

AERONAUTICA IMPERIALIS

AERIAL COMBAT IN THE 41ST MILLENNIUM



GAME RULEBOOK

Forge World

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 or 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 will be 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 by 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 arctic 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's 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 Millennium. 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

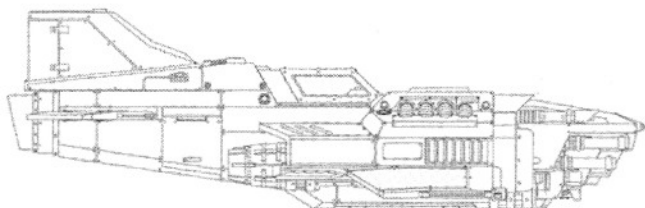
In the squadron lists sections you will find a complete set of statistics for each aircraft. These tell you how fast, manoeuvrable and well-armed they are. The table below represents the characteristics of an Imperial Navy Thunderbolt fighter.

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+	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

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, but 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.

AIR COMBAT RECORD SHEET												WARNING FUEL LOW	FUEL LOW DISENGAGE		
1	NAME/TYPE: _____ DAMAGE: _____ WEAPONS LOAD: _____ KILLS: _____ AMMO 1 AMMO 2 AMMO 3 AMMO 4	1	2	3	4	5	6	7	8	9	10	11	12		
2	NAME/TYPE: _____ DAMAGE: _____ WEAPONS LOAD: _____ KILLS: _____ AMMO 1 AMMO 2 AMMO 3 AMMO 4	1	2	3	4	5	6	7	8	9	10	11	12		
3	NAME/TYPE: _____ DAMAGE: _____ WEAPONS LOAD: _____ KILLS: _____ AMMO 1 AMMO 2 AMMO 3 AMMO 4	1	2	3	4	5	6	7	8	9	10	11	12		
4	NAME/TYPE: _____ DAMAGE: _____ WEAPONS LOAD: _____ KILLS: _____ AMMO 1 AMMO 2 AMMO 3 AMMO 4	1	2	3	4	5	6	7	8	9	10	11	12		
5	NAME/TYPE: _____ DAMAGE: _____ WEAPONS LOAD: _____ KILLS: _____ AMMO 1 AMMO 2 AMMO 3 AMMO 4	1	2	3	4	5	6	7	8	9	10	11	12		
6	NAME/TYPE: _____ DAMAGE: _____ WEAPONS LOAD: _____ KILLS: _____ AMMO 1 AMMO 2 AMMO 3 AMMO 4	1	2	3	4	5	6	7	8	9	10	11	12		

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 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.

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.

PHASE 1. CHOOSING MANOEUVRES

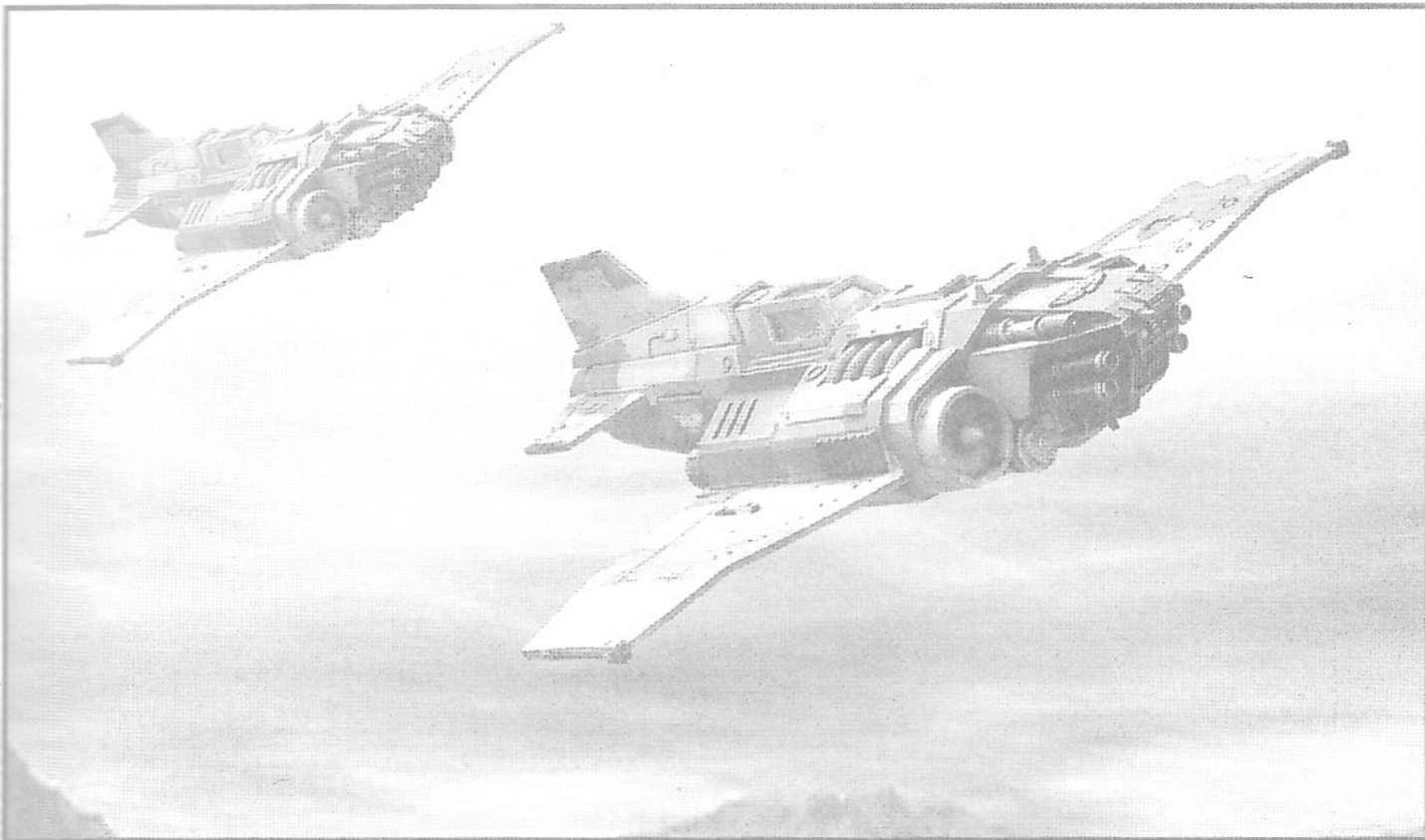
Using their air combat record sheets, both players write down which Manoeuvre card each of their aircraft will use this turn. This should be kept secret from your opponent. Players must choose a manoeuvre for each aircraft. Where the Manoeuvre cards have options for flying straight or turning left or 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.

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, but 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.

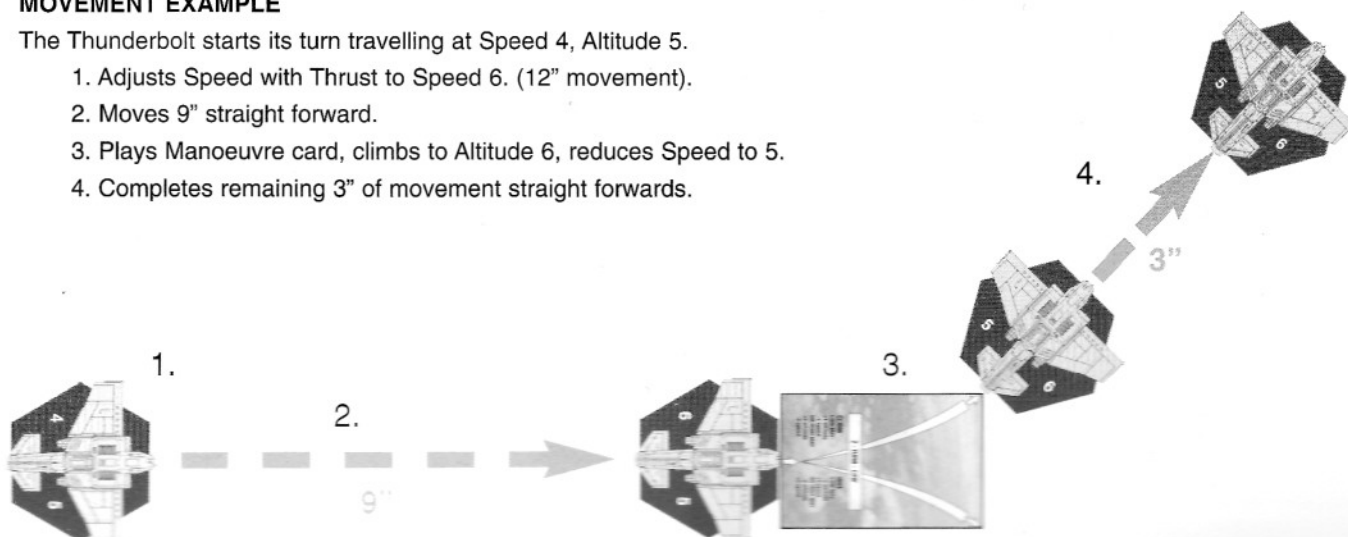
An aircraft can alter its altitude whilst manoeuvring. Each Manoeuvre card gives details of whether an aircraft can dive or climb, and by how much. In general an aircraft that climbs one altitude band during a manoeuvre loses a point of speed, due to the effects of gravity. Conversely, an aircraft that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

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.

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 end 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.

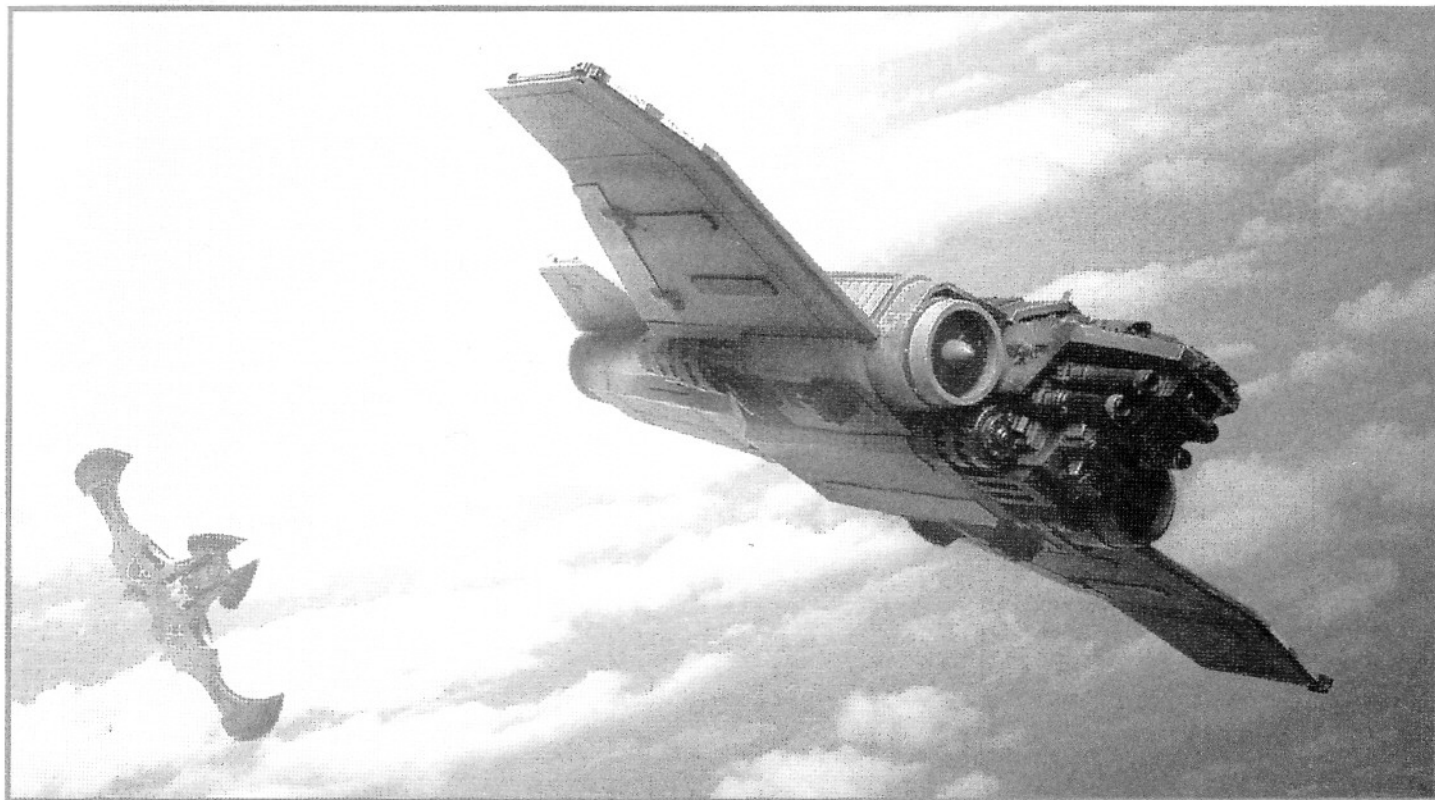
A Thunderbolt is flying at Speed 5 and Altitude 5. It has chosen to make a Power Dive manoeuvre – number 4. When it becomes the Thunderbolt's turn to move, it follows the Movement sequence:

- 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.

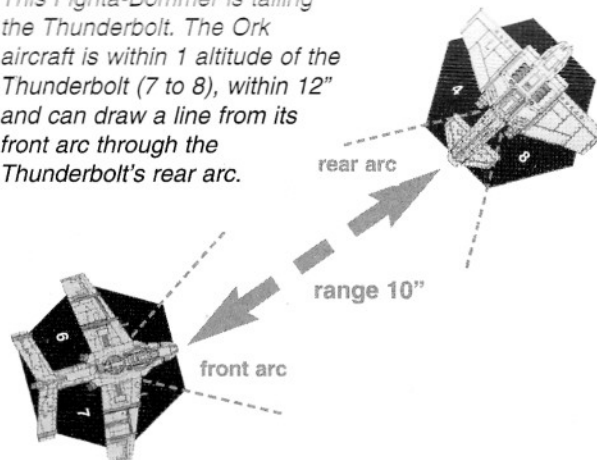
SPECIAL SITUATION - TAILING

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.

AIR TO GROUND FIRE

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 be 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 'heavy stubbers and rokkits. The 'heavy 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+

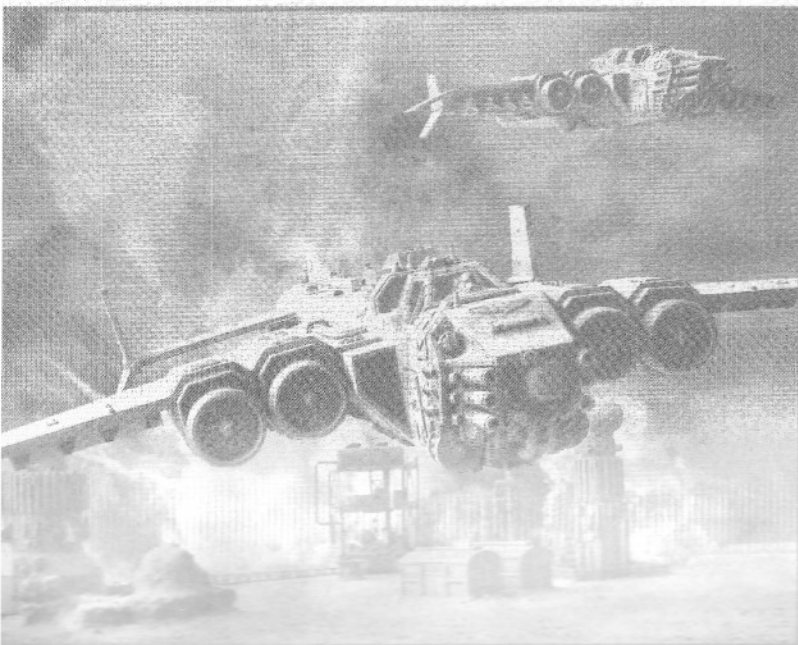
After rolling to hit for each bomb, roll for damage as normal.

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 point 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 'ul' 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 losing 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 its manoeuvre, it will move just 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 MANOEUVRES

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 of 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
<i>with additional weapons load</i>	+4
Lightning	16
<i>with additional weapons load</i>	+4
Lightning Strike	16
<i>with additional weapons load</i>	+4
Valkyrie	10
<i>with additional weapons load</i>	+2
<i>upgrade Transport to Jump Troops</i>	+5
Vulture	8
<i>with additional weapons load</i>	+10
Aquila Lander	8
Arvus Lighter	4
Bombers	Points
Marauder Bomber	16
<i>with additional weapons load</i>	+12
Marauder Destroyer	22
<i>with additional weapons load</i>	+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
<i>with additional weapons load</i>	+6
<i>upgrade Transport to Jump Troops</i>	+15
Thunderhawk transporter	18
<i>with additional weapons load</i>	+6
Ground Defences	Points
Hyperios	8

TAU AIR CADRE

Fighters	Points
Barracuda	18
<i>with additional weapons load</i>	+6
Bombers	Points
Tiger Shark	20
Tiger Shark AX-1-0	16
<i>with additional weapons load</i>	+6
Orca	16
<i>with additional weapons load</i>	+6
<i>upgrade Transport to Jump Troops</i>	+10
Manta	96
<i>with additional weapons load</i>	+14
Ground Defences	Points
Sky Ray	12

ORK AIR WAAAGH!

Fighters	Points
Fighta	14
<i>with additional weapons load</i>	+2
Fighta-Bommer	16
<i>with additional weapons load</i>	+6
Ground Defences	Points
Flak Wagon	8
'heavy Flak Kannon	10

ELDAR SKY HOST

Fighters	Points
Nightwing	28
Phoenix	30
Bombers	Points
Vampire Raider	24
<i>upgrade Transport to Jump Troops</i>	+15
Vampire Hunter	22
Ground Defence	Points
Firestorm	9

CHAOS RAIDERS

Fighters	Points
Hell Blade	12
Bombers	Points
Hell Talon	24
<i>with additional weapons load</i>	+4

AIRCRAFT DATA SHEETS

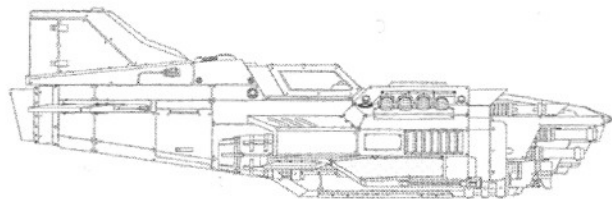
Aircraft data sheets give you all the information you need to know about each aircraft to use it in games of Aeronautica Imperialis. Each data sheet lists how many hits an aircraft has, how manoeuvrable it is, how many troops it can carry, maximum and minimum speeds, etc, as well as standard weapons,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

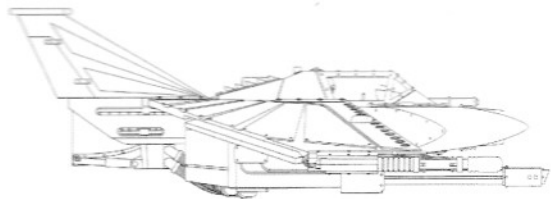
ADDITIONAL WEAPONS

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 5+
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

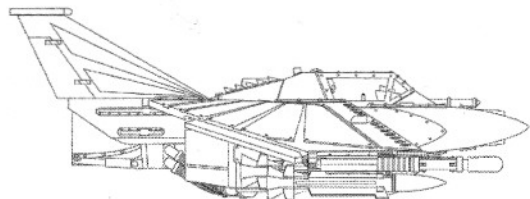
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Autocannon	Front	2-2-1	5+	6	
2. Twin Lascannons	Front	0-1-1	2+	3	extra damage 6

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

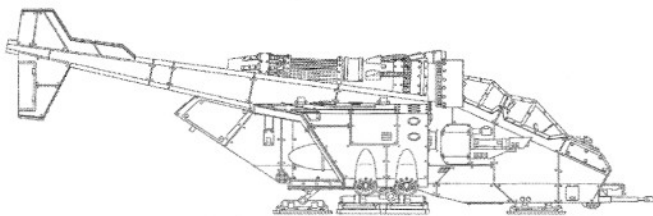
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Hellstrike	Front	2-2-2	3+	1	ground attack, extra damage 6
2. Twin Lascannons	Front	0-1-1	2+	3	extra damage 6

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

HITS: 2

TRANSPORT: 2

MANOEUVRE: Very High

MAX SPEED: 3

MIN SPEED: 0

MAX ALTITUDE: 7

THRUST: 1

WEAPONRY

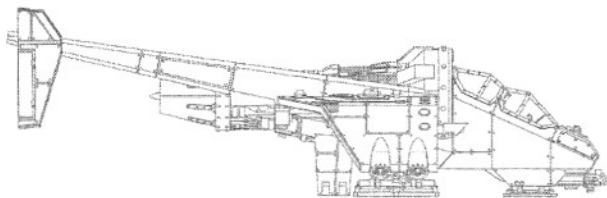
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Multi-laser	Front	3-2-0	5+	5	
2. Heavy Bolters	All round, down	3-2-0	6+	5	ground attack

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

HITS: 2

TRANSPORT: 0

MANOEUVRE: Very High

MAX SPEED: 3

MIN SPEED: 0

MAX ALTITUDE: 7

THRUST: 1

WEAPONRY

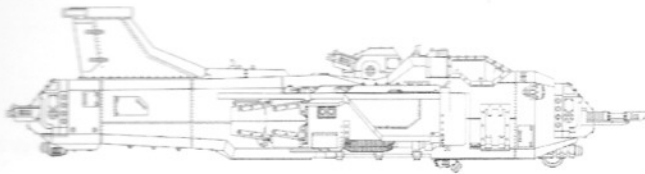
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Heavy Bolter	Front	3-2-0	6+	3	

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

MANOEUVRE: Low

HITS: 4

MAX SPEED: 5

TRANSPORT: 0

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+

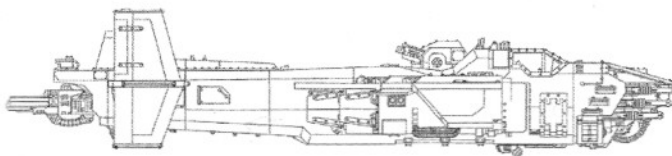
ADDITIONAL WEAPONS

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.

MARAUDER DESTROYER



TYPE: Bomber

MANOEUVRE: Low

HITS: 4

MAX SPEED: 5

TRANSPORT: 0

MIN SPEED: 2

MAX ALTITUDE: 9

THRUST: 1

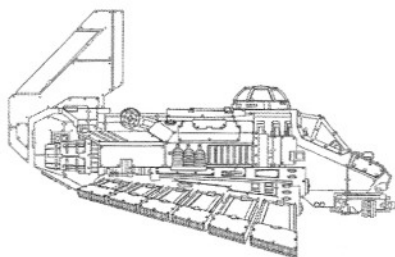
WEAPONRY

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

MANOEUVRE: High

HITS: 2

MAX SPEED: 5

TRANSPORT: 1

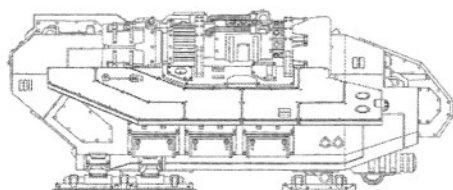
MIN SPEED: 1

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

MANOEUVRE: Low

HITS: 2

MAX SPEED: 4

TRANSPORT: 1

MIN SPEED: 1

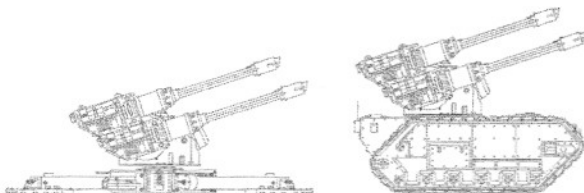
MAX ALTITUDE: 9 (rocket boosters)

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 -

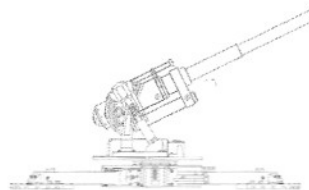
Heavy Bolters

All round +1 6-3-0 5+ ul -

Heavy Stubbers

All round -1 12-6-0 6- ul -

HEAVY FLAK GUN

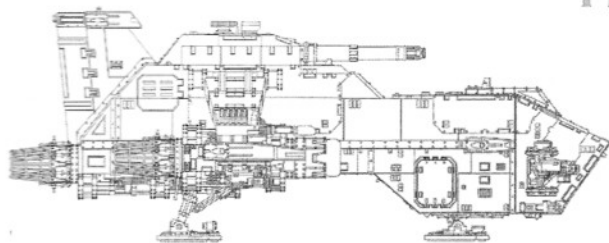


FIRE ARC ALTITUDE FIREPOWER DAMAGE AMMO SPECIAL

All round +6 1-2-3 2+ ul extra 6

SPACE MARINE CHAPTER

THUNDERHAWK GUNSHIP



TYPE: Bomber

HITS: 6

TRANSPORT: 6

MANOEUVRE: Low

MAX SPEED: 6

MIN SPEED: 2

MAX ALTITUDE: 9 (rocket boosters)

THRUST: 2

WEAPONRY

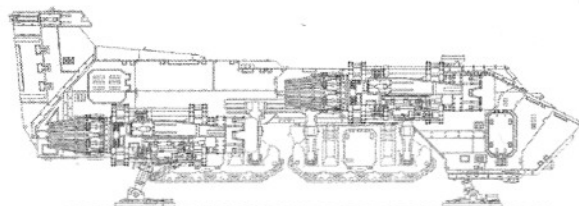
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Quad heavy bolters	Front	6-4-0	5+	3	
2. Quad heavy bolters	All round, down	6-4-0	5+	3	
3. Lascannons	Front	0-1-1	2+	5	ground attack, extra damage 6
Turbo laser	Front	0-1-1	2+	ul	ground attack, extra damage 3+

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

HITS: 6

TRANSPORT: 4

MANOEUVRE: Low

MAX SPEED: 6

MIN SPEED: 2

MAX ALTITUDE: 9 (rocket boosters)

THRUST: 2

WEAPONRY

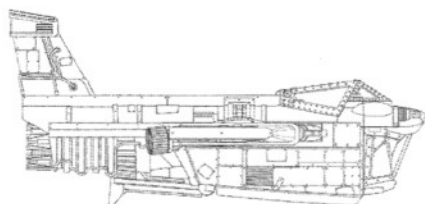
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Quad heavy bolters	All round, down	6-4-0	5+	3	
2. Quad heavy bolters	All round, down	6-4-0	5+	3	

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

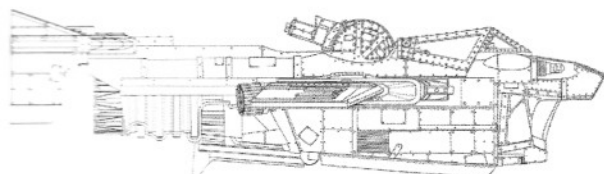
WEAPONRY

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
HITS: 2
TRANSPORT: 0
MANOEUVRE: High
MAX SPEED: 6
MIN SPEED: 2
MAX ALTITUDE: 8
THRUST: 1

WEAPONRY

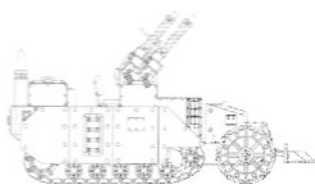
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Quad Big Shootas	Front	8-4-0	5+	5	
2. Turret Big Shootas	Rear, up	4-2-0	5+	3	

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

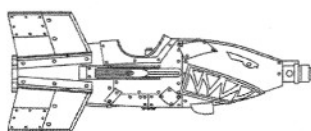


FIRE	ARC	ALTITUDE	FIREPOWER	DAMAGE	AMMO	SPECIAL
All round	+2	8-4-0	5+	ul		

HEAVY FLAK KANNON



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



GROT BOMB

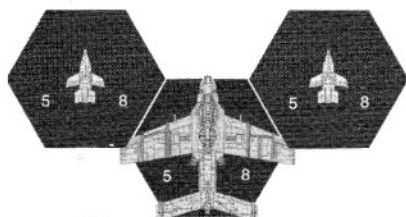
TYPE: Fighter	MANOEUVRE: High
HITS: 1	MAX SPEED: 9
TRANSPORT: 0	MIN SPEED: 3
	MAX ALTITUDE: 7
	THRUST: 3

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.

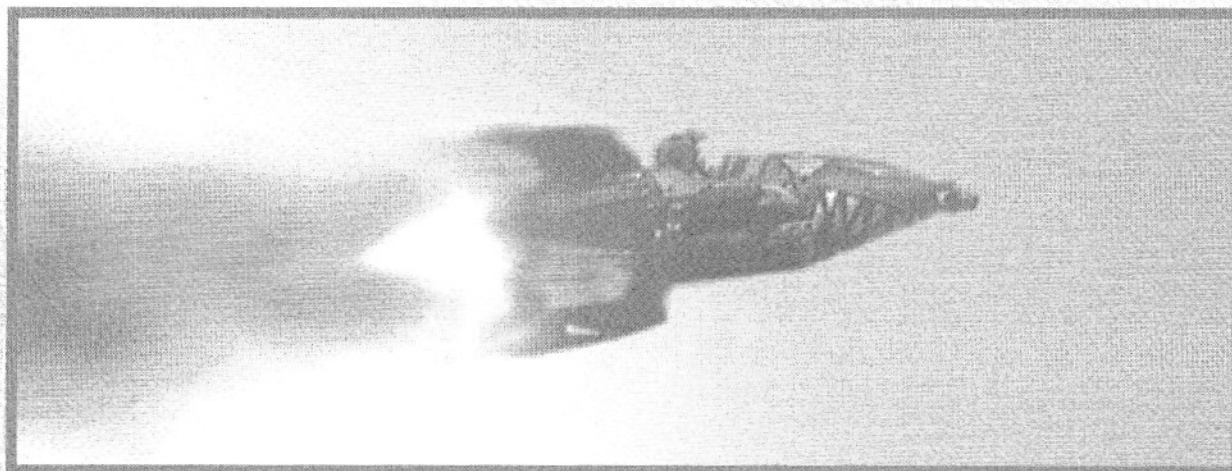


SPECIAL RULES

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.

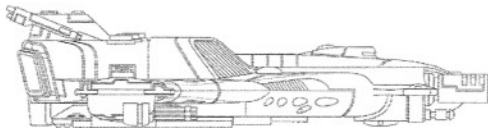
Grot Bombs fly using the normal aircraft rules, choosing a Manoeuvre card like all other aircraft. If, in the Firing phase, a Grot bomb is within 3" of an enemy aircraft and on the same altitude level, it may attempt to collide with the enemy. The Grot Bomb rolls to hit, needing a 5+. If it hits, roll 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. After 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
HITS: 2
TRANSPORT: 0
MANOEUVRE: High
MAX SPEED: 6
MIN SPEED: 1
MAX ALTITUDE: 9
THRUST: 2

WEAPONRY

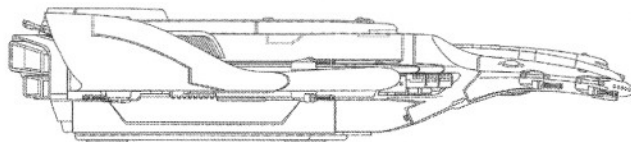
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Ion cannon	Front	3-2-1	4+	4	
2. Missile pods	Front	2-2-0	3+	3	
3. Drone burst cannons	All round, down	4-0-0	6+	3	

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
HITS: 14
TRANSPORT: 20
MANOEUVRE: Low
MAX SPEED: 7
MIN SPEED: 0
MAX ALTITUDE: 9 (rocket boosters)
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+	5	
4. Ion cannon battery	Front	6-3-1	3+	6	
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
(Jump Troops)

MIN SPEED: 1

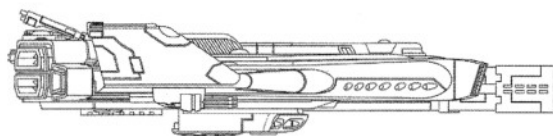
MAX ALTITUDE: 9

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

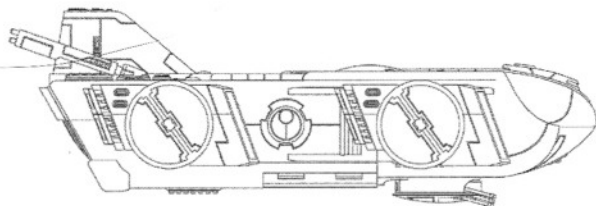
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Rail gun	Front	2-2-2	2+	3	ground attack, extra damage 4+
2. Missile pods	Front	2-2-0	3+	3	
3. Drone burst cannons	All round, down	4-0-0	6+	4	

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	

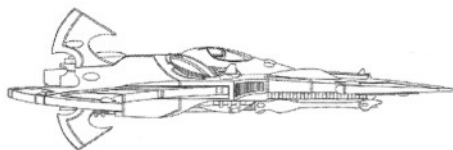
ADDITIONAL WEAPONS

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



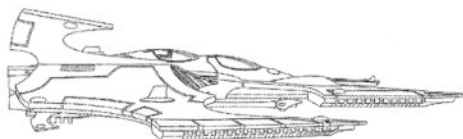
TYPE: Fighter
HITS: 2
TRANSPORT: 0
MANOEUVRE: Very High
MAX SPEED: 9
MIN SPEED: 2
MAX ALTITUDE: 9
THRUST: 3

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



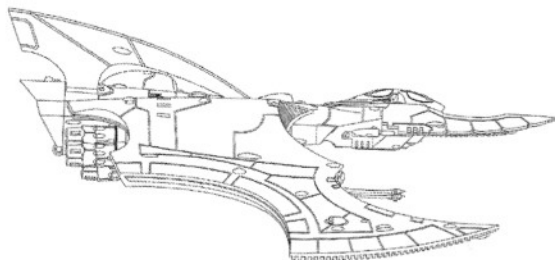
TYPE: Fighter
HITS: 2
TRANSPORT: 0
MANOEUVRE: Very High
MAX SPEED: 7
MIN SPEED: 2
MAX ALTITUDE: 9
THRUST: 2

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

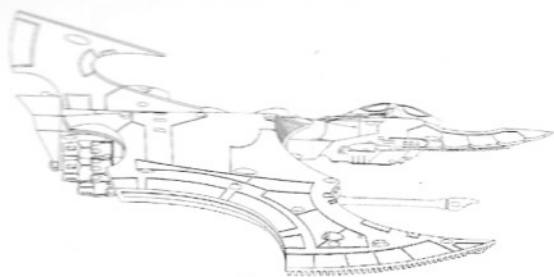


TYPE: Bomber
HITS: 4
TRANSPORT: 6
MANOEUVRE: High
MAX SPEED: 7
MIN SPEED: 2
MAX ALTITUDE: 9 (rocket booster)
THRUST: 2

WEAPONRY

WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Scatter laser	Front	6-3-0	6+	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)

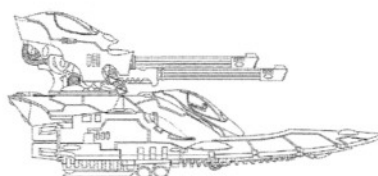
THRUST: 2

WEAPONRY

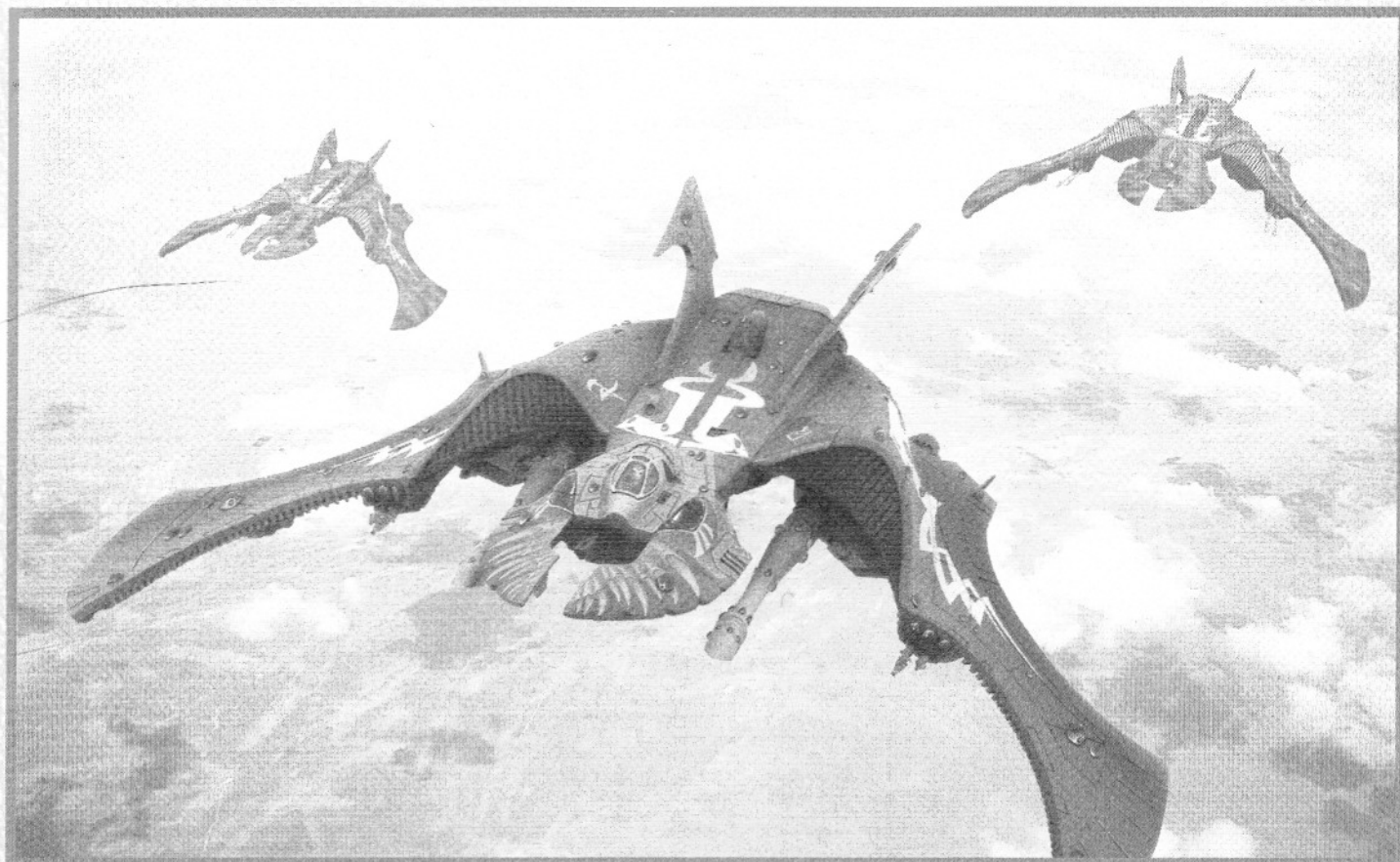
WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Scatter laser	Front	6-3-0	6+	6	
2. Pulsars	Front	3-2-1	2+	4	extra damage 4+
2. Missile launcher	Front	4-3-0	3+	4	ground attack

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

