

# AERONAUTICA IMPERIALIS™



## ASTARTES AIR FORCE SQUADRON LIST





## ASTARTES AIR FORCE

*The elite strike forces of the Adeptus Astartes cannot afford to be bogged down by enemy numbers or caught in battles of attrition against foes who command superior firepower. By deploying orbital drop ships, airborne armoured transports, and lethal strike aircraft they ensure their ability to reinforce, support or relocate their ground forces with blistering speed. No force wages planetstrike campaigns with greater alacrity than the Adeptus Astartes.*

### ASTARTES AIRCRAFT UPGRADES

#### **Ace Pilot +5 points**

The aircraft is piloted by an Aspect Warrior dedicated to the aerial arts of war. This upgrade may only be taken by one aircraft within a force. Once per game, this aircraft may choose to reroll 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.

#### **Infernum Halo-Launcher +1 points**

The flares are fired to attract or confuse enemy missiles and other anti-aircraft weaponry and keep them from hitting the craft. 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.

#### **Terminal Targeting +2 points**

Sophisticated scanners and advanced Cognis-interpreters that allowed for the detection and analysis of even the most well-concealed targets. 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.

#### **Extra Armour Plating +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.

#### **Auxiliary Drive System +2 points**

A back up drive reserved for when aircraft's main engines are not enough. When rolling to recover from a stall or a spin, you may reroll the dice for this aircraft.

#### **Expanded Ammunitions +2 points**

If a prolonged engagement is expected, Astartes will take into account the need to avoid a drop in firepower over that time. Increase the Ammo of one weapon equipped on this aircraft by 1. May not be taken by Thunderhawks.



# THUNDERHAWK GUNSHIP

Perhaps more than any other vehicle, the Thunderhawk Gunship is the lynchpin of a Adeptus Astartes Chapter. A versatile aircraft combining orbital drop ship, gunship and medium bomber roles, it is a Chapter's fleet of Thunderhawks that allow its forces to rapidly assault anywhere on a planet's surface from a strike cruiser in orbit.

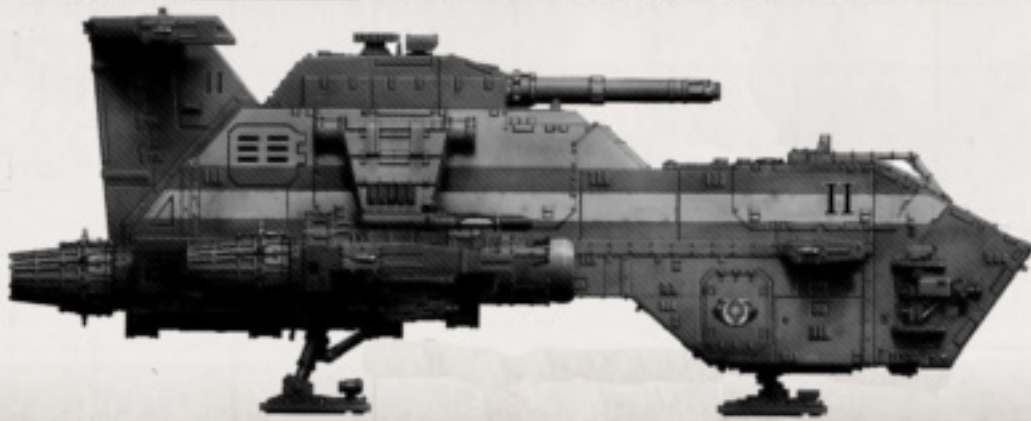
A Thunderhawk gunship is amongst the most advanced and technologically sophisticated vehicles deployed by any Imperial force. Each gunship is packed with advanced targeting, sensory, communication, avionics and navigational equipment, protected inside a heavily armoured hull. As a gunship, the Thunderhawk carries a fearsome array of weaponry and ordnance. Its primary weapon is the limited traverse dorsal mounted weapon, either a turbo-laser or battle cannon. For additional power in ground attacks, it mounts twin lascannons, and, for engaging enemy interceptors or sweeping landing zones with suppressive fire, up to eight heavy bolters in remote turrets.

## THUNDERHAWK GUNSHIP

CLASS: BOMBER

29

POINTS



**STRUCTURE** 7

**TRANSPORT** 6

**FUEL** -

**THROTTLE** 2

**ACE MANOEUVRES** 1-3

**HANDLING** 5+

**MIN SPEED** 2

**MAX SPEED** 6

**MAX ALTITUDE** 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Heavy Bolter	Front	6-4-0	5+	UL	-
Quad Heavy Bolter	All Round, Down	6-4-0	5+	UL	-
Lascannon	Front	0-2-1	2+	UL	Ground Attack, Extra Damage (6+)
Turbo Laser	Front	0-2-1	2+	UL	Ground Attack, Extra Damage (3+)

Pilot
Crew

## ADDITIONAL WEAPONRY

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

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Wing Bombs	Rear	6-0-0	2+	1	Ground Attack, Extra Damage (5+)
	Hellstrike Missiles	Front	2-2-2	3+	1	Ground Attack, Extra Damage (6+)

## AIRCRAFT UPGRADE: JUMP TROOPS +10 Points



# THUNDERHAWK TRANSPORTER

The Thunderhawk transporter is the logistical support variant of the standard gunship. It is used to quickly move a Adeptus Astartes Chapter's vehicles from strike cruisers in orbit to a planet's surface, or from one ground operation to another. The Transporter does not carry troops unless they are pre-loaded into the vehicles. It is armed with four heavy bolter turrets for self-defence, but can also carry wing mounted hellstrike missiles for attacking a landing zone. This is rarely required, as most of transporter's work is done after a landing zone has been secured. During planetary assaults, transporters fly non-stop missions ferrying vehicles and supplies to the Adeptus Astartes on the ground.

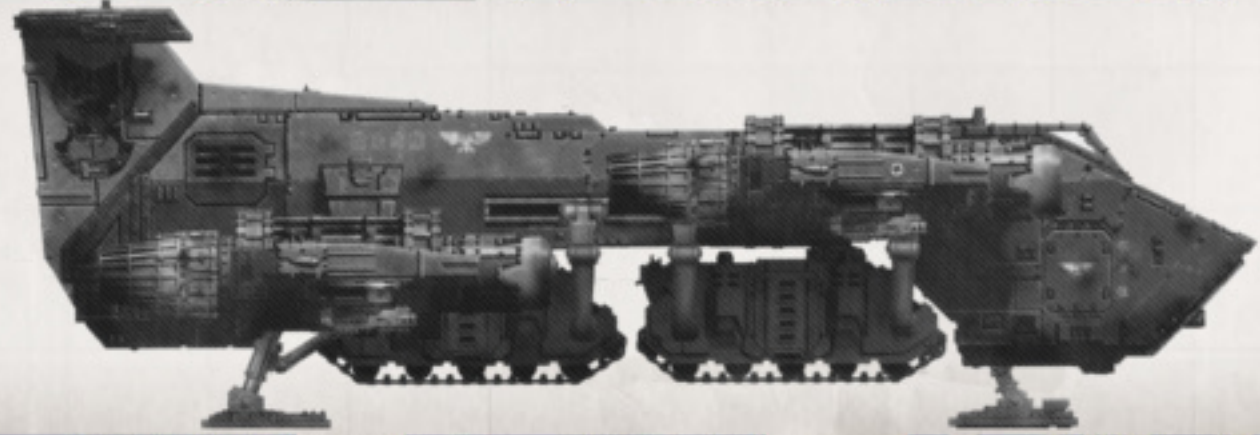
Tactically, the transporter is a vital addition to any Adeptus Astartes strike force. Whilst gunships can transport men and their heavy weapons and provide heavy fire support, transporters must land the force's vehicles and supplies, without which a strike force could not operate on the ground for long.

## THUNDERHAWK TRANSPORTER

CLASS: BOMBER

25

POINTS



**STRUCTURE** 7

**TRANSPORT** 4

**FUEL** -

**THROTTLE** 2

**ACE MANOEUVRES** 1-3

**HANDLING** 4+

**MIN SPEED** 2

**MAX SPEED** 6

**MAX ALTITUDE** 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Heavy Bolter	All Round, Down	6-4-0	5+	UL	-
Quad Heavy Bolter	All Round, Down	6-4-0	5+	UL	-

Pilot
Crew

## ADDITIONAL WEAPONRY

A Thunderhawk Transporter may be equipped with three additional weapons, chosen from the following list at 2 points each.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Wing Bombs	Rear	6-0-0	2+	1	Ground Attack, Extra Damage (5+)
	Hellstrike Missiles	Front	2-2-2	3+	1	Ground Attack, Extra Damage (6+)



# STORMRAVEN GUNSHIP


Stormraven gunships streak into battle with their weapons blazing, flak whipping around them as they rake the foe with bolts, blasts and warheads. More akin to a flying tank than a conventional drop-ship, the Stormraven is fast, manoeuvrable and resilient. It boasts prodigious firepower and a substantial hull capacity; the gunship's troop bay is spacious enough to accommodate even massive Centurion warsuits or jump pack-wearing Assault Marines. Meanwhile, the Stormraven's cargo grapples can bear a Dreadnought straight into the heat of battle, its engine turbines so powerful they can still hold the gunship aloft even with the considerable extra weight.

Thanks to its vectored engines, the gunship can also go toe-to-toe in dogfights with even dedicated fighter craft. Ground attack is well within its capabilities, too, for the Stormraven possesses a broad arsenal of anti-infantry and anti-armour firepower.

## STORMRAVEN GUNSHIP

CLASS: BOMBER

25  
POINTS



**STRUCTURE** 3

**TRANSPORT** 3

**FUEL** -

**THROTTLE** 2

**ACE MANOEUVRES** 1-5

**HANDLING** 4+

**MIN SPEED** 0

**MAX SPEED** 6





**MAX ALTITUDE** 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Stormstrike Missiles	Front	2-2-2	2+	4	Ground Attack, Extra Damage (6+)
Heavy Bolters	Front	3-2-0	5+	UL	-
Assault Cannon	Front, Right Side, Left Side, Up	6-3-0	5+	UL	-

Pilot
Crew

## ADDITIONAL WEAPONRY

A Stormtalon Gunship may swap out its Assault Cannons for Twin Lascannons at no cost or Twin Plasma Cannons for 2 points, and may swap its Heavy Bolters for Typhoon Missiles or a Twin Multi-Melta for 3 points.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Twin Lascannon	Front, Right Side, Left Side, Up	0-2-1	2+	UL	Extra Damage (6+)
	Twin Plasma Cannons	Front, Right Side, Left Side, Up	4-2-0	3+	UL	-
	Typhoon Missiles	Front	2-2-0	3+	3	Extra Damage (6+)
	Twin Multi-Melta	Front	2-0-0	2+	UL	Extra Damage (5+)



# STORMHAWK INTERCEPTOR

Squadrons of Stormhawk Interceptors plunge down from the cold void of space, launched from the mag-cradles of orbiting warships to streak into battle. Closely related to the Stormtalon, Stormhawk Interceptors are specialised gunships that excel in aerial superiority. Whether duelling their foes through boiling storm clouds or hurtling between the crackling pylons of mountain-sized generatorums, these high-altitude fighter craft dominate the skies.

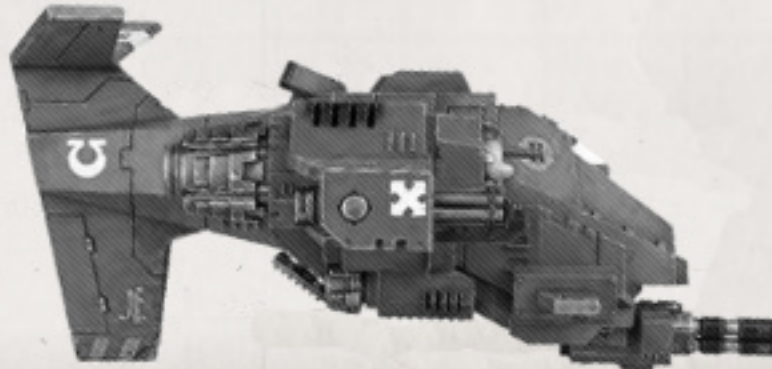
Their frontal armour and massive firepower makes them excellent dogfighters, and it is common to see Stormhawk squadrons cutting through the skies in practised attack-patterns, enemies in their path disintegrating amid a hurricane of shots. Stormhawk pilots execute one target after another, while their infernum halo-launchers discharge blazing flares that fill the path of oncoming ordnance and keep the Interceptors themselves safe from harm. To those on the ground looking up, the golden halos of the flares are a signal that the skies belong to the Emperor's finest.

## STORMHAWK INTERCEPTOR

CLASS: FIGHTER

21

POINTS



**STRUCTURE** 2

**TRANSPORT** -

**FUEL** -

**THROTTLE** 2

**ACE MANOEUVRES** 1-6

**HANDLING** 3+

**MIN SPEED** 2

**MAX SPEED** 8




**MAX ALTITUDE** 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Assault Cannon	Front	6-3-0	5+	UL	-
Icarus Stormcannon	Front	2-3-0	4+	UL	Aerial Attack, Extra Damage (6+)
Heavy Bolters	Front	3-2-0	5+	UL	-

Pilot
Crew

## ADDITIONAL WEAPONRY

A Stormhawk Interceptor may swap out its Icarus Stormcannon for a Las Talon at no point cost. It may also swap out its Heavy Bolters for either Skyhammer Missiles or Typhoon Missiles for 3 points.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Las Talon	Front	2-1-0	2+	UL	Extra Damage (6+)
	Skyhammer Missiles	Front	0-2-2	3+	3	Aerial Attack, Extra Damage (6+)
	Typhoon Missiles	Front	2-2-0	3+	3	Extra Damage (6+)



# STORMTALON GUNSHIP

The Stormtalon Gunship is incredibly fast and agile, and makes a superb aerial interceptor and ground-attack craft. With the press of a trigger rune, the Stormtalon's Techmarine pilot purges his victims amidst a hail of missiles, bolts, and las blasts. All the while, the Stormtalon jinks and weaves through blossoming clouds of flak with incredible speed, enemy fire slicing around it to no avail. At one moment a Stormtalon can be screaming over the battlefield at death-defying speeds; at the next, its pilot can switch over to use the gunship's repulsor systems, trading raw acceleration for agility.


The Codex Astartes dictates that this small, agile craft is best used as an escort for its larger counterpart, the Stormraven, or to provide covering fire for advancing Space Marine ground forces. However, many Chapters – most notably the White Scars, Solar Hawks, and Raven Guard – also employ the Stormtalon as a dogfighter and vanguard strike craft to great effect.

## STORMTALON GUNSHIP

CLASS: FIGHTER

20

POINTS



Aircraft Upgrades

STRUCTURE	2
TRANSPORT	–
FUEL	–

Additional Weapons

THROTTLE	2
ACE MANOEUVRES	1-6
HANDLING	3+




MIN SPEED	0
MAX SPEED	7
MAX ALTITUDE	5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Assault Cannon	All Round, Down	6-3-0	5+	UL	–
Heavy Bolters	Front	3-2-0	5+	UL	–

Pilot
Crew

## ADDITIONAL WEAPONRY

A Stormtalon Gunship may swap out its Heavy Bolters for Twin Lascannons for 1 points. Alternatively, its Heavy Bolters may be swapped out for Skyhammer Missiles, or Typhoon Missiles for 3 points.

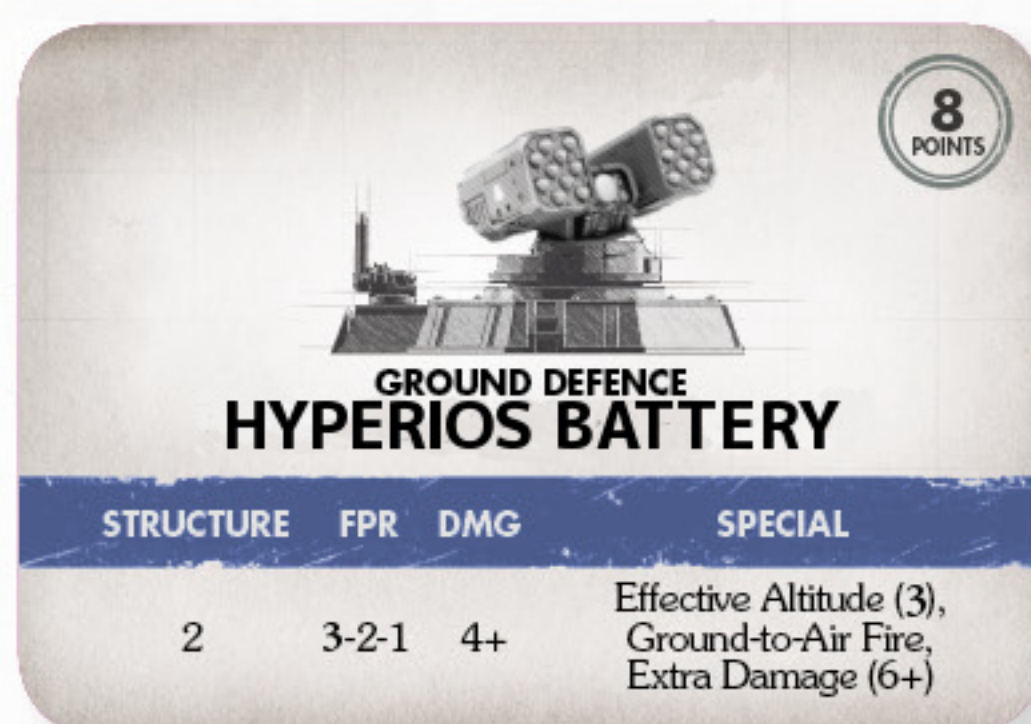
	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Twin Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)
	Skyhammer Missiles	Front	0-2-2	3+	3	Aerial Attack, Extra Damage (6+)
	Typhoon Missiles	Front	2-2-0	3+	3	Extra Damage (6+)



# GROUND DEFENCES

## HYPERIOS BATTERY

The Hyperios Missile Launcher is a specialised, anti-aircraft missile launcher usually mounted on the Adeptus Astartes' Whirlwind Hyperios or a Tarantula, the Space Marines' most potent anti-air weapon. It is capable of firing up to twenty Hyperios surface-to-air missiles at fast, low-flying targets, making it ideal for defence against aircraft attempting strafing runs on Astartes ground forces. The Hyperios Missile Launcher carries up to forty Hyperios Missiles that can be used to bring down enemy aircraft with ease. The Hyperios Anti-Aircraft Missile functions similarly to a Hunter-Killer Missile. Tracking equipment within the missile locks onto a target, which feeds information to a logis-engine. Once fired, the logis-engine manipulates the missile's fins in order match the target's movements, avoid obstacles, and destroy it.



## ACE ABILITY TABLE

### Astartes Pilot Ace Abilities

D6	Ace Ability
1	Relentless: This aircraft may roll one extra dice when firing at Short range.
2	Daring Dive: When adjusting altitude during a dive, this aircraft may decrease its altitude by an additional 1.
3	Ground Clearance: When making a Strafing Run, this aircraft may reroll one Damage dice.
4	Armour of Contempt: When this aircraft suffers extra damage from an enemy weapons with the Extra Damage rule, roll a D6. On a 4+, the extra damage is ignored.
5	Big Guns Never Tire: Once per game, this aircraft may increase the firepower of a single weapon by 50% (rounded up). Weapons with ammo consume two shots.
6	Angels of Death: Add +1 to all hit rolls made by this aircraft when targeting enemy aircraft at one Altitude level below it.