

AERONAUTICA IMPERIALIS



ORK
FORCE LIST

ORK AIRCRAFT UPGRADES

Belching Smoke +1 point

The aircraft billows and belches thick clouds of black oily smoke, making it very difficult to target. Once per game, if the aircraft is hit by a weapon with an Ammo characteristic of 1, 2 or 3, roll a D6. On a 6, the hit becomes a miss.

Fly Boss +5 points

The best of the best, the big boss of the squadron! 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.

Wazmek Speshul +2 points

Wazmek is reportedly the greatest Ork Mek alive, and his jet engines demand a high price! Increase both the Max Speed and Min Speed characteristics of this aircraft by 1, up to a maximum of 9.

Extra Armour +2 points

Extra armour plates have been welded onto this aircraft. When this aircraft suffers a damaging hit from enemy fire, roll a D6. On a 6, the damage is ignored and the Structure points that would have been lost as a result of the Damage dice are not lost. However, as a result of the extra armour bolted on, the aircraft's Max Speed characteristic is reduced by 1.

Kustom Big Shootas +3 points

This aircraft has had extra Big Shootas bolted beneath its wings. Any Ork aircraft with this upgrade gains the following Primary weapon, but the number of additional weapons the aircraft can take is reduced by one:

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Kustom Big Shootas	Front	2-2-0	5+	UL	-

DAKKAJET

CLASS: FIGHTER

16

POINTS



Aircraft Upgrades

STRUCTURE 2

TRANSPORT -

FUEL -

THROTTLE 2

ACE MANOEUVRES 1-5

HANDLING 4+

MIN SPEED 4

MAX SPEED 8

MAX ALTITUDE 4

WEAPON

FIRE ARC

FPR

DMG

AMMO

SPECIAL

Quad Big Shootas

Front

8-4-0

5+

UL

-

Pilot

Crew

Additional Weapons

ADDITIONAL WEAPONRY

A Dakkajet may be equipped with 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+)

FIGHTA BOMMER

CLASS: FIGHTER

20
POINTS



Aircraft Upgrades

Additional Weapons

STRUCTURE 3
TRANSPORT -
FUEL -

THROTTLE 1
ACE MANOEUVRES 1-4
HANDLING 4+

MIN SPEED 3
MAX SPEED 7
MAX ALTITUDE 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Big Shootas	Front	8-4-0	5+	UL	-
Turret Big Shootas	Rear, Right Side, Left Side, Up	3-1-0	5+	UL	Tail Gunner, Aerial Attack
Tail Gun	Rear	1-0-0	6+	UL	Tail Gunner, Aerial Attack

Pilot

Crew

EAVY BOMMER

CLASS: BOMBER

28
POINTS



Aircraft Upgrades

Additional Weapons

STRUCTURE 6
TRANSPORT 2
FUEL -

THROTTLE 1
ACE MANOEUVRES 1-3
HANDLING 5+

MIN SPEED 2
MAX SPEED 4
MAX ALTITUDE 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Nose Turret	Front	4-2-0	5+	UL	-
Dorsal Turret	All Round, Up	3-2-0	5+	UL	Aerial Attack
Port Big Shootas	Left Side, Down	6-3-0	5+	UL	-
Starboard Big Shootas	Right Side, Down	6-3-0	5+	UL	-
Bombs	Rear	4-0-0	2+	1	Ground Attack, Extra Damage (5+)

Pilot

Crew

ADDITIONAL WEAPONRY

Fighta and 'Eavy Bombers may be equipped with three 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, a Fighta and 'Eavy Bommer 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.



Pair of Big Bombs

Rear

6-0-0

2+

1

Ground Attack, Extra Damage (4+)

MEGA BOMMER

CLASS: BOMBER

WARHAMMER COMMUNITY

51
POINTS



STRUCTURE 10
TRANSPORT 3
FUEL -

THROTTLE 1
ACE MANOEUVRES 1-2
HANDLING 5+

MIN SPEED 2
MAX SPEED 5
MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Nose-mounted Big Shoota	Front	4-2-0	5+	UL	-
Dorsal-mounted Flak Cannon	All Round, Up	8-4-2	5+	UL	Aerial Attack
Nose Turret	Front	2-1-0	4+	UL	Aerial Attack
Port Wing Turret	Left Side, Up	2-1-0	4+	UL	Aerial Attack
Starboard Wing Turret	Right Side, Up	2-1-0	4+	UL	Aerial Attack
Port Big Shoota	Left Side, Down	1-1-0	5+	UL	-
Starboard Big Shoota	Right Side, Down	1-1-0	5+	UL	-
Tail Big Shoota	Rear	1-1-0	5+	UL	Tail Gunner, Aerial Attack
Mega Bomb	Rear	10-0-0	2+	1	Ground Attack, Extra Damage (4+)

Pilot

Crew

ADDITIONAL WEAPONRY

Mega Bombers may be equipped with up to four additional weapons chosen from the following list at 4 points each.

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
 Big Bomb	Rear	6-0-0	2+	1	Ground Attack, Extra Damage (4+)

Additionally, Mega Bombers may be equipped with up to two additional weapons chosen from the following list at 2 points each.

 Pair of Rokkits	Front	3-2-1	3+	1	-
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Additional Weapons

GROT BOMMER

CLASS: BOMBER

28
POINTS



Aircraft Upgrades

Additional Weapons

STRUCTURE 6
TRANSPORT 3
FUEL -

THROTTLE 1
ACE MANOEUVRES 1-3
HANDLING 5+

MIN SPEED 2
MAX SPEED 4
MAX ALTITUDE 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Big Shootas	Front	8-4-0	5+	UL	-
Port Turret	Left Side, Up	2-1-0	5+	UL	-
Starboard Turret	Right Side, Up	2-1-0	5+	UL	-
Grot Bomms	Left Side - Front, Front, Right Side - Front	-	2+	2	Autonomous Weapon, Extra Damage (4+)

Pilot

Crew

ADDITIONAL WEAPONRY

A Grot Bommer may double its payload of Grot Bomms (increasing Ammo from 2 to 4) for 8 Points.

WEAPON

FIRE ARC

FPR

DMG AMMO

SPECIAL



Grot Bomms

Front,
Left Side - Front,
Right Side - Front

-

2+

1

Autonomous Weapon,
Extra Damage (4+)

GROUND DEFENCES



7
POINTS

GROUND DEFENCE 'EAVY FLAK KANNON

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



9
POINTS

GROUND DEFENCE FLAK PLATFORM

STRUCTURE	FPR	DMG	SPECIAL
2	8-4-2	5+	Effective Altitude (2), Ground-to-Air Fire

LOOTED THUNDERBOLT

CLASS: FIGHTER

23
POINTS

- An Ork force may have 1 Looted aircraft per 5 Ork aircraft (example:- total 6/12/18).
- Looted aircraft may be given any Ork upgrades.
- Looted aircraft may NOT have Imperial Navy aircraft upgrades.



STRUCTURE	3	THROTTLE	2	MIN SPEED	2
TRANSPORT	-	ACE MANOEUVRES	1-6	MAX SPEED	6
FUEL	-	HANDLING	3+	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

LOOTED MARAUDER

CLASS: BOMBER

25
POINTS



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
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

A Looted Imperial Thunderbolt or Marauder Bomber may be equipped with upto TWO additional weapons chosen from the following list or 2 points each.

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
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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, a Looted Marauder Bomber may be equipped with up to FOUR additional weapons chosen from the following list for 4 points each



Pair of Big Bombs

Rear

6-0-0

2+

1

Ground Attack,
Extra Damage (4+)

ORK ACES

'VULTURE'

AIRCRAFT: DAKKAJET

CLASS: FIGHTER

23
POINTS



STRUCTURE 2
TRANSPORT -
FUEL -

THROTTLE 2
ACE MANOEUVRES 1-5
HANDLING 3+

MIN SPEED 3
MAX SPEED 8
MAX ALTITUDE 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Big Shootas	Front	8-4-0	5+	UL	-

Pilot

Vulture may take additional weaponry as described for Dakkajets, but may not take any other crew or Aircraft upgrades.

You may only include 1 Vulture in your airforce, and must be piloted by Da Black Barun, Point cost already included.



TARGET REF. 2894.04

"DA BLACK BARUN"

Fighter Ace: 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.

'BIG BURNA'

AIRCRAFT: FIGHTA BOMMER

CLASS: FIGHTER

22
POINTS



STRUCTURE 3
TRANSPORT -
FUEL -

THROTTLE 2
ACE MANOEUVRES 1-4
HANDLING 4+

MIN SPEED 3
MAX SPEED 7
MAX ALTITUDE 4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Big Shootas	Front	8-4-0	5+	UL	-
Turret Big Shootas	Rear, Right Side, Left Side, Up	3-1-0	5+	UL	Tail Gunner, Aerial Attack
Tail Gun	Rear	1-0-0	6+	UL	Tail Gunner, Aerial Attack

Pilot

Big Burna may take additional weaponry as described for Fighta Bommer, but may not take any other crew or Aircraft upgrades.

You may only include 1 Big Burna, in your airforce, and must be piloted by Sky Boss ToofKraker, Point cost already included.



TARGET REF. 4216.13

"TOOFKRAKER"

Strategic Bomber: Once per game, when making a Bombing Run, you may add a +1 modifier to each of the Firepower dice when rolling to hit.

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.