by the Tyranids lurking outside.

Inside this book you'll find information, in exacting detail, on new Tyranid creatures spawned by the Hive Mind. Also covered are new fighting machines of the Imperium. There is background information, interior details, technical specifications, illustrations, colour schemes and rules for using all these creatures, vehicles and troop types in games of Warhammer 40,000.
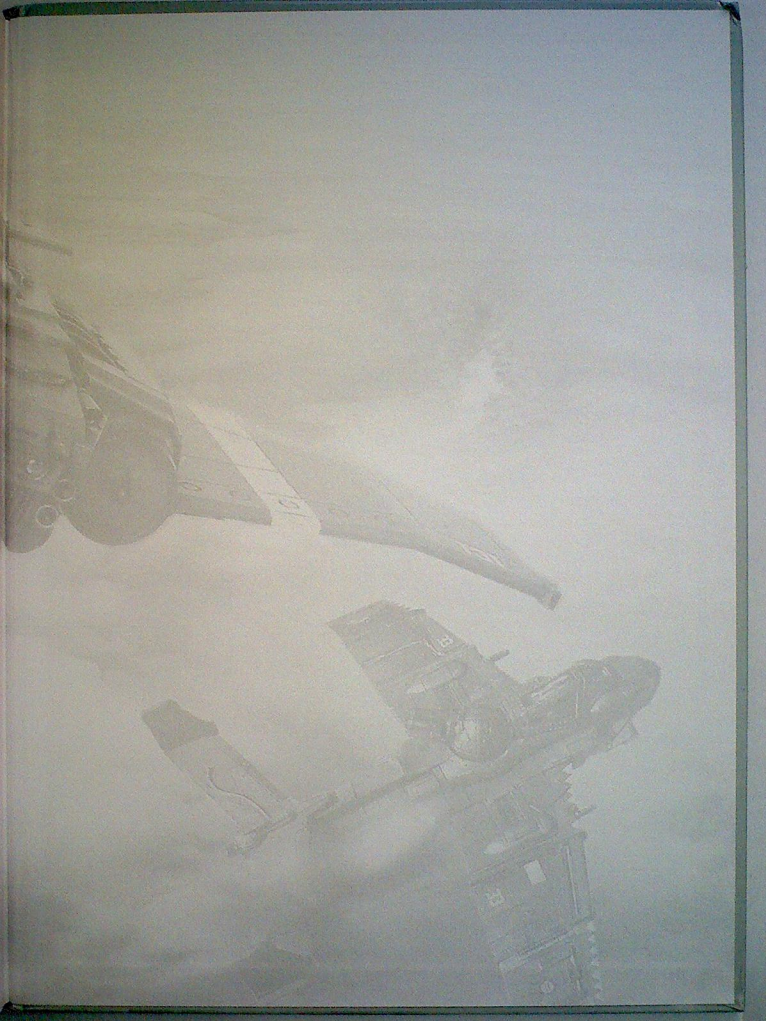
There is also an army list for the Elysian Drop Troop veterans of Detachment D-99, new background and rules for the Red Scorpions Chapter and details of Inquisitor Lok and his retinue.
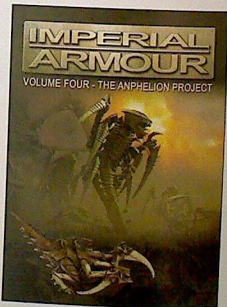


*Both of these books contain more background and aircraft colour schemes.*
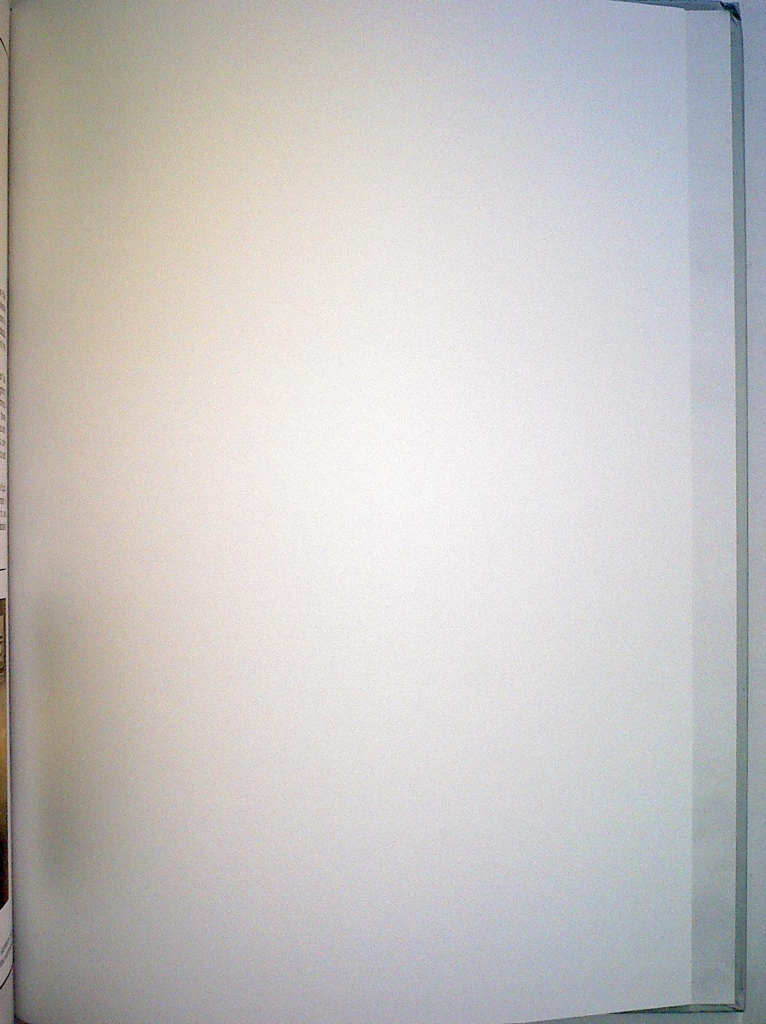
# AERONAUTICA IMPERIALIS

## THE GAME OF AERIAL COMBAT IN THE 41st MILLENNIUM

In the dark future of the 41st millennium Mankind must fight for survival in a hostile galaxy full of dangerous alien threats. The galaxy spanning Imperium of Man is the greatest empire in human history, but it must battle for its very existence. Wars rage across every planet in the Imperium, by land and now – in the skies, as the Imperial Navy, the Aeronautica Imperialis, join the battle for Mankind's survival.

Aeronautica Imperialis is a tabletop wargame for two or more players where you command the aircraft of the Imperial Navy or one of its many alien enemies. This book provides you with all the rules you need to play, and guides you through collecting and painting your own squadrons of Forge World miniatures.

Inside you'll find:

**Rules:** The mechanics of getting your aircraft moving, shooting and fighting through the skies of planets across the galaxy. Rules, squadron lists and data sheets cover the following forces: Imperial Navy Squadrons, Space Marine Chapters, Ork Air Waaagh! Eldar Sky Host, Tau Air Cadre and Chaos Raiders. This book also contains two sets of Manoeuvre cards for use in the game.

**Aircraft Guides:** Detailed background, specifications and 85 colour profiles of over twenty common aircraft of the 41st millennium. You'll find everything from the Imperium's own sturdy Thunderbolt fighter to heavy Marauder bombers, brutal Ork Fightas, Tau Barracudas and Tiger Sharks, sleek Eldar Nightwings and heinous Chaos Hell Blades and Hell Talons, and many more.

**Scenarios and Campaigns:** Games include dogfights, ground attacks, bombing missions and troop insertions, as well as rules for playing the Air Superiority campaign system, where two air forces must fight to achieve air superiority over the battlefield below.

**Appendices:** Contains an introduction to the wider Aeronautica hobby as well as quick reference sheets and the Air Combat Record Sheet.

**Man your aircraft, the battle awaits...**

1 - STRAIGHT - LOW

2 - TURN - LOW

3 - SIDE SLIP - LOW

4 - POWER DIVE - LOW

5 - HIGH-G TURN - HIGH

6 - ROLLING HIGH-G TURN - HIGH

7 - HALF LOOP - HIGH

8 - WING OVER - HIGH

9 - ULTRA HIGH-G TURN - VERY HIGH

10 - SPIRAL - VERY HIGH

CLIMB MAY: / DIVE MAY: / MUST: +1 altitude, -1 altitude, +1 speed, -1 speed, -2 speed, -2 altitude, OR HIGH MAY, LOW MAY

AERONAUTICA IMPERIALIS

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