

# AERONAUTICA IMPERIALIS™



## ASURYANI SKY HOST SQUADRON LIST





## ASURYANI SKY HOST

The Aeldari are a technologically advanced and psychically gifted race. Although their empire has long fallen and their disparate and dwindling peoples now fight for their very survival, the Asuryani — those Aeldari who belong to the craftsworlds — are feared across the galaxy. For the Asuryani Sky host their ritual wargear is not blade or sidearm, but instead a sleek aerial fighter that represents the pinnacle of Asuryani aeronautics. The Asuryani's unequaled grasp of anti gravitie technology means that their aircraft are faster and more agile. From Nightwing Interceptors to the huge Vampire Raider transport aircraft, the battle for the skies over any battlefield is a crucial aspect of war, and one in which the Asuryani have a telling advantage.

### ASURYANI AIRCRAFT UPGRADES

#### Eagle Pilot +5 points

The aircraft is piloted by an Aspect Warrior dedicated to the areial 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.

#### Spirit Stone +3 points

The aircraft is fitted with a spirit stone to aid the pilot when required. Once per game, this aircraft may choose to reroll a Holo-Field dice roll of 1. The player must accept the result of the second roll, even if it is another roll of 1.

#### Pan-spectral Sights +2 points

The aircraft's sensors are upgraded allowing the firer to view their target in multiple spectra, both physical and psychic. 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.

#### Escape Capsule +2

The aircraft has been improved to safely allow the recovery of an Aspect Warrior in case of 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%.

#### SPECIAL RULE: HOLO-FIELDS

Holo-fields are programmable hologram fields utilised by the Asuryani to defend themselves from enemy attacks. Rather than a typical force field which directly blocks an attack a holo-field distorts the user's image, preventing them from being hit in the first place. When an aircraft equipped with a Holo-Field suffers a damaging hit from enemy fire, roll a D6. On a 5+, the damage is ignored and the Structure point(s) that would have been lost as a result of the Damage dice are not lost.



# NIGHTWING

The Asuryani race's frontline combat aircraft is the infamous Nightwing. Hated by all enemies of the Asuryani, it is a sleek and deadly aircraft, capable of out-matching just about any other aircraft in the sky. The Nightwing is the pinnacle of Asuryani aircraft technology, a superbly designed fighter-interceptor that provides Asuryani Craftworld forces, and Corsair raiding parties, with the decisive edge in aerial combat. Utilising the Asuryani's sophisticated anti-gravity technology, the Nightwing is capable of aerobatic feats most Imperial Navy pilots would consider impossible.

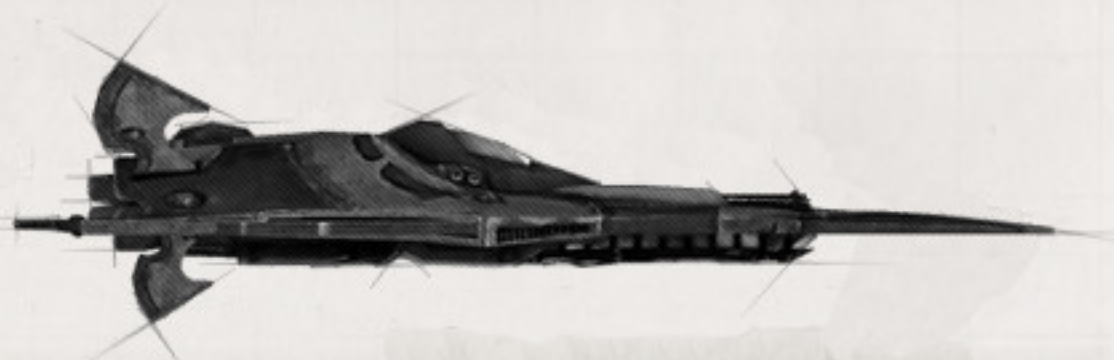
The Nightwing is extremely fast in a straight line, utilising its swept wing design for extra speed. With its wings in a backwards position it can easily outpace any Imperial Navy fighter. For extreme manoeuvres, the wings sweep forwards allowing the Nightwing to pull high speed, high-g turns, and brake the aircraft very rapidly during a dog fight. Asuryani pilots master this manoeuvre, suddenly braking and swerving hard to throw off pursuit.

## NIGHTWING

CLASS: FIGHTER    SPECIAL RULES: HOLO-FIELD

32

POINTS



**STRUCTURE** 2

**TRANSPORT** -

**FUEL** -

**THROTTLE** 3

**ACE MANOEUVRES** 1-8

**HANDLING** 2+

**MIN SPEED** 2

**MAX SPEED** 9

**MAX ALTITUDE** 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Shuriken Cannon	Front	6-3-0	5+	UL	-
Twin Brightlance	Front	1-2-0	2+	UL	Extra Damage (6+)

Pilot
Crew

OPS DATE	AIRCRAFT No	CREW	DUTY	TIME		DETAILS OF SORTIE
				up	down	
45.6.6	EN446	W/C Judd	Night Patrol	0210	0320	Routine base security patrol. Engaged by enemy aircraft at approx 0240. Confused dogfight. EN 448 missing in action. No confirmed enemy kills.
"	EN448	F/O Dade	"	"	MIA	
"	EN450	F/O Cinch	"	"	0320	
"	EN452	F/O Bald	"	"	0320	
46.6.6	EN446	W/C Judd	Air Intercept	1300	1440	Combat enemy air activity harrassing ground advance. Wing at half strength. Recce north of Karsundi colony. Engaged enemy aircraft. EN 450 seen to explode. EN 451 hit, forced to eject. EN 452 claims 1 enemy aircraft destroyed. Unconfirmed.
"	EN450	F/O Cinch	"	"	x	
"	EN451	F/O Yushbazi	"	"	x	
"	EN452	F/O Bald	"	"	1440	
46.6.6	EN446	W/C Judd	Patrol	1730	1930	Wing's reduced strength means relegated to routine base security patrols. No enemy contact.
"	EN452	F/O Bald	"	"	1930	
47.6.6	EN446	W/C Judd	Transit	0610	1020	Wing withdrawn from frontline duty, returned to Battle Cruiser "Emperor's Sword" for rest, refit and training of incoming recruits.
"	EN452	F/O Bald	"	"	"	

**OPERATIONS LOG. 3695th IMPERIAL NAVY FIGHTER WING. LAMMAS CAMPAIGN.**

The wing took 75% losses in 4 days of combat. Such loses are not unusual when facing Asuryani aircraft.



# PHOENIX


The Phoenix has many features in common with the Nightwing, but lacks the straight line speed and top end manoeuvrability of the fighter, instead carrying a larger weapons payload for its role as a ground attack fighter. Despite its loss of speed, the Phoenix is still an outstanding aircraft, capable of tangling with most enemy fighter aircraft and still come out on top.

The Phoenix's weapons load includes two nose-mounted shuriken cannons, primarily for use against enemy aircraft. Below the fuselage is a single centreline mounted pulse laser, a powerful, rapid firing laser weapon used for pinpoint accuracy against hard targets. The fuselage also holds the Phoenix's main ground attack weapons, two rapid discharge Asuryani missile launchers, armed with plasma missiles. These weapons saturate an area, obliterating a target in a hail of expanding plasma explosions

## PHOENIX

CLASS: FIGHTER    SPECIAL RULES: HOLO-FIELD

**33**  
POINTS



**STRUCTURE** 2  
**TRANSPORT** -  
**FUEL** -

**THROTTLE** 3  
**ACE MANOEUVRES** 1-8  
**HANDLING** 3+




**MIN SPEED** 2  
**MAX SPEED** 7  
**MAX ALTITUDE** 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Shuriken Cannon	Front	6-3-0	5+	UL	-
Phoenix Missile Array	Front	4-3-0	3+	4	Ground Attack

Pilot
Crew

## ADDITIONAL WEAPONRY

Phoenix Fighters may be equipped with one additional weapon, which are chosen from the following list at no point cost.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Twin Brightlance	Front	1-2-0	2+	UL	Extra Damage (6+)
	Phoenix Pulse Laser	Front	1-1-1	3+	UL	Ground Attack, Extra Damage (5+)
	Twin Starcannon	Front	4-2-0	4+	UL	-



# CRIMSON HUNTER


The Aspect warriors known as the Crimson Hunters are amongst the most unusual of their kind. Their wargear, the Nightshade Interceptors, are just as important to them as Dire Avenger's shuriken catapult or a Howling Banchsee's power sword. Their lethality, however, is measured on a different scale altogether. The Nightshade Interceptor has been designed specifically to hunt down and destroy aircraft of any kind – even those of the Dark Kin. A single beam of light can be the difference between victory and defeat, though it is said that the reflexes of a Crimson hunter are so preternaturally sharp that they can evade even these.

By training every night against their own kind – in essence, the most gifted fighter pilots in the galaxy – the warriors of the Crimson Hunters ensure that act of destroying the aircraft of the lesser race is a simple exercise that proves their superiority over the sluggish would-be pilots that pollute the skies of the universe. Soaring through the air in a blue of colour, they hunt down and destroy the aircraft of the foe, ensuring total air superiority.

## CRIMSON HUNTER

CLASS: FIGHTER    SPECIAL RULES: HOLO-FIELD

**32**  
POINTS



**STRUCTURE** 2

**TRANSPORT** –

**FUEL** –

**THROTTLE** 3

**ACE MANOEUVRES** 1-8

**HANDLING** 2+

**MIN SPEED** 2

**MAX SPEED** 9


**MAX ALTITUDE** 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Pulse Laser	Front	1-2-1	3+	UL	Extra Damage (5+)
Twin Bright Lance	Front	1-2-0	2+	UL	Extra Damage (6+)

Pilot
Crew

## ADDITIONAL WEAPONRY

Crimson Hunters may swap out its Twin Bright Lance for a Twin Starcannon at no point cost if the Exarch upgrade is purchased.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Twin Starcannon	Front	4-2-0	4+	UL	–

### PILOT UPGRADE: EXARCH +10 Points

Crimson Hunter Exarchs are the most skilled of their kind, and it is rare day when such a masrksmen miss their shot, even when moving at incredible speed. Although some Exarchs maintain the same weaponry as the warriors they command, others replace their vehcile's bright lances with starcannons, adding greater volume to their firepower. A Crimson Hunter Exarch increases the Firepower of the aircraft's weapons each range band, that is not 0, by 1.



# VAMPIRE RAIDER

The Vampire Raider is the largest atmospheric aircraft yet encountered and its ability to function as a drop ship makes it favoured by Corsair bands, for making swift sorties onto a planet's surface. It is used primarily as a transport for Asuryani assault forces, descending from orbiting spacecraft to strike at their targets before quickly withdrawing.

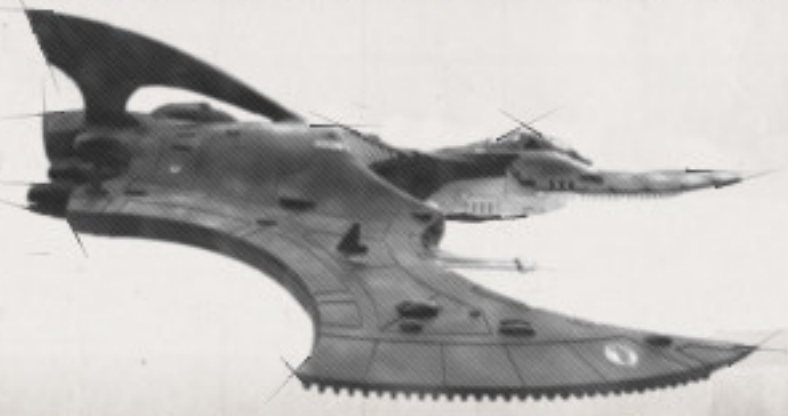
For its size, its capable of travelling at many times the speed of sound and as agile as any bird of prey, combat reports that the Vampire Raider is well capable of defending itself even without the commonly employed Nightwing cover. Armed with a nose-mounted scatter laser and two under-wing hard points which mount twin-linked pulse lasers. It also utilises holo-fields for protection.

Like the Nightwing the Vampire Raider is capable of operating in the hard vacuum of space just as well as in an atmosphere. Vampire Raiders are used as primary transport for Asuryani assault forces descending from orbiting spacecraft. The Vampire Raider can carry up to 30 troops in its passenger compartment and has two crew, a pilot and a co-pilot.

## VAMPIRE RAIDER

CLASS: BOMBER SPECIAL RULES: HOLO-FIELD

**35**  
POINTS



**STRUCTURE** 5  
**TRANSPORT** 5  
**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
Scatter Laser	Front	6-3-0	6+	UL	-
Pulse Lasers	Front	2-2-2	2+	UL	Extra Damage (5+)

Pilot
Crew

**AIRCRAFT UPGRADE: JUMP TROOPS +10 Points**



# VAMPIRE HUNTER


The Vampire Hunter is the variant of the Vampire Raider converted for use as a heavy ground attack bomber rather than as a troop shuttle. It foregoes any transport capacity for additional heavy armament, and carries massive pulsars, multiple missile launchers, and nose-mounted scatter lasers. The Vampire Hunter is a super-heavy gunship, capable of taking on the heaviest enemy units, including Titans, and is only deployed onto the fiercest battlefields against large targets. They fly on missions to engage specific enemy targets, such as an attacking Titan, and each Vampire Hunter will usually have its own Nightwing fighter cover to support its attack runs and keep enemy aircraft at bay.

The Hunter is just one of several identified variants of the standard Vampire, usually carrying different Craftworlds and Corsair bands. Despite its heavy weapons load, the Hunter retains the Vampire's amazing manoeuvrability and speed (for such a large aircraft), and, like all Asuryani aircraft, is protected by its holo-field.

## VAMPIRE HUNTER

CLASS: BOMBER SPECIAL RULES: HOLO-FIELD

**38**  
POINTS



**STRUCTURE** 5  
**TRANSPORT** -  
**FUEL** -

**THROTTLE** 2  
**ACE MANOEUVRES** 1-6  
**HANDLING** 3+

**MIN SPEED** 2  
**MAX SPEED** 7  
**MAX ALTITUDE** 5

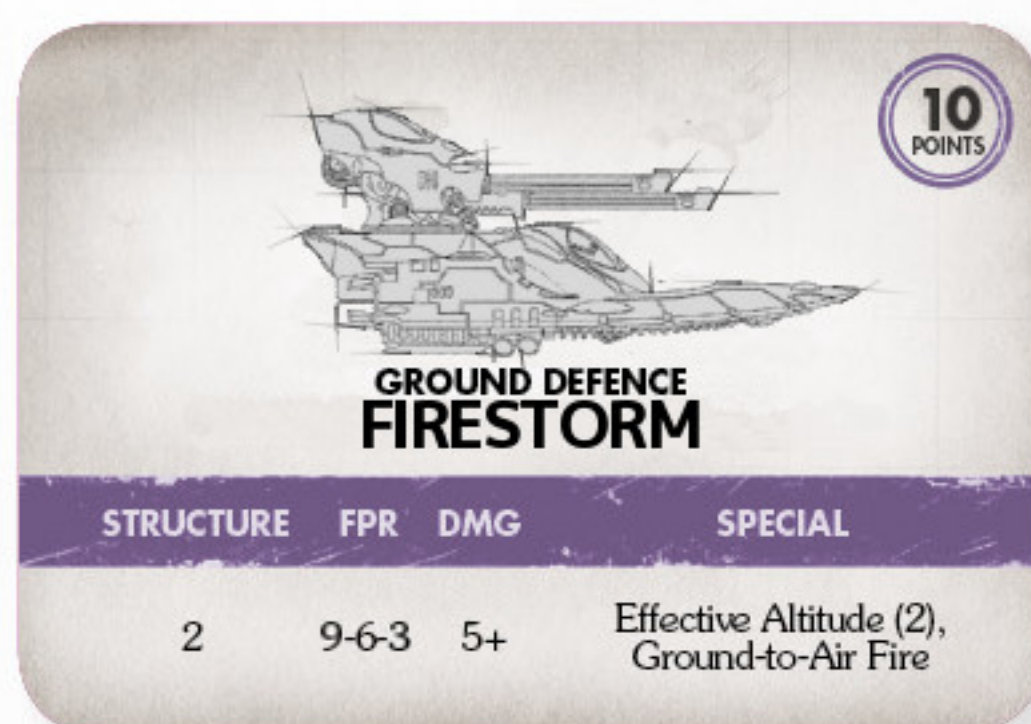
WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Scatter Laser	Front	6-3-0	6+	UL	-
Missile Array	Front	4-3-0	3+	4	Ground Attack
Pulse Lasers	Front	3-2-1	2+	UL	Extra Damage (4+)

Pilot
Crew



# GROUND DEFENCE FIRESTORM

The Firestorm is a rare Asuryani grav-tank based on the Falcon chassis. Designed for anti-aircraft warfare, the Firestorm is employed only in unique cases where Asuryani aircraft are not available to achieve air superiority over the enemy, such as the Baran War where only vehicles Falcon-sized or smaller could fit through the wraithgates. It mounts a complex triple-barreled array of scatter lasers in a single-seater turret that fills the sky with streaking laser bolts above an Asuryani grav-tank formation. Highly accurate and capable of sustained bursts, these are ideal for protecting Asuryani hosts from enemy aircraft.



## ACE ABILITY TABLE

### Asuryani Pilot Ace Abilities

D6	Ace Ability
1	Eyes of Khaine: This aircraft may roll one extra dice when firing at Medium range.
2	Masterful Aerobatics: This aircraft may add +1 to its Throttle characteristic when decreasing Speed during the Throttle step of the Movement phase.
3	Strafing Assault: When making a Strafing Run, this aircraft may reroll one Damage dice.
4	Elusive: Once per turn, one enemy aircraft must discard one successful hit dice roll when targeting this aircraft.
5	Hail of Doom: Once per game, this aircraft may treat its Shuriken Cannon's Damage characteristic as 4+.
6	Skyhunters: Add +1 to all hit rolls made by this aircraft when targeting enemy aircraft that it is in a Tailing position for.