

AERONAUTICA IMPERIALIS



Necrons Force List

NECRONS

NECRON UPGRADES

Galvanised Nanoswarms +4 points

The dynasty's Crypteks have modified this aircraft's nanoswarms to facilitate quicker repair. Once per game, this aircraft may attempt a repair. During the End phase, roll a D8 for each lost point of Structure. For each roll of a 5+, repair a single point of Structure.

Translocation Engines +3 points

Once per game, after this aircraft has finished moving during the Movement phase, it may immediately move up to two hexes in any direction. It must move in the same direction for both hexes and cannot end this movement in an occupied hex. In addition, the aircraft may not change its facing, Altitude or Speed during this additional movement.

Phase Shift +1 point

Some Necron aircraft can temporarily become incorporeal, causing munitions to pass through them. Once per game, roll a D8 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.

Adaptive Cognition +5 points

The aircraft holds specially designed mnemetic crystals that rapidly assimilate data and alter the tactical opportunities of the pilot. This upgrade may only be taken by one aircraft within a force. Once per game, this aircraft may choose to discard a dice roll and re-roll the dice. 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.

Reinforced Necrodermis +2 points

The aircraft's necrodermis has undergone substantial hardening to allow it to withstand powerful munitions. When this aircraft is damaged by a weapon that has the Extra Damage (X+) special rule, the X+ value is reduced by 1, to a maximum of 6+ (i.e., 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).

GROUND DEFENCES



**GROUND DEFENCE
SENTRY PYLON**

STRUCTURE	FPR	DMG	SPECIAL
2	2-2-1	3+	Effective Altitude (5), Ground-to-Air Fire, Extra Damage (5+)



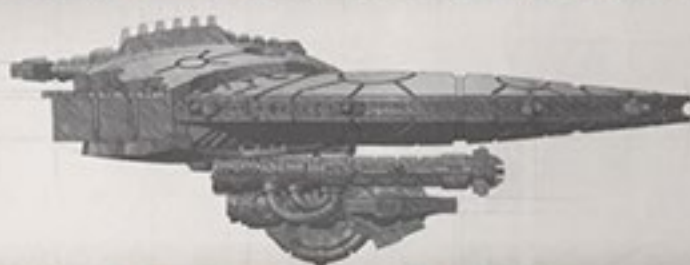
**GROUND DEFENCE
GAUSS PYLON**

STRUCTURE	FPR	DMG	SPECIAL
5	3-2-2	2+	Effective Altitude (5), Ground-to-Air Fire, Extra Damage (3+)

NIGHT SCYTHER

CLASS: FIGHTER SPECIAL RULES: JINK, JUMP TROOPS, ROCKET BOOSTERS

35
POINTS



Aircraft Upgrades

Additional Weapons

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

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Twin Tesla Destructor	Front	8-4-2	4+	UL	Extra Damage (6+)
Upgrade to a Doom Scythe for +3 points and gain the following additional weapon.					
A Doom Scythe has a Transport characteristic of —					
Heavy Death Ray	Front	4-2-0	3+	UL	Extra Damage (4+)

Pilot

Crew

NIGHT SHROUD

CLASS: BOMBER SPECIAL RULES: JINK, ROCKET BOOSTERS

39
POINTS



Aircraft Upgrades

Additional Weapons

STRUCTURE	5	THROTTLE	2	MIN SPEED	2
TRANSPORT	-	ACE MANOEUVRES	1-6	MAX SPEED	7
FUEL	-	HANDLING	4+	MAX ALTITUDE	5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Twin Tesla Destructor	Front	8-4-2	4+	UL	Extra Damage (6+)
Death Spheres	Rear	4-0-0	2+	4	Ground Attack, Extra Damage (4+)

Pilot

Crew

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.