



## RULES UPDATE AND FAQ

As with any new game, Aeronautica Imperialis has been played by many, many people since its release. This inevitably leads to players asking questions that never cropped up during playtesting, and encountering strange situations not predicted by the game's designers. Based on these questions, and in order to better accommodate new rules and aircraft developed since, players are encouraged to include the following updates and clarifications into their games.

Thanks to all the Ace pilots out there for their feedback and questions. Please keep sending them to:  
AeronauticalImperialisFAQ@GWPLC.com

### UPDATES

**Rynn's World Air War page 10, Wings of Vengeance and Skies of Fire page 8**

Change the second sentence of the 'Min Speed [8]' entry as follows:

Should an aircraft ever attempt to reduce its Speed below its Min Speed, for any reason, it will Stall and risks going into a Spin.

**Rynn's World Air War page 10, Wings of Vengeance and Skies of Fire page 8**

Change the second sentence of the 'Max Altitude [10]' entry as follows:

Should an aircraft ever attempt to exceed its Max Altitude, for any reason, it will Stall and risks going into a Spin.

**Rynn's World Air War page 15, Wings of Vengeance and Skies of Fire page 13**

Replace the 'Minimum Speed' entry as follows:

Each aircraft has a Min Speed value which it cannot fall below by using its Throttle, but which it may attempt to fall below as a result of climbing. If an aircraft ever attempts to fall below its Min Speed, it will Stall and risks falling into a Spin.

**Rynn's World Air War page 16, Wings of Vengeance and Skies of Fire page 13**

Replace the first paragraph of the 'Maximum Speed' entry as follows:

Each aircraft has a Max Speed value which it cannot exceed by using its Throttle, but which it may attempt to exceed as a result of diving. If an aircraft ever attempts to exceed its Max Speed, it risks Breaking Up.

**Rynn's World Air War page 17, Wings of Vengeance and Skies of Fire page 14**

Add the following text after the first sentence of the 'Occupied Hexes' entry:

Once the moving aircraft has ended its movement, roll a D6 for each occupied hex the aircraft has moved through in this way. On a 2+, nothing happens. However, for each roll of a 1, the pilot has pushed their engines too hard and the aircraft will immediately suffer one damaging hit. After which (and if the aircraft still has Structure points remaining) the aircraft will turn to face a randomly determined direction. To determine this direction, number the sides of the base of the aircraft and roll a D6. The aircraft is then turned until its Front Arc is facing the direction indicated by the result of the roll.



**Rynn's World Air War page 18, Wings of Vengeance and Skies of Fire page 15**

Replace the second paragraph of the 'Adjust Altitude' entry as follows:

Aircraft can adjust their Altitude based on their current Speed after completing an Ace Manoeuvre and movement. Aircraft may attempt to exceed their Max Altitude, or even to climb beyond Altitude 5, but making such an attempt will cause them to Stall rather than climb and risk falling into a Spin. Doing so is extremely dangerous but it may prove a risk worth taking to avoid enemy fire.

**Rynn's World Air War page 18, Wings of Vengeance and Skies of Fire page 15**

Change the first sentence of the 'Stalling' entry as follows:

Should an aircraft ever attempt to climb above its Max Altitude characteristic, above Altitude 5, or should an attempt to climb cause the aircraft to reduce its Speed below its Min Speed characteristic, for any reason, including player error, it will Stall rather than climb and risks falling into a Spin.

**Rynn's World Air War page 19, Wings of Vengeance and Skies of Fire page 16**

Change the first sentence of the 'Breaking Up' entry as follows:

Should a diving aircraft ever attempt to exceed its Max Speed characteristic for any reason, including player error, it risks Breaking Up.

**Rynn's World Air War page 22**

Add the following bullet point to those listed in the 'Roll to Hit' entry:

- -1 to the dice roll if the firing aircraft has a Stall token on it.

**Rynn's World Air War page 25**

Replace the first sentence of the second paragraph of the 'Autonomous Weapons' entry as follows:

Once deployed, the Autonomous weapon moves D3+3 hexes in a straight line directly away from the firing aircraft.

**Rynn's World Air War page 25**

Replace the third paragraph of the 'Autonomous Weapons' entry as follows:

If at the end of any Firing phase the Autonomous weapon occupies a hex adjacent to one or more other aircraft, roll a D6. On a 2+, the Autonomous weapon has hit one adjacent aircraft, chosen by the player controlling the Autonomous weapon. Roll one Damage dice against the hit aircraft, as described on page 23, after which the Autonomous Weapon is removed from play. On a 1, however, the Autonomous weapon misses and will continue to fly in the next turn. Note that Autonomous weapons are able to climb and dive extremely rapidly. Therefore, Autonomous weapons ignore the Altitude of other aircraft when making this roll.

**Rynn's World Air War page 26**

Replace the first paragraph of the 'Ground Attacks' entry as follows:

There are two types of ground attack an aircraft can make: Strafing Runs and Bombing Runs:

- Any aircraft can make a Strafing Run unless it has a Stall token on it and provided its weapons do not have the Aerial Attack special rule.
- Only those aircraft that are equipped with weapons with the Ground Attack special rule can make Bombing Runs.

There are some rare exceptions to this which will be detailed in the Squadron Lists section.

**Rynn's World Air War page 29, Wings of Vengeance and Skies of Fire page 21**

Replace the third sentence of the second paragraph of the 'Stalled Aircraft' entry as follows:

When an aircraft recovers from a Stall:

- The aircraft's Speed is reduced by 1 (if possible), to a minimum of the aircraft's Min Speed characteristic.
- The aircraft's Altitude is reduced by 1 (if possible), to a minimum of Altitude 1.



**Rynn's World Air War page 30, Wings of Vengeance and Skies of Fire page 22**

Replace the third sentence of the third paragraph of the 'Recovering From a Spin' entry as follows:

When an aircraft recovers from a Spin:

- Regardless of the Speed the aircraft was travelling at before it fell into a Spin, its Speed dial is set to match its Max Speed characteristic.
- The aircraft's Altitude is reduced by 1, to a minimum of Altitude 1.
- The aircraft's facing is randomly determined. To do this, number the sides of the base of the aircraft and roll a D6. The aircraft is then turned until its Front Arc is facing the direction indicated by the result of the roll.

**Rynn's World Air War page 52**

Replace the second sentence of the 'Landing Zones' entry as follows:

Such scenarios will give details of where to place one or more landing zone markers, and will specify a number of hexes from this marker within which aircraft must land. This is measured from the edge of the hex in which the marker itself is placed.

**Rynn's World Air War page 55**

Replace the first sentence of the second paragraph of the 'Set-up' entry as follows:

The defender deploys first, choosing one edge of the Area of Engagement and placing their Bomber in a hex that is within three hexes of that edge.

**Rynn's World Air War page 55**

Replace the second sentence of the first paragraph of the 'Victory Conditions' entry as follows:

It may Voluntarily Disengage at any time from the attacker's edge of the Area of Engagement without conceding any Victory points.

**Rynn's World Air War page 58**

Replace the second sentence of the optional special rule 'Pushing the Envelope' entry as follows:

All aircraft begin the game travelling at their Max Altitude.

**Rynn's World Air War page 59**

Add the following sentence to the end of the fourth paragraph of the 'Set-up' entry:

The defender may set up any Ground Defences in their force in any hex that is within three hexes of a ground target.

**Rynn's World Air War page 65**

Add the following sentence to the end of the 'Transport Aircraft' entry:

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.

**Rynn's World Air War page 67 and Wings of Vengeance page 29**

Increase the points of the Imperial Navy Thunderbolt Fighter as follows:

Thunderbolt fighter: 23 points

**Rynn's World Air War page 68 and Wings of Vengeance page 30**

Increase the points of the Imperial Navy Thunderbolt Fury Fighter as follows:

Thunderbolt Fury Fighter: 25 points

**Rynn's World Air War page 78**

Replace the explanation of 'Pair of Big Bombs' in the 'Additional Weaponry' section as follows:

Additionally, a Fighta 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.

**Rynn's World Air War page 80**

Replace the explanation for 'Pair of Big Bombs' in the 'Additional Weaponry' section as follows:

Additionally, an 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.



## FREQUENTLY ASKED QUESTIONS

*Q. When can I count hexes or check an aircraft's Speed or Altitude? In several places the rules state that even player error can cause an aircraft to Stall (for example), but I'm unlikely to make such an error if I can count hexes or check Speed or Altitude at any time.*

A. You can count hexes and check Speed or Altitude dials whenever you like. The oft repeated caveat about player error ties into the *First Principle of Take-backs* or *Changing One's Mind* once dice have been rolled or dials adjusted. Players do make mistakes, and the hope of these clauses is to encourage players to count hexes and check Speed and Altitude dials before they jump ahead and start rolling dice or moving dials. In this way, hopefully, players can avoid contentious situations.

*Q. What happens if an aircraft is mistakenly given an Ace Manoeuvre it cannot perform?*

A. Treat the aircraft as if it had not been given an Ace Manoeuvre at all, i.e., it will fly straight ahead at its current Speed, without adjusting Speed or Altitude.

*Q. If an aircraft attempts to exceed Altitude 5, does it climb to Altitude 6?*

A. There is no Altitude 6. Obviously this isn't entirely true, the sky doesn't stop, but for the purposes of the game, Altitude 5 is the ceiling, so to speak. If an aircraft attempts to climb above its Max Altitude, whatever that Max Altitude may be, it Stalls. It is the attempt to climb that makes it Stall.

*Q. Does an aircraft's Speed increase when it descends to Altitude 0 to land?*

A. No. Descending to land and diving are two different things.

*Q. Does an aircraft with Min Speed 0 Stall if it is travelling too slowly to complete an Ace Manoeuvre?*

A. Yes. Whilst Min Speed 0 aircraft do not Stall should their Speed drop to 0 for any reason, they will Stall for other reasons as normal, representing pilot error.

*Q. Is an Autonomous weapon a weapon or an aircraft? The rules imply both.*

A. An Autonomous weapon is, as the name implies, a weapon, albeit one that moves not unlike an aircraft. As such, Autonomous weapons cannot be fired upon by enemy aircraft, and cannot observe the ground target markers during the Search and Rescue mission.

*Q. Can two Autonomous Weapons occupy the same hex?*

A. No. Should this ever occur, follow the normal rules for an aircraft ending its movement in a hex occupied by another aircraft. Note, however, that Autonomous Aircraft have no Structure points to lose, and will be removed from play on a roll of a 1.

*Q. Do I have to declare all my targets and all the weapons I'm going to use when activating an aircraft during the Firing phase, or can I nominate a weapon, resolve firing with that weapon and then nominate another weapon?*

A. The latter – you can resolve firing on a weapon by weapon basis, provided you follow the targeting rules. For example, if a Thunderbolt has three pairs of Skystrike missiles, you can fire all three pairs one after the other should you wish. In this way, you can fire one pair of missiles and see what damage is inflicted before committing to firing the next pair.

*Q. The Bombing Run rules state that only aircraft armed with weapons with the Ground Attack special rule may make a Bombing Run. Can an aircraft armed with such weapons use weapons that don't have that special rule to make a Bombing Run?*

A. No. Only weapons with the Ground Attack special rule can be used to make a Bombing Run.

*Q. Can I make a Bombing Run against a landed aircraft?*

A. Yes. As stated in the 'Landing' rules in the Special Manoeuvres section; whilst landed, aircraft are vulnerable to Air-to-Ground fire as if they were Ground Defences.

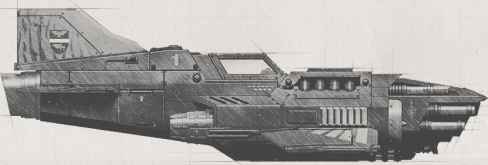


# THUNDERBOLT

CLASS: **FIGHTER**

23

POINTS



STRUCTURE

TRANSPORT

FUEL

3

-

-

THROTTLE

ACE MANOEUVRES

HANDLING

2

1-6

3+

MIN SPEED

MAX SPEED

MAX ALTITUDE

2

6

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

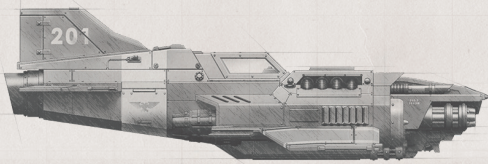
Crew

# THUNDERBOLT FURY

CLASS: **FIGHTER**

25

POINTS



STRUCTURE

TRANSPORT

FUEL

3

-

-

THROTTLE

ACE MANOEUVRES

HANDLING

2

1-6

3+

MIN SPEED

MAX SPEED

MAX ALTITUDE

2

6

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

