

AERONAUTICA IMPERIALIS



ADEPTUS ASTARTES Force List



ADEPTUS ASTARTES

Foremost amongst the Imperium's defenders are the Adeptus Astartes — or Space Marines as they are more commonly known — who are masters of warfare in its myriad forms. To contest the skies, Space Marine Chapters maintain their own fleets of aircraft specially designed to complement their methods of war. Each is piloted by a trained battle-brother or a Techmarine, capable of calling upon decades, or even centuries, of experience as they bring fire and fury to the Emperor's foes.

ADEPTUS ASTARTES UPGRADES

Ceramite Plating +2 points

The aircraft has been outfitted with additional armour to protect the crew. When this aircraft is damaged by a weapon that has the Extra Damage (X+) special rule, the X+ value is reduced by 1 (e.g. when firing at an aircraft with this upgrade, a weapon with the Extra Damage (5+) special rule would instead have the Extra Damage (6+) special rule) to a maximum of 6+.

Infernum Halo-launcher +1 point

Many Space Marine aircraft are fitted with sanctified chaff-launchers that interfere with the guidance systems of incoming missiles. Once per game, roll a D6 for each hit the aircraft suffers from a weapon with an Ammo characteristic of 1, 2 or 3. For each roll of a 6, that hit becomes a miss.

Veteran +5 points

This aircraft is piloted by a battle-brother with vast experience in their role. Once per game, this aircraft may choose to re-roll a dice roll. However, all of the dice rolled must be re-rolled and the player must accept the result of the second roll even if it is worse.

Techmarine +4 points

This aircraft carries, or is piloted by, a Techmarine. Once per game, this aircraft may attempt a repair. During the End phase, roll a D6 for each lost point of Structure. For each roll of a 5+, repair a single point of Structure.

Infra-red Targeting +2 points

The aircraft's targeters and sensors are improved for operating in darkness or poor visibility. If the Night Fighting or Bad Weather rules are in use, this aircraft may fire at Medium range without reducing the number of Firepower dice rolled.

Armoured Cockpit +3 points

The aircraft has been fitted with additional armour to protect the crew. When this aircraft suffers a damaging hit from enemy fire, roll a D6. On a 6, the damage is ignored and the Structure point(s) that would have been lost as a result of the Damage dice are not lost.

XIPHON INTERCEPTOR

XIPHON INTERCEPTOR

CLASS: FIGHTER

24

POINTS



STRUCTURE

3

TRANSPORT

-

FUEL

-

THROTTLE

2

ACE MANOEUVRES

1-7

HANDLING

4+

MIN SPEED

2

MAX SPEED

6

MAX ALTITUDE

5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Rotary Frag Missile Launcher	Front	2-2-1	5+	UL	-
Quad Lascannon	Front	0-4-2	2+	UL	Extra Damage (6+)

Pilot

Crew

OPTIONAL WEAPONRY

A Xiphon Interceptor may replace its Rotary Frag Missile Launcher with any two weapons chosen from the following list at 2 points each.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Krak Missiles	Front	2-2-2	3+	3	Ground Attack Extra Damage (6+)
	Hunter-Killer Missiles	Front	0-2-2	3+	3	Aerial Attack Extra Damage (6+)

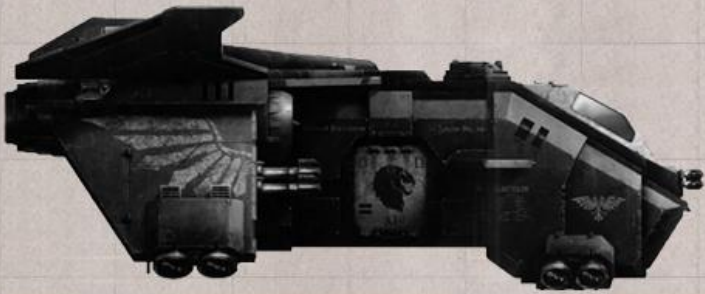
STORM EAGLE

ASSAULT CRAFT

STORM EAGLE ASSAULT CRAFT

CLASS: FIGHTER

29
POINTS



STRUCTURE 4

TRANSPORT 2

FUEL -

THROTTLE 2

ACE MANOEUVRES 1-5

HANDLING 3+

MIN SPEED 0

MAX SPEED 5

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Lascannon	Front	0-4-2	2+	UL	Extra Damage (6+)
Twin Heavy Bolters	Front	3-1-0	5+	UL	-
Dual Frag Missile Pods	Front	3-3-1	5+	UL	-

Pilot _____
Crew _____

OPTIONAL WEAPONRY

A Storm Eagle Assault Craft may replace its Dual Frag Missile Pods with any two weapons chosen from the following list at **3** points each.

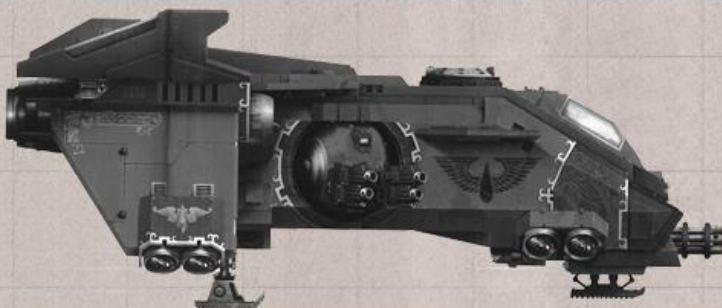
	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Dual Krak Missiles	Front	3-3-3	3+	3	Ground Attack Extra Damage (6+)
	Dual Hunter-Killer Missiles	Front	0-3-3	3+	3	Aerial Attack Extra Damage (6+)

FIRE RAPTOR GUNSHIP

FIRE RAPTOR GUNSHIP

CLASS: FIGHTER

31
POINTS



STRUCTURE 4

TRANSPORT -

FUEL -

THROTTLE 2

ACE MANOEUVRES 1-5

HANDLING 3+

MIN SPEED 0

MAX SPEED 5

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Avenger Bolt Cannon	Front	3-7-0	4+	UL	Extra Damage (6+)
Port Heavy Bolter Turret	Left Side	6-2-0	5+	UL	-
Starboard Heavy Bolter Turret	Right Side	6-2-0	5+	UL	-
Hellstrike Missile Launcher	Front	2-2-2	3+	3	Ground Attack Extra Damage (6+)

Pilot
Crew

OPTIONAL WEAPONRY

A Fire Raptor Gunship may replace both of its Heavy Bolter Turrets with either twin Autocannon Turrets, or With Twin Lascannon Turrets for **2** points for the pair.

WEAPON		FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Port Twin Autocannon Turret	Left Side	1-4-0	4+	UL	-
	Starboard Twin Autocannon Turret	Right Side	1-4-0	4+	UL	-
	Port Twin Lascannon Turret	Left Side	0-2-1	2+	UL	Extra Damage (6+)
	Starboard Twin Lascannon Turret	Right Side	0-2-1	2+	UL	Extra Damage (6+)

THUNDERHAWK GUNSHIP

THUNDERHAWK GUNSHIP

CLASS: BOMBER

44
POINTS

STRUCTURE 8 TRANSPORT 4 FUEL -	THROTTLE 2 ACE MANOEUVRES 1-4 HANDLING 3+	MIN SPEED 0 MAX SPEED 5 MAX ALTITUDE 5
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Aircraft Upgrades

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Turbo Laser Destructor	Front, Up	2-2-3	2+	UL	Extra Damage (4+)
Twin Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)
Port Heavy Bolter Turret	Left Side, Front	4-1-0	5+	UL	-
Starboard Heavy Bolter Turret	Right Side, Front	4-1-0	5+	UL	-
Port Wing Heavy Bolters	All Round, Down	4-1-0	5+	UL	-
Starboard Wing Heavy Bolters	All Round, Down	4-1-0	5+	UL	-

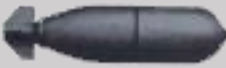
Additional Weapons

Pilot

Crew

ADDITIONAL WEAPONRY

A Thunderhawk Assault Gunship may be equipped with up to three additional weapons chosen from the following list at **2** points each.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Pair of Hellstrike Missiles	Front	2-2-2	3+	1	Ground Attack Extra Damage (6+)
	Pair of Wing Bombs	Rear	4-0-0	2+	1	Ground Attack Extra Damage (6+)

ADEPTUS ASTARTES ACES

'DARKFIRE'

CLASS: FIGHTER AIRCRAFT: FIRE RAPTOR GUNSHIP

36
POINTS



STRUCTURE	4
TRANSPORT	-
FUEL	-

THROTTLE	2
ACE MANOEUVRES	1-5
HANDLING	2+

MIN SPEED	0
MAX SPEED	5
MAX ALTITUDE	5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Avenger Bolt Cannon	Front	3-7-0	4+	UL	Extra Damage (6+)
Port Heavy Bolter Turret	Left Side	6-2-0	5+	UL	-
Starboard Heavy Bolter Turret	Right Side	6-2-0	5+	UL	-
Hellstrike Missile Launcher	Front	2-2-2	3+	3	Ground Attack Extra Damage (6+)

Pilot
Crew



TECHMARINE PILOT
ARGAN FAL'SHAN

Battlefield Repairs: Once per game, Argan Fal'Shan may attempt a repair. During the End phase, roll a D6 for each lost point of Structure. For each roll of a **5+**, repair a single point of Structure.

Darkfire may take additional weaponry as described on page 4, but may not take any other crew or aircraft upgrades.

Your force may include one *Darkfire* piloted by Techmarine pilot Argan Fal'Shan (in other words, your force cannot include one without the other). Techmarine pilot Argan Fal'Shan's points cost is included in the points cost of *Darkfire*.

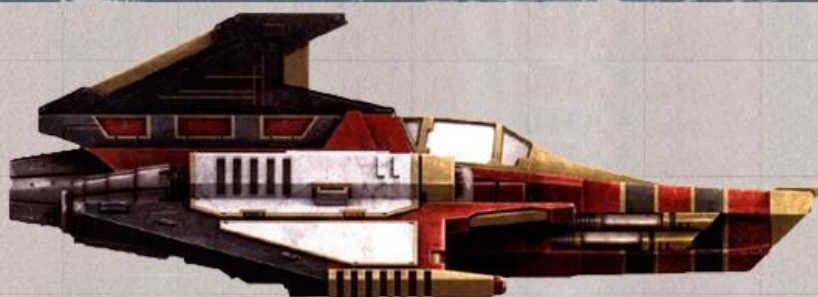
*I have changed this from a roll of a 6 to 5+ (as is Tech Marine rules)

'THE UNKILLABLE PHANTOM'

CLASS: FIGHTER

AIRCRAFT: XIPHON INTERCEPTOR

29
POINTS



STRUCTURE 3
TRANSPORT -
FUEL -

THROTTLE 2
ACE MANOEUVRES 1-7
HANDLING 3+

MIN SPEED 2
MAX SPEED 7
MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Rotary Frag Missile Launcher	Front	2-2-1	5+	UL	-
Quad Lascannon	Front	0-4-2	2+	UL	Extra Damage (6+)

Pilot

Crew



BATTLE-BROTHER
ATHOR VAE

Survivor: At the end of the game, your opponent scores no Victory points for the *Unkillable Phantom* if it is damaged and still operating within the Area of Engagement.

The *Unkillable Phantom* may take additional weaponry as described on page 2, but may not take any other crew or aircraft upgrades.

Your force may include one *Unkillable Phantom* piloted by Battle-brother Athor Vae (in other words, your force cannot include one without the other). Battle-brother Athor Vae's points cost is included in the points cost of the *Unkillable Phantom*.

GROUND DEFENCES



GROUND DEFENCE ICARUS STORMCANNON ARRAY

STRUCTURE

FPR

DMG

SPECIAL

2

5-5-2 5+

Effective Altitude (3),
Ground-to-Air Fire



GROUND DEFENCE SKYSPEAR MISSILE LAUNCHER

STRUCTURE

FPR

DMG

SPECIAL

2

2-2-1 4+

Effective Altitude (4),
Ground-to-Air Fire
Extra Damage (6+)

SPECIAL RULES

The following special rules are common to several different types of aircraft:

ROCKET BOOSTERS

In the 41st Millennium, some aircraft are capable of operating beyond a planet's atmosphere in the void of space – such aircraft are noted in the Squadron Lists section as having the Rocket Boosters special rule. An aircraft with Rocket Boosters can choose to disengage from the Area of Engagement from any point, rather than just the table edge (see page 31). To do so, the aircraft must be travelling at Altitude 5. Once it has completed its Ace Manoeuvre during the Move and Manoeuvre step of the Movement phase, declare that the aircraft is using its Rocket Boosters to climb once more and disengage.

TRANSPORT AIRCRAFT

Some aircraft have a Transport characteristic shown as a number rather than 'U'. This represents the cargo of troops, vehicles, etc., the aircraft can deliver into a landing zone. To deliver this cargo, a transport aircraft must land (see page 19). Landing zones will be designated by the scenario, which will also state how many Victory points are won for delivering this cargo into a landing zone.

For example, an aircraft with a Transport characteristic of 2 may earn 2 Victory points for landing safely in a landing zone.

A player whose mission involves landing troops into a landing zone should keep a tally of Victory points scored in this way. Note that an aircraft can only deliver its Transport characteristic once, i.e., once it has delivered its cargo into a landing zone, an aircraft cannot deliver another cargo during the same game.

STEALTH (-X)

Be it due to their small size, high speed, or advanced cloaking systems, some aircraft can appear almost invisible to Ground Defences. Such aircraft can prove difficult, even almost impossible, to track, let alone to target, rendering even the most sophisticated defence systems ineffective against them.

Any weapon with the Ground-to-Air Fire special rule targeting an aircraft with this special rule must reduce its Effective Altitude (X) by the number shown in brackets next to the name of this special rule on the aircraft's profile.

VALUABLE CARGO

Some transport craft are not designed for combat. Their role is instead to deliver valuable personnel with a degree of comfort not considered necessary for the average combatant. Such aircraft are only lightly armed, if they are even armed at all. Consequently, they must rely on the close support and protection of assault craft to land safely. Once their cargo has been delivered, they will rapidly exit the combat zone.

Once this aircraft has deployed its cargo, it may Voluntarily Disengage in any turn as if it were the Disengagement turn.

JUMP TROOPS

Some transport aircraft can deliver their cargoes of troops without landing. The troops inside can leap from the aircraft and drop to the ground using jump packs, grav-chutes or jet packs. In the Squadron Lists, some aircraft with Transport capacity will have the option to upgrade their cargoes of troops to Jump Troops.

Instead of landing in a landing zone, a transport aircraft with Jump Troops can drop them from altitude as it passes over. To drop its Jump Troops, the aircraft must pass directly over the landing zone during the Move and Manoeuvre step of the Movement phase. Once the aircraft has completed its movement, before adjusting Altitude roll a D6 for each point of Transport capacity being dropped. If the result of the roll is higher than the aircraft's current Altitude and Speed added together, the Jump Troops land safely within the landing zone and Victory points are scored. If however the result of the roll is equal to or lower than the aircraft's current Speed and Altitude added together, the troops are scattered, injured or killed and no Victory points are scored.

For example, an aircraft travelling at Altitude 2 and Speed 2 will need to roll a 5 or a 6 to land its cargo of Jump Troops safely, whereas a hovering aircraft at Altitude 1 will only fail to land them safely on the roll of a 1.

JINK

Whether it is due to the superior artifice of the Adeptus Mechanicus, or heretical xenos technology, there are some aircraft that are undeniably more manoeuvrable than others. Able to alter their flight paths seemingly at will, and in defiance of the laws of physics, such aircraft can prove almost impossible to pin down with weapons fire, whilst showing an almost preternatural ability to be in just the right place at just the right time.

When this aircraft is chosen to fire during the Firing phase, before step 1: Targeting, it may immediately move one hex in any direction. Note, however, that the aircraft may not change its facing, Altitude or Speed after making this move. Nor may this movement take the aircraft into an occupied hex.