

IMPERIAL NAVY CRAFTS

"See, decide, attack, reverse."

-Imperial Navy Tactics

The Imperial Aircraft are controlled and deployed by the Imperial Navy rather than the Imperial Guard. There is a wide variety of aircraft type, including fighters, bombers and landing vehicles. From the Agile Lightning strike to the Heavy Marauder Bomber, each one of these mighty aircraft is specifically designed to survive the harsh battle conditions of the 41st Millennium, assuring Mankind dominion on its enemy, wherever they are!

VEHICLE TYPES

Aircraft: Aircraft use the aerodynamic principles of lift and powerful engines to remain aloft. Their applications are wide and varied, from air superiority fighters like the Thunderbolt to close-support gunships like the Vulture and even the ramshackle "Deffkopta" attack craft favoured by the Orks. Aircraft are more the purview of the Imperial Navy than they are the Imperial Guard, but still exists a few notable exception of Imperial Guard Regiment where this vehicles are standard regimental choice, like the Valkyrie and Vulture gunship used by most Drop-troops regiment like the Elysian Drop Troop or Harakoni Warhawks. An even smaller part of Imperial Guard regiment are indeed equipped only with Aircraft, like the Phantine Air Corps, but due to the difficulty to both prepare and maintain this type of vehicles there are very few Imperial Guard Regiments who count can count on this types of aircraft.

Spacecraft: the term spacecraft covers a wide variety of vehicle types that operate outside of a planet's atmosphere. This types of Aircraft are indeed an Imperial Navy exclusive, therefore only Imperial Navy detachment can be issued with them.

VEHICLE SPEEDS

As stated in the **ONLY WAR** Rulebook, vehicles have two different mode of movement, and Aircraft use the same rules. However, there are a few more rules:

- **Cruising Speed:** as stated in the Rulebook, Cruising Speed represents how fast a vehicle moves when its is travelling long distances and is therefore mostly relevant to Narrative Time, in addition to high-speed situations such as chases. Anyway it must be considered that Aircraft and Spacecraft move at a considerable faster pace than ground vehicles.
- **Tactical Speed:** Tactical Speed represents how fast a vehicle moves in situations that requires skilful handling or when the vehicle is operating in a limited area, like between the spires of an Hive City. Differently from Ground-vehicle, Tactical Speed for Aircraft and Space-craft can be stated either by metres or AUs, an abstract measure who is roughly the same as 100 metres in atmospheric flight (see **AERIAL COMBAT** for more details).

MANOEUVRABILITY

As stated in the **ONLY WAR** Rulebook, is representation of how well a vehicle responds to the commands of its driver or crew, represented by the vehicle's Manoeuvrability Value. Almost all Aircraft has a positive modifier, due to their aerodynamic profiles, an issue which help many pilots.

CREW AND CARRYING CAPACITY

As stated in the **ONLY WAR** Rulebook, all aircraft have a crew rating that lists both how many crew the vehicle may have at its maximum as well as what position those crew must fill. Some aircraft also have a

Carrying Capacities to represent their ability to transport additional personnel outside of their regular crew compliment. As with ground vehicle, this stats are referred to standard sized humans, so larger beings (like Ogryn) or smaller constructs (like Servo-Skulls) will occupy more or less space.

FACING

As stated in the **ONLY WAR** Rulebook, Facings determine how much Armour an attacker must overcome, as well as the firing Arcs of some weaponry. However, due to the three-dimensionality of aerial combat, both Aircraft and Ground-vehicle now have two new Facings, Upper and Lower, rising the total from four to six:

- **Upper:** All hits which strike the vehicle from upward count as hitting the Above Facing, and strike the Above Facing Armour Value. This value is equal to the Left/Right Side Armour Value on ground Vehicle, while Aircraft has their own Armour Value
- **Lower:** All hits that strike the vehicle from downward count as hitting the Lower Facing, and strike the Lower Facing Armour Value. This value is equal to the Rear Armour Value on Ground vehicle, while Aircraft has their own Armour Value.

In Aerial Combat, targeting one side or another is rather easy, depending on the vehicle movement and attack vector followed by the pilot. However, Ground vehicle cannot be normally targeted in these location, unless specific circumstances: a perfect aimed attack by a weapon with the Indirect quality can hit the Upper facing, while a concealed or buried anti-tank mine will indeed strike the Lower Facing. In any other circumstances, this two Facing relatively to a Ground Vehicle cannot be targeted by another Ground Vehicle, unless the GM has a good reason to let the Players do that.

WEAPONS, WEAPON MOUNTING, AND FIRING ARCS

As stated in the **ONLY WAR** Rulebook, all vehicle weapon entries include the statics for the weapon, which crew member controls the weapon, and also what Weapon Mounting the weapon has. A weapon's mounting determines its fire Arc. Aircraft and Spacecraft have their own Weapon Mounting, which are not always the same of ground vehicles.

An Aircraft may have 5 different Weapon Mounting

- **Fixed:** works exactly like the one on the Ground-vehicle, but they also have no vertical traversal ability. They are often found in the aircraft nose, or directly under the aircraft's hull, but in some case a pair is directly built into the aircraft's wings, with one weapon for each wing. A Thunderbolt's Autocannons are an example of a Fixed Weapon Mounting.
- **Turret:** Often found on bombers, turret mounted weapons are often placed high on the top of the aircraft or in its lower part and are usually mounted to boost the aircraft survivability rather than offensive weapon: they have a 360-degree Fire Arc, and only the vehicle itself can block this arc. Aircraft turret are way more light than their ground counterpart and so they can point their weapons in every direction they want as a Half Action, provide there are not obstruction to do this. While this manoeuvrability is an enormous advantage, it comes with a price: air-turrets are way less durable than the ones found on ground vehicles, making them one of the most vulnerable locations on an aircraft. All hits against a turret are treated as they hit the Rear Facing, regardless of the direction the attack came from. A Marauder Bomber Twin-linked Las-cannons are an example of a Turret Weapon Mounting.
- **Nose-Mounted Turret:** a variant weapon-mounting found on Gun-ship and aircraft intended to provide close-air support to ground troops, nose-mounted turret are as the name implied usually built under the aircraft's nose. They have a 360-degree Fire arc, and only the vehicle itself can block this arc, but due to their mounting they can open fire only to target which are below or at the same altitude of the aircraft itself. They are not manned by the pilot, and usually a weapon operator is tasked to use that, but they can also be controlled by the machine spirit itself (granting the Aircraft the Sentry Trait). A nose-mounted turret can point its weapons in every direction they want as a half Action, and all hits against it are treated as they hit the Frontal Facing, regardless of the direction the attack came from. Finally, any critical hit against a turret is treated on the Weapon Critical Hit Chart rather than the Turret. A Vulture's Heavy Bolter is an example of a Nose-Mounted Turret Weapon Mounting.

- **Door-Mounted:** similar to Pintle-mounted weapons found on ground vehicles, they are found on the side or the rear of an aircraft. Often used as a defensive weapon to support descending infantry from an Aircraft, a Door-Mounted weapon has a 180-degree fire arc, and like turret only the vehicle itself can block this arc but they also have a major flaw: they have to be manned personally by a Guardsmen, who manned them without much protection: all hits against a Pintle-mounted weapon has a 50% chance to hit the gunner instead. If this happens, the hit location is determined as usual by reverting the hit result of the rolled hit. However, Gunner may dodge an incoming attack, with the usual penalty. A Valkyrie Heavy Bolter is an example of a Door-Mounted Weapon Mounting.
- **Wing-Pylon:** Wing-Pylon weapons are exclusively mounted under an Aircraft wings. They works in a very similar fashion to fixed-mounting weapon, and as such they have no vertical traversal ability nor horizontal one, but this obstacle is often overcome by mounting missile weapons, which can provide substantial advantages than standard ranged weapon (see New Aircraft's Weapon Table). To obtain maximum aerial performances and reduce drag, Wing-Pylon weapons are always mounted in pair: so if an aircraft has a total of four wing-pylon, it's possible to mount up to two different pairs of weapon, one type on each wing, or either equip the entire aircraft with two pairs of the same weapon. However, Wing-Pylon weapon are also far more visible and therefore easier to target by other. A set of Hellstrike Missiles found under a Marauder Destroyer wings are an example of Wing Pylon Weapon Mounting.

AVAILABILITY

This statistic identifies the vehicle's availability, and is used when making Logistics Test to acquire the vehicle itself. Acquiring a vehicle works in the same way as acquiring any other piece of equipment, as seen at page 161 **ONLY WAR** Rulebook, but due to the complex nature of the item itself and problems related to shipping, some restrictions apply. Even if a vehicle is part of the Standard Regiment Guardsman Kit, is not always possible to obtain a substitute one or spare parts in battle, and for this reason, each time the Guardsmen want to obtain a new vehicle they have to pass a Logistic Test, considering all possible bonus and penalties gained by Front Conditions as stated in **Table 6-2** at page 163 **ONLY WAR** Rulebook. Anyway, the Guardsmen also benefit for an additional +20 to their Logistic Test if the vehicle is part of their Standard Regiment Kit, which rise to +30 if only a part of the vehicle is needed (for example the engine, threads, vehicle weaponry and so on). The GM must however considers that if the regiment find itself in a stable situation or has access to a secure supply (like a functioning Mechanicus Manufactorium for instance) the test may be avoided entirely, and the guardsmen can obtain their vehicle automatically. Finally, it must be note that Imperial Guard Regiment have no access to Aircraft, and so they can never request any vehicle which belongs to the Imperial Navy. For the same reason, Imperial Navy characters as well can never request ground based vehicle.

NEW VEHICLE TRAITS

As stated in the **ONLY WAR** Rulebook, Vehicles have their own specific set of innate or inherent abilities. Aircraft are not exception, and as such they have a set amount of Vehicle Traits, who works in the same way as stated in the other **ONLY WAR** books.

The following list add new traits specifically to Aircraft and Space-craft.

BOMBER

A bomber is a type of aircraft designed to bring maximum damage to enemy target, either by dropping bombs or firing missiles. They are not as manoeuvrable as fighters, but thanks to their heavy armour and more powerful engine they can carry a heavier payload and take more damage without consequences. An Aircraft with the Bomber Trait can take only one Manoeuvre per action, but also automatically gains the Reinforced Armour Trait.

FLYER

A vehicle with the Flyer trait follow all rules for aerial manoeuvre and combat as found in the section

AERIAL COMBAT. An Aircraft need an open and flat space to take off without damage, equal to half its tactical speed, rounding up, and need the same amount of space to landing (eg: an Aircraft with a Tactical Speed of 15 AUs need 7 AUs to either take off or landing, that means roughly 700 metres).

GLIDER

Certain aircraft have not any sort of engine on their own, and thus they need assistance to take off, either by launching themselves from a high peak or be carried by a Heavier Aircraft. A Glider need to be attached to another aircraft to take off, and as long is still attached it move with the "carrier", using its Tactical Speed. If the carrier perform a manoeuvre, the Glider counts as doing the same. As a free action, a Pilot on a glider can detach the aircraft from its carrier: if he does so, the Aircraft from now on always count as Gliding in game purpose but retains its standard speed and any damage to the Motive System is resolved on either the Hull (01-50) or Wings (51-00). Universally considered quite obsolete to most Imperial Guard Commander who prefers to directly drop troops and equipment with more agile and fast aircraft, Gliders still has some advantages: they're quieter and often larger than other transport vehicle which are not Orbital-based, thus permitting to bring more troops in a stealthier way. A Glider impose a -40 Penalty to all Hearing test to detect it.

HOVER

Either by using powerful vector thrust, rotor blades or more arcane methods, the aircraft is capable to hover mid-air. An aircraft with the Hover trait can choose to move either Fly or Hovering, and for this reason Tactical Speed in these vehicles is expressed by both metres and Aus. An Aircraft with the Hover Trait automatically has the VSTOL Trait as well. When Hovering, an Aircraft counts as a skimmer, but with the following changes:

- A Pilot can activate or deactivate the Hover mode as a half Action action, but only if the aircraft is flying lower than 700 metres (7 AUs). After activation, the Aircraft replace its speed in metres: as a Half Action, a pilot may make a **Challenging (+0) Operate Test** to increase or decrease the height of the Aircraft by 10 metres for each degrees of success (it is not required to use all the movement)
- An Hovering aircraft ignore all forms of Difficult Terrain, but it still suffers from Aerial Hazards.
- An Hovering aircraft gain an additional +10 bonus on all Tests involving manoeuvrability, in addition to its Manoeuvrability value, but it cannot perform Aerial Manoeuvre, and use instead the Manoeuvre for Ground vehicle, as found at page 272 **ONLY WAR** Rulebook. If damaged it still use the Aircraft Hit Locations and Damage Condition regarding aircraft.
- An Hovering aircraft still gains the bonus of Air-to-Ground Combat. However, due to its low speed and altitude, Ground vehicles do not suffers the standard penalties to hit: they benefit the Bonus To Hit Modifier provided by the Aircraft Size and ground vehicles without Anti-Air Weapon suffers only a -20 Penalty to Hit, while Anti Air (Rudimentary) gains no penalties and Anti-Air (Advanced) gain a +30 to hit. Beside, if the Aircraft is Hovering lower than 100 metres (1 AU), both Hovering and Ground-vehicles can target any Side of the Vehicle, depending on their actual Facing.
- An Hovering Aircraft is impossible to hit in melee combat, and thus all Weapon Skill Tests against an Hovering Aircraft automatically fail, unless the attacker as a way to reach the target (either by jump-pack or wings)
- An Hovering Aircraft may turn as many times as they like when moving, regardless of how far they move.

PILOT OPERATED LINKED WEAPONRY

To maximise damage, Aircraft often mount more than a single pair of weapon. A Pilot Operate Linked Weaponry means that all the weapon stated in a single line must be fired at the same target as part of the same Attack Action. Each hit is treated separately, but a single successful Dodge action can partly deny all the damage (if the weapons fired in Semi-Auto Burst or Full Auto penalties are still applied). Weapons under the "Launcher" category may be fired together or singularly. If fired together, the weapon gains the Twin-linked quality for that attack (if an aircraft has more than one pair of weapon, the trait applies for one single pair, unless is stated otherwise)

Es: Arion is ready to open fire against an enemy Hell Talon: after applying all the possible modifier, the

GM set the Ballistic Skill to 74. Arion rolls 31, obtaining 5 degrees of success. A single Twin-Linked Autocannon has a firing rate of S/6/- with the Twin Linked quality (1 additional hit if the attack score two or more degrees of success), and Arion is firing a Semi-Auto Burst (which means an additional hit for every two degrees of success): summing up, that single system has hit the Hell Talon four times (one for standard success, two additional hit for Semi-Auto Burst and one additional hit for Twin-Linked quality) and he has spent 12 shells in total. However, this was only the first weapon of the set. The second shot hits automatically, dealing another four hits and spending other 12 shells. Summing up, the HellTalon has been hit eight times, each rolls equal to 3d10+8 I Pen 6. The Hell Talon Pilot can still try to dodge the attack, but it needs a total of eight degrees of success to successfully evade all hits.

RADAR SYSTEM

The aircraft mounts an advanced reconnaissance system, able to tracks enemy flyers and show them to the pilot. Every Perception test made to discover possible aerial treat gains a +20 Bonus. The radar does not give any other information about the target, marking it on the pilot's systems only as a small dot.

SPACECRAFT

The Aircraft first purpose is to operate in extra-atmospheric environment. While in atmosphere, it may operate as a Flyer with the Hover Trait, and gain a +4 AUs bonus to its Tactical speed, but also suffers an additional -10 to all Manoeuvre tests. Additionally, the aircraft automatically gains the Environmentally Sealed trait.

SUPERIOR RADAR SYSTEM

An Advanced version of the Radar System, an Aircraft with this trait have greater tracking capabilities. Every Perception test made to discover possible aerial treat gains a +30 Bonus, and depending on the degrees of success the test may give additional information:

- One Degree of Success reveals the Enemy Aircraft location.
- Two Degrees give information about size and shapes of the aircraft. At the GM's discretion and if that types of enemy aircraft was already encountered, it can also show a detailed image of such aircraft.
- Three Degrees of success track the enemy flight pattern, granting a +20 Bonus to all manoeuvres performed against that Aircraft, both defensive and offensive.

Additional Degrees of success and future effects are up to the GM's discretion.

SUPERSONIC

Thanks to a superior engine and exceptional aerodynamics, the flyer is capable to reach supersonic speed, thus making it a more difficult target. An Aircraft with the Supersonic Trait which performs a Speed Up Manoeuvre increase the number of AUs can move by two, and it can also reach trice its Tactical Speed before suffering damage due to high speed. In addition, any attack from any other sources always suffers a -20 to hit, unless it's another Aircraft with the Supersonic Trait or if the aircraft is Hovering.

S/VTOL

The aircraft has some way to reduces both time and space needed to Landing and Take off: it can has limited anti-grav capabilities, or benefit from a Fast-Launch ramp or use some other arcane methods, like warp energies. An Aircraft with the S/VTOL trait do not need space to either land or take off, and it only need five rounds minus its manoeuvrability bonus tens to perform both action. Additionally, an Aircraft with this trait has limited Hover capabilities. As a Full Action and if all other requirements are met, a pilot may make a **Hard (-20) Operate Test** to give the Aircraft the Hover Trait, and benefits from all the bonus and penalties usually issued with this trait: this effect last up to a number of rounds equal to its degrees of success. The Pilot may interrupt this action any time, by making a **Challenging (+0) Operate Test**. If the test is failed, the aircraft stalls. If the Aircraft already has the Hover Trait, the pilot need no test to perform this action (he uses instead the rules as stated in the Hover Trait)

ALREADY EXISTING TRAITS FITTED FOR AIRCRAFT

Almost all of the past traits listed in the other **ONLY WAR** books can be applied to Aircraft without significant changes. However, some of them slightly differs from the original ones. The following paragraphs cover these changes.

ENHANCED MOTIVE SYSTEMS

This trait do not let the Aircraft to move faster than their standard speed, neither it increase the distance travelled, as this ability is already granted by the New Supersonic Trait. However, the Operate Test for the Speed Up / Stall Manoeuvre is treated as **Routine (+20)** rather than **Challenging (+0)**. If an aircraft has both the Enhanced Motive Systems and the Ponderous Trait, then these two Traits cancel each other out and it may move as a regular vehicle

ORBITAL DEPLOYMENT

A considerable part of aircraft possess the ability to be deployed by orbit, directly descending from their Void Ships to the atmosphere, and then return to their base after battle. An Aircraft with this trait may enter or exit atmosphere as a Full Action, depending from its altitude. In addition, Aircraft with this trait also have limited capabilities as star-fighter, and as such they can operate in space, adding a +3 to their AUs speed but entirely losing their Manoeuvrability. These effects last until the aircraft is in space.

PONDEROUS

Size and tonnage matters even for flying vehicles. Aircraft with this trait cannot perform Speed up / Stall manoeuvres. If an aircraft has both the Ponderous and the Enhanced Motive Systems Trait, then these two Traits cancel each other out and it may move as a regular vehicle.

NEW AIRCRAFT WEAPONS

TABLE AC-1: BOLT, LAS AND LAUNCHER (MISSILE AND ROCKETS)

Bolt Weapons

Name	Class	Range	Rof	Dam	Pc n	Clip	Rld	Special	Wt	Availability
Avenger Bolt Cannon	Vehicle	400m	-/-/12	2d10+15 X	7	600	3Full	Storm, Tearing	350 kg	Extremely Rare

Solid Projectile Weapon

Punisher Gatling Cannon	Vehicle	50m	-/-/15	3d10+2 I	4	1500	-	Proven (2), Storm, Tearing	280 kg	Rare
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Launcher Weapons: Missile and Rockets

Hellfury Missile	Vehicle	300m	S/-/-	3d10+8 X	4	1	N/A	Blast (4), Flame	71 kg	Very Rare
Hellstrike Missile	Vehicle	300m	S/-/-	2d10+20 X	10	1	N/A	Blast (1), Designated Target (Ground)	85 kg	Very Rare
Hunter-Killer Missile	Vehicle	350m	S/-/-	4d10+10 X	12	1	N/A	Designated Target (Ground), Homing	64 kg	Very Rare
Rocket Pod	Vehicle	75m	S/4/8	2d10+2 X	2	19	N/A	Blast (5), Storm	140 kg	Scarce
Quad-missile Launcher	Vehicle	300m	S/2/-	††	††	4	N/A	††	140 kg	Rare
Skystrike Missile	Vehicle	450m	S/-/-	4d10+5 X	12	1	N/A	Designated Target (Flyer), Homing	78 kg	Extremely Rare
Sunfury Heavy Missile	Vehicle	350m	S/-/-	5d10+3 E	6	1	N/A	Blast (6), Flame	60 kg	Unique
Kraken Penetrator Heavy Missile	Vehicle	350m	S/-/-	4d10+12 X	12	1	N/A	Designated Target (Ground), Homing, Melta, Proven (4)	80 kg	Unique
Void-capable Missile	Vehicle	10,000m	S/-/-	5d10+20 X	15	1	N/A	Designated Target (Spacecraft)	230 kg	Very Rare

TABLE AC-2: BOMBS

Launcher Weapons: Bombs

Tactical Bomb	Vehicle	N/A	S/-/-	2d10+4 X	3	1	N/A	Aerial Bomb, Blast (2). Concussive (1), Indirect (3)	50 kg	Average
High Explosive Bomb	Vehicle	N/A	S/-/-	3d10+6 X	6	1	N/A	Aerial Bomb, Blast (3). Concussive (4), Indirect (6)	200 kg	Average
Heavy Bomb	Vehicle	N/A	S/-/-	4d10+10 X	8	1	N/A	Aerial bomb, Blast (1d5+4). Concussive (4), Indirect (1d10+2)	400 kg	Scarce
Colossus Bomb	Vehicle	N/A	S/-/-	8d10+20 X	15	1	N/A	Aerial bomb, Annihilating (5), Blast (1d10+10). Concussive (6), Felling (6), Indirect (7), Razor Sharp	10,000 kg	Extremely Rare
Hellstorm Bomb	Vehicle	N/A	S/-/-	5d10+10 E	8	1	N/A	Aerial bomb, Blast (8). Concussive (4), Flame, Indirect (8)	1,200 kg	Very Rare
Phosphex bomb cluster	Vehicle	N/A	S/-/-	7d10 E	4	1	N/A	Aerial Bomb, Blast (6). Corrosive, Crippling (7), Toxic (4), Indirect (4)	102 kg	Unique
Electromagnetic Storm Charger	Vehicle	N/A	S/-/-	3d10 E	0	1	N/A	Aerial Bomb, Haywire (6). Indirect (5), Shocking	65 kg	Unique
Plasma Void Bombs	Vehicle	N/A	S/-/-	8d10+18 E	10	1	N/A	Aerial Bomb, Annihilating (5). Blast (10), Concussive (3), Felling (5), Indirect (1d10+6)	8,000 kg	Extremely Rare

NEW WEAPON SPECIAL QUALITIES

AERIAL BOMB

An aerial bomb is a specific kind of weapon only used by aircraft. Construction and shape varies, from the reliable Imperial Heavy Bombs to the terrible Void Mine delivered by the Dark Eldar Void Raven bomber, but regardless of their potential they share one feature: they're the most basic tool of destruction found on an aircraft.

A weapon with this trait has unlimited range but in only a single direction, that is down. Additionally, an Aerial Bomb weapon always has the Indirect Quality: this works exactly as stated at page 171 **ONLY WAR** Rulebook, but with additionally rules: if the attack is successful and for each hit with the weapon, roll once on the Scatter diagram (see page 255 **ONLY WAR** Rulebook): the hit strikes the ground at a location a number of metres away from the intended target, in the direction rolled on the scatter diagram, equal to $1d10$ minus the Firer's Ballistic Skill Bonus plus 1 for each AU from where the bomb was released (to a minimum of zero).

If the ranged attack fails or if not all bombs reach the target, the remaining missed hits are still fired, but miss their target. Roll once on the Scatter Diagram for each missed hit: the hit instead strikes the ground at a location $Xd10$ metres away from the intended target, in the direction rolled on the Scatter Diagram, where X is equal to the number in parenthesis plus 1 for each AU from where the bombs were released up in the air.

Finally, the user can decide how many bombs he wants to drop in a single attack. If he decides to drop a single bomb, it counts as a Standard Attack: if he decides to drop less than half the total payload the attacks counts as a Semi-Auto Burst while if it's more than half (or all) the total payload, the attacks counts as a Full-Auto Burst. Each attack gains the standard bonus and penalties as listed in the **ONLY WAR** Rulebook.

ANNIHILATING (X)

In the entire Galaxy there exist an almost infinite types and number of weapons. However, some of them are so powerful, so devastating and so terrible to withstand than only the most armoured vehicles or more though creatures have any chance to survive a single hit from them.

Any target with a Size Trait equal to the number in parenthesis or below that suffers even a single point of damage is instantly destroyed, completely obliterated from existence, while larger targets, or any vehicle with the Super-heavy trait, damage is rolled as usual. Characters inside fortifications or vehicles which managed in some ways to survive the attack are not effected by this quality, unless the space itself was sealed in some ways. Forcefield act as normal against Annihilating attack, but due to the impressive amount of energy that they have to sustain they automatically Overload. If the Forcefield's bearer size was the same or lower than the number in parenthesis, the Forcefield is also destroyed, and cannot be repaired in any way.

DESIGNATED TARGET (X)

The targeting system of the weapon are especially designated to attack a specific enemy rather than other.

When making an attack with a weapon with this quality, compare the name between brackets: if the target shares the feature stated, then the attack gain a +20 Bonus to hit, while if not it suffers a -20 penalty to hit. Usually, the name within Brackets are either (Ground Vehicles) or (Aircraft), but some rather rare weapon may have more specific designation, like (Orkz) or (Daemon). If there are some issues, the GM has the final word whether the quality applies or not.

HOMING

A truly marvel of technology, the weapon is capable to lock on a target and then follow it, making any attempt to evade the strike more difficult than normal. Few Imperial weapons have this qualities, while is known than other vile Xenos race make an abundant use of this technology, either by using advanced calculating system (like the seeker missile used by the Tau) or more crude but still effective methods (like the Grot guided "Rokkit" used by the Orkz).

A weapon with this quality imposes a penalty on all Dodge test to avoid to be hit equal to the number of degrees scored by the attacker time ten. This bonus applies only when the weapon is aimed towards target with a size of 6 or greater. Additionally, if the attacker succeeds with four or more degree, but the target still successfully evade the attack, roll a $d10$. A result of 9 means that the Missile is still successfully locked, and it will attempt again to reach the target. After $1d5$ rounds, the target needs to make another Dodge test with the same penalties, and if it failed, it counts as been struck by the weapon. A weapon cannot attempt to strike the same target more than two time (if the second attack is dodged, then the weapon has simply missed).

IMPERIAL NAVY AIRCRAFT: ASTMOSPHERIC FLIGHT

VALKYRIE



The Valkyrie Assault Carrier is a well-armed, twin-engine attack craft. The durable armour and versatile payload of the Valkyrie chassis combine with the aircraft's powerful engines and stable handling to make it a popular choice for a broad spectrum of battlefield roles. Sporting a troop transport capacity on par with the ubiquitous Chimera, the Valkyrie is often used to swiftly redeploy squads of infantry. Strikes at key targets by cadres of Tempestus Scions, reinforcement of buckling battle lines by grim faced bands of Veterans, even hasty transportation for ranking officers –all of these and more are the duty of the Valkyrie.

With a few notable exceptions, most Imperial Guard formations will have small numbers of Valkyries attached to them on a temporary basis; such craft are, first and foremost, the property of the Imperial Navy. During extended ground operations, however, they are usually repainted to match their assigned regiment, and their pilots report directly to that regiment's senior officer. With vectored engines permitting vertical take-off and landing, these versatile aircraft can twist and turn through the rigours of low-altitude dogfights, or hover while troops rappel from their holds. Alternatively, every Valkyrie is equipped with sufficient gravchutes for all passengers, allowing expedient, if hazardous, high-speed deployment. These aircraft have a storied history of service alongside Imperial infantry and armour regiments, and are sometimes referred to by Imperial Guardsmen as the Wings of the Emperor. Certainly those Guardsmen who have seen a ravaging Carnifex cut apart from on high by a Vendetta's lascannons, or been lifted from the path of an onrushing Ork horde in the rugged confines of a Valkyrie, have nothing but respect for these exceptional aircraft.

Type: Flyer

Cruising Speed: 1,100 kph

Structural Integrity: 30

Armour: All 28

Vehicle Traits: Command and Control, Enclosed, Flyer, Hover, Pilot Operated Linked Weaponry, Radar System, S/VTOL.

Crew: 1 Pilot, 1 Navigator, 2 Door Gunners [Door-weapon, if taken]

Tactical Speed: 20m /15 AUs

Manoeuvrability: +10

Size: Massive

Availability: Scarce

Carrying Capacity: 12 Imperial Guardsmen plus wargear

Weapons

One Fixed mounting weapon (choose one of the following):

- Lascannon (Front Facing; 300m, S/-/-; 5d10+10 E; Pen 10; Clip 30; Reload 2full; Proven [3])
- Multi-laser (Front Facing; 150m; -/-/5; 2d10+10 E; Pen 2; Clip 150, Rld 2full; Reliable)

Options

A Valkyrie has two Wing-pylon which can mount additional weapon system (Choose any between):

- 2 Pilot Operated Linked Weaponry Hellstrike Missile (300m, S/-/-; 2d10+20 X, Pen 10, Clip 4; Rld N/A, Blast [1], Designated Target [Ground])
- 2 Pilot Operated Linked Weaponry Rocket Pod (75m; S/4/8; 2d10+2 X; Pen 2; Clip 19; N/A; Blast [5], Storm)

Additionally, a Valkyrie may take a pair of Door-mounted Heavy Bolters (Left Facing /Right Facing; 150m; -/-/6; 1d10+8 X; Pen 4; Clip 60; Reload Full; Tearing)

Special Rules

A Valkyrie may carry a Cyclops demolition vehicle or a Tarantula sentry gun, but if it does he cannot take any Wing-pylon weapon. At GM's Discretion, a Valkyrie may be upgraded to a commander aircraft, changing its Command and Control Trait with Enhanced Command and Control Trait.

VENDETTA GUNSHIP



The Vendetta Heavy Gunship is a Valkyrie variant attached to Imperial Guard units which, in addition to the increased armour, are equipped with three Twin-linked Lascannons, and used as a tank hunter after dropping off any unit being transported by it. Furthermore, it still retains the ability to mount two Heavy Bolter door guns. It may also replace the two hardpoint-mounted Twin-linked lascannons on its wings for two Hellfury Missiles. Despite their impressive firepower, Vendetta Gunships lack the flexibility of Vulture Gunships, which are chosen more often for deep-range attack, strafing run and urban assault missions.

Type: Flyer

Cruising Speed: 1,100 kph

Structural Integrity: 30

Armour: All 30

Vehicle Traits: Command and Control, Enclosed, Flyer, Hover, Pilot Operated Linked Weaponry, Radar System, Reinforced Armour, S/VTOL.

Crew: 1 Pilot, 1 Navigator, 2 Door Gunners

Carrying Capacity: 6 Imperial Guardsmen plus wargear

Tactical Speed: 20m / 12 AUs

Manoeuvrability: +10

Size: Massive

Availability: Rare

Weapons

One Fixed mounting Twin-Linked Lascannon (Front Facing; 300m; S/-/-; 5d10+10 E; Pen 10; Clip 60; Reload 3full; Proven [3], Twin-Linked)

Two Wing-pylon mounted weapon (choose between):

- 2 Pilot Operated Linked Weaponry Twin-linked Lascannons (300m; S/-/-; 5d10+10 E; Pen 10; Clip 30; Reload 2full; Proven [3], Twin-linked)†
- 2 Pilot Operated Linked Weaponry Hellfury Missile (300m; S/-/-; 3d10+8 X; Pen 4; Clip 1; N/A; Blast [4], Flame)

† If taken, these weapon stacks with the Fixed mounting Twin-linked Lascannon for the purpose of the Pilot Operated Linked Weaponry rule)

Options:

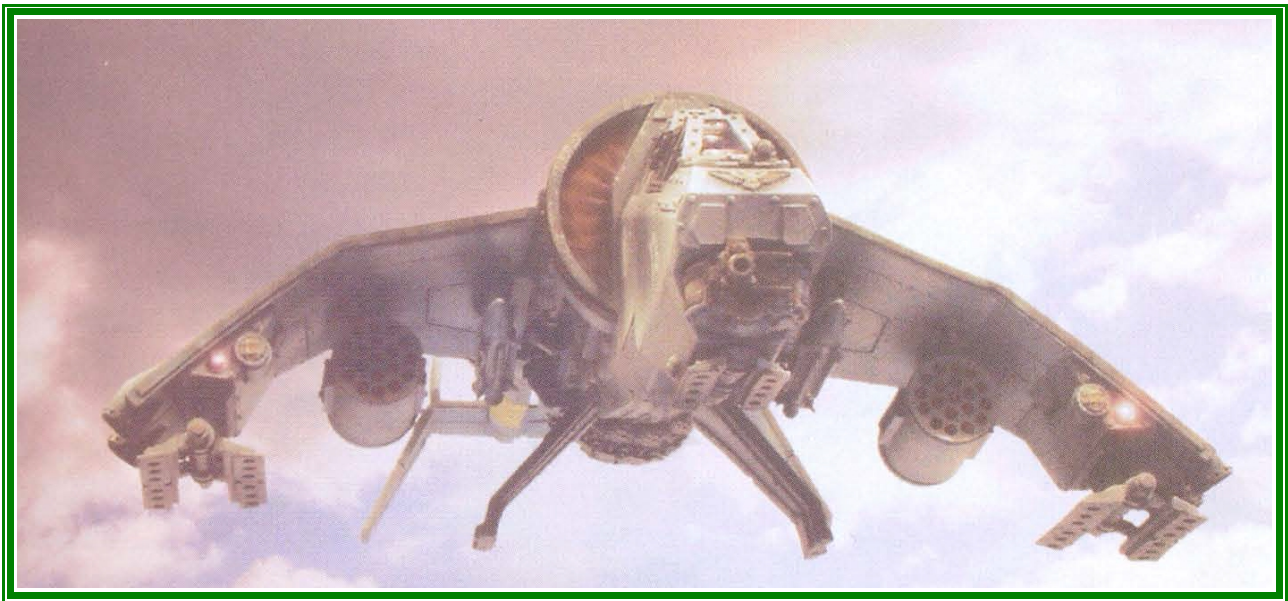
A Vendetta gunship may take a pair of Door-mounted Heavy Bolters (Left Facing /Right Facing; 150m;

-/-/6; 1d10+8 X; Pen 4; Clip 60; Reload Full; Tearing)

Special Rules:

At GM's Discretion, a Valkyrie may be upgraded to a commander aircraft, changing its Command and Control Trait with Enhanced Command and Control Trait.

VULTURE GUNSHIP



Like the Valkyrie, the Vulture is operated by the Imperial Navy and attached to Imperial Guard units, particularly Drop Regiment lacking heavy armour and artillery support. The Vulture is operated by a crew of two, a pilot to fly the craft and a weapons operator to aim and fire its armament. A single Vulture will typically fly in support of a flight of Valkyries whose variable weapon configurations allow a variety of missions to be fulfilled: anti-tank, infantry suppression or bombing enemy strong points. They often remain after the Valkyries' passengers have disembarked and the transports have retreated acting in a direct air support role, aiding the drop troops in tougher fire fights. Although they can mount extra fuel tanks to accompany Valkyries on long-range operations, this does reduce their weapons payload.

The Vulture is a fearsome aircraft, with an impressive choice of armament and a great adaptability. With a total of four wing hard-points, the Vulture can choose between different set of armament, from Multi-lasers to Hell-strike Missiles, and even a couple of Punisher Gatling cannon. No enemy shall escape the gaze of a Vulture looking for prey!

Type: Flyer

Cruising Speed: 1,300 kph

Structural Integrity: 30

Armour: Front/Sides/Lower/Upper 30, Rear 25.

Vehicle Traits: Enclosed, Flyer, Hover, Pilot Operated Linked Weaponry, Radar System, Reinforced Armour, S/VTOL

Crew: 1 Pilot, 1 Navigator (Nose-mounted Turret)

Carrying Capacity: none

Tactical Speed: 25m / 16 AUs

Manoeuvrability: +15

Size: Massive

Availability: Rare

Weapons

One Nose-mounted Turret Heavy Bolter (150m; -/-/6; 1d10+8 X; Pen 4; Clip 120; Reload Full; Tearing)

Four Wing-pylons mounted weapon (Choose any combination between the following):

- 1 Pilot Operated Twin-linked Autocannon (300m; S/6/-; 3d10+8 I; Pen 6; Clip 90; Reload 2full; Ogryn Proof, Reliable, Twin-linked) †
- 2 Pilot Operate Linked Weaponry racks of Tactical Bombs (N/A; S/3/-; 2d10+4 X; Pen 3; Clip 3; N/A; Aerial Bomb, Blast [2], Concussive [1], Indirect [3])
- 2 Pilot Operated Linked Weaponry Hellfury Missile (300m; S/-/-; 3d10+8 X; Pen 4; Clip 1; N/A; Blast [4], Flame)
- 2 Pilot Operated Linked Weaponry Hellstrike Missile (300m, S/-/-; 2d10+20 X, Pen 10, Clip 4; Rld N/A, Blast [1], Designated Target [Ground])

- 2 Pilot Operated Linked Weaponry racks of Hunter-Killer Missile (350m; S/-/-; 4d10+10 X; Pen 12; Clip 1; N/A; Designated Target [Ground], Homing)
- 1 Pilot Operated Twin-linked Lascannons (300m; S/-/-; 5d10+10 E; Pen 10; Clip 60; Reload 2full; Proven [3], Twin-linked) †
- 1 Pilot Operated Twin-linked Multilasers (150 m; -/-/10; 2d10+10 E; Pen 2; Clip 200; Reload 2full; Reliable, Twin-linked) †
- 2 Pilot Operated Linked Weaponry Quad-missile Launcher (300m; S/2/-; ††; ††; Clip 4; N/A; ††)
- 2 Pilot Operated Linked Weaponry Rocket Pods (75m; S/4/8; 2d10+2 X; Pen 2; Clip 19; N/A; Blast [5], Storm)

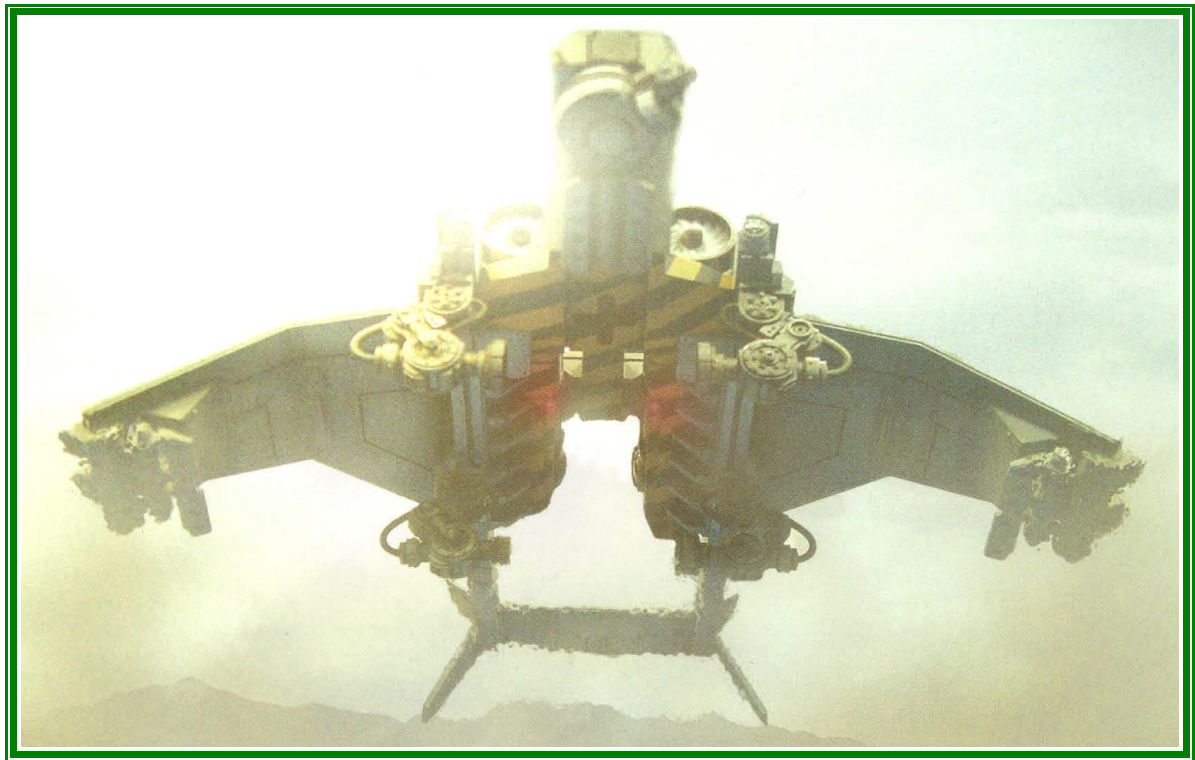
† *If this option is taken, it counts as a single pair for the purpose of the Wing-pylon mounting.*

†† *Damage, Penetration, and Special Qualities of Launcher Weapons with variable ammunition are dependent upon the missile used.*

Options

A Vulture may replace all of its Wing-pylons mounted weapon slots to take a single Twin-linked Punisher Gatling Cannon (50m; -/-/30; 3d10+2 I; Pen 5; Clip 1500; Proven [2], Storm, Tearing, Twin-Linked)

SKYTALON



The Valkyrie Sky Talon is a newer variant of the standard Valkyrie airborne assault carrier. A support aircraft used for heavy lifting in combat theatres, the Sky Talon uses magnetic lifting clamps to secure its cargo, assisted by dual grav/pressure clamp rigs and lifting cables when necessary. Standard armament is a nose mounted Heavy Bolter turret and two Hellstrike Missiles under the wings, which can be replaced with two Rocket pods but despite its armament, it is unusual for Sky Talons to be used in a battlefield role more than strictly necessary. Rather, they deliver their heavy cargo, typically a Tauros or two Drop Sentinels, then quickly exit.

Type: Flyer

Cruising Speed: 1,300 kph

Structural Integrity: 30

Armour: Front/Sides/Upper 30, Rear 25, Lower 22

Vehicle Traits: Enclosed, Flyer, Hover, Pilot Operated Linked Weaponry, Radar System, Reinforced Armour, S/VTOL

Crew: 1 Pilot, 1 Navigator (Nose-mounted Turret)

Carrying Capacity: One single Tauros assault vehicle or Tauros Venator (see page 140-141 **Shield of humanity**) or two Drop-sentinel walker with the Orbital Deployment trait (see page 219 **ONLY WAR Rulebook**) or any other cargo or vehicle with Enormous Size (6) or smaller.

Tactical Speed: 20m / 10 AUs

Manoeuvrability: +10

Size: Massive

Availability: Rare

Weapons

One Nose-mounted Turret Heavy Bolter (150m; -/-/6; 1d10+8 X; Pen 4; Clip 120; Reload Full; Tearing)

Two Wing-pylon mounted weapon (choose between):

- 2 Pilot Operated Linked Weaponry Hellstrike Missile (300m, S/-/-; 2d10+20 X, Pen 10, Clip 4; Rld N/A, Blast [1], Designated Target [Ground])
- 2 Pilot Operated Linked Weaponry Rocket Pods (75m; S/4/8; 2d10+2 X; Pen 2; Clip 19; N/A; Blast [5], Storm)

Special Rules

Thanks to its magnetic clamps, the Skytalon is a primary choice for Drop-troops regiment to bring on the

battlefield support vehicles or supplies too big or heavy for infantry to carry. As a Full Action, the Sky Talon may drop a vehicle or supply pod it is carrying. He can choose to do this in two different ways, safe or dangerous. If he want to drop the cargo safely, the Pilot does not need to make test but simply land on a spot and release the cargo. This takes three actions (one for landing, one for release the cargo and one to take off again), but make the Sky Talon a really vulnerable target. Alternatively, the pilot may risk a more dangerous method, by simply dropping the vehicle while moving. The Pilot make a **Challenging (+0) Operate Test**, with an additional penalty of -10 for each ten metres of altitude and another penalty equal to the cargo's size (a cargo with Average size (4) provides a +0 penalty, Hulking (5) provides -10, while Weedy (3) provides a +10 and so on). The Sky talon must move as a Hover to perform this action. If the test is successful, the cargo make it to the ground, scattering 2d10 Metres in a random direction and taking 1 Point of damage for each two metres fallen (damage ignores Armour Value). Vehicle with the Orbital-Deployment trait are not damaged by the fall. If the test is failed, the vehicle also takes 1d5 Critical Damage to its Motive Systems. If the Cargo was dropped from thirty metres or more or if the test was failed by more than 3 degrees of success the vehicle automatically crashes. On proceeding Rounds of combat, the vehicle may operate normally. Alternatively, the Sky Talon can land on top of a vehicle and pick it up for rapid extraction. This takes 4 Rounds and usually need no Operate Test.

While holding a cargo, a Sky Talon may benefit from the armour granted by the cargo instead of its own. Every attack who hit the Lower Facing on the Hull location hit instead the cargo's one, dealing the same amount of damage. If the attack hit the Rear Facing in the same Location, the chance to hit the cargo drops to 40% (01-40: the cargo is hit instead of the Skytalon).

AVENGER STRIKE FIGHTER



The Avenger Strike Fighter is an Imperial Navy ground attack aircraft, whose main role is conducting high-speed, low-level attacks on ground targets. It exceeds most other Imperial aircraft of its size in firepower, and it is particularly effective against armoured targets due to the Avenger Bolt cannon and twin lascannons it carries. Its main targets are armoured vehicle formations and high-value strategic assets such as munitions or fuel dumps.

The Avenger is an ancient design, believed to originate from Holy Terra during the Age of Strife. It was adopted by forces supporting Sebastian Thor during the bloody wars of faith and schism known as the Age of Apostasy. It is a very effective design and is now a staple of any Imperial Navy air support mission. Due to its reputation of holiness, the Avenger is often specifically requested by the Adepta Sororitas should they require close support in their purgations.

Type: Flyer

Cruising Speed: 900 kph

Structural Integrity: 36

Armour: Front/Lower 34, Upper/Sides 30, Rear 27.

Vehicle Traits: Enclosed, Flyer, Pilot Operated Linked Weaponry, Radar System, Reinforced Armour, Rugged, S/VTOL

Crew: 1 Pilot, 1 Gunner (Rear Turret)

Carrying Capacity: none

Tactical Speed: 30m / 20 AU

Manoeuvrability: +5

Size: Massive

Availability: Extremely Rare

Weapons

One Pilot Operated Fixed-mounted Avenger Bolt Cannon (Front Facing; 400m; -/-/12; 2d10+12 X; Pen 6; Clip 600; Reload 3Full; Storm, Tearing).

One Pilot Operated Fixed-mounted twin-linked Lascannon (Front Facing; 300m, S/-/-; 5d10+10 E; Pen 10; Clip 30; Reload 2full; Proven [3], Twin-linked).

One Gunner Operated Turret Heavy Stubber (100m; -/-/8; 1d10+4 I, Pen 3; Clip 75; Reload 2full, Ogryn Proof).

Options:

An Avenger has two Wing-pylon which can mount additional weapon system (choose one of the following):

- 1 Pilot Operated Twin-linked Autocannon (300m; S/6/-; 3d10+8 I; Pen 6; Clip 90; Reload 2full; Ogryn Proof, Reliable, Twin-linked) †
- 2 Pilot Operated Linked Weaponry racks of Tactical Bombs (N/A; S/3/-; 2d10+4 X; Pen 3; Clip 3; N/A; Aerial Bomb, Blast [2], Concussive [1], Indirect [3])
- 2 Pilot Operated Linked Weaponry Hellfury Missile (300m; S/-/-; 3d10+8 X; Pen 4; Clip 1; N/A; Blast [4], Flame)
- 2 Pilot Operated Linked Weaponry Hellstrike Missile (300m, S/-/-; 2d10+20 X, Pen 10, Clip 4; Rld N/A, Blast [1], Designated Target [Ground])
- 1 Pilot Operated Twin-linked Multilasers (150m; -/-/10; 2d10+10 E; Pen 2; Clip 200; Reload 2full; Reliable, Twin-linked) †
- 2 Pilot Operated Linked Weaponry Quad-missile Launcher (300m; S/2/-; ††; ††; Clip 4; N/A; ††)

† If this option is taken, it counts as a single pair for the purpose of the Wing-pylon mounting.

†† Damage, Penetration, and Special Qualities of Launcher Weapons with variable ammunition are dependent upon the missile used.

LIGHTNING



The Lightning fighter craft is mainly used by the Imperial Navy for establishing air superiority due to its increased manoeuvrability over the **Thunderbolt**. It is often seen and heard plummeting from orbit or being scrambled from naval bases.

The main role of the aircraft is to engage enemy craft and establish air-superiority over a battlefield, with a secondary mission of providing air escort for Marauder Bombers. For this reason they are often based on orbiting ships or forward air bases, where their rocket booster allows them to quickly take off and engage enemy air forces. Ground-based Lightnings can also benefit from hydraulic "fast-launch" ramps which, in combination with their rocket booster engine, provides better acceleration and faster take-off time than conventional VTOL craft. Standard practice has three to four Lightnings so poised in a constant state of readiness.

The Lightning uses a swept-wing design and twin F100-XB afterburning turbofans to give it superior speed and better rate of climb and dive compared to the Thunderbolt although it is lighter, less rugged and more demanding on maintenance crews. Like the Thunderbolt, it also features a rocket booster engine which allows for quick take-offs when using a "fast-launch" ramp and for limited operational capability in space, although it is not a true "star-fighter" like the **Fury Interceptor**.

Type: Flyer

Cruising Speed: 2,400 kph

Structural Integrity: 30

Armour: All 20

Vehicle Traits: Enclosed, Enhanced Motive System, Flyer, Orbital Deployment, Pilot Operated Linked Weaponry, Radar System, S/VTOL, Supersonic

Crew: 1 Pilot

Carrying Capacity: none

Tactical Speed: 45m / 32 AUs

Manoeuvrability: +25

Size: Massive

Availability: Very Rare

Weapons:

One Fixed-mounted Long-Barrelled Autocannon (Front Facing; 500m; -/-/5; 3d10+8 I; Pen 6; Clip 100; Reload 2full; Ogryn Proof, Reliable)

One Wing-mounted fixed twin-linked Lascannon (Front Facing; 300m, S/-/-; 5d10+10 E; Pen 10; Clip 30; Reload 2full; Proven [3], Twin-linked)

Options:

A Lightning has four Wing-pylons which can mount additional weapon systems (Choose any two of the following):

- 2 Pilot Operated Linked Weaponry racks of tactical Bombs (N/A; S/3/-; 2d10+4 X; Pen 3; Clip 3; N/A; Aerial Bomb, Blast [2], Concussive [1], Indirect [3])
- 2 Pilot Operated Linked Weaponry Hellfury Missile (300m; S/-/-; 3d10+8 X; Pen 4; Clip 1; N/A; Blast [4], Flame)
- 2 Pilot Operated Linked Weaponry Hellstrike Missile (300m, S/-/-; 2d10+20 X, Pen 10, Clip 4; Rld N/A, Blast [1], Designated Target [Ground])
- 2 Pilot Operated Skystrike Missile ((450m; S/-/-; 4d10+5 X; Pen 12; Clip 1; Rld N/A; Designated Target [Flyer], Homing)

Special Rules:

While the Lightning was specifically built to perform as an air-superiority fighter, its outstanding speed marks it as a either capable ground attacker, with the due modification. Whenever is required a Lightning can be modified in his "Strike" Variant, replacing the Long-Barrelled Autocannon with two additional Hard-points, each one of them can mount a single ordnance as the ones usually mounted under its wings. These cont as Hull-mounted weapon.

PRIMARIS LIGHTNING



An ancient and rare pattern dating back to the beginning of the Great Crusade, the Primaris Lightning also known as the "Voss" Pattern, from the name of the Forgeworld who produced the aircraft, is high speed sub-orbital fighter craft, designed for high-speed interception, interdiction and surgical-strike roles.

In spite of being one of the most advanced aircraft ever made by the Imperium, exceeding all similar patterns in service of its size for speed and payload capacity, the Primaris was also extremely costly to produce, difficult to maintain and almost impossible to handle by all but the most experienced pilots, and for this reason, the pattern's issues limited use in the Imperial forces of the time, with the notable Exception of Adeptus Mechanicus forces.

Nowaday, the Primaris is a relic of the ancient past, and as such forces who still maintain a significant number of this aircraft are exceptionally rare. The Primaris was almost entirely replaced by the Lightning and its Strike Variant, but there exists some exceptions: Mechanicus Forces still maintain a notable number of these aircraft and still use them when they need to provide air-support to their ground forces. The "Blazing Sun" Wing Squadron, stationed on the Mechanicus' ship "*Hadd's Retaliator*" in service of the Lathes' forces is exclusively composed by Primaris Lightning. These aircraft are painted in a bright white colour and witnesses from other Imperial forces have stated that the aircraft carries ancient types of ordnance which are no more standard in other Imperial forces.

Type: Flyer

Cruising Speed: 2,200 kph

Structural Integrity: 34

Armour: Front/Lower/Upper 26, Rear/Side 20

Vehicle Traits: Enclosed, Enhanced Motive System, Flyer, Orbital Deployment, Pilot Operated Linked Weaponry, Reinforced Armour, S/VTOL, Supersonic, Superior Radar System

Crew: 1 Pilot

Carrying Capacity: none

Tactical Speed: 40m / 30 AUs

Manoeuvrability: +25

Size: Massive

Availability: Unique

Weapons:

One Fixed-mounted twin-linked Lascannon (300m, S/-/-; 5d10+10 E; Pen 10; Clip 30; Reload 2full; Proven [3], Twin-linked)

Options:

A Primaris Lightning has six Wing-pylons which can mount additional weapon systems (Choose any three of the following):

- 1 Pilot Operated Twin-linked Autocannon (300m; S/6/-; 3d10+8 I; Pen 6; Clip 90; Reload 2full; Ogryn Proof, Reliable, Twin-linked) †
- 1 Pilot Operated Twin-linked Multilasers (150m; -/-/10; 2d10+10 E; Pen 2; Clip 200; Reload 2full; Reliable, Twin-linked) †
- 2 Pilot Operated Linked Weaponry Quad-missile Launcher (300m; S/2/-; ††; ††; Clip 4; N/A; ††)
- 2 Pilot Operated Linked Weaponry racks of tactical Bombs (N/A; S/3/-; 2d10+4 X; Pen 3; Clip 3; N/A; Aerial Bomb, Blast [2], Concussive [1], Indirect [3])
- 2 Pilot Operated Linked Hellfury Missile (300m; S/-/-; 3d10+8 X; Pen 4; Clip 1; N/A; Blast [4], Flame)
- 2 Pilot Operated Linked Hellstrike Missile (300m; S/-/-; 2d10+20 X, Pen 10, Clip 4; Rld N/A, Blast [1], Designated Target [Ground])
- 2 Pilot Operated Linked Skystrike Missile (450m; S/-/-; 4d10+5 X; Pen 12; Clip 1; Rld N/A; Designated Target [Flyer], Homing)

† If this option is taken, it counts as a single pair for the purpose of the Wing-pylon mounting.

†† Damage, Penetration, and Special Qualities of Launcher Weapons with variable ammunition are dependent upon the missile used.

Special Rules:

The Primaris Lightning is one of the most rare, if not the rarest aircraft in service in the Imperium, and as such, maintenance and repairs are more difficult to sustain than others. As such, any Logistic Test to obtain this aircraft are subjected to the GM's discretion regardless of the bonuses obtained by the front conditions, unless the Regiment has the Forge World or Lathe World origin (and even then, the GM must always remember that such an aircraft is still almost impossible to obtain in certain circumstances). If the Navymen are so lucky to obtain such an aircraft, they're still have to cope with other problems: the Primaris is an unforgivable aircraft, and all failed manoeuvrability test adds an additional degrees of failure, and due to the ancient frame, any repair test suffers an additional -20 Penalty, unless a character has the Forbidden Lore (Archaeotech). However, a pilot who has managed to get his hands on this aircraft is considered as a hero of the Imperium, and as such it get a +20 Bonus to all Fellowship-based test directed to members of the Imperial Military.

Hands of the Mechanicus: Members of the Adeptus Mechanicus do not suffers from the -20 Penalty to repair the Primaris. Furthermore, a Mechanicus Pilot may request additional payload to mount on the aircraft wings. In addition to the list above, Mechanicus characters can choose between the following:

- 2 Pilot Operated Linked Sunfury Heavy Missile (350; S/-/-; 5d10+3 E; Pen 6; Clip 1; N/A; Blast [6], Flame)
- 2 Pilot Operated Linked Kraken Penetrator Heavy Missile (350m; S/-/-; 4d10+12 X; Pen 1; Clip 1; N/A; Designated Target [Ground], Homing, Melta, Proven [4])
- 2 Pilot Operated Linked Phosphex Bomb Cluster (N/A; S/3/-; 7d10 E; Pen 4; Clip 3; Rld N/A; Aerial Bomb, Blast [6], Corrosive, Crippling [7], Toxic [4], Indirect [4])
- 2 Pilot Operated Linked Electromagnetic Storm Charge (N/A; S/4/-; 3d10 E; Pen 0; Clip 4; N/A; Aerial Bomb, Haywire [6], Indirect [5], Shocking)

THUNDERBOLT'



The Thunderbolt heavy fighter is the workhorse of the Imperial Navy and as such the most common aircraft seen during aerial combat operation. A rugged and reliable design, with good firepower and manoeuvrability, the Thunderbolt has been in service for centuries and remains well-liked by its crews.

The Thunderbolt primarily serves as an air superiority fighter, given the task of hunting down enemy bombers or engaging enemy fighters in order to establish air superiority over the battlefield. However one of the chief advantages of the design is its versatility, allowing it to fulfil other roles: either as escort fighters for flights of Marauder Bombers, low-level fighter-bombers, reconnaissance aircraft and even "star-fighter", the Thunderbolt is capable to operate and adapts in all possible conditions.

In addition to an overall good top speed and manoeuvrability, the Thunderbolt also mounts a fearsome armament: quad nose-mounted Autocannons serve as the primary dogfighting and anti-infantry weapons, while a Twin-linked lascannon is normally used to engage enemy ground vehicles and in addition to this, four pylons, two mounted underneath each wing, allow the fighter to carry additional ordnance, most often bombs or missiles.

Type: Flyer

Cruising Speed: 2,200 kph

Structural Integrity: 37

Armour: Front/Lower/Upper 26, Rear/Side 20

Vehicle Traits: Enclosed, Flyer, Orbital Deployment, Pilot Operated Linked Weaponry, Radar System, Reinforced Armour, Rugged, S/VTOL, Supersonic

Crew: 1 Pilot

Carrying Capacity: none

Tactical Speed: 33m / 25 AU's

Manoeuvrability: +20

Size: Massive

Availability: Scarce

Weapons:

2 Pilot Operated Linked twin-linked Autocannons (300m; S/6/-; 3d10+8 I; Pen 6; Clip 200; Reload 2full; Ogryn Proof, Reliable, Twin-linked)

One Pilot Operated twin-linked Lascannon (300m, S/-/-; 5d10+10 E; Pen 10; Clip 30; Reload 2full; Proven [3], Twin-linked)

Options:

A Thunderbolt has four Wing-pylons which can mount additional weapon systems (Choose any two of the

following):

- 2 Pilot Operated Linked racks of tactical Bombs (N/A; S/3/-; 2d10+4 X; Pen 3; Clip 3; N/A; Aerial Bomb, Blast [2], Concussive [1], Indirect [3])
- 2 Pilot Operated Linked Hellstrike Missile (300m, S/-/-; 2d10+20 X, Pen 10, Clip 4; Rld N/A, Blast [1], Designated Target [Ground])
- 2 Pilot Operated Linked Skystrike Missile (450m; S/-/-; 4d10+5 X; Pen 12; Clip 1; Rld N/A; Designated Target [Flyer], Homing)

MARAUDER BOMBER



The Marauder is the standard imperial Navy Heavy bomber and can be used both in space and within atmospheres. It is used for a number of different missions, but especially excels in the air interdiction role.

With their long range and good maximum payload for their size, these aircrafts are the workhorses of the Imperial Navy. They are often based on orbiting spacecraft or, if in a prolonged campaign, on naval airbases established on the ground. Thanks to their capacious fuel tanks and powerful engines, these bases are located far from the front line, even on another continent.

The Marauder is deployed to fulfil different roles in battle: as a strategic bomber, they operate at high altitudes, beyond most anti-aircraft weapons range, releasing their payload upon enemy positions, whether they are rebel cities or military bases, or as part of free range interdiction mission squadrons seek target of opportunity previously identified by aerial or orbital reconnaissance, like supply dumps or convoys. The Marauder main role anyway is the one as dedicated ground attack and support, flying at really close altitudes to support friendly advances during battles: there are considered as the riskiest type of mission, as the bombers must fly at very low altitudes and risk friendly fire, beside becoming a really easy target for enemy anti-aircraft units.

Within its heavy armoured superstructure the Marauder Bomber carries an internal bomb bay which can carry up to 3,000 kilograms of explosives. At maximum capacity it can carry up to twelve Bombs, six Heavy Bombs or two Hellstorm Bombs, while four wing mounted pylons allow it to carry up additional payload, at the expense of speed and manoeuvrability. For additional fire power and defences, it also carries a set of turret weapons, most often one forward turret armed with twin-linked lascannons and two turret armed with twin-linked heavy bolter, one atop the fuselage and the other in the tail section.

Type: Flyer

Cruising Speed: 1,800 kph

Structural Integrity: 63

Armour: Front 31, Lower/Upper 30, Rear/Side 28

Vehicle Traits: Bomber, Enclosed, Flyer, Orbital Deployment, Ponderous, Radar System, Reinforced Armour, Rugged, S/VTOL.

Crew: 1 Pilot, 1 Navigator, 1 Bombardier, 3 Gunner (Nose, Tail, Atop Turret)

Carrying Capacity: none

Tactical Speed: 23m / 21 AUs

Manoeuvrability: +0

Size: Immense

Availability: Rare

Weapons:

One forward Gunner-operated turret with Twin-linked Lascannon (300m, S/-/-; 5d10+10 E; Pen 10; Clip 40; Reload 2full; Proven [3], Twin-linked)

One tail Gunner-operated turret with Twin-linked Heavy Bolter (150m; -/-/12; 1d10+8 X; Pen 4; Clip 200; Reload Full; Tearing, Twin-linked)

One dorsal Gunner-operated turret with Twin-linked Heavy Bolter (150m; -/-/12; 1d10+8 X; Pen 4; Clip 200; Reload Full; Tearing, Twin-linked)

Up to 3,000 kilograms of heavy explosives inside the bomb bay. Usual configurations allow to carry:

- 12 High Explosive Bombs (N/A; S/-/-; 3d10+6 X; Pen 6; Clip 12; N/A; Aerial Bomb, Blast [3], Concussive [4], Indirect [6])
- 6 Heavy Bombs (N/A; S/-/-; 4d10+10 X; Pen 8; Clip 1; N/A; Aerial Bomb, Blast [1d5+4], Concussive [4], Indirect [1d10+2])
- 2 Hellstorm Bombs (N/A; S/-/-; 5d10+10 E; Pen 8; Clip 1; N/A; Aerial Bomb, Blast [8], Concussive [4], Flame, Indirect [8])

Options:

A Marauder has four Wing-pylons which can mount additional weapon systems. (choose one of the following);

- 4 racks of Tactical bombs (N/A; S/3/-; 2d10+4 X; Pen 3; Clip 3; N/A; Aerial Bomb, Blast [2], Concussive [1], Indirect [3])
- 4 High Explosive Bombs (N/A; S/-/-; 3d10+6 X; Pen 6; Clip 12; N/A; Aerial Bomb, Blast [3], Concussive [4], Indirect [6])

If additional bombs are taken, reduces the Marauder Manoeuvrability to -15 and the Tactical Speed by 3 AU, until the external payload is dropped.

Special Rules:

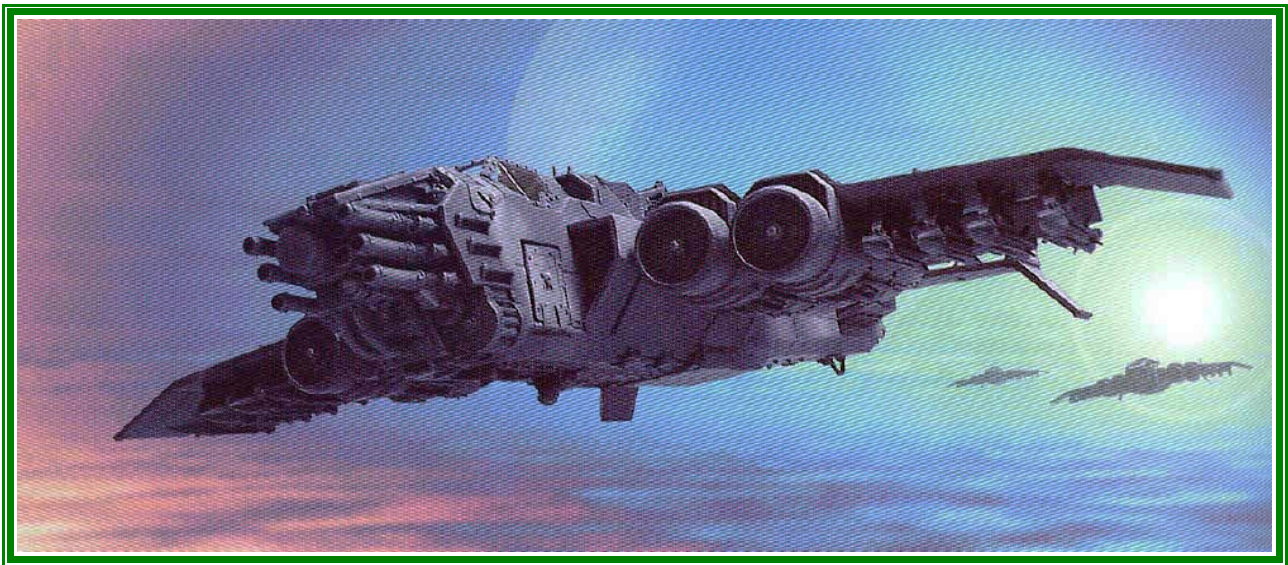
Marauders are a mainstay of the Imperial Navy, but due to their direct role in supporting Imperial ground forces they tend to be more versatile than other aircraft. As such, the standard Marauder can be often found in different configuration to better perform specific task.

Note: all the Modifications stated before removes the dorsal turret to better fit the modification equipment, and swap their forward twin-linked Lascannon armed Turret for a Twin-Linked Heavy Bolters armed one, which has the same stats as the tail turret.

- **Marauder Colossus:** an uncommon variant of the Marauder Bomber specialised to perform high altitude strategic bombings of heavily fortified enemy positions and fortified structures such as bunkers and more extensive subterranean facilities or to directly engage Super-heavy and Titan-class Enemy. To perform this action, the Colossus forgoes its standard payload and sacrifices its dorsal turret to load a single Colossus Bomb in its bomb-bay. Due to the heavy weight of this weapon, a Colossus cannot take any Wing-pylon mounted weapon, and change its availability to Extremely Rare.
- **Marauder Vigilant:** This Marauder variant is specialised to perform high altitude strategic surveillance of enemy positions, movements, bases, and other targets. As such, the Vigilant is lightly armed compared to other variants, but mounts an incredible sophisticated surveillance system which enable it to send coordinates and pic-captures of enemy bases and other targets to the campaign's commanders, allowing the Imperial Navy's bomber wings to strike with greater accuracy or Imperial Guard regiments to develop new strategies to counter enemy movements or to plan attacks on enemy bases and other strategic installations. The vigilant gains the Superior Radar System and the Enhanced Command and Control trait and its availability is raised to Very Rare.
- **Marauder Skytrain:** a recent modification born in the Spinward Front, the Skytrain saw first use with the 43rd Guytogan Drop-regiment, after an error made by the Adeptus Munitorum gave the regiment a full Wing-squadron of Marauder Bombers instead of the requested Valkyrie. Colonel Abbe Hide, leader of the regiment do not waste time complaining with the Munitorum and instead ordered to modify the Internal Bomb bay to accommodate as many Drop-troops as possible: the result were first tested at the battle of Cave 393, during the reclamation of the Mine-world of Oriad, where the full regiment was directly dropped behind enemy line in complete silence. Skytrains prove formidable, capable to bring three time the standard troops carried by Valkyrie at superior speed and altitude.

reducing loss and permitting the regiment to bring more supplies than ever before. After the successful operation, Skytrain catches the attention of the Adeptus Mechanicus, who accepted the new variants as an officially recognised variant shortly thereafter. The Skytrain completely sacrifices its bomb payload, both internal and external but is able to carry up to 36 Imperial Guardsmen fully equipped or three sentinels with the Orbital Deployment Trait or up to 3,000 kilograms of cargo, which can be directly deployed by gravchute at any given time. In addition, the Skytrain gains a +5 manoeuvrability bonus thanks to the reduced weight, and an additional +2 AUs to its Tactical Speed, while reducing its Availability to Scarce.

MARAUDER DESTROYER



The Destroyer is a particular variant of the Marauder bomber designed for dedicated ground attack missions and as such is primarily deployed for low-level attacks. It has a reduced bomb payload, but it compensates this lack with a fearsome armament: six autocannons mounted in a forward position, a remote-operated turret armed with assault cannons and a total of eight Hellstrike missiles mounted under the wings are more than sufficient to annihilate any ground targets unlucky enough to find themselves right in the pilot's cross-hair.

Type: Flyer

Cruising Speed: 1,800 kph

Structural Integrity: 63

Armour: Front 34, Lower/Upper 30, Rear/Side 24

Vehicle Traits: Bomber, Enclosed, Flyer, Ponderous, Radar System, Reinforced Armour, Rugged, S/VTOL,

Crew: 1 Pilot, 1 Navigator, 1 Bombardier, 2 Gunner (Tail, Atop Turret)

Carrying Capacity: none

Tactical Speed: 23m / 21 AUs

Manoeuvrability: +0

Size: Immense

Availability: Very Rare

Weapons:

3 Pilot Operated Linked Twin-linked Autocannon (300m; S/6/-; 3d10+8 I; Pen 6; Clip 300; Reload 2full; Ogryn Proof, Reliable, Twin-linked)

One tail Remote-operated turret with Twin-linked Assault cannons (150m; -/-/20; 2d10+12 I, Pen 6, Clip 1200, Reload 3full; Storm, Tearing)

One dorsal Gunner-operated turret with Twin-linked Heavy Bolter (150m; -/-/12; 1d10+8 X; Pen 4; Clip 200; Reload Full; Tearing, Twin-linked)

Up to 3,000 kilograms of heavy explosives inside the bomb bay. Usual configurations allow to carry:

- 12 High Explosive Bombs (N/A; S/-/-; 3d10+6 X; Pen 6; Clip 12; N/A; Aerial Bomb, Blast [3], Concussive [4], Indirect [6])
- 6 Heavy Bombs (N/A; S/-/-; 4d10+10 X; Pen 8; Clip 1; N/A; Aerial Bomb, Blast [1d5+4], Concussive [4], Indirect [1d10+2])

Options:

A Marauder has eight Wing-pylons which can mount a total of eight additional Hellstrike Missiles (300m, S/2/4; 2d10+20 X, Pen 10, Clip 8; Rld N/A, Blast [1], Designated Target [Ground])

IMPERIAL NAVY AIRCRAFT: VOID FLIGHT

ARVUS LIGHTER



The Arvus Lighter is a utility shuttle designed to transport personnel and goods from a planet to a ship in orbit. One of a wide variety of pinnaces, brigs, couriers and dories used by the Navy, the Arvus Lighter is the equivalent of the Imperial Guard's Trojan, fulfilling many of the same roles.

Commonly seen on the decks of large Imperial Navy ships or making repeat runs from surface to ship transporting supplies and men, the Arvus is a small and reliable workhorse utility cargo shuttle. The ship's interior is very basic and does not include many advanced systems beyond standard navigational and sensor equipment and proximity alarms. It is crewed by a single pilot who controls the ship from a small cramped cockpit, connected to the cargo compartment by a small hatchway. The cockpit's screen can also swing up to allow access from the front, while the cargo compartment can be accessed by the rear ramp.

Type: Spacecraft

Cruising Speed: 1,600 kph

Structural Integrity: 30

Armour: Front 24, Lower/Upper/Sides/Rear 22

Vehicle Traits: Enclosed, Environmentally Sealed, Ponderous, Radar System, Spacecraft

Crew: 1 Pilot

Carrying Capacity: 12 people fully equipped or equivalent cargo

Tactical Speed: 20m / 18 AUs

Manoeuvrability: -10

Size: Massive

Availability: Average

Special Rules:

Although considered a civilian and utility shuttle never designated for frontline operations, it is not unknown for desperate commanders to try to fit weapons systems to the Arvus to let it fill in as a stopgap military transport and provide a minimum cover capabilities during boarding assault, but unfortunately this is not an easy task as the spacecraft lacks even basic military avionics. An Arvus can be fitted with one of the following weapons as an Upgrade (see page 131 **Shield of Humanity**): this count as a Standard Type upgrade, with an Install/Repair Base difficulty of +20. Any weapon mounted in this way suffers an additional -30 to hit any target, in addition of any other bonus or penalties.

- 1 Retrofitted Pilot Operated Twin-linked Multilaser (150m; -/-/10; 2d10+10 E; Pen 2; Clip 200; Reload 2full; Inaccurate, Unreliable, Twin-linked, Inaccurate)

- 1 Retrofitted Pilot Operated Twin-linked Autocannon (300m; S/6/-; 3d10+8 I; Pen 6; Clip 90; Reload 2full; Inaccurate, Ogryn Proof, Unreliable, Twin-linked)
- 1 Retrofitted Pilot Operates Twin-linked Heavy Stubbers (100m; -/-/12; 1d10+4 I; Pen 3; Clip 300; Reload 2full, Inaccurate, Unreliable, Twin-linked)
- 2 Retrofitted Pilot Operated Hellstrike Missiles (300m, S/-/-; 2d10+20 X, Pen 10, Clip 4; Rld N/A, Blast [1], Designated Target [Ground], Inaccurate, Unreliable)

AQUILA LANDER



The Aquila Lander is a light personnel shuttle used by the Imperial Navy to transport dignitaries, official and other important personnel from ship to ship or from orbit to a planet's surface.

Its distinctive eagle-pattern wings make it easily recognisable and its customisability make it popular throughout other Imperial Organisations, such the Inquisition, Rogue Traders and wealthy Nobles, but also as a reliable transport for military use.

Although not designed as a combat vehicle, the Aquila is still superior to other equivalent craft like the Arvus, being armed with a single nose-turret weapon and overall good armour, suited for the protection of its important passengers.

Type: Spacecraft

Cruising Speed: 2,200 kph

Structural Integrity: 30

Armour: Front 25, Lower/Upper/Sides 22, Rear 24

Vehicle Traits: Enclosed, Enhanced Motive Systems, Environmentally Sealed, Improved Command and Control, Reinforced Armour, Superior Radar System, Spacecraft

Crew: 1 Pilot

Carrying Capacity: 7 people fully equipped or equivalent cargo

Tactical Speed: 24m / 22 AU

Manoeuvrability: +10

Size: Massive

Availability: Rare

Weapons:

One Pilot Operate Nose-mounted Turret weapon (Choose one between):

- Heavy Bolter (150m; -/-/6; 1d10+8 X; Pen 4; Clip 120; Reload Full; Tearing)
- Multilaser (150m; -/-/5; 2d10+10 E; Pen 2; Clip 150, Rld 2full; Reliable)
- Autocannon (300m; S/3/-; 3d10+8 I; Pen 6; Clip 60, Rld 2full; Ogryn Proof, Reliable)

Special Rules:

The Aquila Lander is not issued to transport "common people", relegated as the personal shuttle of any Imperial Authority present in a given battlefield. As such, any attempt to obtain this aircraft for squad with Logistic Rating Lower than 50 treat the aircraft Availability as Extremely Rare, unless the squad has really good ties with some exceptional and influential character.

FURY INTERCEPTOR (CALIXIS PATTERN)



The Fury is actually a broad classification for a variety of different Imperial starfighters. Many sectors have their own variants, with slightly different choice of armament or power plant, but they are all broadly the same in design and role.

A space-superiority fighter craft, designed to defend Imperial bombers from enemy interceptors and intercept enemy bombers in turn, the Fury is true to its name, sporting heavy weapon and armour, most often lascannons and high-explosive anti-starship missiles, rendering their already deadly armament in space combat simply devastating if deployed in atmosphere. However, due to their sheer size between forty to fifty-five metres and obvious specialisation for void combat, their effectiveness varies depending on their target and how well it is protected.

Each Fury is crewed by at least two crewmen, the pilot and the gunnery officer. A fully crewed Fury requires a four-man crew, adding a navigator and a second gunner. On occasion, an Astropath will also be aboard, to provide greater communications capability. The size of the crew is dictated by the mission parameters set each time a squadron is launched into the void. Small-scale missions such as fleet patrol and short-range interdiction only require the pilot and a gunner to be present while long-range reconnaissance and interceptions require larger crews.

Type: Spacecraft

Cruising Speed: 2,500 kph

Structural Integrity: 45

Armour: Front 38, Lower/Upper/Sides 36, Rear 30

Vehicle Traits: Damage Control, Enclosed, Enhanced Motive Systems, Environmentally Sealed, Reinforced Armour, Superior Radar System, Spacecraft

Crew: 1 Pilot, 1 Copilot/Navigator, 1 Gunner, 1 Tech-Priest Engineer. An Astropath may also be aboard, to provide greater communication capability.

Carrying Capacity: none

Tactical Speed: 30m / 26 AUs

Manoeuvrability: +5

Size: Immense

Availability: Extremely Rare

Weapons:

One forward Gunner-operated turret with Twin-linked long-barrelled Lascannon (600m, S/-/-; 5d10+10 E; Pen 10; Clip 200; Reload -; Proven [3], Twin-linked)

Two wing-mounted Pilot-operated long-barrelled Lascannon banks (Facing Front; 600m, S/-/-5; 5d10+10 E; Pen 10; Clip 200; Reload -; Inaccurate, Proven [3], Twin-linked)

Options:

A Fury has twelve Wing-pylons which allows to mount a total of twelve additional Void-capable Missiles (10,000m, S/-/-; 5d10+20 X, Pen 15; Clip 12; Reload N/A; Designated Target [Spacecraft])

Special Rules:

The Fury is a powerful aircraft, only suited to the best imperial pilot. Even among the Imperial Navy, fury pilots are highly trained, usually undergoing many years of harsh training to prepare them for the extremes of piloting the craft in void combat. For this reason, the Fury is limited to only Imperial Navymen who has the spacecraft listed as their Standard Regimental Kit, and cannot be issued to any other.

Depending on the situation, as simple patrols or reconnaissance mission, the Fury may have a reduced crew of only two members, Pilot and Gunner. In these situation, the aircraft loses the Damage Control Trait and swap the Superior Radar System with the Radar System one, and it cannot mount any Wing-pylons weapons. If an Astropath is on board, the spacecraft also gains the Command and Control Trait (at the GM's discretion, the Improved Command and Control trait is gained alternatively), and whenever the psionic manifest a ranged psyker power, the range is given in AUs rather than metres, but also suffer a basic -30 Penalty to its focus test. Alternatively, the Fury is also capable of having a partial crew made up of Servitors, which substitute the Copilot, Gunner and Tech-priest Engineer position. In this instance, each position is held by a NPC Servitor, as seen at page 372 **ONLY WAR** Rulebook, with the following changing: Ballistic Skill 40, Agility 40, Intelligence 30, Perception 45, with Awareness (Per)+10, Tech Use (Int). In addition, the Fury gains the Sentry Trait, as seen at page 135 **Shield of Humanity** book.

Finally, all crew members are required to wear Suspensor-wire pressurized suits. If they are not wearing it, after any Manoeuvrability test made in aerial combat, each member who has not the suit must make a **Very Hard (-30) Toughness Test** or suffers 1d5 level of fatigue. If the test is passed, they suffer only 1 level of fatigue. Other types of armour like Power armour or gear can provide the same bonus given by the suit.

STARHAWK BOMBER



Placing somewhere between the Shark and the Fury for its size, Starhawk-class bombers are slower and less armoured. Instead of troops, they carry a payload of plasma bombs, armour-piercing missiles, and (in some cases) torpedoes. The Calixis-pattern has forward racks for up to 10 large anti-ship missiles with powerful krak warheads, and mid-bays containing multiple bomb-firing cylinders. Starhawks launch volleys of missiles at precise targets on an enemy ship, then close and make “bombing runs” on the hull, pumping out flurries of plasma warheads.

Crews of ten to fifteen man these weapons as well as less-potent armaments designed for defence against starfighters and incoming missiles. Like the Fury interceptor that often accompanies it, the Starhawk has cramped living quarters that allow these spacecraft to be used for extended assignments.

Type: Spacecraft

Cruising Speed: 1,800 kph

Structural Integrity: 60

Armour: Front 40, Lower/Upper/Sides 38, Rear 30

Vehicle Traits: Damage Control, Enclosed, Enhanced Motive Systems, Environmentally Sealed, Reinforced Armour, Superior Radar System, Spacecraft

Crew: 1 Pilot, 1 Copilot/Navigator, 5 Gunners, 1 Bombardier, 1 Tech-Priest Engineer. An Astropath may also be aboard, to provide greater communication capability.

Carrying Capacity: none

Tactical Speed: 15m / 12 AUs

Manoeuvrability: -10

Size: Monumental

Availability: Extremely Rare

Weapons:

One forward Gunner-operated turret with Twin-linked long-barrelled Lascannon (600m, S/-/-; 5d10+10 E; Pen 10; Clip 200; Reload -; Proven [3], Twin-linked)

Two Gunner-operated turrets (one dorsal and one Ventral) with Twin-linked Long-barrelled Multilaser (500m; -/-/10; 2d10+10 E; Pen 2; Clip 1,000; Reload 2full; Reliable, Twin-linked)

Two Remote-operated wing-mounted turrets (one for each wing) with Twin-linked Heavy Bolter (150m; -/-/12; 1d10+8 X; Pen 4; Clip 200; Reload Full; Tearing, Twin-linked)

The Fury has a forward rack that can carry 10 anti-ship missiles, while its rear bays can carry up to 40 Plasma Void-bombs (N/A; S/-/-; 8d10+18 E; Pen 10; Clip 1 N/A; Aerial Bomb, Annihilating [5], Blast [10]; Concussive (3), Felling (5), Indirect [1d10+6])

Special Rules:

Starhawk are designed for void-bombing operation only, and as such their payload is considerably most powerful than standard bombs used by atmospheric craft. Imperial Navy commander rarely use this ships for ground operations, relying on Marauders and their variants to deal with heavy fortified position, but if needed, Starhawk are called to make the attack.

As such, anti-ship missiles has no statistics, and they cannot be used to target any other type of vehicle outside of Void ships: if the GM has access to any **ROGUE TRADER** books it can use the rules for using attack craft found at page 10 of the **Battlefleet Koronus** supplement, otherwise he can simply decide the course of the bombing action in other ways. Both bombs and missile can be used for this purpose.

As with the Fury, the Starhawk may have one Astropath onboard: this follow the same rules as stated in the Fury Interceptor Special Rules.

SHARK ASSAULT BOAT



Typically about seventy meters in length, these Shark-class assault boats are dedicated to delivering troops through a spaceship's defences directly into combat. Much like a torpedo, their cargo is their weapon. Consequently, virtually all patterns of the Shark carry only defensive weapons, with every cubic meter of space dedicated to engines, armour, or troop-carrying.

Tactically, assault boats are often accompanied by fighters to aid these craft in overcoming a vessel's defences. To better enable this tactic, assault boats will usually have engines that are nearly capable of matching a starfighter's acceleration. However, they seldom handle as well. During the first stage of an invasion, squadrons of Assault Boat may be deployed along with larger transport vessels to deploy Imperial Navy detachment in the battlefield, in order to secure the perimeter for the following Imperial Guards troops to disembark. It is not however uncommon for Imperial Guard commanders to request these ships as a practical transport to move troops from place to place in the planet surface, but due to the rivalry between the two forces this request is rarely granted.

Type: Spacecraft

Cruising Speed: 2,400 kph

Structural Integrity: 82

Armour: Front 50, Lower/Upper/Sides 45, Rear 30

Vehicle Traits: Damage Control, Enclosed, Enhanced Motive Systems, Environmentally Sealed, Ponderous, Reinforced Armour, Superior Radar System, Spacecraft

Crew: 1 Pilot, 1 Copilot/Navigator, 4 Gunners, 1 Tech-Priest Engineer.

Carrying Capacity: 50 people fully equipped, or equivalent cargo. Alternatively, for every 12 soldiers the Shark can accommodate one ground vehicle of Massive Size (7), such as Leman Russ or Chimera, up to a maximum of four vehicle or one ground vehicle of Enormous Size (6) for every 6 soldiers, up to a maximum of seven vehicle. Each vehicle is fully equipped and crewed.

Tactical Speed: 28m / 20 AUs

Manoeuvrability: -15

Size: Titanic

Availability: Extremely Rare

Weapons:

One Co-pilot operated Fixed-mounted Twin-linked Breacher cutter (Facing Front, Range 220m, S/-/-, 3d10+20 E, Pen 16, Clip 12, Reload —, Concussive [4], Felling [6], Inaccurate, Melta, Twin-linked)

Four Remote-operated wing-mounted turrets (one Dorsal, one Ventral and one on each side) with Twin-linked AP Autocannon (400m; S/6/-; 3d10+8 I; Pen 9; Clip 450; Reload 2full; Ogryn Proof, Reliable, Twin-linked)

Special Rules:

The Shark is designed to forcibly board enemy starships, and has powerful boarding clamps and meltacharges near the vehicle's prow to attempt this task. As a **Challenging (+0) Operate (Space Craft) Test**, the pilot can

affix a Shark to the side of a Voidship, and then starting to breach its armour. It takes 4 Full Rounds to burn through the hull using the Breacher Cutter and melta-charges, but after that time any troops inside the Shark can disembark directly inside the Ships, providing there's enough space to them to move.

In addition, the Shark is so heavily armoured in its prow that it can directly smash in its opponent without serious consequences. A Shark Assault Boat never suffers damage or other effects when it use the Ram manoeuvre against enemy with lower size, but in the following turn any Operate Test suffers an additional -20 Penalty to all Operate Test. If the Target of the Ram is the same size, the Shark suffers 1d5 Critical damage and automatically Stalls (note that if a Shark is the target of a Ram Action it still suffer the effects of the Ram! Manoeuvre).