

AERIAL ANOMALIES

The Imperial Navy takes great pride in its military assets, but every now and again, they do go missing. Sometimes an aircraft is salvaged by Orks and repurposed to join the Air Waaagh! Even worse is when Imperial pilots are convinced to fight for the Greater Good ...



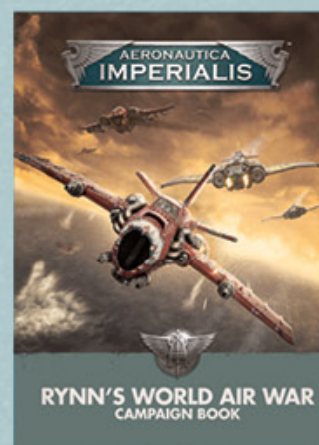
This article presents optional rules for your games of Aeronautica Imperialis. Opposite, you can read new background explaining how xenos races manage to get their hands on Imperial aircraft, while over the page you will find rules allowing T'au Air Caste players to field Human Auxiliary craft, including Valkyries and Marauder Bombers.

You'll also find rules enabling Ork players to field looted Thunderbolts and Marauders in their Air Waaagh!, plus a few inspirational conversions should you wish to build some converted Ork aircraft of your own.

The use of the following rules should be agreed upon by all players before a game. Use of these rules during an event is at the discretion of the organiser, and all participants should be made aware of the inclusion of these rules in advance.

MORE AERIAL WARFARE

If you want to know more about Aeronautica Imperialis, then you can't go far wrong with the Wings of Vengeance boxed set, which includes all the rules you need to start playing, plus nine aircraft to get you started. There are also two supplements – *Rynn's World Air War* and *Taros Air War*, which between them feature complete rules for Imperial, Ork and T'au air fleets.



IMPERIALIS PRIMER: KNOW THY ENEMY

+++ CLEARANCE: CRIMSON +++
+++ FOR SENIOR OFFICER EYES ONLY +++
+++ UNAUTHORISED READERS MUST REPORT TO
THEIR NEAREST COMMISSARIAT +++

The glory of Humanity shines across the galaxy, for the wisdom passed down by the Emperor to his servants has served Mankind faithfully since he first bestrode the void. This ascendancy has, perhaps inevitably, drawn the ire of many foul xenos creatures who observe our work from afar with envy, an unforgivable sin absent from the hearts of all devout Emperor-fearing souls. While one can never perceive the mind of the xenos, and rightfully so for it is no doubt filled with lies, it is the duty of all loyal servants of the Imperium to remain vigilant of the threats they pose.

The perversion of Mankind's glorious technology is one such threat. Worlds across the Imperium have been blessed with the awe-inspiring silhouette of a flight of Thunderbolts crossing the skies and, as is their wont, many foul xenos now seek to acquire their own complement of these sublime feats of engineering for use within their armies or, in the more heinous of cases, inflict their own alterations on the Imperium's fine aircraft, an act that lies beyond a reasonable mind. The principal architects of such sins are the brutish greenskins and the fiendish T'au.

It has long been known that the greenskins are no better than the lowliest of scavengers, their armaments and war machines barely a match for the most technologically deprived feudal world. To compensate for such a flaw, the greenskins often 'loot' Imperial vehicles, decorating them with crude effigies and an overabundance of weapons in the foolish belief that such additions will grant them victory in the battles to come. The greenskins, not content with their own smoke-belching ramshackle aircraft, have reportedly stolen small numbers of Thunderbolts and Marauders which even now prowl the skies above war zones, seeking to claim the lives of the Imperial Navy's brave pilots.

Proper identification of such monstrosities is crucial to ensuring their destruction, and it remains the duty of all servants of the Imperium to bring righteous fury down upon these stolen aircraft. Two simple criteria exist for identifying such aircraft. The first, and most obvious, is the presence of scrap metal and crude weaponry welded to the hull of a Thunderbolt or Marauder Bomber. The pilot of such an aircraft is either a greenskin or a foul

heretic who has desecrated the aircraft, both of which should be punished with equal diligence. The second identifier is the erratic manoeuvring and complete disregard of ordained aerial formations characteristic of all greenskins, for they hold no knowledge of military precision and cannot compare to the grace of the Emperor's own Navy. As such stolen craft are often captured in battle and crudely repaired, the extermination of these aircraft is a simple task, though one that must be carried out with extreme diligence lest a single beast escape Imperial retribution.

Greater care should be taken during encounters with Imperial aircraft co-opted by the xenos strain known as the T'au, for the pilots are no mere xenos but the foulest of human heretics that have been tempted away from the Emperor's light by the false words of the perfidious xenos. In the foul tongue of the xenos such heretics are named as 'gue'vesa', and these loathsome traitors might be encountered on any human world occupied by the T'au during the reconquest of our rightful domains. Unlike the Imperial craft stolen by the greenskins, the gue'vesa aircraft are difficult to distinguish from loyal aircraft, for few modifications are made, as even these traitors, blinded though they are to the glory of the Imperium, know that Imperial designs are superior to all others. These heretics are kept on a short leash by their xenos puppet masters, making identification and elimination an easy prospect when they fly alongside xenos aircraft.

However, there are recorded examples of squadrons of gue'vesa operating solely with stolen aircraft. In such instances, discovery of these heretics can be achieved by the proper use of identification codes of which the traitors will have no knowledge. Additionally, gue'vesa aircraft will forgo the use of permitted Imperial markers, favouring the debased designs of their new overlords. Thus, due diligence should be conducted to ensure all friendly forces know the prescribed regulations and can identify those not following them. In war zones where gue'vesa are likely to be encountered, orders should be issued proclaiming the immediate destruction of any aircraft – regardless of their stated intentions – that display defaced or damage Imperial sigils or have a complete lack of such icons, to protect against infiltration by xenos sympathisers.

+++ DEATH IN SERVICE TO THE EMPEROR IS ITS
OWN REWARD +++
+++ END OF REPORT +++

T'AU HUMAN AUXILIARY AIRCRAFT

USING T'AU HUMAN AUXILIARY AIRCRAFT IN YOUR GAMES

Representing T'au Human auxiliary aircraft in a T'au force is a simple matter. Whilst gue'vesa troops on the ground may be armed and armoured by their T'au masters, aircraft, though repainted to reflect their altered alignment, will invariably retain their Imperial design and armaments.

A T'au force may include one T'au Human Auxiliary aircraft for every five T'au aircraft in the force.

The type of Imperial aircraft that can be included as T'au Human Auxiliary aircraft in a T'au force, and the maximum number of each that can be included, is as follows:

TYPE OF IMPERIAL AIRCRAFT	MAXIMUM PERMITTED
Thunderbolt Fighter	0-2
Marauder Bomber	0-2
Lightning Strike Fighter	0-3
Avenger Strike Fighter	0-3
Valkyrie Assault Craft	0-4
Vendetta Assault Craft	0-4

AIRCRAFT UPGRADES AND ADDITIONAL WEAPONS

Any Imperial aircraft included in a T'au force may be given any Imperial Navy or Astra Militarum Aircraft Upgrade or Additional Weapons normally permitted to it at the points cost shown in the squadron list the aircraft belongs to. Imperial aircraft included in a T'au force cannot be given any T'au Air Caste Aircraft Upgrades and may not be armed with any additional weapons available to T'au aircraft.





LOOTED IMPERIAL AIRCRAFT

USING ORK LOOTED IMPERIAL AIRCRAFT IN YOUR GAMES

There are two main types of Imperial aircraft prized by Orks and looted for their own purposes. These are the ubiquitous Thunderbolt Fighter and the indomitable Marauder Bomber. Such aircraft will often retain much of their original weaponry and technology, but will be tinkered with and modified to improve their performance by their new Ork owners.

An Ork force may include one Looted Imperial aircraft for every five Ork aircraft in the force.

The only Imperial aircraft that can be looted by Orks are the Thunderbolt Fighter and Marauder Bomber. Other aircraft are often deemed too flimsy or too stupid looking to appeal to an Ork's taste!

Ork Looted Imperial aircraft have the following profiles:

ORK LOOTED THUNDERBOLT
CLASS: FIGHTER

23
POINTS

STRUCTURE 3

TRANSPORT -

FUEL -

THROTTLE 2

ACE MANOEUVRES 1-6

HANDLING 3+

MIN SPEED 2

MAX SPEED 6

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Autocannon	Front	2-6-0	4+	UL	-
Twin Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)

Pilot

Crew

ORK LOOTED MARAUDER
CLASS: BomBER

25
POINTS

STRUCTURE 5

TRANSPORT -

FUEL -

THROTTLE 1

ACE MANOEUVRES 1-3

HANDLING 4+

MIN SPEED 2

MAX SPEED 5

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)
Dorsal Turret	All Round, Up	3-2-0	5+	UL	Aerial Attack
Rear Turret	Rear	3-2-0	5+	UL	Tail Gunner, Aerial Attack
Bomb Bay	Rear	8-0-0	3+	3	Ground Attack, Extra Damage (5+)

Pilot

Crew

ADDITIONAL WEAPONRY

An Ork Looted Imperial Thunderbolt Fighter or an Ork Looted Imperial Marauder Bomber may be equipped with up to two additional weapons chosen from the following list at 2 points each.

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

Additionally, an Ork Looted Imperial Marauder Bomber may be equipped with up to two additional weapons chosen from the following list at 4 points each, for a total of four additional weapons.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Pair of Big Bombs	Rear	6-0-0	2+	1	Ground Attack, Extra Damage (5+)

