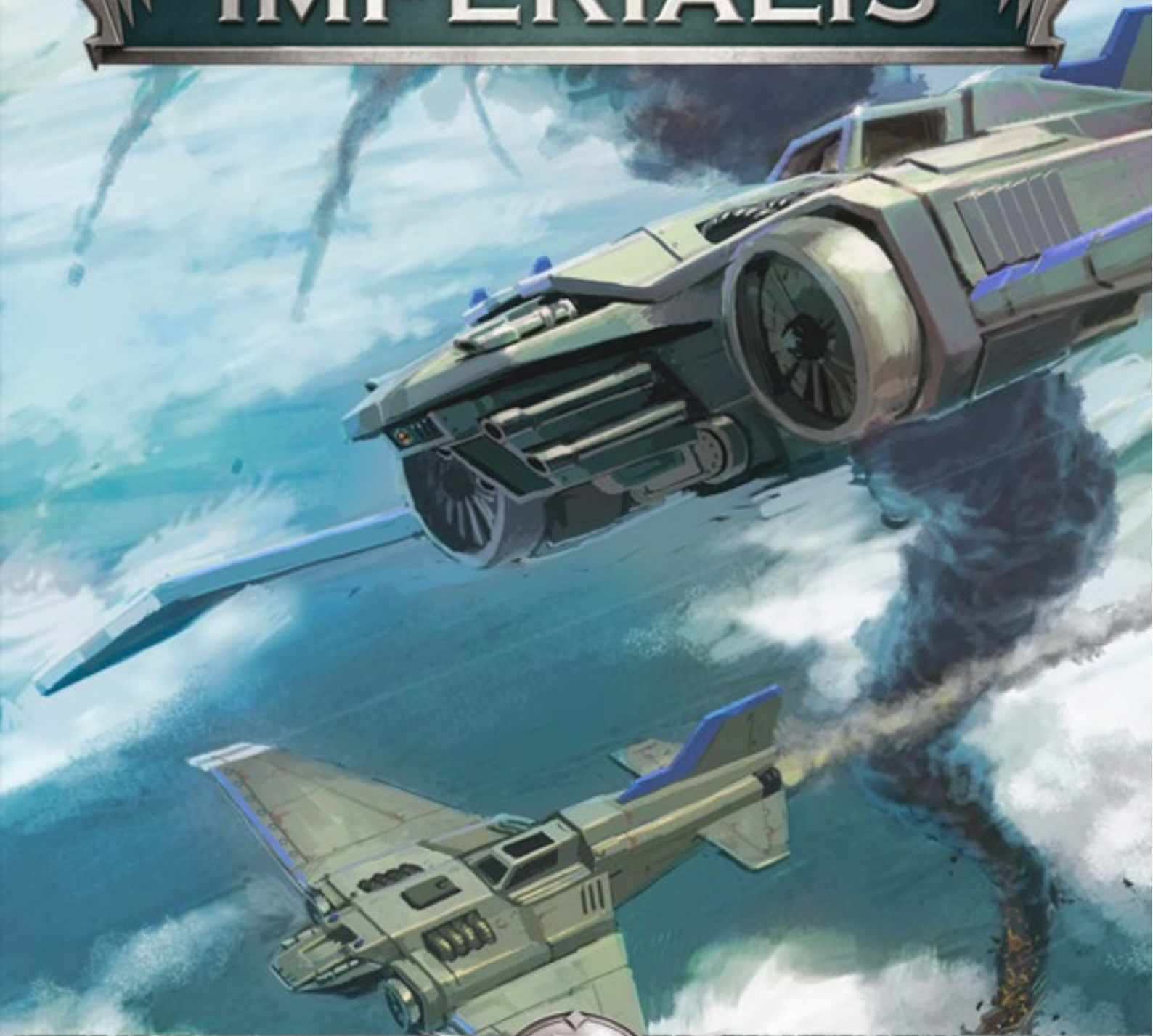


AERONAUTICA IMPERIALIS



Imperial and Astra Militarum Force List

IMPERIAL NAVY

The Imperial Navy is huge beyond the comprehension of most; a vast armada of ships spread out across the distant stars. It is the mighty void ships that form the battlefleets of the Imperial Navy that are most renowned, but it is more often the humble atmosphere-bound aircraft that are called upon to defend the Emperor's dominion. Able to engage the enemies of Mankind without obliterating worlds, these aircraft form an essential part of the Imperium's war efforts, and the brave men and women that pilot these craft are lauded as heroes.

IMPERIAL NAVY AIRCRAFT UPGRADES

Ejector Seats +2 points

The aircraft has improved safety mechanisms, allowing the crew to make a quick escape in an emergency. If the aircraft is reduced to 0 Structure points and destroyed for any reason, roll a D6. On a 5+, the crew safely escape and the aircraft is only worth 75% of its total points cost in Victory points, rather than the usual 100%.

Flares or Chaff Launchers +1 point

The aircraft is fitted with decoy flares and chaff launchers, designed to 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.

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.

Imperial Ace +5 points

The aircraft is piloted by a renowned Ace pilot. This upgrade may only be taken by one aircraft within a force. 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.

Armoured Cockpit +3 points

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

IMPERIAL ARVUS LIGHTER

CLASS: SCOUT SPECIAL RULES: JUMP TROOPS, ROCKET BOOSTERS, VALUABLE CARGO

10
POINTS



STRUCTURE 2

TRANSPORT 3

FUEL 6

THROTTLE 2

ACE MANOEUVRES 1-6

HANDLING 3+

MIN SPEED 1

MAX SPEED 6

MAX ALTITUDE 5

WEAPON

FIRE ARC

FPR

DMG

AMMO

SPECIAL

Pilot

Crew

Aircraft Upgrades

Additional Weapons

LIGHTNING

CLASS: FIGHTER

19
POINTS



Aircraft Upgrades

Additional Weapons

STRUCTURE	2	THROTTLE	3	MIN SPEED	2
TRANSPORT	-	ACE MANOEUVRES	1-7	MAX SPEED	8
FUEL	-	HANDLING	3+	MAX ALTITUDE	5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Twin Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)
<i>Upgrade to Lightning Strike for +4 points and replace weapons with:</i>					
Twin Multi-lasers	Front	4-6-2	5+	UL	-

Pilot

Crew

ADDITIONAL WEAPONRY

Lightning Fighters and Lightning Strike Fighters 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 Skystrike Missiles	Front	0-2-2	3+	1	Aerial Attack, Extra Damage (6+)

AVENGER STRIKE

CLASS: FIGHTER

20
POINTS



STRUCTURE 2
TRANSPORT -
FUEL -

THROTTLE 1
ACE MANOEUVRES 1-6
HANDLING 2+

MIN SPEED 1
MAX SPEED 6
MAX ALTITUDE 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Avenger Bolt Cannon	Front	2-5-0	4+	UL	Extra Damage (6+)
Heavy Stubber	Rear, Up	1-1-0	5+	UL	Tail Gunner, Aerial Attack

Pilot

Crew

O-1 GHOST (RELIC AVENGER)

CLASS: FIGHTER

24
POINTS



STRUCTURE 2
TRANSPORT -
FUEL -

THROTTLE 2
ACE MANOEUVRES 1-6
HANDLING 2+

MIN SPEED 1
MAX SPEED 6
MAX ALTITUDE 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Avenger Bolt Cannon	Front	2-5-0	4+	UL	Extra Damage (6+)
Heavy Stubber	Rear, Up	1-1-0	5+	UL	Tail Gunner, Aerial Attack
Twin Lascannons	Front	0-2-1	2+	U	Extra Damage (6+)

Special Rules: Stealth (-2)

An Avenger Ghost may be equipped with Hellstrike missiles, Skystrike missiles or wing bombs, just like an Avenger Strike Fighter.

Pilot

Crew

ADDITIONAL WEAPONRY

Avenger Strike Fighters may be equipped with one additional weapon chosen from the following list at 3 points:

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Twin Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)
	Twin Autocannon	Front	1-3-0	4+	UL	-

Additionally, Avenger Strike Fighters may be equipped with up to two additional weapons chosen from the following list at 2 points each:

	Pair of Hellstrike Missiles	Front	2-2-2	3+	1	Ground Attack, Extra Damage (6+)
	Pair of Skystrike Missiles	Front	0-2-2	3+	1	Aerial Attack, Extra Damage (6+)
	Pair of Wing Bombs	Rear	4-0-0	2+	1	Ground Attack, Extra Damage (5+)

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

THUNDERBOLT FURY

CLASS: FIGHTER

25
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
Avenger Bolt Cannon	Front	3-7-0	4+	UL	Extra Damage (6+)
Twin Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)

Pilot

Crew

ADDITIONAL WEAPONRY

Thunderbolt Fighters may be equipped with two additional weapons, which are 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 Skystrike Missiles

Front

0-2-2

3+

1

Aerial Attack,
Extra Damage (6+)



Pair of Wing Bombs

Rear

4-0-0

2+

1

Ground Attack,
Extra Damage (5+)

MARAUDER

CLASS: BOMBER

23
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	2+	3	Ground Attack, Extra Damage (5+)

Pilot

Crew

MARAUDER COLOSSUS

CLASS: BOMBER

26
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
Heavy Bolter Array	Front	3-2-0	5+	UL	Aerial Attack
Rear Turret	Rear	3-2-0	5+	UL	Tail Gunner, Aerial Attack
Colossus Bomb	Rear	7-0-0	2+	1	Ground Attack, Extra Damage (3+)

Pilot

Crew

ADDITIONAL WEAPONRY

A Marauder Bomber and Colossus variant may be equipped with four 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 Skystrike Missiles

Front

0-2-2

3+

1

Aerial Attack, Extra Damage (6+)



Pair of Wing Bombs

Rear

4-0-0

2+

1

Ground Attack, Extra Damage (5+)

MARAUDER PATHFINDER

CLASS: SCOUT

33
POINTS



Aircraft Capabilities

Additional Weapons

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

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Heavy Bolter Array	Front	3-2-0	5+	UL	Aerial Attack
Rear Turret	Rear	3-2-0	5+	UL	Tail Gunner, Aerial Attack

Pilot

Crew

ADDITIONAL WEAPONRY

A Marauder Pathfinder may be equipped with upto two additional weapons chosen from the following list at 2 points each.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Pair of Skystrike Missiles	Front	0-2-2	3+	1	Aerial Attack, Extra Damage (6+)

Tactical Command: When a Marauder Pathfinder is activated in the Movement phase, the controlling player may Choose a friendly aircraft within 3 hexes of the Pathfinder that has yet to move this round. The player may discard that aircraft's Manoeuvre token and immediately choose another Ace Manoeuvre, placing it face-down next to the aircraft as normal.

MARAUDER DESTROYER

CLASS: BOMBER

SPECIAL RULES: JUMP TROOPS

27
POINTS



Aircraft Upgrades

Additional Weapons

STRUCTURE 5
TRANSPORT 1
FUEL -

THROTTLE 1
ACE MANOEUVRES 1-3
HANDLING 5+

MIN SPEED 2
MAX SPEED 5
MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Autocannon	Front	6-9-0	4+	UL	-
Dorsal Turret	All Round, Up	3-2-0	5+	UL	Aerial Attack
Rear Turret	Rear	6-3-0	5+	UL	Tail Gunner, Aerial Attack
Bomb Bay	Rear	4-0-0	2+	3	Ground Attack, Extra Damage (5+)

Pilot

Crew

ADDITIONAL WEAPONRY

A Marauder Destroyer may be equipped with four 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 Skystrike Missiles	Front	0-2-2	3+	1	Aerial Attack, Extra Damage (6+)
	Pair of Wing Bombs	Rear	4-0-0	2+	1	Ground Attack, Extra Damage (5+)

GROUND DEFENCES



7
POINTS

GROUND DEFENCE MANTICORE MISSILE BATTERY

STRUCTURE	FPR	DMG	SPECIAL
2	2-1-1	4+	Effective Altitude (5), Ground-to-Air Fire, Extra Damage (5+)



8
POINTS

GROUND DEFENCE HYDRA FLAK BATTERY

STRUCTURE	FPR	DMG	SPECIAL
2	6-4-2	5+	Effective Altitude (2), Ground-to-Air Fire

IMPERIAL ACES

'EXECUTIONER'

AIRCRAFT: THUNDERBOLT

CLASS: FIGHTER

25
POINTS



STRUCTURE 3
TRANSPORT -
FUEL -

THROTTLE 2
ACE MANOEUVRES 1-6
HANDLING 3+

MIN SPEED 2
MAX SPEED 7
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

Executioner may take additional weaponry as described for Thunderbolt, but may not take other crew or aircraft upgrades.

You may only include 1 Executioner, in your airforce, and must be piloted by Dagor-Jarni, point cost already included.



FLIGHT COMMANDER
DAGOR-JARNI

Aerial Hunter: Once per game, when targeting an enemy aircraft that is at a lower level of Altitude than this aircraft with Air-to-Air fire, you may add a +1 modifier to each of the Firepower dice when rolling to hit.

'BLUE DEVIL'

AIRCRAFT: MARAUDER

CLASS: BOMBER

26
POINTS



STRUCTURE 5
TRANSPORT -
FUEL -

THROTTLE 1
ACE MANOEUVRES 1-3
HANDLING 3+

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	2+	3	Ground Attack, Extra Damage (5+)

Pilot

Blue Devil may take additional weaponry as described for Marauder, but may not take other crew or aircraft upgrades.

You may only include 1 Blue Devil, in your airforce, and must be piloted by Gallus Barret, point cost already included.



FLIGHT LIEUTENANT
GALLUS BARRET

Ground Attack: When an aircraft with this pilot upgrade makes a Bombing Run, you may re-roll any rolls of a 1 when rolling to hit with wing bombs.

ASTRA MILITARUM

Astra Militarum and Imperial Navy aircraft can be used together in the same force should you wish.

ASTRA MILITARUM AIRCRAFT UPGRADES

Armoured Transport Compartment +2 points

The aircraft has improved armour, allowing the passengers to survive all but the worst of emergency landings. If the aircraft is reduced to 0 Structure points and destroyed for any reason, roll a D6. On a 5+, the cargo of passengers safely escape and the aircraft is only worth 75% of its total points cost in Victory points, rather than the usual 100%.

Tactical Targeting Array +3 points

The aircraft's standard targeting array has been upgraded significantly, greatly increasing the accuracy of its weapons. Once per game, when targeting an enemy aircraft with Air-to-Air fire, this aircraft may re-roll any of the Firepower dice that roll a 1 to hit.

Flares or Chaff Launchers +1 point

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.

Imperial Ace +5 points

The aircraft is piloted by a renowned Ace pilot. This upgrade may only be taken by one aircraft within a force. 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.

Armoured Cockpit +3 points

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

VALKYRIE ASSAULT CRAFT

CLASS: FIGHTER SPECIAL RULES: JUMP TROOPS

16
POINTS



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

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Lascannon	Front	0-1-1	2+	UL	Extra Damage (6+)
Upgrade to Vendetta Assault Craft for +1 point and replace weapons with:					
Twin Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)
A Valkyrie may replace its Lascannon as follows for +3 points:					
Multi-laser	Front	2-4-1	5+	UL	-

Pilot
Crew

ADDITIONAL WEAPONRY

Valkyrie and Vendetta Assault Craft may be equipped with one additional weapon chosen from the following list at 2 points:

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Twin Rocket Pods	Front	2-6-2	5+	3	-
	Pair of Skystrike Missiles	Front	0-2-2	3+	1	Aerial Attack, Extra Damage (6+)

Alternatively, Valkyrie and Vendetta Assault Craft may be equipped with one additional weapon chosen from the following list at 4 points each:

	Twin-linked Lascannon	Front	0-4-2	2+	UL	Extra Damage (6+)
--	------------------------------	-------	-------	----	----	-------------------

VULTURE GUNSHIP

CLASS: FIGHTER SPECIAL RULES: JINK, ROCKET BOOSTERS

20
POINTS



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

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Heavy Bolter	Front	2-1-0	5+	UL	-

Pilot
Crew

ADDITIONAL WEAPONRY

A Vulture Gunship may be equipped with one additional weapon chosen from the following list for 4 points:

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
 Punisher Cannon	Front	6-10-0	5+	UL	-

Alternatively, a Vulture gunship may be equipped with up to two additional weapons chosen from either of the following lists:

A Vulture may be equipped with up to two additional weapons chosen from the following list for 2 points each:



Twin Rocket Pods

Front 2-6-2 5+ 3 -

A Vulture may be equipped with up to two additional weapons chosen from the following list for 3 points each:



Hellstrike Missiles Cradle

Front 2-2-2 3+ 3 Ground Attack, Extra Damage (6+)



Skystrike Missiles Cradle

Front 0-2-2 3+ 3 Aerial Attack, Extra Damage (6+)



Wing Bombs Cradle

Rear 4-0-0 2+ 3 Ground Attack, Extra Damage (5+)

GROUND DEFENCES

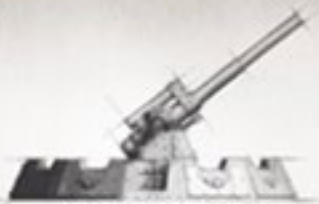
8
POINTS



GROUND DEFENCE
HYDRA FLAK BATTERY

STRUCTURE	FPR	DMG	SPECIAL
2	6-4-2	5+	Effective Altitude (2), Ground-to-Air Fire

9
POINTS



GROUND DEFENCE
BASILISK ANTI-AIRCRAFT GUN

STRUCTURE	FPR	DMG	SPECIAL
2	1-2-1	2+	Effective Altitude (4), Ground-to-Air Fire, Extra Damage (6+)

ASTRA MILITARUM ACES

'HELLION'

AIRCRAFT: LIGHTNING STRIKE CLASS: FIGHTER

26
POINTS



STRUCTURE 2
TRANSPORT -
FUEL -

THROTTLE 3
ACE MANOEUVRES 1-7
HANDLING 2+

MIN SPEED 2
MAX SPEED 8
MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Twin Multi-lasers	Front	4-6-2	5+	UL	-



FLIGHT COMMANDER
MEGANA AYCE

Superior Instincts: Once per game, when a friendly aircraft is activated during the Movement phase, it may discard its Manoeuvre token and immediately choose another Ace Manoeuvre.

Pilot

Hellion may take additional weaponry as described for Lightning Strike, but may not take any other crew or aircraft upgrades.

You may only include 1 Hellion in your airforce, and must be piloted by Megana Ayce, points cost already included.

'DUST DEVIL'

AIRCRAFT: VENDETTA ASSAULT CRAFT CLASS: FIGHTER SPECIAL RULES: JUMP TROOPS

19
POINTS



STRUCTURE 3
TRANSPORT 3
FUEL -

THROTTLE 1
ACE MANOEUVRES 1-4
HANDLING 3+

MIN SPEED 0
MAX SPEED 5
MAX ALTITUDE 5

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



FLIGHT LIEUTENANT
DYCE VANDER

Level Head: Once per game, when attempting to deploy Jump Troops into a Landing Zone, this aircraft may re-roll the D6 for each point of Transport capacity being deployed.

Pilot

Dust Devil may take additional weaponry as described for Valkyrie, but may not take any other crew or aircraft upgrades.

You may only include 1 Hellion in your airforce, and must be piloted by Megana Ayce, points cost already included.

Additional Weapons

Additional Weapons

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 'T'. 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.